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GAMING Community OFF-TOPIC Community

Levine: BioShock Infinite's religious themes led dev to consider quitting : Page 4 Subscribe

NoirVisage
Banned
(03-01-2013, 12:11 AM)

#301

> Originally Posted by **CornBurrito**
> Only with liberal interpretations of the contents of those books. Judaism in particular promotes many vicious acts, or at least the Old Testament if taken literally does.
>
> Also are you telling me that people who cite the Bible as a reason against legalizing gay marriage, or making sexuality a protected class are not in any way motivated by The Bible?

Legalizing Gay marriage and rights based on sexuality are issues concerning the law, from what i've gathered the Bible makes it clear if the law of a land allows it so be it, just don't take part in it.

That's part of why Jehova"s witnesses take it a step further by not getting involved with the lawmaking process, whether it running in elections or voting..

Corto
Member
(03-01-2013, 12:12 AM)

#302

> Originally Posted by **CornBurrito**
> Only with liberal interpretations of the contents of those books. Judaism in particular promotes many vicious acts, or at least the Old Testament if taken literally does.
>
> Also are you telling me that people who cite the Bible as a reason against legalizing gay marriage, or making sexuality a protected class are not in any way motivated by The Bible?

No. They just use it as an excuse for their own prejudices.

SalsaShark
Trust no one!
Keep your laser handy!
(03-01-2013, 12:13 AM)

#303

between this and the "we cut 5 games worth of content from Bioshock Infinite!" comment im starting to think Levine is becoming some sort of compulsive liar

Nome
Member
(03-01-2013, 12:14 AM)

#304

> Originally Posted by **Corto**
> No. They just use it as an excuse for their own prejudices.

Those prejudices have an origin...

CornBurrito
Member
(03-01-2013, 12:15 AM)

#305

> Originally Posted by **Corto**
> No. They just use it as an excuse for their own prejudices.

So basically religion can only be praised for the benefits it brings, and never criticized because it is somehow is immune to bringing about anything bad ever.

It is almost as if most of you guys think humanity is born inherently evil and needs religious texts to make them good. Thus, if someone does bad after reading a religious text it is never BECAUSE of the religious text. But somehow the religious text failed to curb their evil nature. That seems to be the underlying (and frankly disgusting) thought process.

Vire
DancingJesus
(03-01-2013, 12:15 AM)

#306

> Originally Posted by **SalsaShark**
> between this and the "we cut 5 games worth of content from Bioshock Infinite!" comment im starting to think Levine is becoming some sort of compulsive liar

Storyteller.

Not compulsive liar.

;)

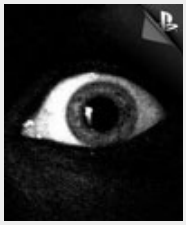
GoddyofAus
Banned
(03-01-2013, 12:16 AM)

#307

> Originally Posted by **Nome**
> Those prejudices have an origin...

And religion is their smokescreen for airing those prejudices out. It's like flopping your dick out at the kitchen table and justifying it by saying God permits me.

Melchiah
Member
(03-01-2013, 12:18 AM)



#308

So they changed the part that offended him? If so, I would have wanted to see the original unwatered version.

NoirVisage
Banned
(03-01-2013, 12:30 AM)

#309

> Originally Posted by **CornBurrito**
> So basically religion can only be praised for the benefits it brings, and never criticized because it is somehow is immune to bringing about anything bad ever.
>
> It is almost as if most of you guys think humanity is born inherently evil and needs religious texts to make them good. Thus, if someone does bad after reading a religious text it is never BECAUSE of the religious text. But somehow the religious text failed to curb their evil nature. That seems to be the underlying (and frankly disgusting) thought process.

YOU are responsible for you, if you and your friends read a fricking comic book, identify with the

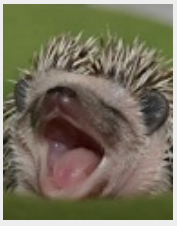
concepts and become the next Watchmen, that's on you, we can't praise or condemn Comics/graphic novels for your transformation.

You should try to get over the fact that the concept of "religion" is too vast a blanket to pin some sort of blame on. If you have beef with a particular religion, stop hiding it behind the word "religion" and just spell it out. It's ideology, something people chose to believe, Religion is but one form.

> Originally Posted by **GoddyofAus**
>
> And religion is their smokescreen for airing those prejudices out. It's like flopping your dick out at the kitchen table and justifying it by saying God permits me.

how? Where in the bible is that appropriate?

Muffdraul
Member
(03-01-2013, 12:31 AM)



#310

> Originally Posted by **bigboss370**
>
> maybe because major religious books don't teach or promote acts of evil, but they do teach about doing good deeds?

I was raised Catholic; when you're little you go to Sunday School, then there's Catechism on Saturday mornings, and then when I went to St. Mary's and St. John Bosco, there was Religion class every day. I studied the Bible under their guidance for years. And yet it was only after that, when I started reading the Bible on my own, that I finally realized how careful they were to cherry pick all of the warm & fuzzy "good deeds" stuff for us and steer us away from evil shit like how you're supposed to put people to death for hitting their parents (Exodus 21:15) put women to death if they're not a virgin on their wedding night (Deuteronomy 22:20-21)

There's a pretty long list of shit like that in the Bible, very easy to find via google and confirm with the copy of the Bible sitting on the shelf in your house. Most people never see this shit because most people never just sit down and read it from cover to cover. They only read the parts they're told to read. The people who do read these parts tend to be the hardcore fundamentalists. So it all makes sense in a way.

FartOfWar
Why so low?
(03-01-2013, 12:34 AM)

#311

The story is true and isn't a PR "stunt". Interviewer asks a question, Ken's response includes the story to speak on the complexity of the topic even within the studio. End of story. What definitely didn't happen was Ken wringing his hands in an office and explaining that he'd ask an interviewer to ask him a specific question that in turn would afford him the opportunity to sensationalize things. Some people are strongly dedicated to their beliefs.

Iceman
Member
(03-01-2013, 12:35 AM)

#312

> Originally Posted by **Muffdraul**
>
> I was raised Catholic; when you're little you go to Sunday School, then there's Catechism on Saturday mornings, and then when I went to St. Mary's and St. John Bosco, there was Religion class every day. I studied the Bible under their guidance for years. And yet it was only after that, when I started reading the Bible on my own, that I finally realized how careful they were to cherry pick all of the warm & fuzzy "good deeds" stuff for us and steer us away from evil shit like how you're supposed to put people to death for hitting their parents (Exodus 21:15) put women to death if they're not a virgin on their wedding night (Deuteronomy 22:20-21)
>
> There's a pretty long list of shit like that in the Bible, very easy to find via google and confirm with the copy of the Bible sitting on the shelf in your house. Most people never see this shit because most people never just sit down and read it from cover to cover. They only read the parts they're told to read. The people who do read these parts tend to be the hardcore fundamentalists. So it all makes sense in a way.

