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YOU DON’T KNOW JAC?
Michelle Akim & Tammy Haddad
News Editor & Staff Writer

On the 2nd and 3rd of March, John Abbott College hosted “You don’t know JAC?” an open-house event for first-year students to visit the campus on which many had barely even set foot before. Organized by JAC Student Activities, with the support of student volunteers, this event was, for many, a bright spot in what would’ve otherwise been a rather gloomy March break. The more than 600 students who attended were invited to learn more about JAC’s clubs, resources available to the student body, and participate in fun activities organized by SUJAC and other organizations.

Students who entered the agora were invited to explore John Abbott’s campus: the agora was the starting point of a campus-wide scavenger hunt. The game was simple: follow the hint given on the paper, find the hidden letter associated with the hint, and write it down. At the end, players would have to piece together the name of one of John Abbott’s buildings formed by the scattered letters. Through it all, players got the chance to discover the more unknown parts of the school, especially if they were first years. Did you know that there is a cafe in the Herzberg basement? Me neither until I went on the scavenger hunt. What about Hochelaga? I personally hadn’t even set the tip of my flat nose in there before having played this game. Out of all of those who succeeded in the hunt, one lucky hunter would win an iPad.

Also happening at the agora was the SUJAC wheel. One of the hosts spins the wheel for the participant who just waits there, silently, internally yelling at the wheel to stop where they wanted it to. The best part about the game? Everyone comes out a winner! Prizes included a chance to win your semester fees, a chance to win a 50$ Uber Eats gift card, a water bottle, and much more.

Those who walked past the agora and into the gym had the opportunity to discover and interact with most of John Abbott’s student-led clubs. Set up at tables across the gym, the scene strongly resembled the club days that students organized every semester before we were unfortunately forced online. For the artistically inclined, members of the Bulletin Journal club and the Arts & Crafts clubs shared the projects that their clubs worked on throughout the semester. Those wishing to learn more about JAC’s diverse student body could stop by the stands of the Black Student Union, the Muslim Student Association, or the JAC Asian-Americans and Pacific Islanders club! From MedLife, to JACMUN, to the Space Club and the Spirit Team, there truly was a club for everyone, no matter their interests! (Hot tip: if you, unfortunately, didn’t make it to the gym, but want to join a club, all club meetings are posted on Omnivox weekly!) The gym was also the site of a Pink Shirt day photo booth, where students could get a free #bullyfree pink shirt!

In the cafeteria, free fruit smoothies and warm drinks were being served to students. The cafeteria itself was open, and those who came were allowed to take a desk with friends or alone, and enjoy their beverage. It was a great way to either begin, or end such a fun day!

VIRTUAL GAME NIGHT
Elizabeth Tulli
Staff Writer

Last Friday, JAC VOBOC hosted a virtual game night on Discord. The two-and-a-half-hour event welcomed JAC students and VOBOC patients to spend an exciting evening playing popular games such as Among Us, Kahoot, Scattergories, and Scribblio. Participants also had the chance to win $10 and $15 through random draws and game wins.

One can’t deny that social interaction primarily occurs virtually these days. Our lives now revolve around technology more than ever. However, one of the perks of communication platforms is being able to play fun, online games in real-time. That’s why the virtual game night served as an opportunity for students and VOBOC patients to socialize while respecting health protocols.

JAC VOBOC, for example, created multiple rooms on their Discord server, allowing participants to play a variety of games. Codes and links were distributed via text so participants could join private games. During the rounds, players got to talk about the games and have casual conversations. The interactive aspect certainly made the games more enjoyable.

Many people attended the event, further contributing to the event’s success. The rooms were mostly filled, and groups alternated between games. The groups were advantageous because they increased teamwork, guaranteeing more wins.

The virtual game night was one way to destress after a rough week. It enabled people to interact in a safe and comfortable environment. Nothing beats playing games on a Friday night with good company. When life gets hard, we often forget to take care of ourselves. Let’s all live a little.

SUJAC UPDATE

Thanks to the March break, SUJAC was able to participate in the “You don’t know JAC!” event hosted by Student Activities. This was an opportunity for students—mainly targeting first years—to get a chance to come on campus, meet other students and explore our amazing establishment. SUJAC organized a free ‘Wheel of Fortune’ where we gave away merch and money prizes. We also organized a Scavenger Hunt that sent the students around the school, to get them familiar with their campus and classrooms. Congratulations to the winner of the Scavenger Hunt, Savanna Cipriani, who won an iPad.

In other news, SUJAC’s Executive Elections are happening very soon. If you are interested, message @instasujac on Instagram for more information.

Also, McGill Med Students hosted a webinar on neuro diversity on Friday, March 12.

Finally, MELP is giving a University Interview, CV workshop and employment law event on March 24.
FEMICIDE IN THE UK
Michelle Akim
News Editor

On March 3rd, at 9 p.m., Sarah Everard, a 33-year-old advertising exec left her friends home in the south of London and started walking home. Though her walk through a residential area was only supposed to take her 50 minutes, Ms. Everard never made it home that evening.

A week later, her remains were found in Kent, a county south-east of London. The prime suspect for her kidnapping and murder, a 48-year-old police officer, has been arrested and is currently in custody, as well as a woman believed to have been an accomplice, who has since been released.

Ms. Everard's murder has sparked outcry among British women, who claim that they do not feel safe in public places because of men. Many use Everard's case as an example, saying that though she wore bright clothes, travelled a safe, busy route, informed her boyfriend when she left her friend's house, and was on the phone while walking, these precautions did not protect her from violence. In solidarity, women have taken to social media, sharing the precautions that they are forced to take to protect themselves while travelling at night and their experiences with harassment, as well as demands for safer public spaces.

Over the weekend, many supporters broke lockdown to visit a makeshift memorial in Everard's memory, in open defiance of police orders. As Londoners who held vigil for Ms. Everard clashed with police, British lawmakers must reckon with the endemic of gender-based violence in the U.K.

