Control Panel Subscriptions TOS Privacy @NeoGAF Theme

Welcome **LAWJ**

NeoGAF
BELIEVE

Closed Thread

Levine: BioShock Infinite's religious themes led dev to consider quitting

Subscribe

shinobi602
Daddy Goggles Group™
Member in good standing
(02-28-2013, 05:37 PM)

Levine: BioShock Infinite's religious themes led dev to consider quitting #1

One Irrational Games developer was so offended by the religious themes of a certain scene in BioShock Infinite that he sought to quit the company immediately after completing his playthrough of the level.

"There was a scene in the game at the end where there's a gentleman here--one of our artists--who got to a point in the game, played it, turned off BioShock, opened up his computer, opened Microsoft Word, and wrote a resignation letter; it had offended him so much," Levine told GameSpot in a new video interview. After it was brought to his attention, Levine spoke with this developer. His discussion with this "extremely religious guy" helped Levine better understand how to write the game's Comstock character, something he had struggled with for a long time.

"**And I ended up having a conversation with him; my first impulse was I don't want this guy to go because he was a good guy and a talented guy**," Levine said. "**And we actually ended up having a long talk; he was an extremely religious guy and when we started talking, I realized that something I could connect to was a notion of forgiveness and what an important part that is of the New Testament and why Christ was such a revolutionary figure.**"

"And thinking about how I would incorporate the power of that notion to Comstock into his world was, to me, the key. Because who hasn't done things that they don't want to be forgiven for?"

This developer did not end up quitting Irrational Games.

This was a breakthrough for Levine. He explained that writing Comstock, the religious, ultra-nationalist antagonist of BioShock Infinite, had been a long and difficult struggle due to his lack of personal religious knowledge."**[Comstock] was one of the toughest characters for me to write because I don't have a religious background, let alone the darker side of his beliefs; the racist side of his beliefs. So I really had a lot of trouble writing him for a long time**," Levine explained.

"**And it occurred to me I had to figure out why do people follow him? That was the key to his character. Why do people follow him? What does he provide to them? And I struggled with that for a long time because obviously an ecstatic religious experience is something that a religious leader provides but I don't have a connection to as a writer**," he added. "**And it's always hard when you're trying to write something that you have never felt. And that would feel dishonest to me.**"

Source

.

Dance Inferno
Member
(02-28-2013, 05:38 PM)

#2

I hope this game really does deal with all these issues in a meaningful way. We need more games that aren't afraid to tackle important, sensitive issues.

Lunchbox
Banned
(02-28-2013, 05:39 PM)

#3

> This developer did not end up quitting Irrational Games.

PR stunt

Nemesis_
Member
(02-28-2013, 05:40 PM)

#4

I realise how much I've blacked out of this game when I don't even know who or what Comstock is.

[redacted]

---

waypoetic
Banned
(02-28-2013, 05:40 PM)

#5

The antagonist in the game is religious?

Welp. I'm out.

LiK
Not random at all.
(02-28-2013, 05:40 PM)

#6

I wonder if he played Doom.

IdreamofHIME
Member
(02-28-2013, 05:41 PM)

#7

I dont really believe him to be honest.

---

shinobi602

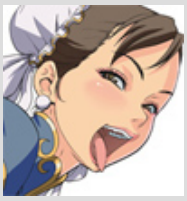
#8

Daddy Goggles Group™
Member in good standing
(02-28-2013, 05:41 PM)

> Originally Posted by **waypoetic**
> The antagonist in the game is religious?
>
> Welp. I'm out.

...really?

Router #9
Hopsiah the Kanga-Jew
(02-28-2013, 05:42 PM)



> Originally Posted by **Lunchbox**
> PR stunt

Will you forgive them?

---

phosphor112 #10
Banned
(02-28-2013, 05:42 PM)

> Originally Posted by **waypoetic**
> The antagonist in the game is religious?
>
> Welp. I'm out.