So, you never finished the book then?

Vire
DancingJesus
(03-01-2013, 12:36 AM)

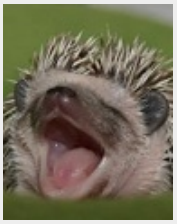
#313

> Originally Posted by **FartOfWar**
> The story is true and isn't a PR "stunt". Interviewer asks a question, Ken's response includes the story to speak on the complexity of the topic even within the studio. End of story. What definitely didn't happen was Ken wringing his hands in an office and explaining that he'd ask an interviewer to ask him a specific question that in turn would afford him the opportunity to sensationalize things. Some people are strongly dedicated to their beliefs.

Question, did you guys end up changing that part due to what the employee said?

Nonetheless, pretty interesting anecdote.

Muffdraul
Member
(03-01-2013, 12:37 AM)



#314

> Originally Posted by **Iceman**
> So, you never finished the book then?

I remember the part where Jesus said to obey the Old Testament, if that's what you mean.

Last edited by Muffdraul; 03-01-2013 at 12:40 AM.

ArisenDragon
Member
(03-01-2013, 12:38 AM)

#315

Interesting article I just can't wait to play it already.

CornBurrito
Member
(03-01-2013, 12:40 AM)

#316

> Originally Posted by **NoirVisage**
> YOU are responsible for you, if you and your friends read a fricking comic book, identify with the concepts and become the next Watchmen, that's on you, we can't praise or condemn Comics/graphic novels for your transformation.

And this I can completely agree with.

However, I cannot agree with the idea that a text, when religious in nature, can only lead to good and somehow becomes magically immune to leading to beliefs that negatively impact society.

As far as I'm concerned it is not responsible for the end results at all whether they be good or bad (like your comic book example), or else responsible for both the good and bad it brings. It can't have its cake and it it too though by only claiming responsibility for the good.

FartOfWar
Why so low?
(03-01-2013, 12:42 AM)

#317

> Originally Posted by **Vire**
> Question, did you guys end up changing that part due to what the employee said?
>
> Nonetheless, pretty interesting anecdote.

It didn't work that way, which implies a placatory compromise. Instead, the dialog spurred more nuanced and informed thinking, and what we believe is better storytelling.

Servbot24
Member

#318

(03-01-2013, 12:43 AM)

> Originally Posted by **CornBurrito**
>
> What actually makes a well written religious character? If they don't throw their religion in your face then you wouldn't even have a clue as to whether or not they were religious.

That's about as accurate as saying that if a woman doesn't throw her boobs in your face how can you know she's a woman.

Subtlety is way too rare in gaming.

---

piratepwnsninja
Volition Dev
(03-01-2013, 12:44 AM)

#319

> Originally Posted by **FartOfWar**
>
> The story is true and isn't a PR "stunt". Interviewer asks a question, Ken's response includes the story to speak on the complexity of the topic even within the studio. End of story. What definitely didn't happen was Ken wringing his hands in an office and explaining that he'd ask an interviewer to ask him a specific question that in turn would afford him the opportunity to sensationalize things. Some people are strongly dedicated to their beliefs.

See, I told you guys it wasn't a PR stunt. Of course any face time the game gets for reasons like this help to push it to the forefront in a lot of ways, which isn't bad for the game for the most part.

Last edited by piratepwnsninja; 03-01-2013 at 12:48 AM.

Vire
DancingJesus
(03-01-2013, 12:45 AM)

#320

> Originally Posted by **FartOfWar**
>
> It didn't work that way, which implies a placatory compromise. Instead, the dialog spurred more nuanced and informed thinking, and what we believe is better storytelling.

Thanks for answering, I look forward to seeing what you guys came up with in less than a month. :)

---

spekkeh
Member
(03-01-2013, 12:47 AM)

#321

> Originally Posted by **ilnadmy**
>
> 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.

Yes evil cultist leaders are a sensitive issue and not many games have dared to tackle it.

---

les papillons sexuels
Banned
(03-01-2013, 12:47 AM)

#322

Personally I would've let the guy go after talking with him. He needs to put his religion away, everything is fair critism, you dont see women or LGBT workers quitting everytime a women has big breasts, or a gay character happens to be flamboyant, even though it happens much much more often.

FartOfWar
Why so low?
(03-01-2013, 12:48 AM)

#323

> Originally Posted by **Vire**
>
> Thanks for answering, I look forward to seeing what you guys came up with in less than a month. :)

Thanks for your interest. Can't wait to have the game in your hands.

HK-47
Oh, bitch bitch bitch.
(03-01-2013, 12:49 AM)

#324

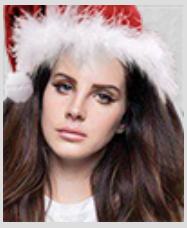
> Originally Posted by **Vire**

> Storyteller.
>
> Not compulsive liar.
>
> ;)

Same difference.

Blood Diamonds
Member
(03-01-2013, 12:49 AM)

#325



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

Holy shit rofl

You should play SMT it was made for religious gamers like you.

RoadHazard
Member
(03-01-2013, 12:49 AM)

#326

So they actually changed the game because an "extremely religious" guy was offended by it? Well, that's disappointing. Of course, I don't know the details of what happened here (and I understand that they didn't want to lose a good coworker over it), but my stance in general is that opinions based on something as irrational as religion should never be allowed to have such an impact on anything.

NoirVisage
Banned
(03-01-2013, 12:51 AM)

#327

> Originally Posted by **CornBurrito**
> And this I can completely agree with.
>
> **However, I cannot agree with the idea that a text, when religious in nature, can only lead to good and somehow becomes magically immune to leading to beliefs that negatively impact society.**
>
> As far as I'm concerned it is not responsible for the end results at all whether they be good or bad (like your comic book example), or else responsible for both the good and bad it brings. It can't have its cake and it it too though by only claiming responsibility for the good.

WHO does that though?
That's a very important question.

piratepwnsninja
Volition Dev
(03-01-2013, 12:51 AM)

#328

> Originally Posted by **RoadHazard**
> So they actually changed the game because an "extremely religious" guy was offended by it? Well, that's disappointing. Of course, I don't know the details of what happened here (and I understand that they didn't want to lose a good coworker over it), but my stance in general is that opinions based on something as irrational as religion should never be allowed to have such an impact on anything.

