# Too Much Religion in Gaming ? You decide.



This topic is locked from further discussion.

**#1 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321060744)** Posted by **Young_Charter (/profile/Young_Charter/)** (20057 posts) - 8 years, 1 month ago

Article:http://kotaku.com/5509058/religion-in-games-less-a-leap-of-faith-more-a-suspension-of-belief?skyline=true&s=i (http://kotaku.com/5509058/religion-in-games-less-a-leap-of-faith-more-a-suspension-of-belief?skyline=true&s=i)

There are many games that have things about religion or have things that are out of hand for a video game. For example, Dante's Inferno with hell this, hell that, gluttony, lust, going down there to fight Lucifer.... Do some games overdue things just for some buisness ? Eversince God of War decided to do their thing with mythology, other game companies decide to play copy and do something of their own.

Dante's Inferno

Assassins Creed 1 & 2: (I think part 2 was really pushing it sometimes with religion things like when you unlock the truth and they try to say what really happend with Adam and Eve)

Darksiders

Xenogears

and many more. Do you guys think that games are going to far ? Or that them using religion for a video game is just not needed ?

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**#2 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321060887)** Posted by **Sepewrath (/profile/Sepewrath/)** (29958 posts) - 8 years, 1 month ago

God of War is in no way the first game to use Greek mythology as a theme. There has been religious themes in games for a very long time, its nothing new, And on a side note, don't post spoilers about specific games in a general themed topic. i.e. that stuff about ACII

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**#3 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061026)** Posted by **-Hoax- (/profile/-Hoax-/)** (5331 posts) - 8 years, 1 month ago

It doesnt bother me. p.s wheres the YC gone at the start of your thread :(

Reply Quote Flag (/moderation/flag/2040-321061026)

**#4 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061053)** Posted by **maxx1458 (/profile/maxx1458/)** (1275 posts) - 8 years, 1 month ago

Nope.

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**#5 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061131)** Posted by **Young_Charter (/profile/Young_Charter/)** (20057 posts) - 8 years, 1 month ago

> *It doesnt bother me. p.s wheres the YC gone at the start of your thread :(*
>
> *-- -Hoax-*

I think I could've got in trouble for trolling so I decided to stop I guess

Reply Quote Flag (/moderation/flag/2040-321061131)

**#6 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061140)** Posted by **themountaindew (/profile/themountaindew/)** (834 posts) - 8 years, 1 month ago

I support it. Religion, whether you believe it or not, is filled with rich imagery and symbolism, and is a wonderful pool for artists to draw inspiration. But, as a non-religious person, I'm open to pretty much anything. Religious folks that get offended should just not play those games. For instance, if I was offended by the violence and sex in God of War, i just wouldnt play, and I sure as hell wouldnt complain about it. But, this is VIDEO GAMES we're talking about here, and everything done in them is scrutinized terribly by the right media. But, yeah, i think its an awesome thing. I mean, who wouldnt want to play an FPS where you stalk the Garden of Eden and shoot the first creatures? Thats a gold game, right there.

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**#7 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061218)** Posted by **maxx1458 (/profile/maxx1458/)** (1275 posts) - 8 years, 1 month ago

> *I support it. Religion, whether you believe it or not, is filled with rich imagery and symbolism, and is a wonderful pool for artists to draw inspiration. But, as a non-religious person, I'm open to pretty much anything. Religious folks that get offended should just not play those games. For instance, if I was offended by the violence and sex in God of War, i just wouldnt play, and I sure as hell wouldnt complain about it. But, this is VIDEO GAMES we're talking about here, and everything done in them is scrutinized terribly by the right media. But, yeah, i think its an awesome thing. I mean, who wouldnt want to play an FPS where you stalk the Garden of Eden and shoot the first creatures? Thats a gold game, right there.*
>
> *-- themountaindew*

Haha, agreed. Especially with the first thing you said.

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**#8 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061227)** Posted by **Vari3ty (/profile/Vari3ty/)** (11111 posts) - 8 years, 1 month ago

Doesn't bother me at all, though probably because I'm what you might call religious. :)

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**#9 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061242)** Posted by **-Hoax- (/profile/-Hoax-/)** (5331 posts) - 8 years, 1 month ago

> *[QUOTE="-Hoax-"]It doesnt bother me. p.s wheres the YC gone at the start of your thread :(*
>
> *-- Young_Charter*

I think I could've got in trouble for trolling so I decided to stop I guess

Ouch! that sucks :(

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**#10 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061298)** Posted by **Denji (/profile/Denji/)** (12757 posts) - 8 years, 1 month ago

I don't know, I'm kind of split on this one. I'm very unreligious and think it's wrong for the most part. But I do consider it a "story" none the less in means of entertainment much like any other fictional story. The problem is, people tend to believe as "fact" yet they point and laugh at the likes of Scientology which doesn't make any sense at all because there really isn't anything different between the two in terms of base value aside from the fact of "one's been around longer than the other".