LMFAO

Nugg #11
Member
(02-28-2013, 05:42 PM)

> Originally Posted by **waypoetic**
> The antagonist in the game is religious?
>
> Welp. I'm out.

Don't forget your resignation letter.

Giran #12
Member
(02-28-2013, 05:42 PM)

> Originally Posted by **Lunchbox**
> PR stunt

Yeah, it really seems that way.

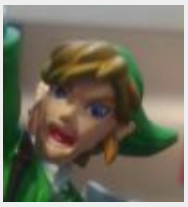
---

cw_sasuke #13
Member
(02-28-2013, 05:42 PM)

> Originally Posted by **IdreamofHIME**
> I dont really believe him to be honest.

.

cool_dude_2049 #14
Banned
(02-28-2013, 05:42 PM)



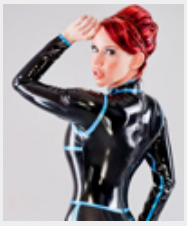
Hype x1000

guek #15
Member
(02-28-2013, 05:43 PM)

Stereotypical religious boogeyman as the antagonist, eh? *groan*

Man I hope this game delivers. Reviews will tip me one way or another.

mysteriousmage09 #16
Member
(02-28-2013, 05:43 PM)



>
>

.

Massa #17
Member
(02-28-2013, 05:43 PM)

> Originally Posted by **IdreamofHIME**
> I dont really believe him to be honest.

This is Ken Levine we're talking about here.

Sophia #18
Member
(02-28-2013, 05:43 PM)

> Originally Posted by **waypoetic**
> The antagonist in the game is religious?
>
> Welp. I'm out.

I see what you did there... lol.

I'm pretty excited if the religious themes are dealt with as tastefully and as powerfully as Levine is implying. It's one of those subjects I don't feel is tackled too often in modern media nowadays. Outside

of books, anyhow.

Spinluck
Member
(02-28-2013, 05:44 PM)

#19

Wish people would keep an open mind.

:-/

TheBioLover
Member
(02-28-2013, 05:44 PM)

#20

What a pussy.

waypoetic
Banned
(02-28-2013, 05:44 PM)

#21

> Originally Posted by **mysteriousmage09**
> picture

I'm in again. I think..

Currygan
at last, for christ's sake
(02-28-2013, 05:44 PM)

#22

someone tell Levine game will sell well, so he can stop spitting out ridiculous bollocks just to gain attention

Last edited by Currygan; 02-28-2013 at 05:46 PM.

ASIS
Member
(02-28-2013, 05:44 PM)

#23

> Originally Posted by **Router**
> Will you forgive them?

Only after a really long talk.

RustyNails
with arms wide open / under the sunlight / welcome to this place / i'll show you *everythaaaang*
(02-28-2013, 05:44 PM)

#24

> Originally Posted by **waypoetic**
> The antagonist in the game is religious?
>
> Welp. I'm out.

What about Imran Zakhayev?

Stark
Member
(02-28-2013, 05:45 PM)

#25

> Originally Posted by **waypoetic**

> The antagonist in the game is religious?
>
> Welp. I'm out.

Whaaat? That's one of the most interesting themes that Infinite will deal with. :x

---

Row
Banned
(02-28-2013, 05:45 PM)

#26

exkuse mi if rhis post mkes mo sense, but it seems mi eye hve permantly rollled in te bck of mu head nd its hrd to post

---

DocSeuss
Member
(02-28-2013, 05:45 PM)

#27

This certainly increases my respect for the man. Too many people just seem to run ahead with absurd, offensive caricatures of religious characters (hi Infamous 2 and Resistance 3!), where they're portrayed as bizarrely superstitious (and not in a positive way, like, say, Native Americans) and incapable of any critical thought.

