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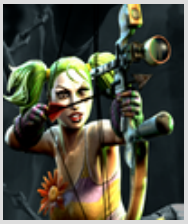
BELIEVE

Closed Thread

RiccochetJ
Member
(02-28-2013, 07:11 PM)



#201

> Originally Posted by **volturnus**
> Everything about this Comstock guy sounds like they're trying to create a convincing virtual Hitler, which is *very* boring, to be honest.

You should probably read up on Victorian Morality and Anthony Comstock (like Dude Abides pointed out) to get an idea of where it looks like Irrational could be going with this character.

Last edited by RiccochetJ; 02-28-2013 at 07:15 PM.

GillianSeed79
Member
(02-28-2013, 07:13 PM)

#202

> Originally Posted by **badgenome**
> Guyana is not in Africa.

Lol. Sorry. I guess you can tell I'm American. We're not very good at geography.

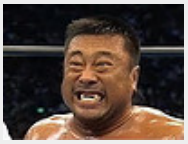
GoddyofAus
Banned
(02-28-2013, 07:15 PM)

#203

> Originally Posted by **GillianSeed79**
> Lol. Sorry. I guess you can tell I'm American. We're not very good at geography.

Nooooo shit.

badgenome
Member
(02-28-2013, 07:16 PM)



#204

> Originally Posted by **GillianSeed79**
> Lol. Sorry. I guess you can tell I'm American. We're not very good at geography.

I am American, and I am *amazing* at geography.

Dragon1893
Banned
(02-28-2013, 07:19 PM)

#205

So did he change the scene? The guy didn't leave so I'm assuming that Levine rewrote the parts that a very religious person would find offensive. But how do you go from something that causes such an extreme reaction to something that the person would be OK with without deep changes to those scenes? Maybe he found a way to convey it in a less offensive way?

I NEED SCISSORS
Banned

#206

(02-28-2013, 07:19 PM)

> Originally Posted by **piratepwnsninja**
>
> Antagonist = bad guy
> Protagonist = player

And people say it's the religious who are stupid..

antitrop
does not much care for anti-shooter bias
(02-28-2013, 07:19 PM)

#207

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

Neon Genesis: Evangelion is always my go-to for that one.
So much heavy handed religious stuff that doesn't even make sense.
I think the creators of that anime just read Genesis and Revelations and went from there, skipping everything in the middle.

It is my favorite anime, though, I just don't care much for some of the ridiculous plot points.

Zeal
Banned
(02-28-2013, 07:19 PM)

#208

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

lol people are so sensitive and PC nowadays it's just sad.

TheFightingFish
Member
(02-28-2013, 07:20 PM)

#209

> Originally Posted by **Zia**
>
> I think, in an attempt to be more empathetic than thou with piles of anecdotal evidence that nobody really gives a shit about, people are conveniently forgetting that the extreme religious right has been the most destructive, and loudest, voice in American politics for the last few decades. I don't see this as being an indictment of the religious (Hey, I know decent religious people as well! Wow-neat!), but commentary on the perverse blend of capitalism, nationalism and religion that's stunted and plagued public policy and political discourse in recent times.

I think most of the complaint comments here from both the religious and atheists have not been that this type of character does not exist, or that religious fundamentalism, especially when combined with ultra nationalism does not exist or is not a scary thing. But more a complaint that based on what we've heard and seen so far this appears to be a religious character that has been done roughly 10,000 times before in video games. As others have noted the fundamentalist sect, usually one controlled by a gaunt priest with thin framed glasses or a bearded man who is a compelling public speaker is such a heavy trope that for a game that claims to be doing something a bit different with story it seems a bit silly. Shall we hazard a guess that beneath a a fundamentalist facade there lurks a deep and secret moral degeneracy and hypocrisy in the hearts of Comstock's followers?

GoddyofAus
Banned
(02-28-2013, 07:22 PM)

#210

> Originally Posted by **Dragon1893**
>
> So did he change the scene? The guy didn't leave so I'm assuming that Levine rewrote the parts that a very religious person would find offensive. But how do you go from something that causes such an extreme reaction to something that the person would be OK with without deep changes to those scenes? Maybe he found a way to convey it in a less offensive way?

Nah, definitely not. If there's one thing Levine is against, it's censoring himself. He said it in an interview somewhere but I can't remember where.

demidar

#211

Member
(02-28-2013, 07:24 PM)

> Originally Posted by **Zeal**
> lol people are so sensitive and PC nowadays it's just sad.

whoosh

So blind.

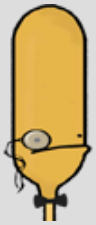
Toa TAK
Member
(02-28-2013, 07:27 PM)

#212

I saw this interview not too long ago. I'm glad that the dev did not quit, and that something meaningful came out of it. That's great and I hope it impacts the game in a positive way.

Fancy Corndog
Member
(02-28-2013, 07:30 PM)

#213



> Originally Posted by **DocSeuss**
> I personally dislike Evangelicals, but I don't know any of them who have love for Falwell.
>
> Rove was somebody nobody cared about until a documentary about how he helped Bush into the White House came out on PBS. Then he started showing up a lot more in the news and got vilified crazy amounts. He's a guy who's good at his job; only difference between him and other people like him is that he's a Republican. He's not special by any means.
>
> (the above should indicate that I have little love for anyone in American politics)

I think there's a lot of truth in everything you've posted in this thread. Including something you mentioned (and removed) about the media generally being liberal.