Although Boris Johnson's government had already planned to unveil a plan to tackle violence against women and girls, many claim that it is not enough, with Jenny Jones (a Green Party politician), even proposing a curfew for men as a satirical solution to the issue. Explaining herself, Jones said that "nobody makes a fuss when, for example, the police suggest women stay home", referring to the rounds police made in Ms. Everard's neighborhood following her disappearance.

BIDEN’S BORDER DILEMMA
Michelle Akim
News Editor

Since President Joe Biden's inauguration last January, the U.S.-Mexico border has seen an increased flow of Southern and Central American refugees arriving at ports of entry to claim asylum, notably many children without adults. Though President Biden's campaign was marked with an emphasis on a more humane approach to immigration, he is receiving much criticism for not holding these promises.

Following President Trump's hard crackdown on immigration and announcement that the borders were "closed" during the pandemic, most refugee detention facilities operated at reduced capacity to ensure proper social distancing among their residents. The facilities designated for solo children were particularly hard hit, with many young asylum seekers being forced to spend longer than the 72-hours that they are supposed to be kept at facilities not meant for them. This issue has continued into Biden's presidency, with the number of children arriving at the border having more than tripled since his inauguration in January.

"This lag in implementation is not okay", say many of Biden's liberal critics, who believe that as long as children are being separated from their families, the government is not keeping its promise.

According to White House Aides, in Biden's defense, the immigration system which the president had promised will take months to put in place, as Trump-era policies still have to be repealed. Following that, Biden hopes to instore a fast-track to citizenship for refugees arriving at the border and currently undocumented residents.

PRINCE HARRY AND MEGHAN MARKLE
The Interview that Shocked the World
Bryanna Wallis
Staff Writer

On Sunday, March 7th, CBS aired an interview by Oprah Winfrey with Meghan Markle, Duchess of Sussex, and Prince Harry, Duke of Sussex. This was a long-awaited interview worldwide, and as soon as it ended, the information that Harry and Meghan revealed shocked many of its viewers. The couple had the hope of setting the record straight and sharing their side of the story after being silent for so long.

There was lots of incriminating information in this interview, but only the most important points will be covered in this article.

One of the most popular stories throughout the past few years that spread like wildfire was the story that Meghan made Kate (the Duchess of Cambridge and her sister-in-law) cry. Meghan told Oprah that the reverse happened. This incident revolved around Meghan's flower girl dresses and she explained how Kate apologized. Meghan wanted to share this so people could understand the truth.

The one regret Meghan had was believing that the royal family would protect her. She, her friends, and her family were always told to say 'no comment' in exchange for protection from the family. When the "Meghan made Kate cry" story first came out, Buckingham Palace did not correct the false allegations. Meghan explained that the palace was willing to lie to protect other members of the family but were not able to tell the truth to protect her.

The online abuse was almost unsurvivable and Meghan said it led her to suicidal thoughts. When she sought help from the Institution, asking if she could provide resources that would help her mental health, she was told 'no' because it would look bad. When she went to the palace's HR, she was told the same thing since she was not an employee.

Harry confirmed that there have been conversations within the royal family about how dark Archie's skin would be. He said he was very surprising and awkward but does not feel comfortable sharing the identity of who was having these conversations. The morning following the interview, Oprah revealed that it was neither the Queen nor Prince Philip.

On the topic of Archie, Harry and Meghan cleared the air concerning their son's title and security rumours. It is not true that they didn't want Archie to have a title. They didn't care about the title; however, it is what guarantees the grandchild security. Archie's safety is what matters most to them. When Meghan was pregnant, the convention that would have given Archie a title by default was changed. She pointed out that he is the first royal grandchild of colour and the only one not titled in the same way as the other grandchildren.

Meghan was constantly faced with racism. She said she was treated differently by the British media compared to Kate. She was always told 'it is what it is' and 'we've all had to deal with things that are rude'. To this, Meghan says 'rude and racist are not the same'.

What Meghan hopes people take away from all of this is to know that there's another side to every story and that life is worth living.
**DESTINATION UNKNOWN**

Kimberly Huard-Jones
Archivist

Staring up at the ceiling
Encompassed by the same four walls
That greet me day and night
Wondering if I will return the calls
That have been resting
Undisturbed in my phone
But today is not the day
For I would rather be alone
The only spark in sight
Is that of the lighter’s
Engaged in a hazy gaze
I think how many winters
How many of feeling as though
Whether I am here or there
Everything I do is like
Buying a ticket to nowhere

---

**CONSEQUENCES**

Sophia Jeroncic
Arts Editor

I walked down the street. The wind was brisk, and the air sharp, but the sun was warm on my face. Brushing my hair out of my eyes, I tottered against the gusts of March air.

There was a family walking on the same side of the street as me, making their way towards me, no thoughts other than their walk. They made no indication of making room for me to pass on the sidewalk, so I stepped off, and walked as far away from them as possible without finding myself in the middle of the street.

I gave them a small smile as they passed. I could feel their harrowing eyes on me as I lowered my gaze and continued walking.

***

Last summer, I went cycling. While the heat from the sun was intense and menacing, the zephyr from the direction of the lake was refreshing and energizing. It was the first time I cycled while listening to music; it was a completely new and game-changing experience.

A man passed me with no warning. He zoomed up right beside me, breathing heavily, turned his head to give me a good look while in my personal space, and then left me in his dust.

I felt like I was going to throw up.

***

Reluctantly, I went for my tests at the hospital. The waiting room was full of people older than me, all of whom were wearing masks.

When I walked in with my mother, I felt dozens of pairs of eyes follow and study me. I lowered my gaze to my phone, but I could see them reflected in my visor.

Suddenly, I heard something brush behind me. I whirled around. One girl was standing directly behind me, her face towards mine, her eyes staring icily. Annoyed and petrified, I made an attempt to move away. She followed me.