He never said they changed the game because he was offended. They changed it because him being offended allowed for more nuanced thinking, which in turn actually helped shape a more believable villain that probably isn't quite as black and white evil as he may have been before.

Kurdel
Member
(03-01-2013, 12:56 AM)

#329

From my understanding, this helped them make a character that was your traditional bad guy caricature, and add an extra layer of depth. In my eyes, a good villain needs to think he is doing good, or he is at least working for the greater good. If this discussion lead to the main guy feeling guilty or feeling he will be able to repent, than that is better than if he didn't? From my point of view as an

atheist, I think it does, because it incorporates an aspect of religion I always find interesting.

CornBurrito
Member
(03-01-2013, 12:57 AM)

#330

> Originally Posted by **Servbot24**
> That's about as accurate as saying that if a woman doesn't throw her boobs in your face how can you know she's a woman.
>
> Subtlety is way too rare in gaming.

I believe you had no idea what I was saying. Though that's mostly my fault. My post was phrased horribly.

I'm saying that a character could be religious, but done subtly enough that you do not know they are religious unless you pay very close attention.

> Originally Posted by **NoirVisage**
> WHO does that though?
> That's a very important question.

How about the dude in this very thread who seemed to be suggesting just that with his whole "religious texts teach people to be good. that's why nobody thinks they are responsible for any wrong" post.

Or some people in the atheism vs theism thread.

> Originally Posted by **YoungBlade**
> Holy shit rofl
>
> You should play SMT it was made for religious gamers like you.

Depends. Usually in SMT all the choices except Neutral fuck things up.

Except in Devil Survivor where the Law ending was an actual good choice. :(

Last edited by ComBurrito; 03-01-2013 at 01:00 AM.

les papillons sexuels
Banned
(03-01-2013, 12:58 AM)

#331

> Originally Posted by **Kurdel**
> From my understanding, this helped them make a character that was your traditional bad guy caricature, and add an extra layer of depth. In my eyes, a good villain needs to think he is doing good, or he is at least working for the greater good. If this discussion lead to the main guy feeling guilty or feeling he will be able to repent, than that is better than if he didn't? From my point of view as an atheist, I think it does, because it incorporates an aspect of religion I always find interesting.

from my understanding, it was a religious person who read too much into the character and felt that they were demonizing belief, and threatened to quit unless they changed it. I think that the character is a polarizing figure is enough to create depth, if levine felt it was okay, and the religious person didn't, doesn't that create more depth then if everything thinks he's an "okay" level of badness? I guess there's two sides to the coin.

piratepwnsninja
Volition Dev
(03-01-2013, 01:04 AM)

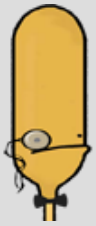
#332

> Originally Posted by **les papillons sexuels**
> from my understanding, it was a religious person who read too much into the character and felt

> that they were demonizing belief, and threatened to quit unless they changed it. I think that the character is a polarizing figure is enough to create depth, if levine felt it was okay, and the religious person didn't, doesn't that create more depth then if everything thinks he's an "okay" level of badness? I guess there's two sides to the coin.

Not really. Levine admits to not having a religious background, so everything he put into writing the character was more from study than actual experience. Having someone have that kind of reaction /might/ be exactly what he wants in the end, but writing that character to be more nuanced due to gaining a better understanding of WHY that reaction existed isn't bad.

Fancy Corndog
Member
(03-01-2013, 01:05 AM)



#333

> Originally Posted by **CornBurrito**
> Only with liberal interpretations of the contents of those books. Judaism in particular promotes many vicious acts, or at least the Old Testament if taken literally does.
>
> Also are you telling me that people who cite the Bible as a reason against legalizing gay marriage, or making sexuality a protected class are not in any way motivated by The Bible?

I'll make that claim.

Because those people citing the Bible probably eat pork and wear clothes with different types of fabric. They've also probably never even read the part of the Bible that speaks about these things (Leviticus). Nor have they read the parts of it that specifically mention that tradition stresses symbolic importance that is more important than their literal undertaking. But that's ok, because "Jesus said we don't have to worry about all of that stuff any more." Which he didn't, but if he did that'd mean they shouldn't be citing it to hate gay people either.

They just aren't comfortable with gay people. Religion often hides nations or ethnic groups, it's jerseys that different teams wear and can be a source of binding. It's why so many people are content believing that religion causes all war, because you can usually see a difference in religion between the participants or even see religion used as source of legitimacy for it - but it's not happening because of the religion. If the geographic, economic, or political situation calls for violence, it happens. Religion just gets brushed onto it.

Do you think 'terrorists' are essentially radical Muslims acting out their interpretation of a religion, or that the interpretation itself is simply a reaction of a chronically mistreated and dissatisfied people? I think it's the latter.

Last edited by Fancy Corndog; 03-01-2013 at 01:16 AM.

RoadHazard
Member
(03-01-2013, 01:05 AM)

#334

> Originally Posted by **piratepwnsninja**
> He never said they changed the game because he was offended. They changed it because him being offended allowed for more nuanced thinking, which in turn actually helped shape a more believable villain that probably isn't quite as black and white evil as he may have been before.

Well, let's hope it actually made the game better then!

TheChewyWaffles
Member
(03-01-2013, 01:05 AM)

#335

Boohoo

les papillons sexuels
Banned
(03-01-2013, 01:06 AM)

#336

> Originally Posted by **piratepwnsninja**

> Not really. Levine admits to not having a religious background, so everything he put into writing the character was more from study than actual experience. Having someone have that kind of reaction /might/ be exactly what he wants in the end, but writing that character to be more nuanced due to gaining a better understanding of WHY that reaction existed isn't bad.

No, but changing the character because of it is imo. You went from a character who is polarizing, to one who is flat. From a character that can be intrepreted on a sliding scale to one who's going to be interpreted on a smaller sliding scale.

He created less depth by removing the polarizing issue, all because of a co-worker. Understanding it is powerful, if anything he should have made the character even worse, but veiled it so that one can interpret it to their own degree.

Loxley
Member
(03-01-2013, 01:06 AM)

#337

Are you guys who are saying this was a PR stunt actually *watching* the Gamespot interview where that quote came from? Because Levine was talking more broadly about the themes of all the characters, and that anecdote was a small part of the overall interview.

Also, Levine has never seemed like the kind of guy who would just make shit up. But then again, this is the internet, where conspiracy theories thrive.