This kind of caricature tends to come from people who aren't religious themselves. It's a rookie writing mistake. The train of thought is something like "oh, well, religion's obviously fake, so these people can't be logical at all." Problem is, humans are... significantly more complex than that. I live in a very science-driven community, but we also have a high degree of religious individuals here--and yes, there's a significant overlap. Lots of people here who are both religious and scientists. They're very logical, very rational, completely normal humans, not weirdos who think Satan's hiding behind every corner trying to get at them by way of black gay muslim atheists or something, but that's precisely the kind of caricature I see all too often.

As a writer/writer wannabe, I've spent a lot of time studying people, just watching them, how they react to things, why they do what they do, and so on and so forth... and the way religious characters are portrayed is almost *exclusively* the sort of non-existent (unless, maybe, you count Fred Phelps' church or some of the more cult-like Christian offshoots) evangelical types.

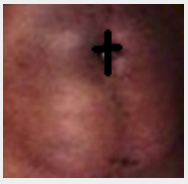
I don't think I've ever seen a well-written religious character in games.

Still, even if Levine revised his script, I find myself worrying. Comstock, after all, is a religious bad guy. If he's anything like the characters seen in Bioshock, he'll be, effectively, a hyperbolic literary device. Will he be balanced out with more reasonable characters? If you're having a hard time understanding the concerns I've got here, think of it like this: a writer establishes a 'ghetto' character who exists as an antagnost in the game. His portrayal is hyperbolic, but exists to point out the flaws in ghetto culture (and there are many). At worst, the writer runs the risk of coming across as saying "lol, black people suck," which, of course, isn't true.

Last edited by DocSeuss; 02-28-2013 at 06:01 PM.

---

codhand
Member
(02-28-2013, 05:45 PM)



#28

god forgives, levine doesnt

JonStark
Member
(02-28-2013, 05:45 PM)

#29

I'M OFFENDED

Trojita
Member
(02-28-2013, 05:45 PM)

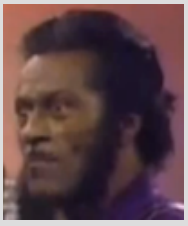
#30

The employee doesn't exist.

Andrew.
Banned
(02-28-2013, 05:45 PM)

#31

Saw this on that interview yesterday. I kind of think he was bullshitting, but hey, you never know.



waypoetic
Banned
(02-28-2013, 05:45 PM)

#32

> Originally Posted by **RustyNails**
> What about Imran Zakhayev?

Who?

earvcunanan
Member
(02-28-2013, 05:46 PM)

#33

> Originally Posted by **Nugg**
> Don't forget your resignation letter.

lol

Lunchbox
Banned
(02-28-2013, 05:46 PM)

#34

> Originally Posted by **Massa**
> This is Ken Levine we're talking about here.

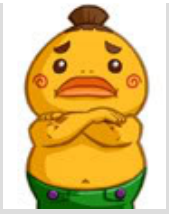
Its the publisher that made the guy quit

THE EVIL PUBLISHER PRESSURE

Forkball
Member
(02-28-2013, 05:46 PM)

#35

God doesn't want you to quit a job in this economy, he'll let this one slide.



DukeBobby
Member
(02-28-2013, 05:46 PM)

#36

> Originally Posted by **waypoetic**
> I'm in again. I think..

That's the original Bioshock.

shinobi602
Daddy Goggles Group™
Member in good standing
(02-28-2013, 05:46 PM)

#37

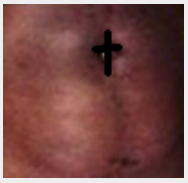
> Originally Posted by **Sophia**
> I'm pretty excited if the religious themes are dealt with as tastefully and as powerfully as Levine is implying. It's one of those subjects I don't feel is tackled too often in modern media nowadays. Outside of books, anyhow.