Finally, they left. I ran out of the store. People brushed against me even though they had plenty of room to pass. I panicked. I wanted to leave. I traced my pocket, feeling my insurance, ready for when my anxiety would trigger a state of being unable to breathe.

***

I’ve been lying on a hospital bed for the past few hours, fighting to breathe. All the salbutamol masks, oxygen masks, ventilators, but I still feel like I’m drowning. I’ve known this feeling for as long as I can remember, only usually, my little blue inhaler can fix it all.

My phone lies next to me. On it are all the saved posts where I urged people to follow the rules and precautions. On it are all the screenshots and comments where people said that the lives of people with health problems aren’t worth sacrificing a little bit of freedom for.

And now I am the one who is going to die. Every precaution I took wasn’t enough to protect me from the selfishness of the humans who were around me.

I feel my lungs growing weak. My last asthma attack. My last urging. My last—.
ANXIOUS MYSTERY

Vanessa Marion
Assistant Editor-in-Chief

The night began in a peculiar fashion. The sky was dark, yet the streetlights dimmed the road in an amber tone, as the wet humidity hung in the spring air. This was Alice’s favourite type of evening, where the night held a somber serenity.

She was meandering down the street. She had finished her shift at the restaurant at quarter past ten, and she had a few minutes left on her stroll home. She paused to spark a cigarette, leaning against the building to her right. She looked down at her indigo slacks, black sneakers and white button-down for a moment, sighed, and continued on her journey. Her trajectory involved walking past many alleys, which heightened her anxiety in the past, but through time the disquiet had diminished.

Though, once again, this night was peculiar. Alice felt something was different, or perhaps off, as the smoke filled her tired lungs, and she mindlessly continued to take drags of her fag. As the strange anxiety began to overwhelm her, she picked up her pace. As per habit, she quickly glanced behind her: to her solace there was no one to be seen. She lightened her pace, though the anxiety in her chest persisted. She began to think about moments from her childhood, whence her anxiety pushed intrusive thoughts. Somehow, the fear of the supernatural or of people with evil intentions didn’t diminished much with age.

Suddenly, something dark moved in the corner of her eye. She shrieked, and a small jolt sprang across her body. She quickly spun her head to see it was simply a raccoon, running from one trash can to the next in search for their next snack.

Alice began to feel relief, as she neared the door to her studio apartment. She pitched her cigarette in the street and walked up the stairs. She reached the door and ratted the keys in the lock. However, her anxiety did not dissipate, but merely heightened. Because at that moment, she realized the door was already unlocked. She swung open the door, and the only thing Alice could do was let out the loudest shriek that had ever left her body.

I’M READY TO DIE AGAIN

Logan Macdonald
Procrastinator Editor

BY THE SEA

Elizabeth Tulli
Staff Writer
ONCE UPON A CON-SERIES: A LOVE LETTER TO FANDOMS

Lara Fakhoury
Staff Writer

Looking for a modern-day fairy-tale retelling sprinkled with geek references and filled with adorable chemistry? Look no further than Ashley Poston's contemporary series Once Upon a Con. This series takes beloved classic fairy tales of Cinderella, Princess and the Pauper and Beauty and the Beast and adds a nerdy twist. The series follows unique characters and how their lives are intertwined together by a fictional show of the name Starfield and their adventures at excelsiCon.

The writing is fun, there are many pop culture references, and it connects a lot to those who are part of a fandom. Whether it's writing fanfiction, cosplaying, making fan accounts, shipping characters... you are sure to identify with one of the characters in this series. Poston perfectly captures the convention craze and culture and illustrates the wonders of geeks coming together to celebrate what they love.

This series also delves into the darker realities of the entertainment industry, such as shady contracts and having to put up a front for the media. It humanizes celebrities, drawing attention to how difficult it can be to always be in the spotlight, and gives an eye opening perspective to the world of massive blockbuster movies.

These books bring me so much joy. If you see me reading them, you will find me with a stupid smile on my face because I love them so much. This series is quick to read and recognizes what it means to be bonded to a story.

WANDAVISION: NINE EPISODE WONDER

Lara Fakhoury
Staff Writer

When WandaVision was first announced at the D23 back in April of 2019, no one had any expectations for the show. It sets up the beginning of the 4th phase of the Marvel Cinematic Universe and was the first Marvel content fans got in a year. The show follows Wanda and Vision living in a small town, trying to fit in while keeping their superpowers. Each episode evolves into a new decade of sitcoms, taking inspiration from famous shows like Full House and Malcolm in the Middle. Warning: there are spoilers ahead!

Right after every episode, millions of fans would take to social media to share their theories on what the episode revealed and what all this vague information means. Pausing at every frame of the episode, rewatching all the MCU movies to find clues that could foreshadow the show and reading the comics to try to find answers, even looking at color schemes in the characters' costumes and analyzing the vague commercials... Fans spared no efforts when trying to figure out what would unfold. When the beginning of the credits started playing at the end of each episode, every watcher was left stupefied, trying to digest what just happened.

With just one card trick, Agent Jimmy Woo, played by Randall Park, became an immediate fan favorite. He first appeared in Antman and the Wasp and since his appearance in the show has taken over social media with Jimmywoowo. But the guest star that shocked every single viewer was Evan Peters, widely known for playing Quicksilver in the X-men movies famously separate from the MCU. This sparked a whole other volume of fan theories. Perhaps this will be the beginning of the multiverse in the MCU? Maybe the X-men are canon in the MCU? Nope. It was revealed in the finale that Peters' character was just a random actor named Ralph Bohner that Agatha controlled to play her husband. Instead of revealing an enormous plot for the expansion of the MCU, we got a boner joke. We certainly didn't see that coming.

