

GAMERZY

A ZELDA
GAME
SHOULD'VE
CAME A LONG
TIME AGO

A Zelda protagonist feels
not just exciting, but
essential.



**BEST GAMES
TO LISTEN TO
PODCASTS TO**

These titles enhance your
podcast listening
experience.

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TABLE OF CONTENTS

06

A ZELDA GAME SHOULD'VE COME A LONG TIME AGO

09

BEST GAMES TO LISTEN TO PODCASTS TO

12

COFFEE CARAVAN: A CHARMING INDIE BREW WITH STRATEGIC DEPTH

16

BEST GAMES TO PLAY WHILE WATCHING TV OR JUST MULTITASKING

18

CHILDREN OF SILENTOWN: AN ATTRACTIVE AND COLORFUL SPIN ON BURTONESQUE ARTSTYLE

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FROM THE EDITOR

Hey Gamers,

Welcome to the very first issue of Gamerzy Magazine! We're absolutely thrilled to bring you our premiere quarterly edition. As fellow gamers, we know how much this world means to all of us, and we're here to share that passion with you.

Gamerzy Magazine is all about bringing you the best in gaming content with a special focus on inclusivity and indie gems. We're dedicated to providing in-depth reviews, up-to-date news, and thoughtful insights on the latest games. Our goal is to create a space where everyone—no matter who you are—can connect and geek out over our shared love of gaming.

In this issue, you'll find opinions that tackle a newly announced game, shining spotlights on the indie games you might have missed, and some top-tier game recommendations for those cozy, chill play sessions. We believe in celebrating the diverse voices within our community and making sure everyone feels welcome and represented.

Thank you for joining us on this journey. We're excited to grow with you and can't wait to hear what you think of our first issue. Let's make Gamerzy Magazine a hub for the vibrant and diverse gaming community we all love.

Game on!

Editor-in-Chief

REACH OUT TO US



Want to reach out to us? You can find us at:

- <https://gamerzymag.com/>
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CAN'T WAIT TO HEAR FROM YOU!

A ZELDA GAME SHOULD'VE CAME A LONG TIME AGO

BY ALLYSON COCHRAN

For decades, gamers have wielded the Master Sword as the courageous Link, saving Hyrule and its beloved Princess Zelda. But with the announcement of *The Legend of Zelda: Echoes of Wisdom*, a long-overdue shift in the narrative is finally upon us. Zelda herself will be the playable protagonist, a decision that feels not just exciting, but essential.



Yes, Link is an iconic hero. But Zelda has always been more than just a damsel in distress. She's the protector of the Triforce of Wisdom, a powerful mage, and a strategic ruler. We've seen glimpses of her strength in games like *Ocarina of Time* and *Breath of the Wild*, but *Echoes of Wisdom* lets us truly experience Hyrule through her eyes.

This isn't just about girl power, though that's certainly a welcome aspect. It's about offering a fresh perspective on a familiar world. Will Zelda rely more on magic and puzzles than swordsmanship? How will her relationship with Link change when the roles are reversed? *Echoes of Wisdom* has the potential to be not just a great Zelda game, but a game that redefines the franchise for the better.





Some may argue that Link is the established hero, and that changing the formula is risky. But Zelda's story has always been intertwined with Link's. This is a chance to explore her potential, her struggles, and her triumphs in a way that wasn't possible before. It's a chance to see Hyrule not just as a land to be saved, but as a kingdom Zelda desperately fights to protect.

Echoes of Wisdom feels like a culmination of years of player desire. It's a chance to break free from tired tropes and write a new chapter in the Zelda saga. This isn't just Link's adventure anymore. It's Zelda's time to shine, and it's about time.



BEST GAMES TO LISTEN TO PODCASTS TO

BY ALLYSON COCHRAN

The struggle is real. Some games demand your full attention, leaving narrative podcasts dead in the water.

We're diving into a space where games and podcasts can collide. We'll explore fantastic games that provide the perfect soundscape for your next audio adventure. From calming simulations to strategic battles, these titles won't steal the show, but instead, enhance your podcast listening experience. Here are some of the best games to listen to a podcast while playing.





SUBNAUTICA

In this game, you'll descend into an underwater world both beautiful and terrifying in Subnautica, a survival game lauded for its atmosphere. While managing oxygen and crafting tools, the ambient sounds of the alien ocean create a backdrop for podcasts without competing for your attention. However, be prepared for occasional jolts of adrenaline when encountering the game's hostile creatures.

