

Legend of Zelda and things that are a bit 'strange' as an adult - P.2

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Breath of the Wild is an ancient Fallout with pointed ears

Link's adventures in The Legend of Zelda have been giving Nintendo billions over the years. For every Nintendo system released, it was associated with The Legend of Zelda as something inseparable. Breath of the Wild is no exception when the success of this open world game has given the Nintendo Switch a great start. Like a shower in the hot summer days, the game not only debuted in time to regain fans' confidence after the poor Wii U version, but also brought the gaming community an excellent masterpiece. many years later people still can't stop talking. Why is the open world of Breath of the Wild so attractive? There are actually many reasons to explain this case, but one of them is definitely a feeling that can't be more familiar to mature gamers.

Or in the simplest and most understandable way, in a sense, we can see Breath of the Wild is an ancient version of Fallout and instead of contaminated mankind, we have sharp ears or So for the Nuka-Nuke Launcher we have the Master Sword. If you don't think about it, when it comes to this topic, the world will not be able to control itself and think of many things that can be put together to consider. Setting the scene for both occurred decades after a devastating disaster that left the world devastated, along with advanced technologies formed from patchwork that only a few people could understand. OK. The two main characters in Breath of the Wild and Fallout 4 both woke up after a long sleep and a very compelling factor, mainly brought here for fun is that the weapon will be worn out and completely damaged, like Fallout 3 with New Vegas.



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The Legend of Zelda is an iconic brand, but there are elements in the game when growing up that the players don't feel right.

If the weapons are just a joke, the mission mechanics of the two brands are somewhat coincidental because Sheikah Slate has many similarities with PIP-Boy or the giant Hinox haunts Link like the way Behemoths haunts. Photos of the main characters of the Fallout series. Saying that the two children were different from the same father, this grandfather had many similar details not to lower the other person, mainly what Fallout had, Breath of the Wild also. Even Nintendo's products raise many of the exciting features of the open world game series, making them an everlasting classic that many other games will have to learn from. That being said, the game is open world, so something a bit familiar or the same feeling is something more normal but if promoting that similarity to upper level, we call it the peak. so!

The fairies in the game are not 'fairies' as one might think

The Fairies Great Fairies in Zelda always have something that makes people feel uncomfortable. For example, Ocarina of Time when Link blows a tune to summon a woman at the source, instead of an old lady with a good-looking appearance or a girl who is as beautiful in the sky as her sister in the opposite direction. To admire 'fairies' with makeup and fashion style is no different than the female dancers in sexy shows. But the Nintendo NSXs think that is far from being enough, so in Breath of the Wild they brought a shocking experience. When Zelda was little when I was playing, no one would notice this, only when we grew up and had certain social experiences, we felt that these elves really had a problem. Not the kind of problem that makes people a little uncomfortable, but the problem is really serious if you take the time to think carefully.

Obviously those extra love cannot reside in an immortal stream or giant flower and simply provide an upgrade service for Aunt Link. According to the logical reasoning of an adult male, it's obvious that everyone knows what those fancy and flashy make-up girls are doing in this place. Not only are the images made of people, the voice of these fairies also makes people goosebumps because of the green tea girl giggle or innocent face but in her heart insidious cunning ploy dirty design. Maybe as adults, our minds will be darker than the children to see around the Great Fairies full of issues of sex, sexuality or body trade to get what we want. No matter how morally present it was, it couldn't be denied that these giant fairies left Link exhausted there right after the deal was completed. Sounds familiar, right?

I don't judge anyone's work or allude to discrimination against women, but with such a revealing sexuality through different versions of Zelda, it's hard to think otherwise when everything goes awry in front of you. . When we were little we would not understand what this meant or too just feel a bit odd but now every experience Zelda probably have to think carefully every detail with a more dark perspective.

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