One of the greatest elements of the show is that they finally did justice to Wanda's powers, after having held her back for years, never developing her to her full potential. Since her debut in Age of Ultron, she was shown as potentially very powerful. In the finale, Wanda overpowers Agatha, using her tricks against her, revealed as the Scarlet Witch and emerging with a suit worthy of her character. I will admit, I shed a tear at seeing her at her absolute capacity, wearing an official uniform and not a plain red jacket and black bottoms.

Some fans were disappointed with the end, but it must be kept in mind that this show is the introduction into the fourth phase of the MCU and opened the doors to multiple movies such as Antman Quantumania and Secret Invasion. Until these movies are released, we can look out for The Falcon and the Winter Soldier, coming out March 19th.

WHAT IS LO-FI MUSIC?

Elizabeth Tulli
Staff Writer

If you’re an active YouTube user, there’s a chance you’ve come across a few videos titled “lofi hip radio” beats to study/relax/sleep to” with anime-inspired GIFS of girls and animals studying in cozy settings. The videos have millions of views, not to mention the live-streaming lo-fi channels’ impressive number of subscribers.

So, what is lo-fi music? Lo-fi is an acronym for “low fidelity”, which means low sound quality. This music genre is often described as the repetition of simplistic beats and jazzy melodies. It contains intentional technical flaws such as harmonic distortion, humming, or other undesirable elements.

Modern lo-fi is well-known today but it first emerged during the 1950s. At the time, the term didn’t exist. “Lo-fi” back then was called DIY music. New artists began producing classic distortion and tape skip sounds. The 80s and 90s gave birth to underground indie rock artists, creating the term “lo-fi.” Finally, the late 2000s brought chill lo-fi beats and visual aesthetics.

Lo-fi music has rapidly grown in popularity among students and working adults. It could be that the genre offers calming beats to listen to while studying, working, or simply relaxing. Lo-fi beats also only require very little active listening. For instance, the instrumental music may be easier to listen to than lyrical songs because listeners don’t need to be fully attentive. In a way, lo-fi music is like soothing background noise.

Music can serve as an escape from this crazy world. If you’re lacking positive vibes, listen to lo-fi.
ELDEN RING LEAK

Sebastian Soccoro
Editor-in-Chief

At the beginning of March, 112 seconds worth of Elden Ring footage was leaked by someone within Bandai Namco. This footage showed various hints at what Elden Ring will look like and what it will play like. After more than 600 days of no news since its reveal at E3 2019, fans finally got a glimpse into the future of FromSoftware games.

Elden Ring was stated to be a spiritual successor to the Dark Souls series much the same way that Dark Souls was a spiritual successor to Demon’s Souls, taking a lot of the same concepts to create something new. The leaked footage showed this inspiration in various clips, as it showed similar-looking models, weapons, spells, and locations as well as staple mechanics like dodge rolling and different classes. Still, it showed many open world vistas and new mechanics like a stealth crouch, horseback combat, and an instant jump.

It looked a little too graphically similar to Dark Souls III at times, but several reputable sources have warned that not only was this “trailer” for internal use only (likely to give an idea as to the tone of an actual trailer), but it was also created a year ago with several placeholder assets. Since even this footage is a year old and Elden Ring’s development was strongly affected by COVID-19, it’s hard to know for sure what elements of the footage will remain in the final version.

LITTLE NIGHTMARES II

Andréa Nikolov
Games Editor

As an avid lover of horror and thriller video games I was completely blown away when I first played Little Nightmares way back in 2017. Everything from the storyline to the stunning and creepy visuals made the experience so immersive and quite terrifying overall. When a prequel to the game was announced for release on February 11th of 2021 by Bandai Namco Entertainment, I was very excited to play it as soon as possible. I want to be very clear when I say that Bandai Namco managed to deliver exactly what fans wanted from the story and gave us some of the best scares from the game so far.

In the game we are introduced and play as a little character called Mono who we grow attached to through his very kind and compassionate nature. Through the many puzzles in the game, we also come to meet Six, the main character from the previous game, before she takes up the yellow coat and slowly see a strong bond form between Mono and Six.

Though I already had high expectations for the game, I never would have expected such a powerful and twisted ending. Seeing how Six broke their friendship and watching Mono as he transforms was truly heart breaking. I never would have imagined that such an innocent game as this one would cause me so much anxiety, fear and heartache even. It was all truly an amazing that I encourage others to enjoy as well.

The game is now available online, playable on PC, PlayStation 4 and 5, Xbox One, and even on Switch. I would really recommend this game to anyone who is interested in a thriller puzzle to really get some good entertainment out of it.

XENOBLADE CHRONICLES: DEFINITELY GOOD

Marc Randy
Production Manager

While the summer of 2020 was a period of quarantine and isolation, it was also when the remake of a classic Wii game was released. Xenoblade Chronicles: Definitive Edition is just as good as the original with a brand-new coat of paint and many well-needed quality of life improvements.

Xenoblade Chronicles is a pseudo open-world JRPG that tells the story of Shulk and his quest to discover the mysteries of the mythical sword, the Monado. After an army of machines known as the Mechon attack Shulk’s home, he and his friends set out on a journey of revenge. Set in a world where all life exists on two colossal titans rising out of an endless ocean, Xenoblade Chronicles was one of the most impressive games on the Wii.

The game was released in Japan on June 10th, 2010. Initially the only place it was supposed to release outside of Japan was Europe, and so the English dub and localisation was done in the UK. The game itself released in Europe (or in PAL regions) on August 9th, 2011. A petition called Operation Rainfall that began in 2011 eventually got Xenoblade Chronicles to release in America on April 6th, 2012.

The game itself still remains a fantastic JRPG. With a real-time battle system evocative of MMO-style combat utilizing the tried and true trinity of Tank, DPS, and Healer party characters (though there are a few exceptions). The pseudo-open world element with the ability to encounter and fight enemies in the field allows for a lot of freedom. The remake added quality of life improvements including easier quest tracking, the ability to rewatch cutscenes, and a new epilogue. With an amazing storyline and engaging gameplay, everything makes it a must-buy Switch game.