The reason you said "sort of" and probably the reason you edited it out, is because it's not the same scenario as something like Fox News or MSNBC. Unlike those two, CNN isn't trying to sell an agenda to you. It just so happens that the vast majority of people working there are probably voting democrat. Everyone has bias, and it's going to wiggle its way through one way or another. The difference is that they are actively making it a part of their job to suppress that. This is why something like Fox News *can* exist though. The overall left-leaning slant of most of the media, modest as it may be, left a large hole to compensate for. Then you get one loud, outrageous response to fill it - Fox News.

I think that coverage of the Tea Party and Occupy protests demonstrated biases (and their extent) very clearly, and it was interesting to watch that IMO. By all accounts, the Occupy protests had a lot more to target in a negative manner. I don't think this has anything to do with their respective messages or their political affiliations, but just that they were larger and younger. Still, you had Fox News taking it to extremes while most other news outlets reached to paint the Tea Party negatively as well.

The real situation is not nearly as black and white as either side of the equation wants to believe, though. At its core, our system is not divided by "Godless" science and religion, opportunity and racism, or "hand outs" and ultra-rich. That's just the easiest way to sell it, and almost everyone is just going to pick a team and roll with it instead of seriously weighing issues. They think they're involved, but they're really just playing ball.

American politics is deontology vs. utilitarianism, which is exactly what a political system should be IMO. It just so happens that the republican party's "entry messages" are outdated.

As far as the religious stuff is concerned, it's another example of everyone knowing that they're right and that the other side is wrong. In both cases, religious or not, the vast majority actually know very little. You're more likely to encounter someone who is fervently religious, judges you based on what

they believe, and has never read the Bible than you are to encounter one who has. Just like you'll likely encounter someone who is unwavingly atheist, assumes that the religious are surely less intelligent for what they believe, and yet hardly know more about science or how the mechanisms that stand at the basis for what they believe actually work. For instance, it seems like most people I encounter these days who are my age are both atheist and of the belief that aliens built the pyramids.

Last edited by Fancy Corndog; 02-28-2013 at 07:33 PM.

Buckethead #214
Banned
(02-28-2013, 07:36 PM)

Can't wait.

Comstock Act, bitches.

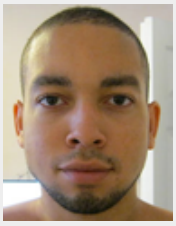
Buckle up!

sn00zer #215
SONYSTYLE
(02-28-2013, 07:38 PM)

> Originally Posted by **GoddyofAus**
> That's the whole point, they're going from one extreme to the other to explore the themes of both worlds.

Bioshock 4- Super communist underground city confirmed

-COOLIO- #216
The Everyman
(02-28-2013, 07:39 PM)



now im interested. ill preorder on steam if xcom ends up being included.

sleepykyo #217
Member
(02-28-2013, 07:55 PM)

Wiki doesn't make Comstock sound like a religious nut so much as a "no fun allowed" nut.
eg.
Complaining about profanity from soldiers.
Banning "lewd and obscene" material including information about birth control and stds.

Jake Tower #218
Banned
(02-28-2013, 07:58 PM)

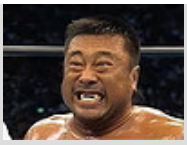
> Originally Posted by **badgenome**
> Guyana is not in Africa.

and it was flavor aid

badgenome #219
Member
(02-28-2013, 08:12 PM)

> Originally Posted by **Jake Tower**
> and it was flavor aid

Oh really? I never knew what he was up to before Public Enemy.



vidcons
Banned
(02-28-2013, 08:23 PM)

#220

I was going to preorder this game today. Then I read this interview and decided that it would be a bad idea because research for developing a character was a selling point.

Maybe games will start having bibliographies on the back of the case.

Andrew.
Banned
(02-28-2013, 08:37 PM)

#221

That read on Anthony Comstock and Victorian morality was really interesting. I'm now even more curious as to how Levine/Irrational could've incorporated some of those beliefs, characteristics and methods into Zachary's character.

Figboy79
Member
(02-28-2013, 08:57 PM)

#222

> Originally Posted by **waypoetic**
> Does not compute. And are you saying that science is a freakin *belief*?

No. What I'm saying is that science and a belief in religion are not mutually exclusive for me. There's nothing that needs to be computed. I believe in God. I also find science an excellent area of study, and what has been proven in science has done nothing to shake my faith in a higher power. I don't think it's as black and white and simple as "this is religion over here, and this is science over here." But then again, if you've stumbled across any of my posts on religion in other threads, I don't hold a very "traditional" view of Christianity, or religion in general.

Anyway, Bioshock Infinite looks awesome, I'm really eager to get my hands on it. I loved the first one, and I'm pretty early in part 2, but I'm enjoying it so far.

exmachina64
Member
(02-28-2013, 09:23 PM)

#223

> 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.

You're my new favorite poster on GAF.