I don't think Levine is the right person for that, honestly:

> He explained that writing Comstock, the religious, ultra-nationalist antagonist of BioShock Infinite, had been a long and difficult struggle **due to his lack of personal religious knowledge.**

codhand
Member
(02-28-2013, 05:46 PM)

#38



> Originally Posted by **Trojita**
> The employee doesn't exist.

shooting organics things in the face for 10-15 hours, no problem.

religious themes, im offended.

thequickandthedead
Member
(02-28-2013, 05:46 PM)

#39

Seems kinda cliche

ComputerMKII
Banned
(02-28-2013, 05:47 PM)

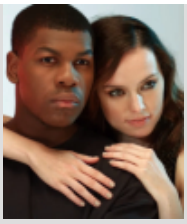
#40

Dude must never have played Doom or Quake.

ViewtifulJC
call me Mr. Krabs
(02-28-2013, 05:47 PM)

#41

I think we're like 0-for-8 million on well-written religious characters, but we gotta get it eventually, right



Draft
Baldur's Gate II is the best RPG ever! Buy it here!
(02-28-2013, 05:47 PM)

#42

> ultra-nationalist antagonist

Wow, just wow. It was bad enough when Levine was ripping off System Shock 2 plot points for Bioshock. Now he's ripping off Modern Warfare 2? What a hack.

codhand
Member
(02-28-2013, 05:47 PM)

#43

this reminds me of Isaac Hayes leaving South Park

Chromie
Banned
(02-28-2013, 05:47 PM)

#44

> Originally Posted by **Massa**
> This is Ken Levine we're talking about here.

In that case I really think it's all for PR.

Dylan
Member
(02-28-2013, 05:47 PM)

#45

If it's true then I think this is fantastic news.

I think games should challenge people's beliefs and opinions just as movies and books do. I can't wait for this game.

Sophia
Member
(02-28-2013, 05:48 PM)

#46

> Originally Posted by **shinobi602**
> I don't think Levine is the right person for that, honestly:

Probably not, but I'm being hopeful y'know? Rather think positive. Usually when a religious character is done in a video game, they're either over the top extreme as DocSeuss mentioned, or they're part of an entirely fictional religion dealing with a fantasy setting. Very rarely is it done tastefully.

ComputerMKII
Banned
(02-28-2013, 05:48 PM)

#47

> Originally Posted by **waypoetic**
> Who?

http://callofduty.wikia.com/wiki/Imran_Zakhaev

Nerfgun
Member
(02-28-2013, 05:48 PM)

#48

That's really interesting.

I cannot help but notice, though, that in this situation it took the "unbeliever" (Levine) to approach and attempt a dialog with the "believer", whereas the believer was ready to resign on the spot and had to be talked down.

Good for both of them for seeing a way through, though.

I guess this is one of the wrinkles of game development in America.

ironcreed
Member
(02-28-2013, 05:48 PM)

#49

Marketing the game as being controversial is all I am getting here. Anyway, still really torn on this one. I want it to be good, but something is making me very cautious. Will probably try to rent it.

The_Darkest_Red
Member
(02-28-2013, 05:48 PM)

#50

> Originally Posted by **DocSeuss**
> This kind of caricature tends to come from people who aren't religious themselves. It's a rookie writing mistake. **The train of thought is something like "oh, well, religion's obviously fake, so these people can't be logical at all." Problem is, humans are... significantly more complex than that.** I live in a very science-driven community, but we also have a high degree of religious individuals here.

You nailed it.

MuddyDonut
Member
(02-28-2013, 05:48 PM)

#51

> Originally Posted by **ViewtifulJC**
> I think we're like 0-for-8 million on well-written religious characters, but we gotta get it eventually, right

I love Ken, but I don't know if he can pull it off. Wait and see I guess.

Messofanego
Member
(02-28-2013, 05:49 PM)

#52

Is this related to Christianity? Why would he quit unless if it was attacking his world views?

> "[Comstock] was one of the toughest characters for me to write because I don't have a religious background, let alone the darker side of his beliefs; the racist side of his beliefs. So I really had a lot of trouble writing him for a long time," Levine explained.

You've got to empathise with the villain a bit to write a more interesting character. Boston is full of people with Irish Catholic backgrounds. I'm sure he could have asked some religious people on the team about how to write a fundamendalist villain.