LEGEND OF ZELDA: SKYWARD SWORD HD

André Bernier
Staff Writer

When I first saw Eiji Aonuma appear to talk about The Legend of Zelda series during the March 2021 Nintendo Direct, I was a bit disappointed to learn that there wouldn’t be any news about the sequel to Breath of the Wild at least until this summer. But, I appreciated Nintendo’s honesty and the hard feelings were later replaced with excitement when I saw a familiar faint blue sky and the image of a red bird that was recognized as a Loftwing!

As the title of the article suggests, Nintendo is releasing a remaster of The Legend of Zelda: Skyward Sword on the Nintendo Switch this summer. The release surprised fans, as in 2019 Aonuma hinted that a port/remaster/remake of Skyward Sword is out of the question because of the difficulties surrounding motion controls. It was a pleasant surprise to say the least that Nintendo worked out a solution to incorporate Skyward Sword’s motion controls with Joy-Cons and a button-only option.

For motion controls using Joy-Cons, simply use the right Joy-Con to control the movement of your sword and the left as your shield. For the button-only option, use the right control stick to control the movement of your sword.

If it’s not already evident, I am extremely excited to replay this game on the Switch. Despite some of the game’s shortcomings, I will not pretend that I’m not happy about this remaster. With the game’s feel, good atmosphere and storytelling, it is a joy to play.
WHERE’S GRETZKY NOW?
Vanessa Marion
Assistant Editor-in-Chief

If you are Canadian, there’s a high chance you know who Wayne Gretzky is. Even though he played between the years 1978 to 1999, before I was even born, his name is still a household one in hockey. He’s a winner of four Stanley Cups with the Oilers, 10 Art Ross’, nine Hart Trophies, and more. Gretzky notched 2,857 points (894 goals and 1,963 assists) in 1,487 games (source: sportsnews).

At the moment, he holds 60 NHL records. The highlights of these include a 51 game point scoring streak, most career points, most assists, most hart trophies, most goals in a season, etc.

And with all his accomplishments, it’s no surprise his net worth is 250 million.

He began skating at 2 years old, and playing hockey at 6. From a young age, it was clear he was talented in the sport. This was continuously demonstrated, as with the Oilers, Gretzky won the Stanley Cup four times, in the years 1984, 1985, 1987, and 1988. He also led the Kings to their first Stanley Cup finals in 1993, they however never won the cup. Gretzky left the Kings in 1996, and began playing for the St. Louis Blues. He was transferred once again to the New York Rangers, where he spent the last three seasons of his hockey career, until finally retiring in 1999. (source: news mamanama)

Where is this iconic hockey player now? He is a partner of the Oilers and a vice-chairman of the Oilers Entertainment Group, focusing on the business side of the team.

THE LACKLUSTRE ALL-STAR GAME
Gursagar Singh
Sports Editor

The All-Star game was underwhelming. The new format that inaugurated last year, seemed to spark an interest or a greater engagement by participating players. They actually played Defense, something rarely seen in an All-Star game. The 2020 all-star game which was a prequel to the tragedy of the pandemic, was remembered as one of the highlights of the year. The MVP trophy was given under the name of the Late Kobe Bryant. The 2020 All-Star game is one that not only memorialized but it is one to be remembered.

However, the 2021 All-Star game did not create for many riveting, joy sparking or interesting talking points. The game was mundane, not even for the lack of defense (although there really wasn’t any), the players seemed uninterested. This is most probably due to the condensed scheduling of games this year to make up for lost time, the NBA is targeting a conventional October start to the next season and condensing the season this year has put a strain on most players. Players like LeBron had lackluster performances, although Curry and Gianni made the game watchable. The All-Star game also did not bring in the usual fanfare or drama, due to not only the lack of fanfare in the Arena, but the forced timing of the event. With the whole event unable to garner its usual All-Star Weekend Status.

The game was also greatly castrated by injuries and COVID concerns. With Team Captain Kevin Durant and Joel Embiid unable to play, Team LeBron dominated Team Durant. However, this is not an alarm for the NBA to reformat the structure of the games again. The mundane nature of the games is likely circumstantial. Fans can only hope that the conditions next year will be more favorable for an entertaining game.

THE 25TH ANNIVERSARY OF THE WNBA
Gursagar Singh
Sports Editor

Although the WNBA has gone relatively under the radar of interest for most of its young history. Overlooked by most sports fans and under-appreciated by most athletes, the WNBA has covertly been a rising asset. It has slowly started to enter the mainstream, developing an interest in many young girls to pursue athletics. Basketball is starting to establish itself as a premier sport amongst women’s athletics with an increasing number of women starting to play in the conventionally male dominated open gyms. For this Women’s history month it is important to shine a light on the WNBA who is celebrating its 25th anniversary.

It is important to acknowledge the long road ahead: the discrepancy in the popularity of the WNBA and its brother, the NBA. It may take some time before WNBA legends become household names with their jerseys topping wishlists on Christmas, but this idea of name brand recognition is starting to become more conceivable. The WNBA has managed to give many young women a goal or a path to stardom, something to strive for. Stars like Sue Bird with 4 WNBA championships, 4 Olympic gold medals and 2 NCAA College Championships, will be recognized as a pioneer for female players, to the effect of Jerry West or an Oscar Robertson. She will be a Mount Rushmore player as the WNBA continues to establish itself into mainstream sports. Players like her have and will continue to inspire the next generation of talent, like player Paige Bueckers, a rising star in the NCAA.

The valuation for any WNBA team is steadily increasing, and this is reflective of the rising popularity of this relatively young league. It’s becoming more recognized by sports lovers each season. Here’s to another 25!
LOCKDOWNS ARE DETRIMENTAL
Palmer Krilick-Tomchishen
Opinions Editor

The recent Québec government’s extension of lockdowns and implementation of curfews to limit the spread of COVID-19 will have more harmful effects on the health, economy and welfare of the entire population than benefits. While intuitive it might make sense to impose a curfew to slow the transmission, there is no concrete evidence that it works, and a curfew that limits our freedom of movement and causes both a mental health and economic crisis is a hard price to pay to implement something that has an unknown level of efficacy.