Remachinate
Member
(02-28-2013, 09:28 PM)

#224

> Originally Posted by **vidcons**
> I was going to preorder this game today. Then I read this interview and decided that it would be a bad idea because research for developing a character was a selling point.
>
> Maybe games will start having bibliographies on the back of the case.

- OVER 100 AUDIO FOOTNOTES TO COLLECT!
- MIND-BLOWING APPENDIX!
- CONNECT WITH BIOSHOCK VITA TO CROSS-REFERENCE CITATIONS!

Messofanego
Member
(02-28-2013, 09:46 PM)

#225

> Originally Posted by **Remachinate**
> - OVER 100 AUDIO FOOTNOTES TO COLLECT!
> - MIND-BLOWING APPENDIX!
> - CONNECT WITH BIOSHOCK VITA TO CROSS-REFERENCE CITATIONS!

Peer Reviewed Journal DLC

BrokenEchelon
Banned
(02-28-2013, 09:50 PM)

#226

Levine is doing a lot of talking. I certainly hope for his sake that Infinite can also walk the walk in a month.

Trojita
Member
(02-28-2013, 09:58 PM)

#227

> Originally Posted by **RedSwirl**
> I think one of the main problems with JRPGs like these is that their writers have probably had little-to-no contact with functioning Christianity.

Most Japanese writers have little to no grasp of World Mythology in general. Having them try and explain a functioning religion is worse. I like The Shin Megami Tensei games, but damn.

hey_it's_that_dog
benevolent sexism
(02-28-2013, 10:02 PM)

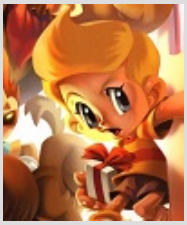
#228

> Originally Posted by **BrokenEchelon**
> **Levine is doing a lot of talking**. I certainly hope for his sake that Infinite can also walk the walk in a month.

The game he just spent 5 years on is finished. What else is he going to do with his time?

Amir0x

demodded, not denutted
(02-28-2013, 10:05 PM)



#229

I think people should go about attacking religion more directly, so I hope this game does too. Religion is a belief, one chooses to believe in something. It is no more above severe and harsh criticism than any other subject, and in fact due to its influence in the world deserves and DEMANDS more of it.

Not that I even remotely think this game will have anything particularly deep to say on the subject. It's a vidyagame.

Trojita
Member
(02-28-2013, 10:10 PM)

#230

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

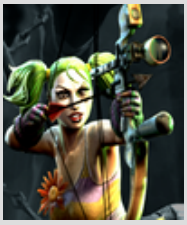
If you actually look over Xenogears again it isn't really that hard on Christianity at all.

The Church of Nissan is actually really nice and peaceful. Even the symbolism with the two angels with only one wing each helping each other fly was poignant. It was actually similar to Aristophenes view of love in the Symposium.

Fei being destined [redacted] was just a red herring.[redacted]

The Ethos Church was [redacted]

RiccochetJ
Member
(02-28-2013, 10:11 PM)



#231

> Originally Posted by **Andrew.**
> That read on Anthony Comstock and Victorian morality was really interesting. I'm now even more curious as to how Levine/Irrational could've incorporated some of those beliefs, characteristics and methods into Zachary's character.

Totally. I'm guessing that they're going to have audio logs again, so I'm really looking forward to scouring Columbia for every nugget of information and history that they provide.

Honestly the logs are one of if not my favorite parts of SS2 and the Bioshock series.

Andrew.
Banned
(02-28-2013, 10:21 PM)

#232

> Originally Posted by **RiccochetJ**
> Totally. I'm guessing that they're going to have audio logs again, so I'm really looking forward to scouring Columbia for every nugget of information and history that they provide.
>
> Honestly the logs are one of if not my favorite parts of SS2 and the Bioshock series.

Audio logs are in. I got a glimpse of what they looked like last night watching that 40 minute interview on GameSpot. They showed a bunch of stuff actually. Alls I can say is, the way they incorporate the "tutorial" section on how everything controls (at least that's what it appeared to be) is fucking brilliantly cool.

batman2million
Member
(02-28-2013, 10:23 PM)

#233

An artist got offended?

IMO, it's tough to step out of our comfort zone but I feel that where artists (writers too) can get some great stories.

speculawyer
Banned
(02-28-2013, 10:27 PM)

#234

Sounds like my kind of game.

Orayn
Member
(02-28-2013, 10:28 PM)

#235

> Originally Posted by **RedSwirl**
> I think one of the main problems with JRPGs like these is that their writers have probably had little-to-no contact with functioning Christianity.

Well, they don't really need it in every case. The Xeno* series are heavily steeped in gnosticism, which is pretty far divorced from modern Christianity despite sharing some of the same central figures.

Fudgepuppy
Member
(02-28-2013, 10:28 PM)

#236

Well now I want to play it...

Ol No Bones
Member
(02-28-2013, 10:29 PM)

#237

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

Wow. Really. Close minded much.

8byte
Member
(02-28-2013, 10:29 PM)

#238

Religious guy working on a violent game where you shoot people, gets offended?

Ha.

GoddyofAus
Banned
(02-28-2013, 10:31 PM)

#239

> Originally Posted by **Ol No Bones**
> Wow. Really. Close minded much.

grimshawish
Banned
(02-28-2013, 10:31 PM)

#240

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

Yes.

