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We need more rpg's based on Greek Mythology

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darkwings
Banned
(02-22-2010, 07:29 AM)
Quote

We need more rpg's based on Greek Mythology #1

I am playing Glory of Heracles for DS right now and like it a lot. I love Greek Mythology so the game world is very interesting for me. Who doesn't want to visit Cnossus in the isle of Crete or finding the temple of Olympus? <3 I find it funny that IGN calls this game boring and uninspiring while praising the plot in Sands of Destruction :lol I just finished SoD, and while I enjoyed the gameplay I can't say I was hooked by that story.

Anyway, I'd love to play more rpg's built around ancient Greece, it is so awesome as this game gives me some vibes of Battle of Olympus for NES. So far I think GoH is vastly underrated because it is among the better Jrpg's I played lately.

Raging Spaniard
If they are Dutch, upright and breathing they are more racist than your favorite player
(02-22-2010, 07:31 AM)
Quote

#2

Fuck that, its always the Norse or the Greeks ... gimme something based on the Mayans or Aztec mythos, or some Mesopotamian shit. Those dudes did NOT fuck around.

Kishgal
Banned
(02-22-2010, 07:31 AM)
Quote

#3

Well, Glory of Heracles is a series of games that started as Dragon Quest clones on the NES. I know the second and third games have fan translations. They're pretty good games.

darkwings
Banned
(02-22-2010, 07:32 AM)
Quote

#4

> Originally Posted by **Raging Spaniard**
> Fuck that, its always the Norse **or the Greeks** ... gimme something based on the Mayans or Aztec mythos, or some Mesopotamian shit. Those dudes did NOT fuck around.

Really? List me some other games only based on the greeks?

Ferrio
real-time lotion physics
(02-22-2010, 07:32 AM)
Quote

#5

Greek has been done to death. Norse not so much, and I always dig Norse mythology (maybe cause my middle name is Thor).

Brashnir
Member
(02-22-2010, 07:33 AM)
Quote

#6

> Originally Posted by **darkwings**
> Really? List me some other games only based on the greeks?

Titan Quest

Wellscha
Member
(02-22-2010, 07:33 AM)
Quote

#7

There's Gladius. Though its more based on the Romans.

ULTROS!
People seem to like me because I am polite and I am rarely late. I like to eat ice cream and I really enjoy a nice pair of slacks.
(02-22-2010, 07:35 AM)
Quote

#8

Well... I can only think of place that has Greece in it, which is Secret of Evermore.

Valkyrie Profile has a mythology... But it's Norse Mythology.

darkwings
Banned
(02-22-2010, 07:37 AM)
Quote

#9

> Originally Posted by **Ferrio**
> Greek has been done to death. Norse not so much, and I always dig Norse mythology (maybe cause my middle name is Thor).

I am of the opinion that Norse has been done more than Greek.

cosmicblizzard
Shounen Iconoclast
(02-22-2010, 07:38 AM)
Quote

#10

> Originally Posted by **darkwings**
> I am of the opinion that Norse has been done more than Greek.

They're about even.

Norse has Odin Sphere and Valkyrie Profile while Greek has Glory of Heracles which is a much longer series.

darkwings
Banned
(02-22-2010, 07:39 AM)
Quote

#11

> Originally Posted by **cosmicblizzard**
> They're about even.
>
> Norse has Odin Sphere and Valkyrie Profile while Greek has Glory of Heracles which is a much longer series.

Well but they certainly hasn't been done to death as I am speaking strictly of rpgs here.

cosmicblizzard
Shounen Iconoclast
(02-22-2010, 07:40 AM)
Quote

#12

> Originally Posted by **darkwings**
> Well but they certainly hasn't been done to death as I am speaking strictly of rpgs here.

Yeah both could use some more games. I'm more interested in Norse but Greek is good too.

HK-47
Oh, bitch bitch bitch.
(02-22-2010, 07:42 AM)
Quote

#13

I think we need more non Judeo-Christian mythology games, peroid.

darkwings
Banned
(02-22-2010, 07:42 AM)
Quote

#14

> Originally Posted by **cosmicblizzard**
> Yeah both could use some more games. I'm more interested in Norse but Greek is good too.

I know a lot of rpgs borrow elements from both Norse and Greek (FF etc), but I am not counting that since I am looking for more games only set in one mythology.

arstal
Whine Whine FADC Troll
(02-22-2010, 07:44 AM)
Quote

#15

Has there even been a Saint Seiya RPG? That could rock if done right.

cosmicblizzard
Shounen Iconoclast
(02-22-2010, 07:44 AM)
Quote

#16

> Originally Posted by **HK-47**
> I think we need more non Judeo-Christian mythology games, peroid.

Are we counting stuff like Xenosaga or does it have to fit the setting too?