According to a survey by Léger for the Association of Canadian Studies, people living on lower incomes are significantly more likely to be affected by the curfew. One third of people with annual incomes under $40,000 say the curfew has changed their lives, versus only 18% of those with incomes of $100,000 or more. “People with higher incomes have much more space. It’s easier for them to make adjustments,” said Jack Jedwab, president of the Association of Canadian Studies. Thus, curfews inherently detrimental affects those who are less wealthy.

Consequently, Polièvre added how with every 1% increase in unemployment there is a subsequent 2% increase in suicide rates and a significant increase in opioid abuse and depression. The Canadian government is setting its citizenry up for a severe economic and mental health crisis.

No scientific evidence supports that the recently imposed curfew will help decrease the rate of infections. In fact Quebec’s Public Health Director, Horacio Arruda openly admitted he couldn’t provide data to show that a curfew can reduce COVID-19 infections, but he said that it “sends a signal”. Premier Legault called this a “shock treatment”. Is it wise to administer a “shock treatment” to a population already mentally fragile after 12 months of deprivations? Since when do we let authoritarian rule our lives based upon personal conjecture and unscientific wisdom?

Rather than invoke these harsh measures, a targeted quarantining for those who have contacted the virus is needed. The public needs to be encouraged and educated into following basic public health measures, not forced through violent coercion and extraction of their wealth. We also need to protect people at higher risk who are fragile with chronic illnesses. For example, nursing homes should use staff who are vaccinated, not rotated and should perform frequent testing of visitors. Retired people living at home should have groceries and other essentials delivered to their home. Visits should be limited to designated family members essential for their well-being but still maintaining sanitary measures.

The Canadian governments lockdowns and curfews limit rights and freedoms guaranteed by the Canadian Charter, such as: the right to liberty, the freedom of conscience and religion, the freedom of expression, the freedom of assembly and of association, mobility rights, the right to travel and the freedom from unreasonable search and seizure. For the lockdown and the curfew to be constitutional, there must be proportionality between the limit on our rights (if any) and the benefits gained. Based on the medical and scientific evidence which conclude the limited effectiveness of lockdowns and curfews, I believe that the seriousness of the violation of these rights and freedoms is disproportionate to the benefits and only stimulates dire consequences.

HIDDEN TALENT: PART THREE
Sophia Jeroncic
Arts Editor

Once again, looking for new artists to check out? This week, two more lesser-known artists are waiting to gain a wider recognition.

One artist who is not well-known is Soran. Soran is a Montréal-based artist whose music features a lot of heart felt sentiment and intensity. With approximately 374,000 monthly listeners on Spotify, Soran is someone who has great potential to grow and be appreciated by countless other people. His music mixes acoustic guitar and piano with electronic effects. I like Soran because his music isn’t generic or basic; his songs are perfect for any time of the day, any mood. My favourites are “Julia”, “Emma”, and “Stop Myself”. “Julia” is about being interested in someone new while both “Emma” and “Stop Myself” are about relationships and fears of losing someone or messing up. His newest release “Bottled Up” is catchy, and the lyrics express honesty and feelings.

Another interesting artist is KILLY. Unlike Soran, KILLY’s music falls under hip hop and rap, consisting of trap beats and electronic tunes. Although his songs all contain trap vibes, the tone of his music created through the beats varies quite a bit. His music is fitting for happy, confident moods, and I like to listen to his music when I study since it provides a nice background beat. My favourite song of his is “Eye for an Eye”, one of his most popular songs. The song itself is one that has the ability to remain in my head, long after I’ve listened to it. On the whole, KILLY’s music gives the listener the effect of being powerful and projects a feel-good vibe.

Additionally, the American Medical Association in December 2020 released “Reports of increases in opioid and other drug-related overdoses and other concerns during COVID pandemic” and set out measures to deal with this crisis—a crisis that is a direct result of the lockdowns implemented by government authorities.

Moreover, an article published by Bloomberg News in May 2020 showed that countries “with the harshest and most Draconian lockdowns suffered the most economically”. In the House of Commons, Canadian politician Pierre Poilievre reviewed a Harvard study discussing the five key indicators for a forthcoming financial crisis and it was discerned that Canada now checks off all of the five key indicators according to the aforementioned study. Poilievre discussed how house prices may drop by a third, the economy by 9% and the stock market (which constitutes peoples savings) may diminish by 50% in this forthcoming financial crisis that was created as a result of government overreach.

ANXIETY & SHOWS
Vanessa Marion
Assistant Editor-in-Chief

I’ve recently been delving into cinema I would have previously not. I have a habit of repeatedly watching the same shows; I have my favourites. These shows provide me comfort, as I face no surprises while watching them and already know everything that is going to happen.

I’ve heard this could be related to anxiety, which is quite probable in my case. The mission to watch new shows seems unorthodox, but this task took an odd amount of courage. I had been stuck in the same cycle for about a year.

Everything in the world, especially in the past year, is unpredictable. To have some familiarity and knowledge about what’s going to occur created some solace. I had tried to break out of this cycle before, but often began a series to quit after ten minutes. I didn’t wish to commit myself to the trials of trust and heartbreak which came with discovery of a new show. I felt uneasy seeing new characters on my screen rather than the comforting faces of those I know.

Perhaps some feel the same. For some the anxiety that comes with watching a new show does not seem worth it, especially when a selected few characters have already won over your heart. However, breaking out of the same continuous cycle can provide so much more than expected.

The emotions that come with uncovering a new cinematic universe are unexpected. I had forgotten the passion and excitement which came in becoming attached to fictional characters. With this also came more anxiety, as I became attached to the characters their lives felt within my own. For the first time in a while, I laughed out loud, cried, yelled, learned, and felt connected.

