

Nintendo Bows to Gay Agenda's Demands for Video Game Inclusion

After initially standing up to backlash from the gay agenda over disallowing same-sex relationships in its best-selling *Tomodachi Life* mobile game, Nintendo has suddenly had a change of heart.

In fact, the video game giant is officially apologizing for "disappointing many people by failing to include same-sex relationships" in the popular game.

"Unfortunately, it is not possible for us to change this game's design, and such a significant development change can't be accomplished with a post-ship patch," the company says. "At Nintendo, dedication has always meant going beyond the games to promote a sense of community, and to share a spirit of fun and joy.

"We are committed to advancing our longtime company values of fun and entertainment for everyone. We pledge that if we create a next installment in the *Tomodachi* series, we will strive to design a game-play experience from the ground up that is more inclusive, and better represents all players."

That's a much different tone than Nintendo took earlier this month, when it said in an emailed statement, "Nintendo never intended to make any form of social commentary with the launch of *Tomodachi Life*.

"The relationship options in the game represent a whimsical and playful alternate world rather than a real-life simulation. We are a games company first and foremost and our main objective is to create games and consoles for players to enjoy."

Could it be possible that Nintendo's poor sales are motivating the company to be as inclusive as possible? Could it backfire? Sound off.