But to my point, as a fictional story. I don't think it's any different than any other story. More cliche for the most part almost as similar as emo metrosexuals with amnesia in JRPGs and anime. "Good guy vs Bad guy" and all that was written in the Christian propaganda ensues. I'm pretty sure there are many religious messages in video games from other cultures that are never really taken more than just an entertaining story. This should not be any different. It does tend to be "a given" when loosely based on ancient history to invlove "religion".

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**#11 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061305)** Posted by **themountaindew (/profile/themountaindew/)** (834 posts) - 8 years, 1 month ago

> *Doesn't bother me at all, though probably because I'm what you might call religious. :)*
> *-- Vari3ty*

I think this is awesome. A religious person who's obviously secure enough in his faith that it doesn't bother him what anything says about. Kudozz to you. Its funny how some people get so worked up sometimes.

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**#12 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061340)** Posted by **Denji (/profile/Denji/)** (12757 posts) - 8 years, 1 month ago

> *I support it.* **Religion, whether you believe it or not, is filled with rich imagery and symbolism, and is a wonderful pool for artists to draw inspiration.** *But, as a non-religious person, I'm open to pretty much anything. Religious folks that get offended should just not play those games. For instance, if I was offended by the violence and sex in God of War, i just wouldnt play, and I sure as hell wouldnt complain about it. But, this is VIDEO GAMES we're talking about here, and everything done in them is scrutinized terribly by the right media. But, yeah, i think its an awesome thing. I mean, who wouldnt want to play an FPS where you stalk the Garden of Eden and shoot the first creatures? Thats a gold game, right there.*
> *-- themountaindew*

That's pretty much what it should boil down to.

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**#13 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061448)** Posted by **clicketyclick (/profile/clicketyclick/)** (7136 posts) - 8 years, 1 month ago

> *Assassins Creed 1 & 2: (I think part 2 was really pushing it sometimes with religion things like when you unlock the truth and they try to say what really happend with Adam and Eve)*
>
> *-- Young_Charter*

The most offensive thing about religion in Assassin's Creed was that godawful politically correct feel-good disclaimer at the beginning of the game that said the game was made by a multicultural team with different faiths and beliefs.
Oh goody. I'm so glad you filled your minority quotas making this game. Now let me play it.

**Reply** Quote Flag (/moderation/flag/2040-321061448)

**#14 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061482)** Posted by **Denji (/profile/Denji/)** (12757 posts) - 8 years, 1 month ago

*[QUOTE="Young_Charter"]*

*Assassins Creed 1 & 2: (I think part 2 was really pushing it sometimes with religion things like when you unlock the truth and they try to say what really happend with Adam and Eve)*

*-- clicketyclick*

The most offensive thing about religion in Assassin's Creed was that godawful politically correct feel-good disclaimer at the beginning of the game that said the game was made by a multicultural team with different faiths and beliefs.
Oh goody. I'm so glad you filled your minority quotas making this game. Now let me play it.

Now that's just awful. Why would they feel the need to do that?:|

**Reply** Quote Flag (/moderation/flag/2040-321061482)

**#15 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061525)** Posted by **ProjectTrinity (/profile/ProjectTrinity/)** (1262 posts) - 8 years, 1 month ago

I'm a Christian. (Shocker) I don't think there's "too much" as I don't think there's too much sex or violence. Whenever I do have an issue with any of the three, I just don't play that game. This said, it's all a preference thing, really. If you're sensitive about religion (Feel the need to bash it or over-defend it, insulting others in the process), then it may be "too much" for that person. Not really much different from those who think there's too much violence or sex in gaming. (In which the answer is still: Avoid it)

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**#16 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321061595)** Posted by **ks1990steelman (/profile/ks1990steelman/)** (1418 posts) - 8 years, 1 month ago

I don't care about religion(s) because I am an atheist. Religion is part of a game's story which comes last for me. First comes the game play and second the graphics. I enjoy the good gameplay and the good graphics much much more than a good story.

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**#17 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321062279)** Posted by **supa_badman (/profile/supa_badman/)** (16714 posts) - 8 years, 1 month ago

Not at all.