Htown
STOP SHITTING ON MY MOTHER'S HEADSTONE
(02-28-2013, 10:38 PM)

#241

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

Is this the religion version of "I can't relate to CJ because hip hop"?

bigboss370
Member
(02-28-2013, 10:44 PM)

#242

I'm okay with religious and political characters and such in games, just as long as the game isn't trying to teach me a certain point of view on them, and is more so giving me a compelling fictional story. Like, it can't be that 'this character is religious, therefore he is bad/good' or vice versa.

Like Assassin's Creed, I can totally see Altair is muslim and whatnot and there is religion involved in the setting of the world, but the game isn't hitting me over the head with that fact and isn't trying to make a statement about it.

Arkage
Banned
(02-28-2013, 10:45 PM)

#243

> 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.
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> 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.

Many of the biggest religious household names in American culture are in fact the nut jobs: Benny Hinn, John Hagee, L Ron Hubbard, Fred Phelps, etc. You claim them to be "non-existent evangelical types." What??? These guys have TV shows and megachurches. Your own religious community may ignore them, but that doesn't mean they don't exist or that they don't have a massive number of followers. You might argue that most religious people aren't like these groups, but does that somehow imply we shouldn't use them as the villain? It seems like an obvious choice: to make the most extreme type of follower the villain. You can view these evangelical types as caricatures, but they would simply shoot back that you're a liberalized, watered down Christian.

I could also argue that Bioshock was a bad stereotype of Atheism since the philosophy of the antagonist was concerned with discarding God (and King), to depend only on fellow mankind, which is a strong belief of many atheists & secular humanism. In Bioshock we see this belief bringing complete ruin to a civilization by way of Andrew Ryan. I didn't see Atheists complain about this representation or developers threatening to quit over it. Does that mean it was OK?

In any case, this seems like a case of political correctness, but I do hope it runs deeper than that as Ken Levine implies.

Pctx
Banned
(02-28-2013, 10:48 PM)

#244

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

Weak. 0/10

Dynamite Ringo Matsuri
Member
(02-28-2013, 10:51 PM)

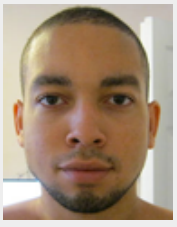
#245

> Originally Posted by **BrokenEchelon**
> Levine is doing a lot of talking. I certainly hope for his sake that Infinite can also walk the walk in a month.

https://www.youtube.com/watch?v=O3u_ZcGZykE#t=3m50s

Levine's taken a rather "que sera" stance towards the whole thing. Listening to his interview with Sessler helped allay my concerns. He seems cognizant of where BS' weaknesses lay and his vision for Infinite seems staggering

-COOLIO-
The Everyman
(02-28-2013, 10:53 PM)



#246

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

sounds like the protagonist is racist and darkly-religious.

which sounds very interesting.

edit: oh, comstock is the bad guy. ok that's less interesting.

Discotheque

#247

Pam Oliver sextape
(02-28-2013, 10:53 PM)

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

seriously, can levine stfu about these deep themes already. he's just setting himself up for disappointment by now.

let the game speak for itself.

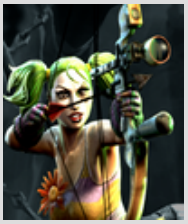
GoddyofAus
Banned
(02-28-2013, 10:58 PM)

#248

Honestly, I can't quite believe that it wasn't well known that Comstock was religious.

RiccochetJ
Member
(02-28-2013, 11:01 PM)

#249



> Originally Posted by **Discotheque**
> seriously, can levine stfu about these deep themes already. he's just setting himself up for disappointment by now.
>
> let the game speak for itself.

I like reading his interviews. You apparently don't. There's a simple solution here.

Foxtastical
Member
(02-28-2013, 11:03 PM)

#250

> Originally Posted by **GoddyofAus**
> Honestly, I can't quite believe that it wasn't well known that Comstock was religious.

I know I'm buying this game so I haven't paid attention to any marketing of the last year.

I don't know much about it other than the first couple of marketing attempts. I really didn't even know much at all about Comstock. I think I've heard his name. Or something.

But fuck, I'm excited for this game.

Servbot24
Member
(02-28-2013, 11:04 PM)

#251

I'm getting pretty tired of religious villains. Seems like every villain, in RPGs especially, has design based on the pope. It's either that or a villain based on republican media.

Don't get me wrong, I don't like either of those things, it's just that it's becoming really cliche.

GoddyofAus
Banned
(02-28-2013, 11:05 PM)

#252

> Originally Posted by **Foxtastical**
> I know I'm buying this game so I haven't paid attention to any marketing of the last year.
>
> I don't know much about it other than the first couple of marketing attempts. I really didn't even know much at all about Comstock. I think I've heard his name. Or something.
>
> But fuck, I'm excited for this game.

I had ascertained that Comstock was religious from the 15 minute E3 demo. Yes, that long ago.

CornBurrito
Member

#253

(02-28-2013, 11:05 PM)

> 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.

