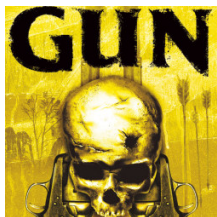


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By: Carmen Ivanov, Associate Games Editor



[Publisher Defends Depiction of Native Americans in GUN](#)

The game glorifies racism and genocide?!

[Activision](#) has responded to accusations that PC and console title GUN promotes racism and genocide, apologizing to Native Americans who have complained about the game for any offence caused. In a statement the publisher said: "Activision does not condone or advocate any of the atrocities that occurred in the American West during the 1800s. GUN was designed to reflect the harshness of life on the American frontier at that time. It was not Activision's intention to offend any race or ethnic group with GUN, and we apologize to any who might have been offended by the game's depiction of historical events which have been conveyed not only through video games but through films, television programming, books and other media." [Activision's](#) comments come after the Association for American Indian Development launched a campaign against GUN, claiming that the game glorifies racism and genocide. GUN is set in the American west of the late 1800s, and sees players taking on the role of cowboy Colton White. According to Activision's own press information, players must face off with a variety of enemies including "corrupt lawmen, merciless outlaws and unforgiving Native Americans." **Editor's note:** It is obvious that the "Association for American Indian Development" never actually played the game or at best they have just started it. In fact, "GUN" ends on a rather modern note with "yellow and red" people cooperating on a final assault.