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**ANOTHER HAPPY LANDING**

Marc Randy  
Production Manager

On February 18th, 2021, NASA's Perseverance rover landed in the Jezero crater on Mars after a six-month trip. Launched in July of 2020, Perseverance is NASA's most ambitious rover landing to date, as well as the largest and most complex probe ever sent to another planet. With tools more powerful than ever and a planned sample return mission to Earth, Perseverance is the ultimate rover in search of the existence of life on the Red Planet.

Up until now NASA has successfully landed five rovers on Mars; all managed by the JPL or Jet Propulsion Laboratory. This also includes probes that were not robotically controlled like the Viking 1 and 2 missions. All Mars missions were sent with one primary goal: to learn more about Mars and search for signs of Martian life. Despite the many things we've learned about the Red Planet, there has been no evidence of life existing or having existed on Mars.

Perseverance is the latest effort to learn more about the Red Planet. But what's interesting about it apart from more sophisticated equipment is two particular mission goals. One is a small helicopter drone stored in the belly of Perseverance called Ingenuity and the other is the goal of returning rock samples to Earth in the 2030s.

Ingenuity is slated to be dropped down out of Perseverance's belly and flown around in the Martian atmosphere as the first-time powered flight ever done on another planet. The sample return mission is probably the most exciting. NASA is partnering with the European Space Agency (ESA) to design and build a Mars rover to pick up Perseverance's samples and send them back to Earth by physically launching them using a small rocket.

Perseverance was the most ambitious and difficult Mars mission NASA has ever attempted, and with its success it opens up a wide range of exciting milestones, high definition pictures, and lots of data to prepare humanity's eventually setting foot on the Red Planet.

**REVERSING PAIN IN MICE WITH CRISPR**

Andre Bernier  
Staff Writer

There could be a better method of pain management on the horizon than just swallowing a pill of Oxycodeone (a pain relief drug that quiets nerve signals but has been shown to cause addiction and a variety of unwanted effects). A new study in mice has found that certain types of pain can be prevented or reversed without apparent side effects by silencing a gene involved in pain signaling. If later studies find this method appropriate, this method of gene therapy can provide patients with chronic pain a longer lasting and safer option for their pain management.

Electrical signals, which are fired when pain stimuli reach the brain, travel through ion channels. One channel, called the Nav1.7, is a prime candidate for this kind of research due to the fact that the loss of function of this protein has shown the inhibiting of pain in patients.

Using CRISPR, the study aimed to reduce the amount of Nav1.7 cells produced without affecting other Nav family’s channels or create a numbness to all pain which could be dangerous. Using an injection, the researchers aimed to facilitate this effect. Within one month of the injection, rodents became less sensitive to the pain stimuli that researchers gave compared to the rodents that did not.

However, cost can be an issue as gene therapy is expensive to manufacture, so companies are reluctant to invest in it. The researchers hope that eventually these treatments could work at lower doses and lower costs.

**ALLERGY SEASON IS APPROACHING!**

Victoria Navas Via-Dufresne  
Science & Tech Editor

The role of the immune system in our bodies is to defend us from harmful substances, bacteria and viruses. Sometimes the immune system becomes hypersensitive to certain substances and causes the individual to be allergic to them by reacting.

These substances that cause reactions are called allergens, and they can vary from foods, to pollen and medications. Some allergic reactions can be mild, but others can even cause fatalities.

Allergies do not develop overnight and instead involve a long period of time. When an individual is first exposed to substances that are not harmful, that individual will not react to them. However, as time passes and the individual is exposed long-term, the immune system starts sensitization and eventually recognizes substances as allergens and produces antibodies to fight them.

Attention! A food allergy is not the same as food intolerance. While a food allergy involves a reaction from the immune system, explained by Yvette Brazier in MedicalNewsToday, food intolerance is due to a deficiency in enzymes to digest certain foods. The intolerance, while it may be uncomfortable or painful, is rarely life-threatening. The food intolerance reaction will also depend on the amount of substance ingested. While in food allergies, even the ingestion of foods produced in an environment where the allergen is present, but not an ingredient, can be harmful.

Symptoms of allergies depend on the type of allergen, as explains Adam Felman in MedicalNewsToday. In food allergies, some common symptoms include vomiting, swelling of the face, lips and tongue, shortness of breath, diarrhea, etc. The unlucky individuals allergic to dust or pollen can suffer from a congested or runny nose, swollen and itchy eyes and coughing. From insect stings, the affected can have hypotension, shortness of breath and itchy skin among others. Some individuals can even be allergic to medications and suffer rashes, swelling and itchiness among more. Any allergy can lead to more severe symptoms that could even cause anaphylaxis which causes inflammation of the body and can lead to the narrowing of airways, sudden drops of blood pressure and loss of consciousness.

Allergies can be tested by a doctor if an individual believes they might be affected. A blood test, skin prick testing or patch test may be used. The blood test will measure the antibody levels for the specific allergen in order to determine if the individual is allergic. The skin prick testing is done by pricking the skin of the patient with a small amount of allergen to see how the body reacts by looking for any signs of itching or rashes/swelling. Patch tests are used to see how the patient reacts to the contact of the allergen with the skin. The metal patch containing some allergen is installed on the individual’s back and monitored at 48 hours and two days after the first check. The patch test looks for any contact eczema which is a condition by which the skin cracks, is inflamed and itchy.

Avoiding the allergens is the best way to keep yourself safe from any allergic reactions, but many medications are also available in case a reaction were to happen such as antihistamines, decongestants and corticosteroids. For those suffering from severe reactions, do not forget your EpiPen.
Hey Sop, did you know that it's been a whole year since lockdown started?

Happy Birthday, I guess... Can we please just have the funeral for this virus?