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**#18 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321062740)** Posted by **dgrief (/profile/dgrief/)** (82 posts) - 8 years, 1 month ago

There is simply too much religion in everything for the most part, but I think video games do a fine job w/ the delusional subject matter. The game industry is nowhere near as bad as television w/ the imaginary space-god topic. But as an atheist...I wouldn't mind playing Old Testament the Game if they kept all the violence and complete lunacy of the books. But in short, no I don't think religion hasthat big a role on games and any roleit doeshave is legit, as it is something that is fully ingrained into the world culture.

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**#19 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321063978)** Posted by **Rakuho (/profile/Rakuho/)** (7008 posts) - 8 years, 1 month ago

I see nothing wrong with religion in video games.

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**#20 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321064028)** Posted by **themountaindew (/profile/themountaindew/)** (834 posts) - 8 years, 1 month ago

> *I see nothing wrong with religion in video games.*
> *-- Rakuho*

the real question is, is there something wrong with video games in religion?

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**#21 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321064200)** Posted by **Silverbond (/profile/Silverbond/)** (16130 posts) - 8 years, 1 month ago

Not at all.

**Reply** Quote Flag (/moderation/flag/2040-321064200)

**#22 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321064273)** Posted by **ProjectTrinity (/profile/ProjectTrinity/)** (1262 posts) - 8 years, 1 month ago

> *[QUOTE="Rakuho"]I see nothing wrong with religion in video games.*
> *-- themountaindew*

the real question is, is there something wrong with video games in religion?

If ever a game gets too into religion, say, it bashes it and the people who believe in it to the point it's obvious (like a troll!), it will reflect in sales. And the problem will fix itself, methinks. I know I wouldn't buy a game that seems more into bashing me than making a decent game.

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**#23 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321064300)** Posted by **themountaindew (/profile/themountaindew/)** (834 posts) - 8 years, 1 month ago

no, i mean like a religion that revolves around video games.

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**#24 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321064344)** Posted by **gamer082009 (/profile/gamer082009/)** (6679 posts) - 8 years, 1 month ago

Most games don't play off of real life religion it's usually fantasy in some way. People get real..there's barely any religion in games nowadays. It's usually war.

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**#25 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321064370)** Posted by **clicketyclick (/profile/clicketyclick/)** (7136 posts) - 8 years, 1 month ago

> *no, i mean like a religion that revolves around video games.*
> *-- themountaindew*

It's called fanboyism.

**Reply** Quote Flag (/moderation/flag/2040-321064370)

**#26 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321065762)** Posted by **GeneralHawx (/profile/GeneralHawx/)** (1853 posts) - 8 years, 1 month ago

meh not really as long as they're not telling us to be a certain religion i'll be fine with it

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**#27 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321065822)** Posted by **Scianix-Black (/profile/Scianix-Black/)** (19296 posts) - 8 years, 1 month ago

Being able to have religion in games falls under creative freedom, and that's something that should never, ever be constricted.

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**#28 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321065878)** Posted by **Wolfetan (/profile/Wolfetan/)** (7522 posts) - 8 years, 1 month ago

No more YC :x:cry::|

Anyways no, if people really cant handle it they shouldnt be alive. Not really but I dont like people who get mad at that stuff.

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**#29 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321066580)** Posted by **Legolas_Katarn (/profile/Legolas_Katarn/)** (15556 posts) - 8 years, 1 month ago

Dante's Inferno is based on the The Divine Comedy where Dante is going through hell, that was the entire point. How are they overdoing it? Was the epic poem overdoing it? Seeing as two of my favorite video game series are Shin Megami Tensei and Persona, no. I would much rather developers make the games they want without being censored by some ********

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**#30 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321067630)** Posted by **TSNAKE617 (/profile/TSNAKE617/)** (5494 posts) - 8 years, 1 month ago

I enjoy the battles and story in Persona 3, but when I learned about the evil ending of Devil Survivor, I immediately stopped playing SMT games.

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**#31 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321067676)** Posted by **srdjan311 (/profile/srdjan311/)** (1247 posts) - 8 years, 1 month ago

no gaming is fine where it is.

