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WELCOME

Conversations can often veer off on strange tangents here at Wireframe towers. Case in point: the thinking behind *Ninja Gaiden's* title. In Japan, developer Tecmo originally called it *Ninja Ryūkenden* ('*Legend of the Ninja Dragon Sword*'). When the game went over to America, it was mystifyingly redubbed *Ninja Gaiden*. As many of you will know, Gaiden translates to 'side story' in English, which implies that it's some kind of spin-off. Obviously, it isn't. We've had all kinds of *Ninja Gaiden* games since 1988, which means over 30 years of side stories starring the series' laconic hero, Ryū Hayabusa.

"So what happened to the ninja's main story?" I wondered aloud one rainy morning. "We need answers."

"Well, if he's a regular ninja," our Ian replied, "his main story's farming. Farming and living a quiet life in the daytime. No caltrops, just tending crops."

"In that case," I said, "I want that game. I want my ninja farming simulator. *Ninja Farmden*."

"I'd be surprised if there hasn't been one already," Ian said. A quick search revealed a 2012 free-to-play smartphone title named *Ninja Farm*, but from what we could tell, it contained an awful lot of combat and not a lot of farming.

"Surely it could be a *Harvest Moon*-like?" Ian suggested. "A reason for your questing and battling: you're a ninja fighting for the poor downtrodden village folks... Wait, have we just invented a game?"

I think we have. Billionaire status surely beckons.

Ryan Lambie
Editor