Dead Man
I got d 2 tha eepdicked d-e-e-p-d-i-c-k-e-d
(02-22-2010, 07:48 AM)
Quote

#17

People maybe feel that Greek has been done a lot due to God of War. Not an RPG obviously, but it has had lots of exposure over the last few years.

Cep
Banned
(02-22-2010, 07:49 AM)
Quote

#18

Fuck that, give me something more original.

How about some African mythology? Some Incan? Some Christian? Or even better, something ORIGINAL(but with same air of gravitas and scope)?

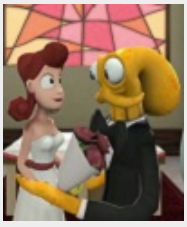
I feel that we have run just about all of our classical choices into the ground, and we need fresh stuff. It is no wonder that the horribly misguided dudes at visceral thought to plunder DI.

Beth Cyra
Member
(02-22-2010, 07:51 AM)
Quote

#19

I use to agree with this statement, I was totally hooked into Greek myth and loved studying the material while in Highshool and college, but after God of War and how much I hate that game's storyline, I would just prefer not even try to play a game that has greek myth in it.

JWong
Banned
(02-22-2010, 07:52 AM)
Quote



#20

Easy, just imagine Cloud wearing a toga.

archnemesis
Member
(02-22-2010, 07:52 AM)
Quote

#21

I remember having a lot of fun playing The Battle of Olympus (Greek mythology), Heimdall and the sequel Heimdall 2: Into the Hall of Worlds (Norse mythology).

Absoludacrous
Member
(02-22-2010, 07:53 AM)
Quote

#22

There's always Rise of the Argonauts.

If you hate yourself.

Masta_Killah
Member
(02-22-2010, 07:53 AM)
Quote

#23

Bored of games based on ancient mythology. Gimme cyber-punk!

viciouskillersquirrel
NeoGAF's Emotion Exchequer Extraordinaire
(02-22-2010, 07:54 AM)
Quote

#24

> Originally Posted by **HK-47**
> I think we need more non Judeo-Christian mythology games, peroid.

The only Judeo-Christian mythology games we really have are the *edgy* Japanese ones where God is a bad guy and the weird fundie games from the US. They nearly always butcher it beyond all recognition, too.

In fact, the only mythology I ever see portrayed on a consistent basis is Tolkien's (based on Celtic).

But yes, +1 for Aztec, Mayan, Incan, Egyptian, Babylonian or Sumerian mythology. Any civilisation that had pyramids or ziggurats, really.

m3k
Member
(02-22-2010, 07:54 AM)
Quote

#25

wouldnt norse be pretty much anything lotr related?

some asian/sub continent style rpgs would be interesting... or at least more influences would be a nice thing to see

HK-47
Oh, bitch bitch bitch.
(02-22-2010, 07:56 AM)
Quote

#26

> Originally Posted by **cosmicblizzard**
> Are we counting stuff like Xenosaga or does it have to fit the setting too?

I think so. Gnostic beliefs are based off of Judeo Christian ones.

Dragona Akehi
Retired
(02-22-2010, 07:56 AM)
Quote

#27

> Originally Posted by **m3k**
> wouldnt norse be pretty much anything lotr related?

aldsfh;iasdufgHJK<NSMDFIIAjkfhanlidfkjbNAMDSF;IIQEAKUJFDB<MZC LADcjkxbm

Beth Cyra
Member
(02-22-2010, 07:58 AM)
Quote

#28

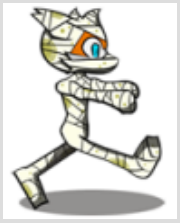
> Originally Posted by **m3k**
> wouldnt norse be pretty much anything lotr related?
>
> some asian/sub continent style rpgs would be interesting... or at least more influences would be a nice thing to see

Not really, there are so many different and varied things and characters within the Norse mythology that you can take it in all kinds of ways. Ever play Valkyrie Profile? It was based on Norse (one of the better one if I do say so) and I would equate that to a Lotr type game.

Haha need to get some rest, can't even type at a 3rd grade level right now.

Last edited by Beth Cyra; 02-22-2010 at 08:14 AM.

Dark Octave
Banned
(02-22-2010, 08:00 AM)
Quote



#29

How about an RPG that's not based in Europe or Japan or a hybrid of the two?

I'd like to play an RPG to where the main character is from an Aztec or African background. I love Suikoden, Final Fantasy and Valkyrie Profile as much as the next guy, but there is so much more untapped history and mythology that can be drawn from all around the world.

viciouskillersquirrel
NeoGAF's Emotion
Exchequer Extraordinaire
(02-22-2010, 08:00 AM)
Quote

#30

> Originally Posted by **HK-47**
> I think so. **Gnostic beliefs are based off of Judeo Christian ones**.

sigh

Gnostic beliefs were primarily Asian (i.e. Eastern Roman Empire) in origin and rooted in mysticism. They weren't really the exclusive domain of any religion and were thus prone to a great deal of syncretism, tacking themselves onto existing faiths at the time, including a nascent Christianity. Thus it is wrong to say that Gnostic beliefs are derived from Christianity. They are derived rather from Eastern mysticism.