Cymbal Head
Member
(02-28-2013, 05:49 PM)

#53

I know almost nothing about this game, but my interest has been picking up recently. Any good previews out there?

ASIS
Member
(02-28-2013, 05:49 PM)

#54

> Originally Posted by **codhand**
> shooting organics things in the face for 10-15 hours, no problem.
>
> religious themes, im offended.

How are these two related?

Jackpot
Member
(02-28-2013, 05:49 PM)

#55

Sounds insecure over his religion.

Lasthope106
Member
(02-28-2013, 05:49 PM)

#56

This did not happen. It's all PR folks.

edit: Shawn Elliot was trolling Levine.

DukeBobby
Member
(02-28-2013, 05:49 PM)

#57

> Originally Posted by **Computer**
> http://callofduty.wikia.com/wiki/Imran_Zakhaev

He was a terrible antagonist. So forgettable.

shinobi602
Daddy Goggles Group™
Member in good standing
(02-28-2013, 05:49 PM)

#58

> Originally Posted by **DocSeuss**
> This certainly increases my respect for the man. Too many people just seem to run ahead with absurd, offensive caricatures of religious characters (hi Infamous 2 and Resistance 3!), where they're portrayed as bizarrely superstitious (and not in a positive way, like, say, Native Americans) and incapable of any critical thought.
>
> This kind of caricature tends to come from people who aren't religious themselves. It's a rookie writing mistake. The train of thought is something like "oh, well, religion's obviously fake, so these people can't be logical at all." Problem is, humans are... significantly more complex than that. I live in a very science-driven community, but we also have a high degree of religious

individuals here.

As a writer/writer wannabe, I've spent a lot of time studying people, just watching them, how they react to things, why they do what they do, and so on and so forth... and the way religious characters are portrayed is almost *exclusively* the sort of non-existent (unless, maybe, you count Fred Phelps' church or some of the more cult-like Christian offshoots) evangelical types.

I don't think I've ever seen a well-written religious character in games.

Good post, and I agree from my personal experience as well.

piratepwnsninja
Volition Dev
(02-28-2013, 05:49 PM) #59

> Originally Posted by **Lunchbox**
> PR stunt

I can say with authority that it's not a PR stunt.

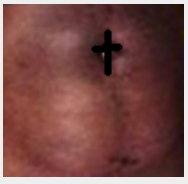
Ithil
Member
(02-28-2013, 05:49 PM) #60

Someone's getting crucified.

LuchaShaq
Banned
(02-28-2013, 05:49 PM) #61

Sadly this is the first thing about the game that has made me interested in the slightest.

codhand
Member
(02-28-2013, 05:49 PM) #62



> Originally Posted by **MuddyDonut**
> I love Ken, but I don't know if he can pull it off. Wait and see I guess.

nothing can live up to this level of pretense, it can still be a great game though

Stark
Member
(02-28-2013, 05:50 PM) #63

> Originally Posted by **Sophia**
> Probably not, but I'm being hopeful y'know? Rather think positive. Usually when a religious character is done in a video game, they're either over the top extreme as DocSeuss mentioned, or they're part of an entirely fictional religion dealing with a fantasy setting. Very rarely is it done tastefully.

At the very least, the trailers seem to present it well!

Currygan
at last, for christ's sake
(02-28-2013, 05:50 PM) #64

> Originally Posted by **Draft**
> Wow, just wow. It was bad enough when Levine was ripping off System Shock 2 plot points for

> Bioshock. Now he's ripping off Modern Warfare 2? What a hack.

but there will be an American ultranationalist this time!

LiK
Not random at all.
(02-28-2013, 05:50 PM)

#65

> Originally Posted by **Cymbal Head**
> I know almost nothing about this game, but my interest has been picking up recently. Any good previews out there?

The only think I've heard is that every game reviewer was orgasming from the demo.