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SUPER STRAIGHT
When Transphobes Wear a Costume

Elisabeth Beaulieu
Contributor

When I opened twitter last week, nothing could have prepared me for the biggest display of transphobia I had seen in a long time. Super Straight! A new sexual orientation, claiming to be for heterosexuales that are only attracted to cisgender individuals of the opposite sex. Kickstarter on Tiktok by a user under the name of "@kyleroyce," the movement immediately received backlash. Kyle Royce has since changed his username and made his account private, but the wave he started rapidly grew into a tsunami of people trying to justify discriminatory speech. The astounding amount of support he received pushed me to look deeper into this issue that goes beyond internet trolling.

The idea of Super Straight also gave birth to similar groups, such as Super Gay, Super Lesbian, Super Bisexual, and so forth. Many might say: “but if it’s their preference, why is it a bad thing for them to classify themselves in a new sexual orientation?” To answer that, we must look into the concept of gender.

Gender is vast, unlike what the masses seem to believe. Transphobic or misinformed people will often say that, for example, a trans woman is not a “real” woman since she was born a man. But the gender a person was assigned at birth (indicated by male or female reproductive organs) does not automatically reflect their gender identity or gender expression. What about individuals who, at birth, have “unexpected” genitals or are intersex? The common practice—non-consensual, wrong, and most of the time medically unnecessary—performed by doctors is a surgery that modifies the sex organs to make the baby fit into a sex category of the dyad. This flaw proves that the dyadic sex and gender categories are incorrect.

There are so many gender identities (male, female, transgender, agender, bigender, intergender, genderfluid, and the list goes on) and so many ways to express that identity, whether it be femininity, masculinities, or androgyny. Hence, there is no such thing as a “real” or a “fake” woman. It is an identity, not an automatic assignation. Anyone can be a woman if they feel that they are!

Being attracted to specific sexual organs or a certain gender expression is not the issue. The preference is not the problem, it is the way Super Straights perceive and talk about that preference. They created a new sexuality to escape the oppression—their words, not mine—they felt when their transphobia was denounced. But the facts remain; they invalidate trans people by refusing to acknowledge their gender identity and expression beyond the sex they were assigned at birth. It encourages the false discourse that non-cisgender people are nothing more than what is between their legs. Mistakenly naming it a sexual orientation gives an excuse to transphobia and reinforces violence against the transgender and gender non-conforming community.

In our society, queophobia seems to be one of the hardest things to overcome. What seems like small steps, however, will eventually lead us there. Taking the time to either educate, respect, accept or understand is essential.

POKÉMON PRESENTS AMATUERISM

Sebastian Socorro
Editor-in-Chief

In the morning on February 26th, the official Pokémon YouTube channel streamed a 20-minute presentation announcing several aspects of GameFreak’s plans for the series. This presentation was announced the day before, giving Pokémon fans some time to speculate about what would be shown and get excited. A prevalent prediction among the fandom was news about Pokémon Diamond & Pearl remakes, since they seemed done with Sword & Shield and people have wanted a remake of that region basically since the release of Omega Ruby & Alpha Sapphire all the way back in 2014. Other than that, not much was known, however.

Bafflingly, the stream started with a 5-minute run through the history of Pokémon since its inception (accounting for a fourth of the runtime of the presentation), going through every entry in the series but strangely omitting Pokémon Colosseum and XD: Gale of Darkness (both on the GameCube). I’ve always held that both of those games have better/more expressive 3D animations than Sword & Shield on the Switch, so it was a bit amusing in that regard.

The next 5 minutes were spent on the previously-announced New Pokémon Snap, which admittedly looks incredible. It looks leagues better than any 3D Pokémon game we’ve seen, which is due to the fact that it’s being developed by Bandai Namco and not GameFreak.

Next was the announcements of the Sinnoh remakes, Pokémon Brilliant Diamond & Shining Pearl. To our surprise, the remakes had a chibi art style and (apart from the graphical upgrade) replicated the visuals of the originals. The whole thing honestly looked like a mobile game, which is appropriate because it’s being developed by ILCA (developers of Pokémon Home). ILCA has worked on other games in the past, but it’s mostly been with cinematics and visuals. They have little to no experience coding, which makes it concerning that they’ve been handed the Sinnoh remakes.

Graphically it looks like an emulation of 3DS game, which is not at all what people were thinking of when they imagined Sinnoh remakes. It likely won’t drastically improve visuals before release either, since it’s slated to release later this year. Whether the chibi art style puts you off differs from person to person, though it personally bugs me. It’s certainly charming in its own way, but I wouldn’t want the Hoenn remakes to have been made this way, for example.

In an even bigger surprise, Pokémon Legends Arceus was revealed next. Even with the trailer (which included some gameplay), not much is known about it. It was shown to be open-world and still retain the core mechanics of catching and battling wild Pokémon, but most aspects of the game are still up to speculation. The player character was shown crouching, running and even rolling throughout the open world and it’s stated to have “new action and RPG elements”, but what these elements are still unknown. A startling amount of people were praising GameFreak for “finally giving us Pokémon Breath of the Wild”, but there was absolutely nothing similar between those two games other than the fact that it’s open world and it has green fields. For a game coming out early next year, it also looks extremely barebones and it’s very concerning that we still don’t know anything about it. The lighting overall was shoddy, the world looked barren and empty, and there were glaring frame drops at times. These aspects could be improved on with time, but I don’t have much faith in GameFreak after they released Sword & Shield with the same graphical problems it had in the trailers. To me, it looked more like a proof of concept than a trailer for an upcoming game.

I feel like history is repeating itself, and people are putting too much good faith into a multimillion dollar company that can’t put out better-looking games than indie studios. One would think that not having to include all 898 Pokémon in Legends or the Sinnoh remakes would free up their resources to work more on polish, but this doesn’t seem to be the case. Even when they limited the pokédex back in Sword & Shield’s original release, most of their models and animations were still recycled from the 3DS games and still looked very stiff. I always hope for the best, but I can’t be an optimist when it comes to GameFreak.