Gnostic *Christian* beliefs, on the other hand, are based on Christianity.

> Originally Posted by **Dragona Akehi**
> aldsfh;iasdufgHJK<NSMDFIIAjkfhanlidfkjbNAMDSF;IIQEAKUJFDB<MZC LADcjkxbm

To be fair, Tolkien did borrow a few ideas from Norse folklore and mythology. I'm not aware of the Celts or Saxons having very sophisticated traditions about dwarves, for instance.

Last edited by viciouskillersquirrel; 02-22-2010 at 08:04 AM.

Beth Cyra
Member
(02-22-2010, 08:02 AM)
Quote

#31

> Originally Posted by **Dark Octave**
> How about an RPG that's not based in Europe or Japan or a hybrid of the two?
>
> I'd like to play an RPG to where the main character is from an Aztec or African background. I love Suikoden, Final Fantasy and Valkyrie Profile as much as the next guy, but there is so much more untapped history and mythology that can be drawn from all around the world.

I agree with this. I have to admit though that I would prefer Egypts mythology, simply because I found several of their god's/deties very intresting, just like I did Greek and Norse.

Andrex
ὁ αἴσχιστος παῖς εἶ
(02-22-2010, 08:05 AM)
Quote

#32

> Originally Posted by **Dragona Akehi**
> aldsfh;iasdufgHJK<NSMDFIIAjkfhanlidfkjbNAMDSF;IIQEAKUJFDB<MZC LADcjkxbm

:lol

Oh Dragona, you and your silly uptightness about cultures and languages. Ye please me.

viciouskillersquirrel
NeoGAF's Emotion
Exchequer Extraordinaire
(02-22-2010, 08:06 AM)
Quote

#33

> Originally Posted by **TruePrime**
> I agree with this. I have to admit though that I would prefer Egypts mythology, simply because I found several of their god's/deties very intresting, just like I did Greek and Norse.

The problem with Egyptian mythology is that it changed a LOT over the millenia and a lot of the dogma

of each deity contradicted the dogma of a different deity. Is Horus the son of Ra, for instance, or his father? Who is the Egyptian sun god?

Pylon_Trooper
Member
(02-22-2010, 08:07 AM)
Quote

#34

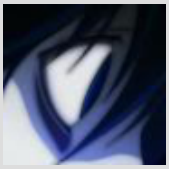
I'd like to see games set in the following locales/within the indigenous civilizations:

- Polynesia/Micronesia/Pacific Islands
- Maori or Indigenous Australian
- Mongolian Steppes

Adventure, action-RPG, anything where the landscape would be as big a part, if not bigger, than the characters. I'd like to think a more artistic version of Mount & Blade would make for a brilliant platform upon which to present the journey of a young Mongol; hunting, warring, exploring or simply herding yak.

I dunno, this generation seems like the right time to really get some interesting ideas happening. Then again, every generation should be like that.

Slavik81
Member
(02-22-2010, 08:08 AM)
Quote



#35

> Originally Posted by **Dark Octave**
>
> How about an RPG that's not based in Europe or Japan or a hybrid of the two?
>
> I'd like to play an RPG to where the main character is from an Aztec or African background. I love Suikoden, Final Fantasy and Valkyrie Profile as much as the next guy, but there is so much more untapped history and mythology that can be drawn from all around the world.

(It was pretty cool)

Dead Man
I got d 2 tha eepdicked d-e-e-p-d-i-c-k-e-d
(02-22-2010, 08:09 AM)
Quote

#36

> Originally Posted by **viciouskillersquirrel**
>
> The only Judeo-Christian mythology games we really have are the *edgy* Japanese ones where God is a bad guy and the weird fundie games from the US. They nearly always butcher it beyond all recognition, too.
>
> In fact, the only mythology I ever see portrayed on a consistent basis is Tolkien's (based on Celtic).
>
> But yes, +1 for Aztec, Mayan, Incan, Egyptian, Babylonian or Sumerian mythology. Any civilisation that had pyramids or ziggurats, really.

Darkisders might be okay for a Christian mythology. Haven't played it though.

m3k
Member
(02-22-2010, 08:09 AM)
Quote

#37

> Originally Posted by **TruePrime**
>
> **Not really, there are so many different thing with in the Norse mythology that you can take it in all kinds of ways.** Ever play Valkyrie Profile? It was based on Norse (one of the better one if I do say so) and I would equate that to a Lotr type game.

gotcha

Dragona Akehi
Retired
(02-22-2010, 08:10 AM)
Quote

#38

> Originally Posted by **viciouskillersquirrel**
>
> The problem with Egyptian mythology is that it changed a LOT over the millenia and a lot of the dogma of each deity contradicted the dogma of a different deity. Is Horus the son of Ra, for instance, or his father? Who is the Egyptian sun god?