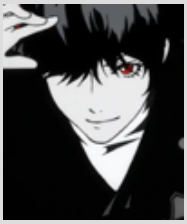
HK-47
Oh, bitch bitch bitch.
(03-01-2013, 01:08 AM)

#338

> Originally Posted by **CornBurrito**
>
> I believe you had no idea what I was saying. Though that's mostly my fault. My post was phrased horribly.
>
> I'm saying that a character could be religious, but done subtly enough that you do not know they are religious unless you pay very close attention.
>
> How about the dude in this very thread who seemed to be suggesting just that with his whole "religious texts teach people to be good. that's why nobody thinks they are responsible for any wrong" post.
>
> Or some people in the atheism vs theism thread.
>
> Depends. Usually in SMT all the choices except Neutral fuck things up.
>
> Except in Devil Survivor where the Law ending was an actual good choice. :(

Law ending in DS was good? Could have fooled me.

CrazyDude
Member
(03-01-2013, 01:10 AM)



#339

> Originally Posted by **les papillons sexuels**
>
> No, but changing the character because of it is imo. You went from a character who is polarizing, to one who is flat. From a character that can be intrepreted on a sliding scale to one who's going to be interpreted on a smaller sliding scale.
>
> He created less depth by removing the polarizing issue, all because of a co-worker. Understanding it is powerful, if anything he should have made the character even worse, but veiled it so that one can interpret it to their own degree.

You can't say that it has less depth for sure without knowing the change or not. It sounds to me that there will be more depth. Instead of having a stereotypical evil religious guy we might get one that is more realistic.

piratepwnsninja
Volition Dev
(03-01-2013, 01:12 AM)

#340

> Originally Posted by **les papillons sexuels**
> No, but changing the character because of it is imo. You went from a character who is polarizing, to one who is flat. From a character that can be intrepreted on a sliding scale to one who's going to be interpreted on a smaller sliding scale.
>
> He created less depth by removing the polarizing issue, all because of a co-worker. Understanding it is powerful, if anything he should have made the character even worse.

Uh, I'm glad you're an authority on a character you haven't experienced yet. To be fair, neither am I, so I could be just as wrong as you may be, but I'm sure he is still going to be polarizing one way or the other and not flat. I don't know what impression was given that would even imply that he is a flat character now.

The crux is in what changed. If Ken was able to divine information from this employee that gave him better insight as to why religion often times has a cult-like appearance from this guys personal experiences being a religious person, then it only helps to serve the character and make him MORE convincing as the character he is.

Corto
Member
(03-01-2013, 01:13 AM)

#341

> Originally Posted by **CornBurrito**
> I believe you had no idea what I was saying.
>
> I'm saying that a character could be religious, but done subtly enough that you do not know they are religious unless you pay very close attention.
>
> How about the dude in this very thread who seemed to be suggesting just that with his whole "religious texts teach people to be good. that's why nobody thinks they are responsible for any wrong" post.
>
> Or some people in the atheism vs theism thread.

You're wrong in that assumption. And I don't want to drag this thread too much on the off topic region. Religious texts are only that, written words. Man do the harm or the good. I won't expound on this any further than this. Please don't feel like I want to shut out any discussion it's just that I don't feel that this thread is the right place to talk about this. If you want to I can try (and fail miserably) to expound more about this in a private message.

SatelliteOfLove
Member
(03-01-2013, 01:14 AM)

#342

"...and I then tendered my resignation to Irrational, and put in for an interview at Atlus."

I seriously hope it was shocking in a good way. Hell, everything "taboo" in this game should come out shocking but well-done.

FartOfWar
Why so low?
(03-01-2013, 01:14 AM)

#343

> Originally Posted by **Loxley**
> Are you guys who are saying this was a PR stunt actually *watching* the Gamespot interview where that quote came from? Because Levine was talking more broadly about the themes of all the characters, and that anecdote was a small part of the overall interview.
>
> Also, Levine has never seemed like the kind of guy who would just make shit up. But then again, this is the internet, where conspiracy theories thrive.

Shopped.

malingenie
Member
(03-01-2013, 01:15 AM)

#344

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

No, stay.

Trojita
Member
(03-01-2013, 01:17 AM)

#345

> Originally Posted by **CornBurrito**
> Depends. Usually in SMT all the choices except Neutral fuck things up.
>
> Except in Devil Survivor where the Law ending was an actual good choice. :(

The original post was joking about not being able to relate to an antagonist, generally "the bad guy". The SMT reply was because LAW has Christian motifs and is usually bad. Like you said though, Devil Survivor is different, but I have yet to finish it. I'm on the 7th day of Naoya's route.

Omega
Member
(03-01-2013, 01:19 AM)

#346

Sounds like his name should beKevin Te'o

NoirVisage
Banned
(03-01-2013, 01:20 AM)

#347

> Originally Posted by **Fancy Corndog**
> I'll make that claim.
>
> Because those people citing the Bible probably eat pork and wear clothes with different types of fabric. They've also probably never even read the part of the Bible that speaks about these things (Leviticus). Nor have they read the parts of it that specifically mention that tradition stresses symbolic importance that is more important than their literal undertaking. But that's ok, because "Jesus said we don't have to worry about all of that stuff any more." Which he didn't, but if he did that'd mean they shouldn't be citing it to hate gay people either.
>
> They just aren't comfortable with gay people.

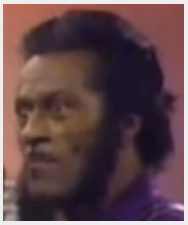
Well put, especially the part about tradition..that in itself would have christians at war with christians if you expanded on that even further.

> Originally Posted by **CornBurrito**
> How about the dude in this very thread who seemed to be suggesting just that with his whole "religious texts teach people to be good. that's why nobody thinks they are responsible for any wrong" post.
>
> Or some people in the atheism vs theism thread.

I thought you meant this was a view held by the media or some important organization. Its text to people who don't believe. to the believer its always "meant" for good, but man can take it and apply it either way.

Andrew.

Banned
(03-01-2013, 01:23 AM)



#348

See what this game is doing already?

It's working.

Wynnebeck
Banned
(03-01-2013, 01:27 AM)

#349

Religious villain? :/ My interest in this game is fading. Bad enough, Christianity gets a bad rap because of the actions of the few representing the many but I don't think I want to play a game where the villain's twisted ideology represents who he is.

---

piratepwnsninja
Volition Dev
(03-01-2013, 01:29 AM)

#350

> Originally Posted by **Wynnebeck**
> Religious villain? :/ My interest in this game is fading. Bad enough, Christianity gets a bad rap because of the actions of the few representing the many but I don't think I want to play a game where the villain's twisted ideology represents who he is.