While there are plenty of religious people in real life who are actually normal people, you can't deny that the insane caricatures we see in games do exist in real life. So I don't really find a problem with a game that chooses to portray one of the real life crazies. Of course that'd be a lame one-dimensional villain.

stktt
Member
(02-28-2013, 11:05 PM)

#254

> Originally Posted by **Discotheque**
>
> seriously, can levine stfu about these deep themes already. he's just setting himself up for disappointment by now.
>
> let the game speak for itself.

It's an interview, not a walkthrough. Despite how much animosity it apparently draws, he will discuss the ideas and development process behind a project years in the making.

Treechopper
Member
(02-28-2013, 11:09 PM)

#255

This is why I like Levine. He's an intelligent writer that doesn't just write crap (intentionally at least). Say what you will about the artist but the fact that Levine cared enough to 1) talk to the guy and try to understand what's happening and 2) write the script better-or at least learn for future scripts-shows that he will not let his games just be mindless drivel.

I'm a pretty firm believer in Christianity yet I'm so pumped for this game.

Andrew.
Banned
(02-28-2013, 11:10 PM)

#256

> Originally Posted by **The Treechopper**
>
> This is why I like Levine. He's an intelligent writer that doesn't just write crap (intentionally at least). Say what you will about the artist but the fact that Levine cared enough to 1) talk to the guy and try to understand what's happening and 2) write the script better-or at least learn for future scripts-shows that he will not let his games just be mindless drivel.
>
> I'm a pretty firm believer in Christianity yet I'm so pumped for this game.

Very fitting avatar as well!

CornBurrito
Member
(02-28-2013, 11:13 PM)

#257

> Originally Posted by **The Treechopper**
>
> I'm a pretty firm believer in Christianity yet I'm so pumped for this game.

Do we even know if the character is Christian?

GoddyofAus
Banned
(02-28-2013, 11:15 PM)

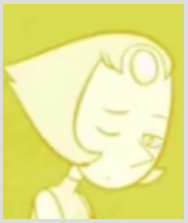
#258

> Originally Posted by **CornBurrito**
>
> Do we even know if the character is Christian?

Christian Fundamentalism, although it's a unique varient of that where the U.S Founding Fathers are revered as Gods.

Violet_0

Member
(02-28-2013, 11:16 PM)



#259

how am I supposed to relate to the antagonist when he is religious

---

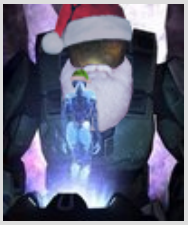
NoirVisage
Banned
(02-28-2013, 11:17 PM)

#260

> Originally Posted by **Hasardeur**
> how am I supposed to relate to the antagonist when he is religious

i literally laughed out loud :)

Toa TAK
Member
(02-28-2013, 11:17 PM)



#261

> Originally Posted by **Hasardeur**
> how am I supposed to relate to the antagonist when he is religious

Easily. Just because someone is religious doesn't make them alien.

GoddyofAus
Banned
(02-28-2013, 11:19 PM)

#262

> Originally Posted by **Hasardeur**
> how am I supposed to relate to the antagonist when he is religious

---

JDSN
Banned
(02-28-2013, 11:19 PM)

#263

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

I have been baptized twice, once in water, once in flame. I will carry the fire of the holy spirit inside until I stand before my Lord for judgement."

CornBurrito
Member
(02-28-2013, 11:21 PM)

#264

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

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.

edit: what I mean is: 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. And that'd be an example of a well written religious character.

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

NoirVisage
Banned
(02-28-2013, 11:21 PM)

#265

> Originally Posted by **Amir0x**
> I think people should go about attacking religion more directly, so I hope this game does too. Religion is a belief, one chooses to believe in something. It is no more above severe and harsh criticism than any other subject, and in fact due to its influence in the world deserves and DEMANDS more of it.
>
> Not that I even remotely think this game will have anything particularly deep to say on the subject. It's a vidyagame.

huh? where is this coming from?

> Originally Posted by **JDSN**
>
> *I have been baptized twice, once in water, once in flame. I will carry the fire of the holy spirit inside until I stand before my Lord for judgement."*

Didn't even play this expansion and loved that character all the same.

GoddyofAus
Banned
(02-28-2013, 11:23 PM)

#266

> Originally Posted by **NoirVisage**
> huh? where is this coming from?

It's pretty simple really; accountability. Religion needs more of it.

Trojita
Member
(02-28-2013, 11:25 PM)

#267

Oh I forgot to mention something earlier regarding Xenogears.

There was a [redacted]

CornBurrito
Member
(02-28-2013, 11:28 PM)

#268

> Originally Posted by **GoddyofAus**
> It's pretty simple really; accountability. Religion needs more of it.

There's actually this belief out there that religion can cause no harm. Whenever someone uses religion for the purpose of evil, it is not the fault of religion but the person who twisted it for his purposes. Though when religion is used for good it is one of the reasons why we need religion in the world.

NEO0MJ
Member
(02-28-2013, 11:29 PM)

#269

Ha. Yeah, not buying that. Think we'll see some demonstrations against this game soon? Maybe some offended grandmas?