Dynamite Ringo Matsuri
Member
(02-28-2013, 05:51 PM)

#66

> Originally Posted by **Cymbal Head**
> I know almost nothing about this game, but my interest has been picking up recently. Any good previews out there?

If you don't care about some potential spoilers, this preview is really worth a read:

http://www.pcgamer.com/previews/bios...in-cloud-city/

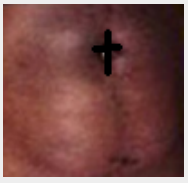
Nugg
Member
(02-28-2013, 05:52 PM)

#67

> Originally Posted by **piratepwnsninja**
> I can say with authority that it's not a PR stunt.

Maybe it really happened, I don't know and I don't really want to know. But the fact that Levine goes around telling that story IS a PR stunt.

codhand
Member
(02-28-2013, 05:52 PM)



#68

> Originally Posted by **ASIS**
> How are these two related?

preorder now and find out, march 26th

waypoetic
Banned
(02-28-2013, 05:52 PM)

#69

All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

En Ex
Member
(02-28-2013, 05:52 PM)

#70

> Originally Posted by **Nemesis_**
> I realise how much I've blacked out of this game when I don't even know who or what Comstock is.
>
> [redacted]

I've watched the recent trailers, but I've been avoiding the interviews and longer video segments so I can go into BI knowing as little as possible.

Riposte
Banned
(02-28-2013, 05:52 PM)

#71

Guys, I think this game is going to be really edgy.

guek
Member
(02-28-2013, 05:53 PM)

#72

> Originally Posted by **DocSeuss**
>
> This certainly increases my respect for the man. Too many people just seem to run ahead with absurd, offensive caricatures of religious characters (hi Infamous 2 and Resistance 3!), where they're portrayed as bizarrely superstitious (and not in a positive way, like, say, Native Americans) and incapable of any critical thought.
>
> This kind of caricature tends to come from people who aren't religious themselves. It's a rookie writing mistake. The train of thought is something like "oh, well, religion's obviously fake, so these people can't be logical at all." Problem is, humans are... significantly more complex than that. I live in a very science-driven community, but we also have a high degree of religious individuals here.
>
> As a writer/writer wannabe, I've spent a lot of time studying people, just watching them, how they react to things, why they do what they do, and so on and so forth... and the way religious characters are portrayed is almost *exclusively* the sort of non-existent (unless, maybe, you count Fred Phelps' church or some of the more cult-like Christian offshoots) evangelical types.
>
> I don't think I've ever seen a well-written religious character in games.
>
> Still, even if Levine revised his script, I find myself worrying. Comstock, after all, is a religious bad guy. If he's anything like the characters seen in Bioshock, he'll be, effectively, a hyperbolic literary device. Will he be balanced out with more reasonable characters? If you're having a hard time understanding the concerns I've got here, think of it like this: a writer establishes a 'ghetto' character who exists as an antagnost in the game. His portrayal is hyperbolic, but exists to point out the flaws in ghetto culture (and there are many). At worst, the writer runs the risk of coming across as saying "lol, black people suck," which, of course, isn't true.

This is precisely why all this concerns me. I seriously doubt the writing abilities of just about anyone and everyone in the gaming industry, particularly when it comes to mature and complex themes.

MuddyDonut
Member
(02-28-2013, 05:53 PM)

#73

> Originally Posted by **waypoetic**
>
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

Comstock is the villain.

Nerfgun
Member
(02-28-2013, 05:53 PM)

#74

No well-written video game characters?

Dante's Inferno? Hellloooooo?

[redacted]

shinobi602
Daddy Goggles Group™
Member in good standing
(02-28-2013, 05:54 PM)

#75

> Originally Posted by **waypoetic**
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

Comstock is the main antagonist, not the player.

EDIT: Beaten

Kusagari
Member
(02-28-2013, 05:54 PM)

#76

> Originally Posted by **waypoetic**
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

Uhh...you realize this is the villain right?