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**#32 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321067820)** Posted by **chrisPperson (/profile/chrisPperson/)** (1393 posts) - 8 years, 1 month ago

Well, I don't find there to be too much religion, I'm just sort of concerned on exactly how they handle it. For example, in the first Assassin's Creed [SPOILERS AHEAD] [spoiler] At the end point of the game, Al Mualim held an orb-like thing and said that it caused illusions that showed, for example, Jesus turning water into wine. I wasn't particularly offended, as I am not a strong Christian, but I did find it a little out of place for a game to be stating that possible miracles that Christians believe in were all just delusions. [/spoiler]

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**#33 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321068749)** Posted by **BPoole96 (/profile/BPoole96/)** (22817 posts) - 8 years, 1 month ago

I find religion just a fictitious as the game I'm playing so to me it fits right in

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**#34 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321069991)** Posted by **Legolas_Katarn (/profile/Legolas_Katarn/)** (15556 posts) - 8 years, 1 month ago

> *I enjoy the battles and story in Persona 3, but when I learned about the evil ending of Devil Survivor, I immediately stopped playing SMT games.*
> *-- TSNAKE617*

Every SMT game has an ending like that, except for the spinoff series Rai(whatever his name is) vs (whatever) and the two Digital Devil Saga games.

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**#35 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321070404)** Posted by **Ninja_Zombie83 (/profile/Ninja_Zombie83/)** (1893 posts) - 8 years, 1 month ago

I believe it needs to be done in good taste as to not directly offend a specific religion, but at the same time leaving room for different perspectives. Dragon Age Origins did an awesome job at this by allowing the player to see different sides of the religious aspect without forcing them to play the way the developers thought. If you didn't believe in religion, or if you did, it didn't put you in an uncomfortable stance.

Bayonetta did the opposite. I loved Bayonetta, but the story was so twisted I couldn't continue to play it. Its not as if they used a differen't "god" or used different names to allow the player to enjoy the game without moral conflict if that player happened to be religious. They directly attacked the monotheistic God and did so in bad taste.

Many games use different terms with similiar ideas to portray a certain religion( I.E. Dragon Age ) and I think thats the route developers should choose to follow. Race is done exactly the same way( I.E. Oblivion ) as well as sex ( being male or female doesn't play a major role ). Now when these things are done in a negative light in a forced way, then thats where the line is crossed.

In the end, it is up to the player if they want to play a game or not, but entering into a sensative topic in a negative way in order to sell games is counter-productive IMO and it isn't an expression of imagination but a lack of one. Right now no, there isn't too much religion in gaming, but I do believe they are definatley pushing the envelope.

**Reply** Quote Flag (/moderation/flag/2040-321070404)

**#36 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321070620)** Posted by **ProjectTrinity (/profile/ProjectTrinity/)** (1262 posts) - 8 years, 1 month ago

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>
> *-- Ninja_Zombie83*

*Sniffles* So much truth in one (organized) post.

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**#37 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321070677)** Posted by **Young_Charter (/profile/Young_Charter/)** (20057 posts) - 8 years, 1 month ago

[QUOTE="ProjectTrinity"][QUOTE="Ninja_Zombie83"]
I believe it needs to be done in good taste as to not directly offend a specific religion, but at the same time leaving room for different perspectives. Dragon Age Origins did an awesome job at this by allowing the player to see different sides of the religious aspect without forcing them to play the way the developers thought. If you didn't believe in religion, or if you did, it didn't put you in an uncomfortable stance.

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*Sniffles* So much truth in one (organized) post.

Yeah, that was pretty good lol

**Reply** Quote Flag (/moderation/flag/2040-321070677)

**#38 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321070862)** Posted by **Vari3ty (/profile/Vari3ty/)** (11111 posts) - 8 years, 1 month ago

> *Being able to have religion in games falls under creative freedom, and that's something that should never, ever be constricted.*
>
> *-- Scianix-Black*

Very true.

**Reply** Quote Flag (/moderation/flag/2040-321070862)

**#39 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321071097)** Posted by **Scianix-Black (/profile/Scianix-Black/)** (19296 posts) - 8 years, 1 month ago

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>
> *-- Ninja_Zombie83*

Err... good post, except for this part, which is wrong.

If you had played it to the end, you would know that they did in fact use a different "god." Never once was there mention about the monotheistic God, only angels.

[spoiler] The only way you could possibly come to the conclusion that they were talking about the monotheistic God is if you completely missed the part where their God(dess), Jubileus, was resurrected. [/spoiler]

They did use different names - but whether or not it was to avoid this kind of controversy is beyond me.

Although I do realize that Bayonetta's heavy on the religious antics, it *is* a Japanese game and Japanese people aren't as sensitive in this area as Americans are. Also, it's always "go big or go home" with Platinum Games - every little detail is taken into account. Even the characters on the glyphs that appear in the game are Enochian, an angelic language recorded by John Dee in the 16th Century, but that's not something explained in the game.