STARDEW VALLEY

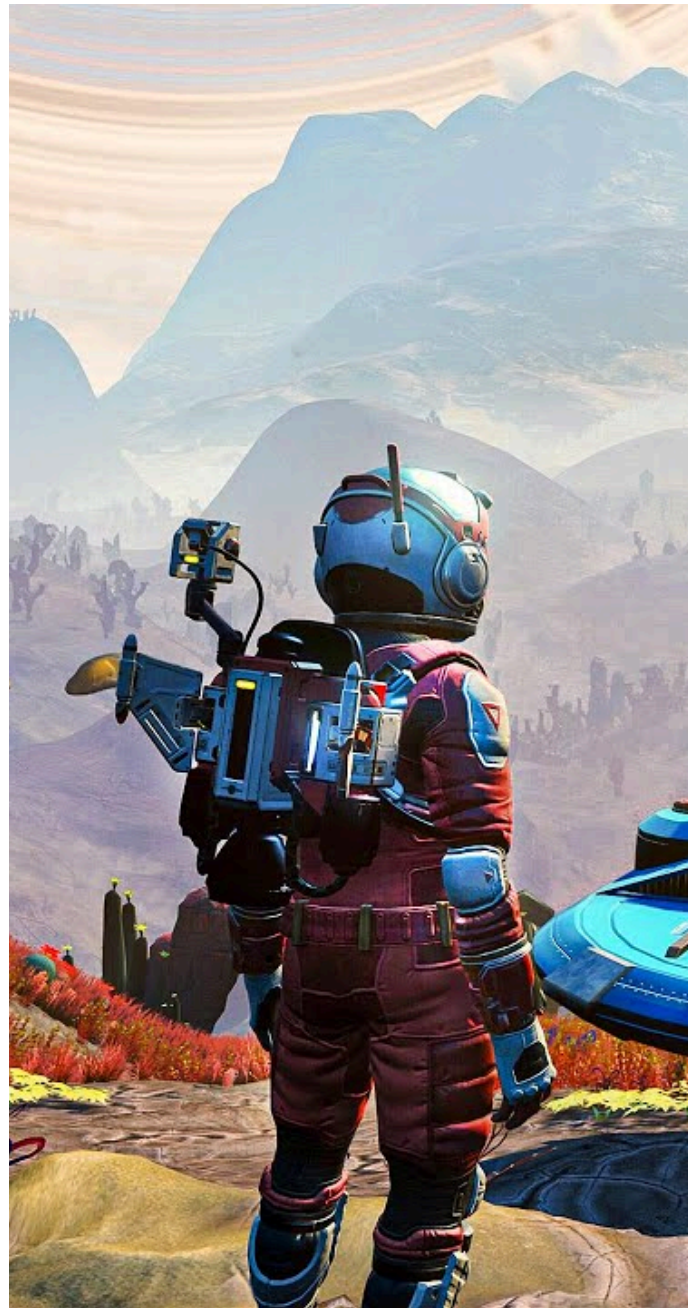
This pixelated farming simulator has become a critical darling for its relaxing gameplay and charming characters. Players cultivate land, raise animals, and befriend the townsfolk. The repetitive tasks and gentle pace create a calming atmosphere that won't compete with a thought-provoking podcast.

CITIES: SKYLINES

Design and build your dream city in *Cities: Skylines*. While managing traffic flow and city services can be complex, the game offers a satisfying loop that allows you to zone out at times. The ambient city noise creates a realistic backdrop for podcasts, especially those focused on urban planning or historical topics.

NO MAN'S SKY

Blast off into a vast, procedurally generated universe in *No Man's Sky*. While the core gameplay loop involves exploration and resource gathering, the sense of awe and isolation creates a perfect backdrop for podcasts. The ambient music and sound effects are subtle, ensuring your chosen audio remains the main attraction.



HOLLOW KNIGHT

Explore a hauntingly beautiful ruined kingdom in *Hollow Knight*, a critically acclaimed Metroidvania. Combat can be challenging, but exploration and puzzle-solving are more relaxed, allowing for focused podcast listening during downtime. The game's masterful soundtrack sets the mood without overpowering the audio you choose.



COFFEE CARAVAN: A CHARMING INDIE BREW WITH STRATEGIC DEPTH

BY ALLYSON COCHRAN





“This isn’t just about throwing beans in a pot; success hinges on balancing speed and quality”

Calling all coffee aficionados and budding entrepreneurs! Coffee Caravan is an indie game that invites players to step into the shoes of a mobile barista, building a dream coffee business on a whimsical road trip.

While the game’s initial appeal lies in its adorable pastel-colored world and cozy atmosphere, Coffee Caravan offers more than just a relaxing visual experience. The core gameplay revolves around strategic resource management and customer satisfaction. Players experiment with an extensive recipe tree, unlocking new coffee concoctions and catering to increasingly diverse customer preferences. This isn’t just about throwing beans in a pot; success hinges on balancing speed and quality to keep the line moving and customers happy.



Coffee Caravan presents an interesting blend of time management and resource allocation. Players invest in upgrading their brewing equipment, from basic grinders to sophisticated espresso machines, to elevate their coffee offerings. However, finances must be carefully managed. Earnings are used not only for equipment upgrades but also for unlocking new recipes, making each decision impactful on the overall success of the mobile cafe.

Coffee Caravan boasts high replayability thanks to its procedurally generated road trips. Each playthrough offers a unique journey with new challenges and opportunities. Players encounter shops to upgrade their equipment, face customers with varying levels of coffee expertise, and experience surprise events that add spice to the adventure. The ultimate test of barista skill awaits at the end of the road - a showdown with the ultimate coffee critic, a challenging finale that demands mastery of the brewing arts.



