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Subject: Re: Ok, we need to step up against the ESRB this is ridiculous...

Posted by [PlayMp1](#) on Mon, 02 Jul 2007 11:43:46 GMT

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Doitle wrote on Fri, 29 June 2007 22:13 I'll take an unpopular side here but... I wouldn't mind violence being toned back. I mean some games are just so excessive I can't play them or at least don't like to. Fighting games used to be fighting games. I have no fucking interest in seeing or hearing broken bones. I want to fight, empty the health bars and have one of us fall down. Even the old Mortal Kombats were fine by me. Unrealistic violence at such a level it's goofy. FATALITY and the person explodes and you see like 25 skulls all come out of the explosion along with tens of rib cages and enough bones for a small crowd. From one guy.

Anyhow I really feel that most of the violence in games today is just frivolous and excessive. I played GTA:SA and you know what I had to do during the mission on the cargo ship? The one where you only have the knife. I had to turn off the sound and look away whenever I had to kill someone because I just can't handle that. Slitting the throats... Gah just writing it kinda gives me the willies. Anyhow that game was completely functional without that little added bit of violence. Now I'm not saying everyone should be harshly censored but more, saying the game companies should take a hard look at their product and evaluate what really DOES add to their game and what doesn't. Would you guys consider Renegade a better game if when you shot the ramjet it blew peoples limbs off? I certainly wouldn't. I'm pretty sure I wouldn't have even really gotten involved in the game if that were the case.

This brings me to something else. Something that's really starting to worry me. The shifting "genre" of horror films. Horror films used to be mostly about psychological fear and mood. There are some scary black and white horror films out there, they set the right mood and are shot and created in such a way as to elicit fear without using outrageous amounts of gore or violence. You see a shadow and then the screen cuts black and then lightning. You know someone died. You don't see any organs rolling out onto the floor. Nowadays there are a whole slew of these Pseudo-Horror films. The Saw movies, Hostel, Touristas. These movies aren't horror films anymore. They are snuff films. The main focus is on coming up with the most horrible way for everyone to die. The Final Destination movies come to mind too because... I mean the whole premise behind them is pretty weak. Let's just find a way to horribly kill everyone in accidents that people might be able to relate to. I bet that'll be scary. It really worries me because these aren't like hidden little films in dark corners... These are top box office selling movies.

Anyhow I guess I'm done with my rant here. That's just been simmering away for a while and I finally found a place to put it into words. I'd be interested to see what you guys think about all this though.

I actually agree with this... But with certain games you expect a level of gore. e.g. Previews and trailers for Bioshock. You expect these inhuman monsters to be killed in some gruesome way. With cnc of course, the gore is comical. In this game, we have people falling over dead; electrocuted by volt autos or a pic; people burning and falling from flames, lasers and the railgun. No gore except a little burst of blood where you're shot. In UT you EXPECT to find people's arms shot off or people's beheaded necks splurting blood. In MK, you EXPECT people's spines to be ripped out, hundreds of ribs falling out, and people sweating more blood than people bleed when their heads are cut off. In something like Perfect Dark(best console shooter ever IMO) you don't

expect people's arms ripped off or people dieing in a huge blast of, er, body.(this only applies the PD on the N64, I never played PDZ) In something like Zelda, where there is violence, there isn't huge amounts of blood. Zelda's are some of the best rated games in history, especially the N64 classic Ocarina of Time. Even then, there isn't a need for huge violence or gore in games that don't need it e.g. Ren.

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