His character is more a product of the time period and themes therein.

Jake Tower
Banned
(03-01-2013, 01:30 AM)

#351

> Originally Posted by **Iceman**
> So, you never finished the book then?

I heard there's some good news at the end.

Fancy Corndog
Member
(03-01-2013, 01:31 AM)

#352

> Originally Posted by **NoirVisage**
> Well put, especially the part about tradition..that in itself would have christians at war with christians if you expanded on that even further.

It was called the 30 Years' War and it was horrible. It was about a power struggle between established powers and a redistribution of land/wealth/power created by what would become the Agrarian Revolution.

Or it was because some people didn't like the Bible being read in Latin anymore or something so the Catholics were fighting the Protestants for thirty years.

Last edited by Fancy Corndog; 03-01-2013 at 01:40 AM.

---

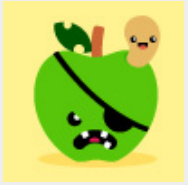
mentalfloss
Banned
(03-01-2013, 01:31 AM)

#353

The more I hear about this game, the more I get turned off.

I really don't care for the mind bending philosophical tripe.

AppleSmack
Banned
(03-01-2013, 01:32 AM)



#354

> Originally Posted by **mentalfloss**
> The more I hear about this game, the more I get turned off.
>
> I really don't care for the mind bending philosophical tripe.

Then why did you ever play Bioshock games?

DukeBobby

#355

Member
(03-01-2013, 01:33 AM)

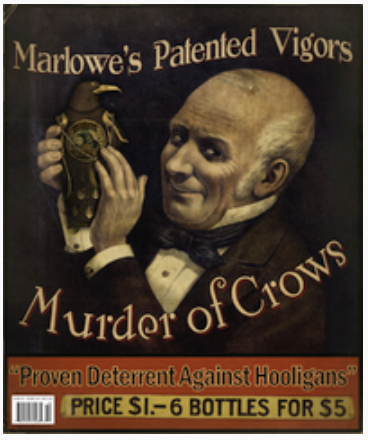
> Originally Posted by **mentalfloss**
> The more I hear about this game, the more I get turned off.
>
> I really don't care for the mind bending philosophical tripe.

What do you expect from a Bioshock game?

HK-47
Oh, bitch bitch bitch.
(03-01-2013, 01:36 AM)

#356

> Originally Posted by **GoddyofAus**
> I stand by my opinion that the troubled development has been massively overstated, mostly by the SS2 crowd who hated Bioshock because it wasn't the exact same game. If the game does turn out bad, at least my crow will go down easier then most:



Umm one of the problems people had with Bioshock was that the story cribbed heavily from SS2...so no? It also had many of the same mechanics, just dumbed down.

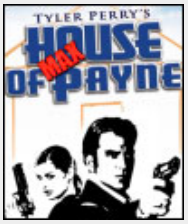
NoirVisage
Banned
(03-01-2013, 01:37 AM)

#357

> Originally Posted by **Wynnebeck**
> Religious villain? :/ My interest in this game is fading. Bad enough, Christianity gets a bad rap because of the actions of the few representing the many but I don't think I want to play a game where the villain's twisted ideology represents who he is.

I guess i'm more curious than anything, wasn't big on Bioshock 1 or 2, but the idea of this person with a strong christian faith making the founding fathers demigods is an intresting one, seeing as how the constitution seems to be the end all be all in America, its not as far fetched in the grand scheme.

Metal Gear?!
Member
(03-01-2013, 01:37 AM)



#358

> Originally Posted by **AppleSmack**
> Then why did you ever play Bioshock games?

To shoot mens

FartOfWar
Why so low?
(03-01-2013, 01:38 AM)

#359

It's too brainy, it's too dumbed down! It's too black and white, it's too nuanced. Reshiram the vast white Pokemon is my lover.

SatelliteOfLove
Member
(03-01-2013, 01:39 AM)

#360

> Originally Posted by **CornBurrito**
> Depends. Usually in SMT all the choices **except Neutral** fuck things up.
>
> Except in Devil Survivor where the Law ending was an actual good choice. :(

ALL endings in most Megatens go wrong, if not now, then damned to in the future (remember, humans are BASTARDS).

Otherwise we wouldnt' get more Megatens. :P

speculawyer
Banned
(03-01-2013, 01:42 AM)

#361

> Originally Posted by **mentalfloss**
> The more I hear about this game, the more I get turned off.
>
> **I really don't care for the mind bending philosophical tripe.**

So you don't like mentalfloss.

HK-47
Oh, bitch bitch bitch.
(03-01-2013, 01:44 AM)

#362

> Originally Posted by **FartOfWar**
> It's too brainy, it's too dumbed down! It's too black and white, it's too nuanced. **Reshiram the vast white Pokemon is my lover.**

You should be careful what you let slip. You might end up being a hero of the web.

Jake Tower
Banned
(03-01-2013, 01:45 AM)

#363

> Originally Posted by **FartOfWar**
> IReshiram the vast white Pokemon is my lover.

Cheating on Sonic!?!?

FartOfWar
Why so low?
(03-01-2013, 01:49 AM)

#364

> Originally Posted by **HK-47**
> You should be careful what you let slip. You might end up being a hero of the web.

I'm putting it all out there: http://www.youtube.com/watch?v=Re1_IdVjuaw

Raist
Stage 2: Anger
(03-01-2013, 01:49 AM)

#365

So he learned about forgiveness from a guy who was calling it quits because he was offended by a video game?

Ok.

les papillons sexuels

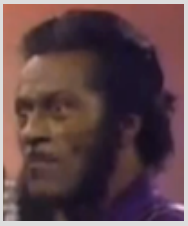
#366

Banned
(03-01-2013, 01:54 AM)

> Originally Posted by **FartOfWar**
> It's too brainy, it's too dumbed down! It's too black and white, it's too nuanced. Reshiram the vast white Pokemon is my lover.

in this case it's not about being too nuanced, its about limiting the character to pander to an audience. If they made him a more evil character but veiled it under "forgivness" then it would be nuanced, in this case they just dumbed him down it seems.

Andrew.
Banned
(03-01-2013, 01:55 AM)



#367

> Originally Posted by **FartOfWar**
> I'm putting it all out there: http://www.youtube.com/watch?v=Re1_IdVjuaw

Hardest I've laughed all week. Thanks man.

