

4 May 2007

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[Iranian RTS Game 'Save the Port' to Promote Islamic Beliefs](#)

Countering 'the West's cultural onslaught'

With all the war based video games out there, whether they are third-person/first-person shooters or real-time-strategy games, gamers totally forget that there are other ideologies out there, saying more than just killing nazies and commies. An article on The Taliya news shows how an [RTS](#) countering the "West's cultural onslaught," makes as much sense as the game genres mentioned above. 1UP reports of an RTS developed by the Multimedia Office of Tebyan (that's in Iran), dubbed "Save the Port," which is a video game designed to "counter the West's cultural onslaught [...] in order to promote the Islamic-Iranian culture." For all we know, the strategy game could be all about Anti-Western Political propaganda, or as 1UP hints at "Under Ash," to be "a politically charged" (in this case a FPS) "which puts the player into the role of a young Palestinian fighter who -- instead of blasting through Nazis -- must blast his way through the Israeli army." What, didn't you think it was possible? Why wouldn't Iranians have their side of the story? You know WW I and [WW II](#) weren't exactly about the good guys and the bad guys. Things have to be a lot more complicated to give birth to world-engulfing conflagrations. How long do you think before analysts, lawyers and psychologists take on the topic? If ideology based games, familiar to us today, are bad, what will an RTS designed to counter the West's cultural onslaught promoting Islamic-Iranian beliefs be? The same. Different stories, that's all.