

The Legend of Zelda: Echoes of Wisdom

OR

I Wish to Be the Little Girl



OVERVIEW

Echoes of Wisdom is a game designed by a bunch of Japanese studio heads as part of a desperate hail mary attempt to try to finally get girls to play videogames in current year. They did some preliminary research encountering something they kept calling a "Bechdeer Test" and got really excited by the word "Test" and started shouting "CHARRANGE ACCEPTED" in the boardroom. They were adamant that Japanese don't "Roose at tests."

In their misunderstanding, they failed at making a game that girls would play, but they succeeded at making a game with a girl in it, and one that shows that sometimes simple, traditional stories are perhaps the best approach. Oh well, at least the closeted faggots can have a game of their own. Maybe we can have gamer gfs some OTHER time in the future..