I don't think you're supposed to bond and go on a journey with him.

Alextended
Banned
(02-28-2013, 05:54 PM)

#77

Would be amusing if the guy resigned over him discussing this in public and using it for marketing.

And how did this guy only find out that part was in the game after playtesting? Does this team not discuss anything?

Last edited by Alextended; 02-28-2013 at 05:58 PM.

lucius
Member
(02-28-2013, 05:54 PM)

#78

Good for him to at least try

Stark
Member
(02-28-2013, 05:54 PM)

#79

> Originally Posted by **waypoetic**
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

What.

Swifty
Member
(02-28-2013, 05:54 PM)

#80

> Originally Posted by **DocSeuss**
> I don't think I've ever seen a well-written religious character in games.

Sister Miriam in Alpha Centauri had some interesting quotes relevant to man's technological relationship with the spiritual and the philosophy of the mind and soul.

But then again her and her entire faction was just boiled down to militant Christian fundamentalism.

waypoetic
Banned
(02-28-2013, 05:54 PM)

#81

Now i'm confused.

Dynamite Ringo Matsuri
Member
(02-28-2013, 05:55 PM)

#82

> Originally Posted by **Kusagari**
> Uhh...you realize this is the villain right?
>
> I don't think you're supposed to bond and go on a journey with him.

New game+ man

piratepwnsninja
Volition Dev
(02-28-2013, 05:55 PM)

#83

> Originally Posted by **waypoetic**
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

Antagonist = bad guy
Protagonist = player

Dance Inferno
Member
(02-28-2013, 05:55 PM)

#84

> Originally Posted by **waypoetic**
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bound with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

I don't think you know what "antagonist" means.

DukeBobby
Member
(02-28-2013, 05:55 PM)

#85

> Originally Posted by **Cymbal Head**
> I know almost nothing about this game, but my interest has been picking up recently. Any good previews out there?

Here's a couple. They contain spoilers, though.

http://ps3.mmgn.com/Articles/bioshoc...his-generation
http://www.pcgamer.com/previews/bios...in-cloud-city/

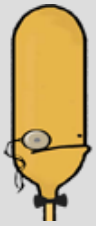
Many other journalists have played the first 4-5 hours, and all of them say the game is fantastic.

Oldschoolgamer
The physical form of blasphemy
(02-28-2013, 05:56 PM)

#86

This isn't the first time an artist has had his work conflict with his or her beliefs. It won't be the last either. I don't see what's hard to believe here, especially considering how much time they've spent making sure the game mimics the actual time period: the good and the really really really fucking bad.

Fancy Corndog
Member
(02-28-2013, 05:57 PM)



#87

> Originally Posted by **The_Darkest_Red**
> You nailed it.

Yeah, but to be fair, that's not really a mindset that is exclusive to stories in games.

RustyNails
with arms wide open / under the sunlight / welcome to this place / i'll show you *everythaaaang*
(02-28-2013, 05:57 PM)

#88

> Originally Posted by **waypoetic**
> Now i'm confused.

Booker DeWitt the antagonist of the game is a religious zealot, and you play as Comstock the ultra-secularist.

Sheroking
Member
(02-28-2013, 05:57 PM)

#89

As an atheist (who's not at all sad about this), I do find it interesting that basically every game that tackles religion seems anti-religion or positions religion to be on the wrong side. Assassin's Creed, FFX, Xenogears, etc.

Vinci
Danish
(02-28-2013, 05:57 PM)

#90

So another purely "Pay attention to how interesting and on the edge we are" PR update... Okay. Levine is really worried about this game.

HamPster PamPster
Member
(02-28-2013, 05:57 PM)

#91

> "And I ended up having a conversation with him; my first impulse was I don't want this guy to go because he was a good guy and a talented guy," Levine said. "And we actually ended up having a long talk

Levine: *"Tis your birth and faith that wrong you, not I."* ::walks out::

Dude Abides #92
Member
(02-28-2013, 05:58 PM)

I assume Comstock is a reference to Anthony Comstock, so he'll probably be a puritanical zealot.