It's just a minor detail that adds to the overall grandeur.

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**#40 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321071180)** Posted by **romainsimoni (/profile/romainsimoni/)** (1955 posts) - 8 years, 1 month ago

This thread reminds me of Postal 2.

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**#41 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321072631)** Posted by **revolversnake17 (/profile/revolversnake17/)** (25 posts) - 8 years, 1 month ago

Whether people support religious imagery and storytelling in gaming aside, I think it makes some games quite interesting, like Assassins Creed II. And some games, well...decidedly awful, like Dante's Inferno. But Dante's problem doesn't really lie in the religious aspect or imagery of the game, it sucked because the gameplay was very unoriginal and there was no real attempt at level design. In ACII the story questions religious authority which I found fascinating. The game was absolutely rich with history and intrigue. But no I don't think there is too much religion in gaming. And I'm an atheist!

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**#42 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321072709)** Posted by **MethodManFTW (/profile/MethodManFTW/)** (26516 posts) - 8 years, 1 month ago

I killed God in Xenogears. Also, there are a ton of athiests on Gamespot. I am not one of them.

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**#43 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321072804)** Posted by **ProjectTrinity (/profile/ProjectTrinity/)** (1262 posts) - 8 years, 1 month ago

[QUOTE="MethodManFTW"]I killed God in Xenogears. Also, there are a ton of athiests on Gamespot. I am not one of them.

I noticed that too! I was only able to count on one hand the Christians that openly said they were Christian. lol

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**#44 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321072908)** Posted by **Ninja_Zombie83 (/profile/Ninja_Zombie83/)** (1893 posts) - 8 years, 1 month ago

This was to be a response to Scianix-Black's reply, but I had HTML errors I couldn't find/fix.

A few problems I have:

A) That if I don't like a game, then I don't have to play it right? So why should I need to play it to the end in order to see their justification? You are implying that people don't have to play the game if it offends them, but they do need to play it to the end in order to form a correct opinion of the game. But, I don't need to play the game for hours on end in order to formulate an opinion on whether it is offending me or not.

B) They used specific references to the Hebrew religion portrayed them in as monsters, and had you kill them, and rewarded you for it. You collect halos and go to Hell in order to bargin for equipment. How is that not offensiveto someone who believes in those religions even IF there is a plot twist that justifies their means of decieving the player?

C) Angels are the messengers of God in the Hebrew Bible and the Quran. Both are monotheistic religions and they are the only two that use Angels in their religion. By using themes of Angels, Hell, names like Gabriel etc. you assume the position of the religion that uses those terms. No says "I have no clue what they are trying to reference here."

If maybe I am being too sensitive (and I could be), I'll refer to IGN's article (http://ps3.ign.com/articles/106/1062011p1.html)on the issuewith Bayonetta because of the fact that many people feel this way:

"It's also an exploitive reduction of religion to the level of soap opera that, when combined with the sexual jubilation, make it possible to see with new eyes a genre that has languished for years.

The immediate cultural context for Bayonetta is of Exploitation. This tradition, to me, has always been an audience directed sneer, a pantomime of the worst social stereotypes and fears for the sake of deriding those for who believe in them"

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**#45 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321073824)** Posted by **MazehcS0ul (/profile/MazehcS0ul/)** (1773 posts) - 8 years, 1 month ago

Too much religion, you only named 3 or 4 games. While their are countless numbers of game titles.

For me not at all.

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**#46 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321074469)** Posted by **oajlu (/profile/oajlu/)** (2652 posts) - 8 years, 1 month ago

religion in game is okay, as long as it's not religious popaganda trying to convincing ppl believe it.

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**#47 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321075139)** Posted by **Scianix-Black (/profile/Scianix-Black/)** (19296 posts) - 8 years, 1 month ago