Regional differences, mainly, though you are entirely correct about temporal changes in religion. But that also happened with Greek and Roman mythology, especially concerning Heroes.

It'd be possible to do an Egyptian related game really nicely. I've always had a nice pet idea, that'll never be made.

Beth Cyra
Member
(02-22-2010, 08:10 AM)
Quote

#39

> Originally Posted by **viciouskillersquirrel**
>
> The problem with Egyptian mythology is that it changed a LOT over the millenia and a lot of the dogma of each deity contradicted the dogma of a different deity. Is Horus the son of Ra, for instance, or his father? Who is the Egyptian sun god?

Oh I am sure it wouldn't be easy, hell I remember just my intro in Egyptian studies getting my head wrapped around certain gods and there relationships, like Ra dying only to be replaced by Ahmen Ra (Sorry it has been years since I have studied the material, hence why I would love to see a real thoughtful take on it.)

That said it might be to big a challange and the likely hood would be them sticking some made up character in and kicking the shit out off all the Myth characters and gods and then I would end up hating it as much as I do GoW.

Cep
Banned
(02-22-2010, 08:10 AM)
Quote

#40

> Originally Posted by **Slavik81**
>
>
>
>
> (It was pretty cool)

You are a good man, I was actually thinking of Nightfall when I made my post.

Of course it is an "MMO" so that is turnoff to some, but it strays far away from the formula that it deserves playing.

Shame they canceled the Aztec-based campaign.

zankara
Member
(02-22-2010, 08:13 AM)
Quote

#41

I want an Age of Mythology sequel. And yes, I know it's not an RPG.

HK-47
Oh, bitch bitch bitch.
(02-22-2010, 08:13 AM)
Quote

#42

> Originally Posted by **viciouskillersquirrel**
> *sigh*
>
> Gnostic beliefs were primarily Asian (i.e. Eastern Roman Empire) in origin and rooted in mysticism. They weren't really the exclusive domain of any religion and were thus prone to a great deal of syncretism, tacking themselves onto existing faiths at the time, including a nascent Christianity. Thus it is wrong to say that Gnostic beliefs are derived from Christianity. They are derived rather from Eastern mysticism.
>
> Gnostic *Christian* beliefs, on the other hand, are based on Christianity.

Ok, but to be fair, Xeno is pretty much all Gnostic Christian based.

HK-47
Oh, bitch bitch bitch.
(02-22-2010, 08:17 AM)
Quote

#43

> Originally Posted by **viciouskillersquirrel**
> The problem with Egyptian mythology is that it changed a LOT over the millenia and a lot of the dogma of each deity contradicted the dogma of a different deity. Is Horus the son of Ra, for instance, or his father? Who is the Egyptian sun god?

So they just choose one. Most of the games based on mythology (and most modern media) pick and choose depending on whats most well known or whats most interesting/fits the story. It would be nice to see anything at all regardless of whether Bast is a sun goddess, a moon goddess or just the Lady of Cats, right?

Revelations
Banned
(02-22-2010, 08:18 AM)
Quote

#44

Ancient EGYPTian GODS

Anubis - Horus - Isis

You play as Ra...or maybe Imhotep.

Bootaaay
Member
(02-22-2010, 08:18 AM)
Quote

#45

Hey OP, if you like point & click adventures try to hunt down 'Wrath of the Gods' - it was designed as a piece of educational software for use in schools, but it's still a really enjoyable adventure game based around all the famous legends of greek mythology with nice 2d backgrounds and digitized sprites.

viciouskillersquirrel
NeoGAF's Emotion Exchequer Extraordinaire
(02-22-2010, 08:19 AM)
Quote

#46

> Originally Posted by **Dragona Akehi**
> Regional differences, mainly, though you are entirely correct about temporal changes in religion. But that also happened with Greek and Roman mythology, especially concerning Heroes.
>
> It'd be possible to do an Egyptian related game really nicely. I've always had a nice pet idea, that'll never be made.

I haven't looked at the changes in Greek or Roman mythology, honestly. My knowledge of Greek mythology is the stuff I learnt in high school plus the Iliad and my Roman mythology is the same plus the Iliad 2: Electric Boogaloo (aka The Sequel to The Iliad Nobody Asked For, aka The Aeneid).

Do you mean stuff like Heracles being dogged his whole life by a vengeful Hera despite his name being an homage to her glory?