FartOfWar
Why so low?
(03-01-2013, 02:00 AM)

#368

> Originally Posted by **les papillons sexuels**
> in this case it's not about being too nuanced, its about limiting the character to pander to an audience. If they made him a more evil character but veiled it under "forgivness" then it would be nuanced, in this case they just dumbed him down it seems.

The pandering part is for you to decide upon playing. I just helped make it.

FartOfWar
Why so low?
(03-01-2013, 02:02 AM)

#369

> Originally Posted by **Andrew.**
> Hardest I've laughed all week. Thanks man.

Anything to promote JustinRPG awareness.

MDSVeritas
Member
(03-01-2013, 02:04 AM)

#370

I really really want to play this game the more I hear about it. Levine's storytelling from what I've seen is really excellent, and dealing with characters like Elizabeth, Booker, and especially Comstock is sure to lead to a really interesting story with even more interesting themes behind it.

If nothing else, not a ton of games deal with ultra-nationalist, religious, and utopian themes in the same story and I'm curious to see what they do with it.

Jake Tower
Banned
(03-01-2013, 02:05 AM)

#371

> Originally Posted by **FartOfWar**
> Anything to promote JustinRPG awareness.

Is that the dude with the giant cheeseburger poster?

FartOfWar
Why so low?
(03-01-2013, 02:07 AM)

#372

> Originally Posted by **Jake Tower**
> Is that the dude with the giant cheeseburger poster?

Not the first king of weirdness, just a Pokephile who loves Reshiram.

Einbroch
Banned
(03-01-2013, 02:08 AM)

#373

> Originally Posted by **FartOfWar**
> I'm putting it all out there: http://www.youtube.com/watch?v=Re1_IdVjuaw

What did I just watch?

Corto
Member
(03-01-2013, 02:09 AM)

#374

> Originally Posted by **les papillons sexuels**
> in this case it's not about being too nuanced, its about limiting the character to pander to an audience.

An audience of one. And not knowing the original scene, the actual talk Levine and this guy had, and how the scene looks like now it's a bit of an overstretch to state that Levine conceded his vision to pander to someone else's beliefs.

Vire
DancingJesus
(03-01-2013, 02:10 AM)

#375

> Originally Posted by **HK-47**
> You should be careful what you let slip. **You might end up being a hero of the web**.

Nothing will top this. NOTHING.

dLMN8R
Member
(03-01-2013, 02:14 AM)

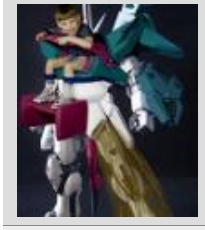
#376

"Why are game developers so secretive??? Why do they always limit themselves to uninteresting PR speak????"

<interview with Ken>

"Why the fuck won't Ken just shut up???"

FartOfWar
Why so low?
(03-01-2013, 02:14 AM)



#377

> Originally Posted by **Vire**
> Nothing will top this. NOTHING.

I dunno. Follow this epic poem through to the end: http://www.youtube.com/watch?v=DT4wgjG6EVw

or this: http://www.youtube.com/watch?v=EcT16K32X3k

Matt2thefuture
Member
(03-01-2013, 02:18 AM)

#378

Great a philosophical, deep topic in a videogame! I for one think that's a good thing. Something a little deeper that sparks discussion is better than the typical fluff we normally get for stories in videogames. As a whole we want the industry we love to evolve and grow. Sure, this topic may be a bit tabu or controversial for some but just because someone thinks different than you doesn't mean you should boycott the game.

I know some of you religious folk out there are worried it will paint religion in a bad light but there is a difference between saying all religion is bad and saying this one man who runs this cities views on religion are flawed or bad. Give the game a chance to hear what it has to say before you cancel your pre-order over nothing. Plus for all you out there saying I just want a game to shoot guns & not think..your playing the wrong game.

Last edited by Matt2thefuture; 03-01-2013 at 03:36 AM.

Vire
DancingJesus
(03-01-2013, 02:19 AM)

#379

> Originally Posted by **FartOfWar**
> I dunno. Follow this epic poem through to the end: http://www.youtube.com/watch?v=DT4wgjG6EVw
>
> or this: http://www.youtube.com/watch?v=EcT16K32X3k

Haha jesus, please tell me this guy has a GAF account.

God damn I miss GFW....

Iceman
Member
(03-01-2013, 02:26 AM)

#380

> Originally Posted by **Muffdraul**
> I remember the part where Jesus said to obey the Old Testament, if that's what you mean.

(i admit this is purely tangential) but what Jesus more completely said (and meant) was that he did not come to change/destroy the law (referring to the OT) but to fulfill it. That is worlds different than obeying the OT, otherwise christian's should, at least outwardly, behave just like modern day orthodox jews. Jesus expanded on the boundaries of sin and sanctification suggesting that even a sinful thought is equivalent to the act itself. And the process for receiving forgiveness for all of your sins (with his revised/expanded definition) is essentially impossible if you follow Deuteronomy. Coupled with the idea that sin keeps one from God, sanctification/justification was made to be only possible through Jesus.

His death, taking on all of earth's sin, past, present and future, while condemned and crucified as a singularly innocent man (and God) allowed him to (1) fulfill the old law and the OT prophecies, (2) bridge the impossibly wide gap between men and God, and (3) provide a new, simpler path to heaven, aka the fullness/presence of God. This simpler path requires one to rely completely on Jesus rather than their own meticulous and dutiful observance of OT laws. As christians now understand it, the law is there to protect us, but, now, there is no sin that cannot be absolved by repentance and asking Christ for forgiveness (justification by faith).

In fulfilling the law, Jesus presented a new understanding of it.

Jesus final words to his disciples were that they should "do to others what you would have them do to you, for this sums up the Law and the Prophets" (and also love God with all your heart, mind, soul - the first half of the greatest commandment). Love God, Love others. And how does one love God? To read his word and obey his commands. Kinda cyclical reasoning, but it essentially means, know my law and observe them, AND know that I already took care of your sins.

An example of the evolution (in our understanding) of the law is in the eating of unclean animals. In the OT, there are distinctions made between what animals could be eaten and what should be avoided under pain of sin. However, Jesus said, "What goes into a man's mouth does not make him 'unclean,' but what comes out of his mouth, that is what makes him 'unclean.'"

Many of the OT laws were used by Jesus to reveal the substance of the new covenant that God was making with humanity. For example, God showed Peter, soon after Christ's death (and resurrection) a vision of unclean animal lowered on a sheet from heaven. God commanded him to kill the animals and eat but Peter refused (in order to obey the law). God responded that he had made them clean. This was

meant to reveal that God was now embracing Gentiles (non-Jews) and the word/gospel should be extended to the rest of the world.

