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Subject: Re: Why do servers kick you for cuss words?  
Posted by [Chronojam](#) on Fri, 16 Mar 2007 21:47:14 GMT  
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Well you see, this is a game about grizzled global peacekeeping forces engaged in years of struggle with a centuries-old terrorist pseudo-religious organization bent not only on world domination but the elimination of socio-political enemies as well as democracy-supportive villagers (re: scene of Nod rounding up and torching peasants with a flame tank, operating torture-and-brainwashing camps for civilians and prisoners alike, etc)and the literal and figurative mutation of society and is rated only for older teenagers and above to be playing it, with online play as a focus, where they try to kill each other using not only bullets, but also flamethrowers, shards of sharp crystal, chemical weapon sprays, nuclear weaponry, and brutal run-downs with light-to-heavy vehicles and even helicopters.

Obviously, in this scenario, there is NO PLACE FOR PROFANE LANGUAGE. It could corrupt the youth, and cause the elementary and middle-school aged children who are allowed to play by irresponsible parents to perhaps emulate this learned behavior and SWEAR UNDER SITUATIONS OF STRESS AND/OR EXCITEMENT.

Entirely intolerable. We can't have profanity fucking up our youth's experience in such a game, obviously.

And don't even THINK of suggesting players who dislike profanity should actually employ the built-in language filter; that's like asking them to take proactive responsibility for, and making a simple sacrifice (push butan recv filtr) towards acheiving their own desired gameplay experience instead of simply forcing their morals onto others. Seriously, grow up, and stop complaining.

I don't want to hear you telling me how you "kicked Nod's asses" while I'm attempting to fire tiberium gel rounds all over this minimally armed technician who was recruited from his previous civilian occupation and is just in this position to earn some money for his kids who live in a third world country with poor opportunity for application of his technological skills outside of the state-owned telecom industry.