

## STORY

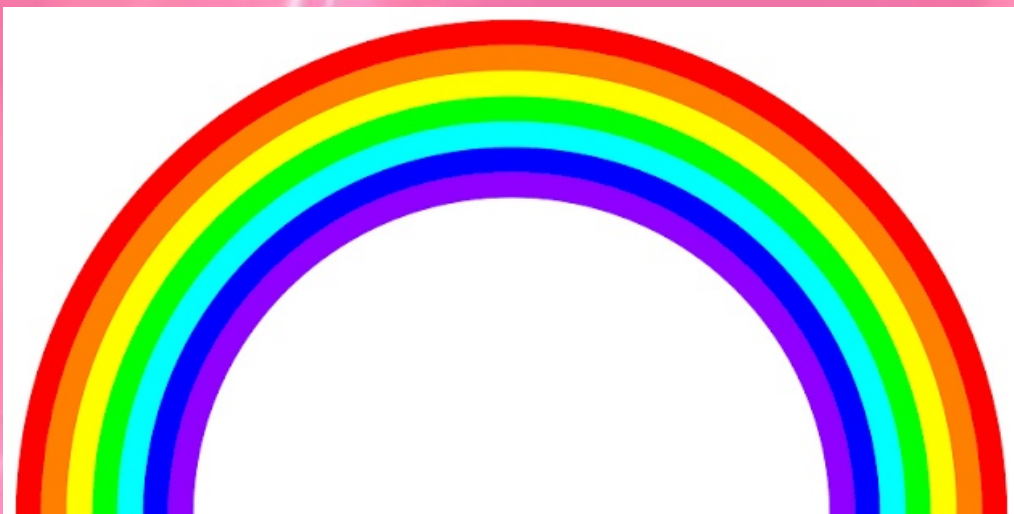
Zelda's hunky bf gets warped to a void world by Ganon or whoever the fuck cares, and now the turns have tabled as she has to save him!

What. You thought there was more plot? This is a game for children. That's it. But, isn't that kind of refreshing? There's no meta-monologue about economic systems, or a political message, or virtue signaling being shoved down your throat. You're just trying to save the day. There's no demoralization campaign by trying to introduce "nuance" into how "The person you thought was evil was actually going through his own struggles, and you just needed to understand him to—" No. A malevolent void entity is trying to destroy the world. Some things are just evil. You're just trying to save the day. There's no forced sermon about "How empathy works." You're just trying to save the day.

There are, however, lots of subplots that are refreshing in their simplicity, wholesome, or whimsical natures. Uncovering the Lynel in a shroud of fog and mystery. Helping some Deku shrubs with their next fad. Helping some Goron chief live up to their father's legacy. Lying to a yeti that his brother is still alive and totally not dead now. Trying to get the River and Ocean Zora Chiefs TO ADMIT THEY LIKE EACH OTHER AND OH MY GOD WILL THEY OR WON'T THEY DATE ALREADY?! Sleeping in a creepy, old man's medicaid scam daylighting as a dojo. This is where the real charm and heart comes in.

The main plot is whatever, but as each light-hearted small plotline builds and piles on more and more, it makes you remember that sometimes things in life really can be simple and full of love.

But if you do end up playing this game and end up loving it as much as I did just remember deep in your heart that that's



## SUPER EAY