And then there was the work that Jesus did on the Sabbath, which was strictly forbidden by the OT/law. So Jesus didn't even believe your version of his message, i.e. to obey the OT.

The christian faith is far removed from adhering to the law of the prophets. The old covenant was for the Jewish people - and was devised to allow for a messiah to come that would remove from us the pain of death from sin. When Christ died and was resurrected, the old covenant was *renewed and revised** (is a safe way to put it, I hope). The new covenant is for everyone. (*Also, the new convenant maybe actually began when Jesus was born - because he was given power to forgive sins)

(back on topic) can't wait for this game. The atmosphere of the "shock" games have been amazing.

synchronicity
Member
(03-01-2013, 02:33 AM)

#381

I like games that tackle controversial and weightier issues. Sure, it helps generate sales because it generates controversy and dialogue.

Personally I could not be less religious, but I always find it interesting to speak with those who think differently than myself. Whether religious or scientific-minded, I think we all ultimately search for the same thing and that is understanding. The religious approach is flawed to me and lacking a rational foundation(read Christ in Egypt by D.M. Murdock), and I don't think that any god which is worshiped by man is real, but that doesn't necessarily preclude the existence of ***A*** god in some shape or form. Additionally, science can certainly not answer all questions either. What I do find troubling is the extremely polarizing nature of the two camps, religious and non. In the end we are all humans and we need to find a way to work together, although that certainly seems to be an unrealistic ideal.

Vire
DancingJesus
(03-01-2013, 02:34 AM)

#382

Geoff Keighley @geoffkeighley 5 mins
Forgot to say: Last week I played a bunch of BioShock Infinite. Incredible Mis-en-scene. What a world. Cannot wait to play more!
Expand

Insert body is ready joke here.

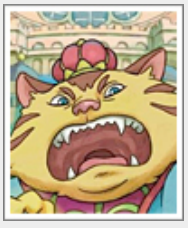
BurnOutBrighter
Banned
(03-01-2013, 02:38 AM)

#383

Remember when we used to be hyped about this game?

Now with next gen around the corner and the protracted development time, the game already looks dated. And who knows how the gameplay will turn out after the poor VGA showing and mass staff departures during production.

The Lamp
Member
(03-01-2013, 02:38 AM)



#384

> 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--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.

Fascinating and agreeable post. I agree, as a Christian who also happens to be an engineer/aspiring-scientist.

All of this hooplah doesn't turn me away from Bioshock Infinite, though. Still interested in seeing the final storyline.

NoirVisage
Banned
(03-01-2013, 02:38 AM)

#385

Originally Posted by **Iceman**

(i admit this is purely tangential) but what Jesus more completely said (and meant) was that he did not come to change/destroy the law (referring to the OT) but to fulfill it. That is worlds different than obeying the OT, otherwise christian's should, at least outwardly, behave just like modern day orthodox jews. Jesus expanded on the boundaries of sin and sanctification suggesting that even a sinful thought is equivalent to the act itself. And the process for receiving forgiveness for all of your sins (with his revised/expanded definition) is essentially impossible if you follow Deuteronomy. Coupled with the idea that sin keeps one from God, sanctification/justification was made to be only possible through Jesus.

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An example of the evolution (in our understanding) of the law is in the eating of unclean animals. In the OT, there are distinctions made between what animals could be eaten and what should be avoided under pain of sin. However, Jesus said, "What goes into a man's mouth does not make him 'unclean,' but what comes out of his mouth, that is what makes him 'unclean.'"

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And then there was the work that Jesus did on the Sabbath, which was strictly forbidden by the OT/law. So Jesus didn't even believe your version of his message, i.e. to obey the OT.

> The christian faith is far removed from adhering to the law of the prophets. The old covenant was for the Jewish people - and was devised to allow for a messiah to come that would remove from us the pain of death from sin. When Christ died and was resurrected, the old covenant was *renewed and revised** (is a safe way to put it, I hope). The new covenant is for everyone. (*Also, the new convenant maybe actually began when Jesus was born - because he was given power to forgive sins)
>
> (back on topic) can't wait for this game. The atmosphere of the "shock" games have been amazing.

that's the way its understood by those who actually study the word, bravo, you know your stuff broski.

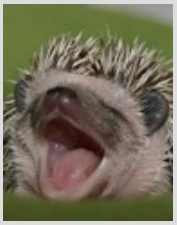
many places
Member
(03-01-2013, 02:41 AM)

#386

> Originally Posted by **TheBioLover**
>
> What a pussy.

For real. Story is probably fake though.

Muffdraul
Member
(03-01-2013, 03:02 AM)



#387

> Originally Posted by **Iceman**
>
> (i admit this is purely tangential) but was that he did not come to change/destroy the law (referring to the OT) but to fulfill it. That is worlds different than obeying the OT, otherwise christian's should, at least outwardly, behave just like modern day orthodox jews. Jesus expanded on the boundaries of sin and sanctification suggesting that even a sinful thought is equivalent to the act itself. And the process for receiving forgiveness for all of your sins (with his revised/expanded definition) is essentially impossible if you follow Deuteronomy. Coupled with the idea that sin keeps one from God, sanctification/justification was made to be only possible through Jesus.
>
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>
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>
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>
> An example of the evolution (in our understanding) of the law is in the eating of unclean animals. In the OT, there are distinctions made between what animals could be eaten and what should be avoided under pain of sin. However, Jesus said, "What goes into a man's mouth does not make him 'unclean,' but what comes out of his mouth, that is what makes him 'unclean.'"
>
> Many of the OT laws were used by Jesus to reveal the substance of the new covenant that God was making with humanity. For example, God showed Peter, soon after Christ's death (and resurrection) a vision of unclean animal lowered on a sheet from heaven. God commanded him to kill the animals and eat but Peter refused (in order to obey the law). God responded that he had made them clean. This was meant to reveal that God was now embracing Gentiles (non-Jews) and the word/gospel should be extended to the rest of the

world.

And then there was the work that Jesus did on the Sabbath, which was strictly forbidden by the OT/law. So Jesus didn't even believe your version of his message, i.e. to obey the OT.

The christian faith is far removed from adhering to the law of the prophets. The old covenant was for the Jewish people - and was devised to allow for a messiah to come that would remove from us the pain of death from sin. When Christ died and was resurrected, the old covenant was *renewed and revised** (is a safe way to put it, I hope). The new covenant is for everyone. (*Also, the new convenant maybe actually began when Jesus was born - because he was given power to forgive sins)

(back on topic) can't wait for this game. The atmosphere of the "shock" games have been amazing.

