3 religious action games in one month. Why?

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#1 Posted by **Videodogg** (12611 posts) - 5 years, 10 months ago

Bayonnetta, Darksiders and Dantes Inferno. Battling angels and demons common to all three games. Whats up with that? I am happy with the games, dont get me wrong, it is just weird to see three similarly themed action games at one time. Is this some kind of reflection of society at the moment?

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#2 Posted by **SemiMaster** (19011 posts) - 5 years, 10 months ago

While Darksiders is based on general Biblical stories, Bayonetta merely uses angels and witches as something that people can associate with. I'm pretty sure (although I haven't played the game), that you fight on the side of the witches/darkness to balance things.

c

And think if it this way, almost every fantasy based RPG ends up with someone either becoming a god or destroying one, so in the end they are all based on spiritualism and religion of that game's universe.

It's not a big deal, get over it.

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#3 Posted by **Metamania** (12027 posts) - 5 years, 10 months ago

Actually, Dante's Inferno doesn't come out until next month, so...

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#4 Posted by **Videodogg** (12611 posts) - 5 years, 10 months ago

> *Actually, Dante's Inferno doesn't come out until next month, so...*
>
> *Metamania*

They are all within a month of each other ...so.....

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#5 Posted by **Archangel3371** (17457 posts) - 5 years, 10 months ago

What the two previous posters said plus Bayonetta was supposed to have been released last year but was pushed back so as not to be in competition with Modern Warfare 2.

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#6 Posted by **BattleTurtles** (2406 posts) - 5 years, 10 months ago

Having religion based things in a game doesn't make it a religious game.

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#7 Posted by **musicXpirate** (3041 posts) - 5 years, 10 months ago

Because religion is hip!

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#8 Posted by **ShenlongBo** (3800 posts) - 5 years, 10 months ago

Hmmmm... I'm a little confused by the hostile and sarcastic responses in here, because I think this is an interesting observation. Beats the hell out of all the "The Official This, Than, and The Other Thread (please post in here so I can be popular!")

Anyway, I didn't know that Darksiders had religious undertones. Biblical ones, someone said? I'll have to check that out. The whole concept of fighting angels and demons in and of itself isn't new by any stretch, but I think there's more of a link in how these games are presented than just that. A reflection of society? Maybe so. When you think about our role in affairs overseas, and how our "leaders" sell our enemies as "evil," I think it's a justifiable notion. People tend to reject violence as a solution to problems, unless they can justify it by being on the side of "good" defeating "evil."

As an aside, is anyone expecting Dante's Inferno to be good? I played the demo, and having just a little bit of a background with the classic poem, I found it a little... eh, kind of annoying, I guess. I mean, the fact of the matter is the demo was nothing at all like the work it is supposedly based on, so it begs the question: why call it "Dante's Inferno" at all, when it's obviously something different? It's sort of like how the "I Am Legend" movie is in no way similar to the book it is supposedly based on. Why not just call it something else, then?

c

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#9 Posted by **Videodogg** (12611 posts) - 5 years, 10 months ago

In Bayonetta we have a "heroine" attacking and destroying angles from heaven, who are trying to take her back to hell for some reason. I can barely follow the story.

Darksiders is all about the 4 Horsemen of the Apocalypse and features the war between heaven and hell, with mankind in the middle.

Dantes Inferno is about a damned crusader who goes into hell to save the soul of his girlfriend/lover/wife (im not sure which), and it features a lot of christian symbology.

It was just an observation, three similarly themed games out at one time.Make of it what you will.

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#10 Posted by **lsh_basic** (4222 posts) - 5 years, 10 months ago

Coincidence, I'm sure. I wouldn't call any of them religious...rather, they just use some imagery popularly associated with western religion as a jumping off point for their game worlds. I mean, there's nothing canonical about any of these games...they're as true to western religion as God Of War is to Greek mythology. And there's certainly no moral lessons happening anywhere. I agree that you usually don't see western religion getting the mythological treatment it's getting in these games, but it's really nothing new in Japanese developed games. A fictionalization of the Christian God has been the last boss in more than one Shin Megami Tensei entry.

I'm not sure how religious Dante's Inferno is, anyway. I mean, Dante fleshed out that vision of hell on his own and remembered to include all of his enemies in the process. Sure, *he* was religious, but don't be surprised if on a walk through hell you can't find the guy carrying his head around like a lunchbox anywhere. The Inferno poemmight even be more political than it is religious. And the only thing religious about the demo is the way it breaks the Commandment on stealing. It's basically a God of War mod.

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#11 Posted by **Michael-Smith** (909 posts) - 5 years, 10 months ago

> *Bayonnetta, Darksiders and Dantes Inferno. Battling angels and demons common to all three games. Whats up with that? I am happy with the games, dont get me wrong, it is just weird to see three similarly themed action games at one time. Is this some kind of reflection of society at the moment?*
>
> *Videodogg*

And the movie Legion out this month, too.... it's like Diablo 3 got announced last year and people jumped on a bandwagon or something... :P

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#12 Posted by **Spirit_of_87** (2423 posts) - 5 years, 10 months ago

Capitalizing on the fear of the year 2012.

c

But then again, isn't just about every game about good vs. evil and saving the world?

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#13 Posted by **ASK_Story** (11455 posts) - 5 years, 10 months ago

It is interesting. I know that Darksiders has no religious undertones because the developers said it doesn't. All they wanted to do was make a comic booky game out of Revelation. Still, changing around the book of Revelation can be offensive to believers. So it's a double edged sword and very borderline offensive here. I'm sure the developers didn't intend to be offensive, but it can be.

Bayonetta doesn't take itself seriously, but it doesn't mean that it's not serious. I think killing angels or any religious metaphor can be a offensive thing to some people. This is a sensitive issue and shouldn't be taken lightly. I know it's just a game, a good game, but the underlying themes of the game does give me a little bit of a chill when I play it. This is just me though.

And in Dante's Inferno you fight in hell. But it doesn't matter about this game because it'll suck anyway, right? :P

No seriously though. EA Redwood Studios or whatever they're called, already fueled fire in the flame by doing those insane fake protests from E3 or comic-con, I forget which. So obviously to them, they have no respect for religions and don't seem to care to be offensive.

Whether it's offensive or not can be subjective. But I can understand some people either feeling uncomfortable to play these games or feel offended by them.

At least the games aren't as offensive like the movie, Legion.

c

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#14 Posted by **muthsera666** (13271 posts) - 5 years, 10 months ago

Drawing inspiration from a religious book does not mean that the game itself is religious.

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