Andrex
ὁ αἴσχιστος παῖς εἶ
(02-22-2010, 08:22 AM)
Quote

#47

> Originally Posted by **Revelations**
>
> **Ancient EGYPTian GODS**
>
> Anubis - Horus - Isis
>
> You play as Ra...or maybe Imhotep.

Yu-Gi-Oh had the market totally cornered... then threw it away for motorbikes.

Revelations
Banned
(02-22-2010, 08:25 AM)
Quote

#48

> Originally Posted by **viciouskillersquirrel**
>
> The problem with Egyptian mythology is that it changed a LOT over the millenia and a lot of the dogma of each deity contradicted the dogma of a different deity. Is Horus the son of Ra, for instance, or his father? Who is the Egyptian sun god?

They could stick with the general concensus. You know with whatever origins and modern ideals ate widely accepted of Ancient Egytian Mythology.

Dragona Akehi
Retired
(02-22-2010, 08:26 AM)
Quote

#49

> Originally Posted by **viciouskillersquirrel**
>
> I haven't looked at the changes in Greek or Roman mythology, honestly. My knowledge of Greek mythology is the stuff I learnt in high school plus the Iliad and my Roman mythology is the same plus the Iliad 2: Electric Boogaloo (aka The Sequel to The Iliad Nobody Asked For, aka The Aeneid).
>
> Do you mean stuff like Heracles being dogged his whole life by a vengeful Hera despite his name being an homage to her glory?

The stuff you learned in secondary school is in itself a Western "modern" syncretisation of the variety of beliefs. Of course there are general things that remained the same, such as the names of the gods, but their Epithets were different and their qualities were varied from location to location.

What is the difference between Athens' Athena Polias from Sparta's Athena Khalkioikon? Even within one polis, a god would have a minimum of a half-dozen sometimes contradictory epithets and qualities. As for Polias and Khalkioikon, their rites were different, and their qualities were slightly different. The Epithet of "Aithyia" was that to represent her as a puffin, a sea goddess rather than the warrior-goddess

you are probably more familiar with.

Or, do you take Homer's idea of Odysseus as a noble but clever man wanting to go home and using his brains to get there, or the later tragedians who portrayed him as a conniving evil demagogue? Even within the purely religious aspect, services changed dramatically over the centuries...

Not to mention that Roman mythology is entirely different from Greek.

cosmicblizzard
Shounen Iconoclast
(02-22-2010, 08:33 AM)
Quote

#50

> Originally Posted by **Andrex**
>
>
>
> Yu-Gi-Oh had the market totally cornered... then threw it away for motorbikes.

This thread actually made me think of Yu-gi-oh :lol

viciouskillersquirrel
NeoGAF's Emotion Exchequer Extraordinaire
(02-22-2010, 08:39 AM)
Quote

#51

I figured that would be the case (my high school Greek and Roman mythology being a gross oversimplification). My mind was similarly blown when I read this book about Quetzalcoatl and at least seven different origin stories from several different civilisations going back thousands of years.

trinest
Digital distribution? LOL
(02-22-2010, 08:41 AM)
Quote

#52

> Originally Posted by **Raging Spaniard**
>
> Fuck that, its always the Norse or the Greeks ... gimme something based on the Mayans or Aztec mythos, or some Mesopotamian shit. Those dudes did NOT fuck around.

Or Australian Dream Time stories even.

Dragona Akehi
Retired
(02-22-2010, 08:41 AM)
Quote

#53

> Originally Posted by **viciouskillersquirrel**
>
> I figured that would be the case (my high school Greek and Roman mythology being a gross oversimplification). My mind was similarly blown when I read this book about Quetzalcoatl and at least seven different origin stories from several different civilisations going back thousands of years.

Heh, you'd be surprised how many people **insist** that Roman mythology = Greek mythology, with many people going further saying that the Romans simply copied the Greeks. Makes me livid.

Anyway, as such there are a few ways to syncretise Egyptian religious beliefs into a sound whole for the purposes of a game or even fiction.

DD-11
Member
(02-22-2010, 08:44 AM)
Quote

#54

Anyone ever play Ragnarok (Valhalla)? (Not Ragnarok online.) It was a great game back in the day. Anyone not turned off by the graphics will find a startlingly open RGP where you can do pretty much anything you want.

http://members.chello.at/theodor.lau...s/ragnarok.htm

http://en.wikipedia.org/wiki/Ragnarok_(roguelike)

Last edited by DD-11; 02-22-2010 at 09:43 AM.

Salazar
Member
(02-22-2010, 08:45 AM)
Quote

#55

I still insist that a Labors of Heracles game, on the grave pace and magnificent scale of the SoTC model, would be a fine thing. Better still if Team Ico were to develop it.

water_wendi
Water is not wet!
(02-22-2010, 08:47 AM)
Quote

#56

i welcome any setting that isnt just Tolkien-lite.