Your phrase "what Jesus more completely said (***and meant***)" is the most important and telling part of your post. The last 2000 years have basically been a long and slow history of a certain people (like the Nicene Council for example) taking it upon themselves to interpret and translate "what God *really* meant" in such a way that makes it easier for them to live their lives under the changing status quo while still retaining their status as "devout keepers of the faith". Evolving their beliefs and traditions so as to keep up with the evolution of the world around them. Jesus himself never said it was OK to drop any of the laws handed down in Leviticus or any other book in the OT. People stopped following them because they were a pain in the ass. It's that simple.

On Jesus breaking the Sabbath- that's what the Pharisees accused him of. He denied it. And if you go back and actually read the details of minutiae of Pharisaic interpretation of how to honor the Sabbath, it was chock full of ridiculous contradictions that seemed like they were set up so that almost anyone could be accused of breaking the Sabbath in some way.

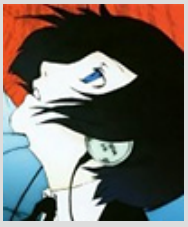
BTW maybe I should mention that Bioshock Infinite is my most aniticipated game of Q1 & Q2 2013, whoo-hoo!

Last edited by Muffdraul; 03-01-2013 at 03:05 AM.

neoism #388
Member
(03-01-2013, 03:23 AM)

is there going to me a demo would like to see if it will run on my PC before blowing 60

Guess Who #389
Member
(03-01-2013, 03:28 AM)



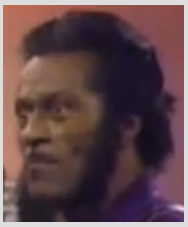
As someone from the south, the idea that hyper-evangelical Christians are a strawman and not a massive group of people is pretty hilarious. Which isn't to say they represent every Christian, but to say they are very much real and influential in many areas.

ArisenDragon #390
Member
(03-01-2013, 03:30 AM)

> Originally Posted by **FartOfWar**
> I'm putting it all out there: http://www.youtube.com/watch?v=Re1_IdVjuaw

LOL wow.

Andrew.
Banned
(03-01-2013, 03:32 AM)



#391

> Originally Posted by **neoism**
> is there going to me a demo would like to see if it will run on my PC before blowing 60

youuuu wish

FartOfWar
Why so low?
(03-01-2013, 03:40 AM)

#392

> Originally Posted by **BurnOutBrighter**
> Remember when we used to be hyped about this game?
>
> Now with next gen around the corner and the protracted development time, the game already looks dated. And who knows how the gameplay will turn out after the poor VGA showing and mass staff departures during production.

Who knows?

ArisenDragon
Member
(03-01-2013, 03:43 AM)

#393

> Originally Posted by **Andrew.**
> youuuu wish

I don't think our bodies can handle a demo. :)

DukeBobby
Member
(03-01-2013, 03:46 AM)

#394

> Originally Posted by **BurnOutBrighter**
> Remember when we used to be hyped about this game?
>
> Now with next gen around the corner and the protracted development time, the game already looks dated. And who knows how the gameplay will turn out after the poor VGA showing and mass staff departures during production.

Used to be hyped? Speak for yourself.

Also, how does the game look outdated? Technically, it may not be greatest looking game ever, but the art style is fantastic.

The original Bioshock is 6 years old, and in my opinion, it still looks great today.

Zarx
Member
(03-01-2013, 03:47 AM)

#395

> Originally Posted by **Loxley**
> Are you guys who are saying this was a PR stunt actually *watching* the Gamespot interview where that quote came from? Because Levine was talking more broadly about the themes of all the characters, and that anecdote was a small part of the overall interview.
>
> Also, Levine has never seemed like the kind of guy who would just make shit up. But then again, this is the internet, where conspiracy theories thrive.

I also seem to remember him talking about the event (in a less specific way from memory) in a podcast he was on. I can't remember if it was one of the irrational interviews or the side mission briefing he was on, I think it was the briefing.

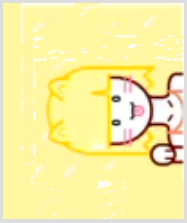
piratepwnsninja
Volition Dev
(03-01-2013, 04:00 AM)

#396

> Originally Posted by **FartOfWar**
> I'm putting it all out there: http://www.youtube.com/watch?v=Re1_IdVjuaw

My brain hurts in the most amazing way possible.

Cartman86
Member
(03-01-2013, 04:05 AM)

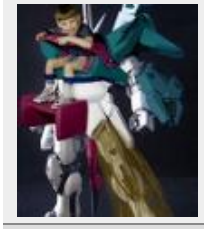


#397

> Originally Posted by **Fancy Corndog**
> I'll make that claim.
>
> Because those people citing the Bible probably eat pork and wear clothes with different types of fabric. They've also probably never even read the part of the Bible that speaks about these things (Leviticus). Nor have they read the parts of it that specifically mention that tradition stresses symbolic importance that is more important than their literal undertaking. But that's ok, because "Jesus said we don't have to worry about all of that stuff any more." Which he didn't, but if he did that'd mean they shouldn't be citing it to hate gay people either.
>
> They just aren't comfortable with gay people. Religion often hides nations or ethnic groups, it's jerseys that different teams wear and can be a source of binding. It's why so many people are content believing that religion causes all war, because you can usually see a difference in religion between the participants or even see religion used as source of legitimacy for it - but it's not happening because of the religion. If the geographic, economic, or political situation calls for violence, it happens. Religion just gets brushed onto it.
>
> Do you think 'terrorists' are essentially radical Muslims acting out their interpretation of a religion, or that the interpretation itself is simply a reaction of a chronically mistreated and dissatisfied people? I think it's the latter.

Ahh it's so great that we can absolve religion (an ideology) of all responsibility in ideological wars and bigotry and yet still get to hold it up high as an important life changing part of peoples lives.

FartOfWar
Why so low?
(03-01-2013, 04:16 AM)



#398

> Originally Posted by **piratepwnsninja**
> My brain hurts in the most amazing way possible.

It's the single most mesmerizing Youtube I came across in two years.

CambriaRising
Member
(03-01-2013, 04:20 AM)

#399

> Originally Posted by **FartOfWar**
> I'm putting it all out there: http://www.youtube.com/watch?v=Re1_IdVjuaw

Oh my god...

pot
Banned
(03-01-2013, 04:24 AM)

#400

I'm sick of things being changed because of some religious nutjob.

Closed Thread