GoddyofAus
Banned
(02-28-2013, 11:30 PM)

#270

> Originally Posted by **NEO0MJ**
> Ha. Yeah, not buying that. Think we'll see some demonstrations against this game soon? Maybe some offended grandmas?

We can only hope. It would be hilarious.

Izick
shh! it's already 2014!
(02-28-2013, 11:30 PM)

#271

That's how you know it's good.

EDIT: Yeah, probably PR buzz.

BloodMoney
Banned
(02-28-2013, 11:32 PM)

#272

Levine should have fired the dude.

Scapegoat
Member
(02-28-2013, 11:32 PM)

#273

Daaaamn something that super offended a religious person in a game about shooting dudes in the face for 8+ hours?

I'm very interested to see if it lives up to the hype now (it most likely won't)... It's gotta be like 100x worse then No Russian...

GoddyofAus
Banned
(02-28-2013, 11:32 PM)

#274

> Originally Posted by **BloodMoney**
> Levine should have fired the dude.

That's one way to promote different points of view.

Trojita
Member
(02-28-2013, 11:33 PM)

#275

> Originally Posted by **BloodMoney**
> Levine should have fired the dude.

How do you fire that which didn't exist in the first place?

GoddyofAus
Banned
(02-28-2013, 11:35 PM)

#276

> Originally Posted by **Trojita**
> How do you fire that which didn't exist in the first place?

stktt
Member
(02-28-2013, 11:36 PM)

#277

> Originally Posted by **JDSN**
>
> *I have been baptized twice, once in water, once in flame. I will carry the fire of the holy spirit inside until I stand before my Lord for judgement."*

I wish he had played a larger role in New Vegas. Such a fascinating character.

DocSeuss
Member
(02-28-2013, 11:36 PM)

#278

> Originally Posted by **CornBurrito**
> While there are plenty of religious people in real life who are actually normal people, you can't deny that the insane caricatures we see in games do exist in real life. So I don't really find a problem with a game that chooses to portray one of the real life crazies. Of course that'd be a lame one-dimensional villain.

Absolutely. I know some of these people. But they're never like the way they're portrayed. It's as if these writers get everything they know from thirty second clips seen on news videos or what have you, rather than actually interacting with these people.

And I realize that interacting with these people isn't a desirable thing, but, hey, sometimes you gotta wade through sewage to become a better writer.

> Originally Posted by **JDSN**
> *I have been baptized twice, once in water, once in flame. I will carry the fire of the holy spirit inside until I stand before my Lord for judgement."*

Not what I would call a well-written character. Epic language, sure, but not particularly great as a person, or even an idea.

BloodMoney

#279

Banned
(02-28-2013, 11:37 PM)

> Originally Posted by **GoddyofAus**
>
> That's one way to promote different points of view.

I'd argue the employee should have approached Levine with his concern in a professional way to discuss the "issue"... instead of quitting the game and marching to his desk to write a resignation letter.

Trojita
Member
(02-28-2013, 11:37 PM)

#280

> Originally Posted by **GoddyofAus**
>
>
>

You don't believe Levine could have made this whole story up to market the game through controversy?

You're going to end up playing the game and wondering what the hell Levine's possibly fake employee got upset about. This happens all the time.

Figboy79
Member
(02-28-2013, 11:38 PM)

#281

> Originally Posted by **CornBurrito**
>
> While there are plenty of religious people in real life who are actually normal people, you can't deny that the insane caricatures we see in games do exist in real life. So I don't really find a problem with a game that chooses to portray one of the real life crazies. Of course that'd be a lame one-dimensional villain.

The problem many of us have with that portrayal is that it is, more often than not, the *only* portrayal we tend to get in mass consumed media. The crazed zealot, doing horrible things in the name of God.

The same applies to how gamers, minorities, and the LGBT community are portrayed by the entertainment industry.

Black guys are "thugs," who were "born and raised in the streets," and have a harsh, cynical outlook on life, and an inherent distrust of white people.

Gamers are "sad, lonely, socially incompetent" individuals who would prefer to live in the worlds of their games, than interact with fellow human beings, with a knack for not being able to separate their game obsession with real life (police procedurals often have a field day with the stereotypes when gaming is the theme of the episode).

Gays are "flamers," with "keen fashion sense," and a "rapier wit," prone to sassy snark and wise cracks. What bitches they all are! Lesbians, however, tend to be insanely attractive, with playmate looks, and equally sexy girlfriends.

White males are the "heroes, villains, doctors, lawyers, policemen, politicians," etc. There is no end or limit to the diversity and nuance we get from white male characters. From Walter White, to Dexter, to Don Draper, and Luke Skywalker, there are countless portrayals of who white men are to the point that no one would question it, or generalize to such a degree.

You see an educated, honest, determined Black guy, and he's "an exception to the rule" in television and film and games.

You see a gamer who is cool, extroverted, has a girlfriend/wife, and they are more often than not a "hacker" (still a somewhat mysterious and "sexy" archetype to many writers in the entertainment world), but still, an "exception to the rule."

You see a Christian or other religious character that is level headed, non-judgmental, and possesses the ability to understand and accept differences between themselves and others, they are considered the "exception to the rule."