> *This was to be a response to Scianix-Black's reply, but I had HTML errors I couldn't find/fix.*
>
> *A few problems I have:*
>
> *A) That if I don't like a game, then I don't have to play it right? So why should I need to play it to the end in order to see their justification? You are implying that people don't have to play the game if it offends them, but they do need to play it to the end in order to form a correct opinion of the game. But, I don't need to play the game for hours on end in order to formulate an opinion on whether it is offending me or not.*
>
> *B) They used specific references to the Hebrew religion portrayed them in as monsters, and had you kill them, and rewarded you for it. You collect halos and go to Hell in order to bargin for equipment. How is that not offensiveto someone who believes in those religions even IF there is a plot twist that justifies their means of decieving the player?*
>
> *C) Angels are the messengers of God in the Hebrew Bible and the Quran. Both are monotheistic religions and they are the only two that use Angels in their religion. By using themes of Angels, Hell, names like Gabriel etc. you assume the position of the religion that uses those terms. No says "I have no clue what they are trying to reference here."*
>
> *If maybe I am being too sensitive (and I could be), I'll refer to IGN's article (http://ps3.ign.com/articles/106/1062011p1.html)on the issuewith Bayonetta because of the fact that many people feel this way:*
>
> *"It's also an exploitive reduction of religion to the level of soap opera that, when combined with the sexual jubilation, make it possible to see with new eyes a genre that has languished for years.*
>
> *The immediate cultural context for Bayonetta is of Exploitation. This tradition, to me, has always been an audience directed sneer, a pantomime of the worst social stereotypes and fears for the sake of deriding those for who believe in them"*
>
> *-- Ninja_Zombie83*

A) Not necessarily. You didn't like the game so you didn't play it all the way through - it makes sense, but you're making a generalization about the *whole* game without having played the *whole* game. They didn't make the game solely to offend people, nor did they include all the lore in the game for that reason. If you stopped playing it, you stopped because you didn't like what you saw, but then you wrongly accused it of doing something it didn't. You didn't take time to go through it and understand it, you just judged it and dismissed it.

B) Which monsters? Because the only thing in Bayonetta that had anything to do with the Hebrew religion was Queen Sheba, and she was on **your** side. Bayonetta had signed a contract with the Queen, giving her the ability to use her powers. There was no killing of Hebrew *anything* to my knowledge, but then again, I'm not Hebrew.

C) The angels are products of the Lumen Sages, not God's messengers. They're not the same angels depicted in the Bible or the Quran and they made that clear in the game during one of the cinematics. And even if they were meant to be God's messengers, it is, as they say, 'just a game.' It's no different from how Americans are always portrayed as the good guys in American war movies, but the second someone shows how things unravel from a different perspective, everyone gets offended. Honestly, it's a form of art. The only way to get offended is by approaching the game from a close-minded angle the same way oh-so-many people approached the infamous "No Russian" mission of Modern Warfare 2.

As for that article, the author seems to have the same mindset as you: play a little, judge the rest.

> *It's hard to argue that there's anything fun about memorizing six button combo strings, the difference between which are usually inscrutable in the heat of combat.*
>
> *-- MikeThomsen*

And it doesn't seem like he was offended the way you were, so he could have gone deeper into the game, but he obviously chose not to - then he bashes the game for having "strategically single-minded" combat?

The game, like all games, is what you make it. It can be a fun, deep hack and slash with a sense of humor, or it can be a "strategically single-minded" romp full of sin and heresy.

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**#48 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321075523)** Posted by **Denji (/profile/Denji/)** (12757 posts) - 8 years, 1 month ago

> *Most games don't play off of real life religion it's usually fantasy in some way. People get real..there's barely any religion in games nowadays. It's usually war.*
> *-- gamer082009*

:lol: Where do you think war comes from? Especially the current ones? "The good Jesus people are fighting those ungodly, unjust Muslims":?

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**#49 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321075761)** Posted by **supa_badman (/profile/supa_badman/)** (16714 posts) - 8 years, 1 month ago

> *Dante's Inferno is based on the The Divine Comedy where Dante is going through hell, that was the entire point. How are they overdoing it? Was the epic poem overdoing it? Seeing as two of my favorite video game series are Shin Megami Tensei and Persona, no. I would much rather developers make the games they want without being censored by some ********
> *-- Legolas_Katarn*

Oddly enough, the poem was meant as an out burst against the church, more specifically, Pope Bontiface 'some number' Dante had a problem with the church so he wrote The Divine Comedy as kind of a satire.

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**#50 (/forums/playstation-nation-1000002/too-much-religion-in-gaming-you-decide-27248102/?page=1#js-message-321075784)** Posted by **supa_badman (/profile/supa_badman/)** (16714 posts) - 8 years, 1 month ago

> *[QUOTE="gamer082009"]Most games don't play off of real life religion it's usually fantasy in some way. People get real..there's barely any religion in games nowadays. It's usually war.*
> *-- Denji*

:lol: Where do you think war comes from? Especially the current ones? "The good Jesus people are fighting those ungodly, unjust Muslims":?

...I have absolutely no idea which kind of Christians you are around... :|

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