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Martin_12591
Noob

Joined: Mar 14, 2011
Messages: 111

Date Posted: Sep 5, 2011 #1

I just purchased this game after reading some reviews on it and played through at least half of the game and noticed something interesting. The first thing I noticed was how many religious references it makes. This could've of been intentional or unintentional but either way I figured I'd share it in case people didn't really notice.

On the suburbs level inside the houses are a bunch of spiral designs written in blood all over the place. It's was always in groups of three and in certain areas (some were actually just written out and not in the form of spirals) were designs that read "666". This is a common thing or "theme" I've seen in games lately actually. This was in the last level of Alice madness returns a few times to show the antagonist as an evil character. Here though the numbers are always accompanied by a face (Alma) drawn a few times with horns and it looks as if it's a modern day christian reference to the children of god. I've noticed that point-man this time around sports long hair and a

beard and actually resembles Jesus and is a neutral character. Fettle has a red glow and sports the mark of the best (gunshot wound mark) on his head. He's perceived as a bad guy and your opposite.

Coincidentally he's also your brother and in the Mormon religion Satan was Jesus's brother. I thought it was actually kind of a creative way to show them in the game to those that noticed those subtleties. Furthermore, Fettel can influence people to do things to his bidding. He enter their bodies and minds and can be pretty much anybody just like the antichrist. Either way the game so far is pretty impressive. It's not a graphical "beast" but it's still visually amazing. It made Fear 2 feel like a bloated trailer for part 3 in my opinion. The attention to detail and menus (Footage of both brothers throughout their childhood in captivity showing their detachment) were very well done. The music and piano riffs during a few scenes sounded like something I've heard in countless john carpenter films. I'm glad they Got john Carpenter to work on this and it does feel like he had some say with this sequel. I Thought I would share that little bit with you guys lol.

Martin_12591, Sep 5, 2011 Report + Quote Reply

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