Also the only elves i want to see in a game are machine elves.

Combichristoffersen
Combovers don't work when there is no hair
(02-22-2010, 11:42 AM)
Quote

#57

> Originally Posted by **viciouskillersquirrel**
>
> In fact, the only mythology I ever see portrayed on a consistent basis is Tolkien's (based on Celtic).

Celtic? I always considered Tolkien as being more influenced by Germanic/Norse/Saxon mythology than Celtic mythology?

ChackanKun
Member
(02-22-2010, 11:49 AM)
Quote

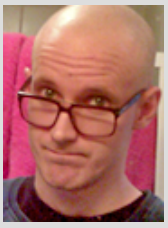
#58

> Originally Posted by **Slavik81**

(It was pretty cool)

You are God.

zoukka
Member
(02-22-2010, 11:50 AM)
Quote



#59

We need more RPG's that aren't based on any grand culture. Make an RPG out of bacteria or something goddamnit.

Salazar
Member
(02-22-2010, 11:54 AM)
Quote

#60

> Originally Posted by **Combichristoffersen**
>
> Celtic? I always considered Tolkien as being more influenced by Germanic/Norse/Saxon mythology than Celtic mythology?

Ask an ethnographer the apparently simple question 'who were the Celts ?' and get ten radically different answers. The divisions we take from the Roman and Greek geographers, historians, generals, and assorted chroniclers are not nearly as disinterested (see Caesar in 'De Bello Gallico') as we'd like - not that it was or will ever be an easy job. They were a mongrel mob.

Combichristoffersen
Combovers don't work when there is no hair
(02-22-2010, 11:58 AM)
Quote

#61

> Originally Posted by **Salazar**
>
> Ask an ethnographer the apparently simple question 'who were the Celts ?' and get ten radically different answers. The divisions we take from the Roman and Greek geographers, historians, generals, and assorted chroniclers are not nearly as disinterested (see Caesar in 'De Bello Gallico') as we'd like - not that it was or will ever be an easy job. They were a mongrel mob.

True. But doesn't the term Celt, as used in everyday speech, usually just refer to the indigenous people inhibiting Ireland in ye olden days? Although IIRC the Celts also lived in northern Spain and.. France, I think? In the Normandie area?

fappenmeister
Member
(02-22-2010, 12:00 PM)
Quote

#62

I'm pretty impressed they actually used Heracles/Herakles and not Hercules. There's lots of Greek mythology that hasn't been touched by games yet, but someone mentioned Mesopotamian religions earlier - that would be absolutely fantastic if done right. You could even get all Zecharia Sitchin and make it batshit insane with aliens. In general though, there's lots of tales that could be drawn upon in a tasteful way, or just use the eras to create totally original stories.

Last edited by fappenmeister; 02-22-2010 at 12:04 PM.

Agalloch #63
Member
(02-22-2010, 12:04 PM)
Quote

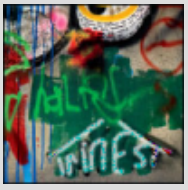
I played this game without finishing it as a child, I retry a few months ago and finally I made it.
I find it very good, although hard as hell.
Orpheus will need to meet the Greek gods and gain their favor, and you can find Taurus, Lamia, Cyclops, Centaur, Talos, Minotaur, Cerberus, Stymphalian Birds, Nemean Lion, Pegasus and things like the arp of Apollo \n/

Chris1964 #64
Sales-Age Genius
(02-22-2010, 12:07 PM)
Quote

> Originally Posted by **Ferrio**
> Greek has been done to death.

99,9% of Greek Mythology is untached by games.

trinest #65
Digital distribution? LOL
(02-22-2010, 12:22 PM)
Quote



> Originally Posted by **Chris1964**
> 99,9% of Greek Mythology is untached by games.

Yeah its mostly the bits everyone knows which is done to death.

madara #66
Member
(02-22-2010, 12:28 PM)
Quote

Native American as well would be fun. I enjoyed Jade Cocoon back in the day.

kenji #67
Member
(02-22-2010, 01:04 PM)
Quote

totally agree with the OP, i finished Glory of Heracles yesterday and the setting is great for RPGs

pseudocaesar #68
Member
(02-22-2010, 01:09 PM)
Quote

Fuck RPGs, we have the best RTS ever based on a Classical period, Rome Total War. I'm playing the Europa Barbarorum mod right now.

Undubbed #69
Member
(02-22-2010, 01:12 PM)
Quote

It'd be nice if an RPG weren't based on a European folklore for once. Like African folklores. How many games are based on that setting? I know there's a few Asian ones though and that's cool but there doesn't seem to be even that much of those, really.