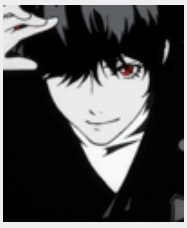
We need to learn to separate that what we see on television (highly sensationalized sound bites that barely represent the full scope and capacity of humanity), and what is present in the real world.

There will always be people like we see on TV, that reinforce some kind of broad generalization and stereotype, but are you adult and mature enough to know that those characters, and even a few people you may know or see out in the real world, do not represent the whole of that particular group? That is an important distinction to make within yourself, and not making that distinction is as harmful to you as it is to the people you are generalizing and stereotyping.

Not all Christians are Bible thumping zealots who hates "the gays," and thinks that women shouldn't be allowed to decide what to do with their own bodies. I've known Atheists that are just as zealous in their beliefs. Just as obnoxious and annoying as fundamentalist Christians. I also know (and am best friends with) Atheists who are fuck awesome, and have their beliefs, and I respect them, and they respect mine, even if they don't share them, or can't understand why I feel the way I do. Even so, I'd never generalize the entire Atheist population based off of the few assholes that happened to be Atheists that I've had the displeasure of talking to in the past, or have seen on television.

Last edited by Figboy79; 02-28-2013 at 11:50 PM.

CrazyDude
Member
(02-28-2013, 11:39 PM)



#282

> Originally Posted by **Trojita**
> You don't believe Levine could have made this whole story up to market the game through controversy?
>
> You're going to end up playing the game and wondering what the hell Levine's possibly fake employee got upset about. This happens all the time.

Because everyone reacts to the same things in the same way. If I don't get offended by it, then obviously no one else could possibly be offended by it.

GoddyofAus
Banned
(02-28-2013, 11:39 PM)

#283

> Originally Posted by **Trojita**
> You don't believe Levine could have made this whole story up to market the game through controversy?
>
> You're going to end up playing the game and wondering what the hell Levine's possibly fake employee got upset about. This happens all the time.

You automatically assume it's a PR stunt instead of giving Levine the benefit of the doubt that he sortof, you know, deserves?

Trojita
Member
(02-28-2013, 11:41 PM)

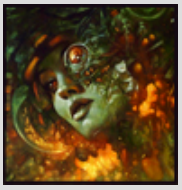
#284

> Originally Posted by **GoddyofAus**
> You automatically assume it's a PR stunt instead of giving Levine the benefit of the doubt that he sortof, you know, deserves?

I said possibly.

And the former thing said was a joke. I said it earlier in the thread. I don't doubt that these things happens to hype a game.

Concept17
Member
(02-28-2013, 11:44 PM)



#285

> Originally Posted by **thequickandthedead**
> Seems kinda cliche

First thing I thought too. Sounds more like hes trying to make everyone believe his game is more meaningful than it actually is. Its like watching a dev diary video where they suddenly become salesmen and try and make some element of their game sound completely new and original, but it turns out to be shit.

I guess we'll find out soon enough.

neoism
Member
(02-28-2013, 11:45 PM)

#286

> Originally Posted by **RiccochetJ**
> You should probably read up on Victorian Morality and Anthony Comstock (like Dude Abides pointed out) to get an idea of where it looks like Irrational could be going with this character.

The Victorian era was crazy lol... can't wait to be a big asshole in this game...:p

Last edited by neoism; 02-28-2013 at 11:48 PM.

NoirVisage
Banned
(02-28-2013, 11:45 PM)

#287

> Originally Posted by **GoddyofAus**
> It's pretty simple really; accountability. Religion needs more of it.

do you understand how accountability works and what its purpose is? "Religion" is such a blanket description, trying to condemn or commend it is futile.

Last edited by NoirVisage; 02-28-2013 at 11:47 PM.

bigboss370
Member
(02-28-2013, 11:47 PM)

#288

> Originally Posted by **CornBurrito**
> There's actually this belief out there that religion can cause no harm. Whenever someone uses religion for the purpose of evil, it is not the fault of religion but the person who twisted it for his purposes. Though when religion is used for good it is one of the reasons why we need religion in the world.

maybe because major religious books don't teach or promote acts of evil, but they do teach about doing good deeds?

> Originally Posted by **GoddyofAus**
> It's pretty simple really; accountability. Religion needs more of it.

yeah because religion is some monolithic one minded entity >_>

GoddyofAus
Banned
(02-28-2013, 11:47 PM)

#289

> Originally Posted by **NoirVisage**
> do you understand how accountability works and what its purpose is? "Religion" is such a

> blanket description, trying to condemn or condemn it is futile.

Alright then, how about at least enough accountability that they hand over any Bishop that is caught hiding pedophile priests from authorities to the Hague? No, not even that is good enough.

I haven't even started on Islam and Israel. This is starting to get off topic though, this is a thread about Bioshock, not ReligiousGAF.

Last edited by GoddyofAus; 02-28-2013 at 11:52 PM.

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graywolf323
Member
(02-28-2013, 11:48 PM)

#290

> Originally Posted by **BloodMoney**
> Levine should have fired the dude.

curiosity question, do you view yourself as tolerant?

MormaPope
Banned
(02-28-2013, 11:54 PM)

#291

> Originally Posted by **DukeBobby**
> Here's a couple. They contain spoilers, though.
>
> http://ps3.mmgn.com/Articles/bioshoc...his-generation
> http://www.pcgamer.com/previews/bios...in-cloud-city/
>
> Many other journalists have played the first 4-5 hours, and all of them say the game is fantastic.