MoonsaultSlayer #93
Member
(02-28-2013, 05:58 PM)

> Originally Posted by **RustyNails**
> Booker DeWitt the antagonist of the game is a religious zealot, and you play as Comstock the ultra-secularist.

Backwards? Wardsback.

waypoetic #94
Banned
(02-28-2013, 05:58 PM)

Sorry, i wrote antagonist but i meant protagonist. Huh.

Dance Inferno #95
Member
(02-28-2013, 05:58 PM)

> Originally Posted by **RustyNails**
> Booker DeWitt the antagonist of the game is a religious zealot, and you play as Comstock the ultra-secularist.

Don't forget that you have to escort the Songbird past the jailer Elizabeth.

ironcreed #96
Member
(02-28-2013, 05:59 PM)

> Originally Posted by **waypoetic**
> All i'm saying is that i can't relate to someone who's religious and if i'm supposed to bond with this character and "go on a journey" with him, i just, i can't and i'm not interested in doing so.

Understandable to a degree, as I can't stand religion either. But to be honest, it would still be interesting to see how they deal with it. It's not like this is some christian or religious game on the whole. I think they are just touching on the theme and maybe even some of the fanatical aspects of it which will be called into question.

Last edited by ironcreed; 02-28-2013 at 06:01 PM.

TheOGB #97
Shots Shots Shots
(02-28-2013, 05:59 PM)

I have little to no faith in Levine to handle race or religion very well in this game.

Ushae
Banned
(02-28-2013, 05:59 PM)

#98

> Originally Posted by **waypoetic**
> The antagonist in the game is religious?
>
> Welp. I'm out.

I'm curious, why mate?

waypoetic
Banned
(02-28-2013, 06:00 PM)

#99

> Originally Posted by **Ushae**
> What why?

Read my latest post..

Figboy79
Member
(02-28-2013, 06:01 PM)

#100

> Originally Posted by **DocSeuss**
> This certainly increases my respect for the man. Too many people just seem to run ahead with absurd, offensive caricatures of religious characters (hi Infamous 2 and Resistance 3!), where they're portrayed as bizarrely superstitious (and not in a positive way, like, say, Native Americans) and incapable of any critical thought.
>
> This kind of caricature tends to come from people who aren't religious themselves. It's a rookie writing mistake. The train of thought is something like "oh, well, religion's obviously fake, so these people can't be logical at all." Problem is, humans are... significantly more complex than that. I live in a very science-driven community, but we also have a high degree of religious individuals here.
>
> As a writer/writer wannabe, I've spent a lot of time studying people, just watching them, how they react to things, why they do what they do, and so on and so forth... and the way religious characters are portrayed is almost *exclusively* the sort of non-existent (unless, maybe, you count Fred Phelps' church or some of the more cult-like Christian offshoots) evangelical types.
>
> I don't think I've ever seen a well-written religious character in games.

I agree with you 100%. I am a religious person, but I'm also a huge believer in science, and don't feel that a belief in one co tradicts the other, or are mutually exclusive. Science has always been one of my favorite areas of study, and I'm constantly amazed at whatever the latest breakthroughs are. I really get annoyed at the way religious characters are portrayed in the entertainment mediums. They are generally written by non-religious writers, and reek of inexperience and, honestly, ignorance. I feel the same way about how 99% of minority characters are written in fiction. As a black guy, it grates to constantly see that same portrayal of minorities,and really distracts me. Gamers are written with the same level of generalizstion and ignorance.

If Levine is being honest with this story, then it's great that he at least attempted to understand the perspective of his employee and his character. I'm really looking forward to Infinite either way.

Last edited by Figboy79; 02-28-2013 at 08:50 PM.

All times are GMT +1. The time now is 03:11 PM. | You last visited: 09-30-2015 at 11:15 AM Contact Us