FieryBalrog
Member
(02-22-2010, 01:17 PM)
Quote

#70

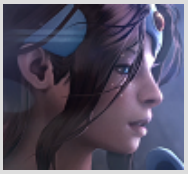
> Originally Posted by **Number 2**
> i welcome any setting that isnt just Tolkien-lite.

This. How can people say we have "enough" games based on Greek or Norse mythology? We don't have enough games based on any mythology.

The least represented of major cultures are probably Indian mythology, Arab/Middle-Eastern mythologies, and African mythologies.

Calidor
Member
(02-22-2010, 01:21 PM)
Quote

#71



> Originally Posted by **darkwings**
> Really? List me some other games only based on the greeks?

Combichristoffersen
Combovers don't work when there is no hair
(02-22-2010, 01:23 PM)
Quote

#72

> Originally Posted by **Calidor**

HERCULADE!

Undubbed
Member
(02-22-2010, 01:28 PM)
Quote

#73

Though I kinda think the reason that almost every game is tolkien-lite is that the developers are uneducated on a variety of mythologies and therefore only use the stuff they've been exposed to all their lives...which are medieval Tolkien-esque knight in shining armour stuff. And futuristic/cyberpunk/post-apocolyptic stuff too.

Amalthea
let's dance all the way down to Jewish history-town
(02-22-2010, 01:29 PM)
Quote

#74

We can narrow all those JRPG threads down to one statement; JRPG have incredible potential but they are always centered around the same motifs and genre-standards.

It's really sad that games like Panzer Dragoon Saga, the Shin Megami Tensei-Series or stuff like Infinite Space will always remain an exception if even a game that just uses a greek-setting can be considered something unique.

viewtiful_dru
Member
(02-22-2010, 01:35 PM)
Quote

#75

http://en.wikipedia.org/wiki/Inca_%28video_game%29

yes yes?

Chris1964
Sales-Age Genius
(02-22-2010, 01:54 PM)
Quote

#76

> Originally Posted by **Calidor**

This game (movie) is a parody of Heracles myth.

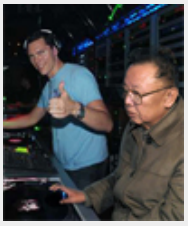
truly101
I got grudge sucked!
(02-22-2010, 02:09 PM)
Quote

#77

LOTR seemed to primarily draw from both the Anglo-Saxon/Celt Arthur myth and scandinavian influences like Beowulf. I'm sure there were other meta-myths he incorporated.

and no mention of Herc's Adventure from LucasArts?

djtiesto
is beloved, despite what anyone might say
(02-22-2010, 04:37 PM)
Quote



#78

> Originally Posted by **Dark Octave**
> How about an RPG that's not based in Europe or Japan or a hybrid of the two?
>
> I'd like to play an RPG to where the main character is from an Aztec or African background. I love Suikoden, Final Fantasy and Valkyrie Profile as much as the next guy, but there is so much more untapped history and mythology that can be drawn from all around the world.

The main character isn't Aztec, but Tombs and Treasure for NES is a graphic adventure with RPG elements, made by Falcom (and translated/published in the US by Infocom believe it or not!), that is based on exploring Aztec ruins and their myths.

MrHicks
Banned
(02-22-2010, 04:45 PM)
Quote

#79

hindu mythology please
such a vast cast of characters so much potential

ProtomanNeo
Member
(02-22-2010, 04:47 PM)
Quote

#80

It's been done, to death as far as I'm concerned. I think Hindu mythology, specifically the Mahabharata with its flying Vimanas and such is ripe for interpretation. Another great one would be Sumerian, specifically Zachariah Sitchin's interpretation, with mankind being genetically engineered as slave/warrior race.

flyover
Member
(02-22-2010, 04:54 PM)
Quote

#81

> Originally Posted by **Raging Spaniard**
> gimme something based on the Mayans...

Blitzball played with skulls.

rollingstart
Member
(02-22-2010, 04:55 PM)
Quote

#82

This thread made me remember BC on the Xbox. I remember wanting that.

LoneTraveler
Member
(02-22-2010, 05:26 PM)
Quote

#83

Speaking of different myths and games, I always thought that this would have made an excellent game

> The idea of Everworld is that, many years ago (said to be near 1,000 years in Everworld time), the ruling gods of every pantheon (including Zeus, Odin, and Ra) assembled and agreed to abandon this world, known as the Old World, and create a new one called Everworld. Then the gods went across to it, bringing with them every variety of magical creatures, as well as various human worshippers to continue serving them. The barrier between these two worlds was weak for a while, allowing later medieval beings (such as the wizard Merlin) to cross over as well, but by now, is almost closed.
>
> However, there are worlds other than the Old World and Everworld, which are inhabited by alien species unlike anything human or mythological. These species have their own gods, who also crossed over into Everworld. One of these species, the bug-like Hetwans, has a deity called Ka Anor, who, unlike human gods, requires the unusual sacrifice of gods to consume. His servants, meanwhile, behave as religious zealots, following Ka Anor's will to the death. They will fight mortals if they stand between the objective of pleasing their god.