I wish Bioshock threads were more positive, a lot of people in this thread are really trying to put down Infinite based on almost nothing. Granted not that much has been shown, but I'm not getting the idea that Infinite is Hot Mess: The Videogame.

NoirVisage
Banned
(02-28-2013, 11:55 PM)

#292

> Originally Posted by **GoddyofAus**
> Alright then, how about at least enough accountability that they hand over any Bishop that is caught hiding pedophile priests from authorities to the Hague? No, not even that is good enough.
>
> I haven't even started on Islam and Israel.

That has less to do with religion than you'd like to believe.

GoddyofAus
Banned
(02-28-2013, 11:56 PM)

#293

> Originally Posted by **NoirVisage**
> That has less to do with religion than you'd like to believe.

Oh I think it does, but as I said, this isn't the thread to discuss it so I won't respond.

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

#294

> Originally Posted by **GoddyofAus**
> Oh I think it does, but as I said, this isn't the thread to discuss it so I won't respond.

ha ha, it really doesn't.. but you're free to bow out if you like, i'm not the biggest fan with how the vatican operates, so my words would be spiked with bias anyhow.

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

#295

> 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?

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?

Last edited by ComBurrito; 03-01-2013 at 12:04 AM.

Figboy79
Member
(03-01-2013, 12:02 AM)

#296

> Originally Posted by **MormaPope**
> I wish Bioshock threads were more positive, a lot of people in this thread are really trying to put down Infinite based on almost nothing. Granted not that much has been shown, but I'm not getting the idea that Infinite is Hot Mess: The Videogame.

I didn't even realize that there *was* a swarm of negativity surrounding the game at all. Maybe because I've been on a non-intentional black out surrounding the game. There's been so much other stuff vying for my attention, that I actually forgot Infinite was coming out.

I had no idea there was this huge thing. Although, I vaguely recall there being some mention ages about about "troubled" development? I didn't bother following up on that. I don't even know if it was Infinite that was "troubled."

In either case, it's looking like a great game, with an intriguing setting.

Lunar15
Member
(03-01-2013, 12:03 AM)

#297

Kinda liked the themes more when it was "overzealous founding fathers" vs "turn of the century communists". Now everything seems kind of one sided and cliche, you know, "those crazy Christians".

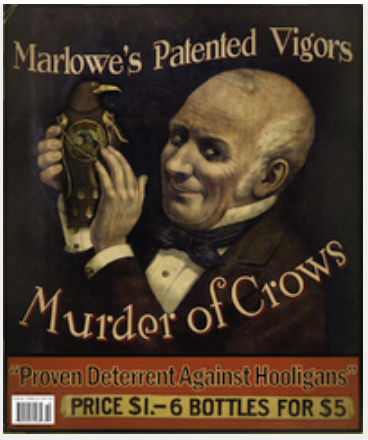
Sure, you still had the religious overtones, but it seemed greyer and less overt.

GoddyofAus
Banned
(03-01-2013, 12:06 AM)

#298

> Originally Posted by **Figboy79**
> I didn't even realize that there *was* a swarm of negativity surrounding the game at all. Maybe because I've been on a non-intentional black out surrounding the game. There's been so much other stuff vying for my attention, that I actually forgot Infinite was coming out.
>
> I had no idea there was this huge thing. Although, I vaguely recall there being some mention ages about about "troubled" development? I didn't bother following up on that. I don't even know if it was Infinite that was "troubled."
>
> In either case, it's looking like a great game, with an intriguing setting.

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:



Syrinx
Member
(03-01-2013, 12:08 AM)

#299

> Originally Posted by **MormaPope**
> I wish Bioshock threads were more positive, a lot of people in this thread are really trying to put down Infinite based on almost nothing. Granted not that much has been shown, but I'm not getting the idea that Infinite is Hot Mess: The Videogame.

Eh, it's not entirely based on nothing. The turmoil with the development has been well-publicized.

Still looking forward to it though.

beatnik11
Junior Member
(03-01-2013, 12:11 AM)

#300

I am going to generally stay away from the religious debate, other than saying that both sides have valid points. Most Christians are not crazy irrational people, but at the same time there are no shortage of hateful bigoted religious leaders that one can point to. There is a reason why the 700 Club with Pat Robertson and friends has been around for 4 decades with millions of viewers.

On the other point of this being a stunt, I find that to be a rather childish claim. If anything is a "stunt", then its the interview which many developers give in the run up to a release in order to get people excited for the product. Thats just basic PR to go along with marketing a product. There is nothing to say that his anecdotal story of what happened during development is not more or less true and in my mind, it sounds entirely plausible that this event could have occurred even if he has played it up a little bit to talk about the process of developing this character. To imply that there is a "PR stunt" going on is to assume that something is fabricated in a negative way or an over the top spectacle to garner attention. If he got Evel Knievel to jump over 10 buses on a Bioshock Infinate branded bike that sounds like a PR stunt, this just sounds like standard promotion.

GAMING Community OFF-TOPIC Community TOP

Closed Thread

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