

Hello, this is Taro Yoko.

I've been asked to introduce myself, so... How should I put it? I am the person who made the games which are (perhaps) presented in this book.

“Perhaps” because I have not read the book yet. Who knows? Maybe the author had fun writing things which have absolutely nothing to do with gaming and are solely focused on the “*kawaii*” culture or the otaku trend in Japan, for instance. Either way, I like both. And in any case, only insane people take an interest in such cultures.

In short, it is obviously a great honor for my team and myself to have our games featured like this in a faraway land such as France.

However, I cannot help but think that a book on such a subject is very likely to end up being an unprofitable venture. I worry about the author, but also tend to think that he must be somewhat crazy as well to come up with such a subject. Oh well, it does not matter.

Besides, I just thought of something. The person reading these lines must have played titles such as *Drakengard* or *NieR* – or at least have an interest in them – and is probably not the only one. They too must inevitably be strange people to read a book striving to describe such odd games coming from a remote archipelago like mine.

In the end, we find ourselves in the following situation: some eccentric wrote a book on games designed by another eccentric and played by people who are equally eccentric. Frankly, I worry about the future of our planet.

However, when I see freaks all over the world getting excited with knives, rifles or missiles in front of cameras, when I hear about all these deaths on the news or, worse, when I watch these businessmen in suits holding a Starbucks coffee and getting excited about the stock exchange price instead of worrying about the deaths they see on the news, I suddenly find us much less eccentric. And to think that these businessmen are considered “normal” by society...

Who knows? Our world may have already gone completely mad.

With that,

Taro Yoko