I remember reading some of these from the library and I always thought the would would make for a great game setting.

Fimbulvetr
Member
(02-22-2010, 05:27 PM)
Quote

#84

Shim Megami Tensei games, though they contain many major mythologies and religions, usually focus on one type of mythology per game.

The main series is Judeo-Christian.

Digital Devil Saga was based on Hinduism and Buddhism.

Persona 1 had Hinduism.

Persona 2 & 3 had Greek mythology.

Persona 4 had Shintoism.

Desperado
Member

#85

> Originally Posted by **JWong**

(02-22-2010, 05:30 PM)
Quote

> Easy, just imagine Cloud wearing a toga.

Greeks didn't wear togas.

Macmanus #86
Member
(02-22-2010, 06:20 PM)
Quote

Anyone remember that Hercules type game for the Playstation that wasn't based on Disney's cartoon? You ate gyros for health. Asked some gods for favors while fighting others. It was rather cartoonish and a lot of fun.

Segata Sanshiro #87
You can't tentacle rape the tentacle willing
(02-22-2010, 06:23 PM)
Quote

> Originally Posted by **Macmanus**
> Anyone remember that Hercules type game for the Playstation that wasn't based on Disney's cartoon? You ate gyros for health. Asked some gods for favors while fighting others. It was rather cartoonish and a lot of fun.

Herc's Adventures? Awesome game, basically Zombies Ate My Neighbors 3.

Macmanus #88
Member
(02-22-2010, 06:24 PM)
Quote

> Originally Posted by **Segata Sanshiro**
> Herc's Adventures? Awesome game, basically Zombies Ate My Neighbors 3.

Yes! Oh god I loved that game.

yencid #89
Member
(02-22-2010, 06:29 PM)
Quote

Raging spaniard nailed it with the very first reply.

Johann #90
Member
(02-22-2010, 06:38 PM)
Quote

> Originally Posted by **viciouskillersquirrel**
> But yes, +1 for Aztec, Mayan, Incan, Egyptian, Babylonian or Sumerian mythology. Any civilisation that had pyramids or ziggurats, really.

It's a shame that Guild Wars Utopia didn't get released because that would fit the bill:

[IMG]http://i50.**********/1rdgfa.jpg[/IMG]
[IMG]http://i47.**********/314bbqc.jpg[/IMG]

I always liked how A.Net looked into less popular ancient cultures for their art direction.

> Originally Posted by **Dragona Akehi**
> Regional differences, mainly, though you are entirely correct about temporal changes in religion. But that also happened with Greek and Roman mythology, especially concerning Heroes.

> It'd be possible to do an Egyptian related game really nicely. I've always had a nice pet idea, that'll never be made.

[IMG]http://i46.**********/mht4cz.jpg[/IMG]

You and me both.

Last edited by Johann; 02-22-2010 at 06:47 PM.

Fuzz Rez
Banned
(02-22-2010, 06:41 PM)
Quote

#91

Titan's Quest is such a sweet game <3 Not really an RPG but it will do in a pinch ;) Age of mythology is also really great game but again not an RPG :(

Wes
venison crêpe
(02-22-2010, 06:41 PM)
Quote

#92

> Originally Posted by **zankara**
> I want an Age of Mythology sequel. And yes, I know it's not an RPG.

Came in here to mention AoM too. The campaign wasn't bad at all really.

---

oracrest
Member
(02-22-2010, 06:56 PM)
Quote

#93

For myself, I just want to see a game that is so well researched and executed that I am actually learning something about the mythology that the game is based on.

as an example, most classical depictions of Medusa give her angelic wings, not a snake tail.

---

viciouskillersquirrel
NeoGAF's Emotion Exchequer Extraordinaire
(02-22-2010, 11:35 PM)
Quote

#94

> Originally Posted by **MrHicks**
> hindu mythology please
> such a vast cast of characters so much potential

Skyblazer on the SNES by Sony Imagesoft (yes, I know) came close (well... it used Hindu imagery and themes).

> Originally Posted by **Combichristoffersen**
> True. But doesn't the term Celt, as used in everyday speech, usually just refer to the indigenous people inhibiting Ireland in ye olden days? Although IIRC the Celts also lived in northern Spain and.. France, I think? In the Normandie area?

Celts were everywhere and it depended on who you talked to. Tolkien's elves were based partly on persistent Celtic myths about fairy-folk, like the Irish Sidh: 7-foot tall, beautiful, living in forests and possessing of wondrous magical gifts. Mind you, the Sidh were evil, but there's a great deal of cross-pollination between it and similar legends in Britain and Europe.

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