= Ethnic Cleansing (video game) =

Ethnic Cleansing is a first @-@ person shooter video game for Microsoft Windows computers , created by the American White nationalist organization National Alliance (and published by its record label Resistance Records on January 21 , 2002 . As part of a " Race War " , the player controls a neo @-@ Nazi or a Klansman and is tasked with killing stereotypical African @-@ American , Latino , and Jewish enemies , ending with former Israeli Prime Minister Ariel Sharon .
  Using the Genesis3D engine , the National Alliance created the game to be provocative and promote their white supremacist messages . The game has been controversial , with the Anti @-@ Defamation League taking particular issue ; it has been ranked several times as one of the most controversial games ever created . It was planned to be followed by a long line of sequels , but only one , titled White Law , has been released .

= = Overview = =

Ethnic Cleansing is a standard , short @-@ length first @-@ person shooter set in a single level . The player can select a neo @-@ Nazi , a Skinhead , or a Klansman to control . They run through a ghetto that has been compared to New York City and shoot African @-@ Americans and Latinos , before descending into a subway system to kill Jews . Finally , the player reaches the " Yiddish Control Center " , where a fictionalized version of Ariel Sharon , then Prime Minister of Israel , is directing plans for world domination . He carries a rocket launcher ; the player must kill him to complete the game . The heads @-@ up display contains a map of nearby enemies and a counter of remaining ammunition .
  The game 's soundtrack consists of white power rock music . The game 's art assets and sound effects feature racial stereotypes : when shot , black enemies make monkey noises and Jewish enemies shout " oy vey ! " . In addition , black enemies are drawn to resemble apes and some wear T @-@ shirts with the lettering " NIGZ " , while Latino enemies wear sombreros .

= = Development and release = =

Ethnic Cleansing was developed by members of the National Alliance , an American white supremacist organization , and published by Resistance Records , its subsidiary record label that specializes in white power music . It was developed for Microsoft Windows personal computers using Eclipse Entertainment 's open @-@ source game engine Genesis3D along with the Reality Factory development kit . The source code was not substantially changed from the original . Instead , the developers simply plugged in images and sounds that they had created in freely available editing programs .
  Shaun Walker , the chairman of the National Alliance , explained to the United Press that the intent was to produce a racially provocative video game and promote racial segregation . National Alliance founder William Luther Pierce , who also appears in the game to discuss an " upcoming white revolution " , considered video games to be simply another medium to promote his organization 's messages . Resistance released the game on Martin Luther King , Jr . Day (January 21) of 2002 . It was priced at USD $ 14 @.@ 88 , a reference to the white supremacist Fourteen Words slogan and the neo @-@ Nazi numerical code " 88 " (which stands for " HH " or " Heil Hitler ") .

= = Reception and controversy = =

While it received little attention from the mainstream media , the game was immediately controversial among Americans on both sides of the political spectrum . The Anti @-@ Defamation League , an anti @-@ racist organization that especially covers anti @-@ Semitism , publicized the existence of the game and unsuccessfully lobbied the developers of Genesis3D to change their licensing conditions to prohibit the use of the engine to develop racist games . They lobbied the Interactive Digital Software Association to encourage its members to adopt such policies .

The game 's reception from critics was extremely negative . David Leonard of PopMatters decried the game 's graphics and " playability , " While not approving of the game 's message , he argued that it was only the latest in a long line of racist video games that included the likes of Grand Theft Auto III , NFL Street , and Freedom Fighters . In January 2003 , Stuff named Ethnic Cleansing the 40th most controversial video game of all time . The staff opined that only " very stupid children " would be susceptible to its message and that it would make players feel like " small @-@ minded assholes . " Complex and UGO ranked it as the single most racist video game in history ; UGO staff writer K. Thor Jensen called it " profoundly stupid . "

Pierce estimated that " a couple thousand " copies of the game had been sold within a month of its release and that 90 percent of consumers had been white teenage boys .

= = Sequel = =

The National Alliance and Resistance Records released a similar game , White Law , in June 2003 . It starred an Irish @-@ American police officer taking up arms to protect his territory from racial minorities . It has been compared to Freedom Fighters , though it was based on the events of Pierce 's novel The Turner Diaries . The National Alliance intended to create an entire line of racist games , but no more have surfaced .