Coffee Caravan caters to a broad audience. With a playtime of around 5 hours for 100% completion and easy-to-obtain achievements, the game offers a delightful experience for casual players seeking a relaxing coffee break. The charming visuals and lighthearted atmosphere create a truly cozy environment, perfect for unwinding after a long day.

For those seeking a deeper strategic challenge, Coffee Caravan offers multiple difficulty levels and a surprising amount of depth in managing resources and catering to customer demands. Whether you're a coffee enthusiast or simply enjoy a charming and strategic adventure, Coffee Caravan is a delightful indie brew worth checking out.

BEST GAMES TO PLAY WHILE WATCHING TV OR JUST MULTITASKING

BY VALERIE SHAM

Sometimes, we can't always be glued to our PCs or consoles for a long period of time and that's ok. You want a game that you can check in every time you do your chores or watch your favorite T.V. show or podcast and that's also ok. Or simply put, you can't multitask playing your favorite game and doing housework simultaneously - also a valid reason because I'm the same way.

But relax, no need to devote your whole life to a game because, in this list, we got the best games to play while you're out watching something or just out doing the things you need to get done.





FARMING SIMS

Farming sims are your best friends because you grow one crop and you can let it do its thing while accumulating profit. It's also comfy and cozy as you can watch yourself planting gardens or fighting off any invaders destroying your land - all without you being glued in one place.



SIMPLE TACTICAL STRATEGIES & TURN-BASED RPGS

A lot of traditional RPGs or tactical games have you stop what you're doing and focus on how one move can defeat a line of enemies or how you can use your last move in a boss battle. On a normal day, this would work, but you have to catch up on your Netflix watchlist, so you need a game that's still roleplay, but without all that concentration.

CARD GAMES

You're wondering why card games are on this list for the games you play while watching something and believe me, I was surprised too. Card games are actually games you can play without putting your whole attention to as you're able to control your decks and if it gets too fast, you're able to pause it (always a plus!).



Multitasking isn't always fun as you put more of your focus on one thing versus another thing, which is stressful if there's something you have to get done. Trust me, it's not a great thing, but fret not, these games presented here can keep you entertained without staying in one place while you do the boring and important stuff.





CHILDREN OF SILENTOWN: AN ATTRACTIVE AND COLORFUL SPIN ON BURTONESQUE ARTSTYLE

BY JORDAN LEMONS

“In a town where there are far too many rules and far too many secrets, it becomes your duty to find out what is going on.”

Children of Silentown is a whimsical hand-drawn painting brought to life with a unique style and a compelling storyline. In a town where there are far too many rules and far too many secrets, once the villager’s disappearances get a little too close to home, it becomes your duty to find out what is going on. Step into this magical world with us as we shine a light on this town and face the monsters hidden within the forest just beyond the gate at dawn.

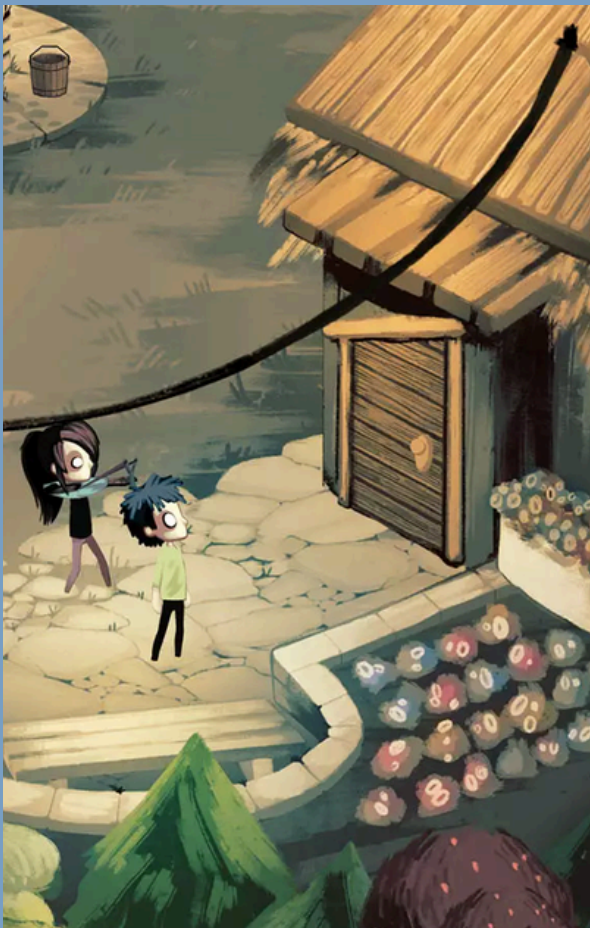
The story revolves around Lucy, one of the many children who live in the town, who is suffering from nightmares of strange occurrences going on in the nearby forest. Residents of the town are forbidden to go there after dark, reminded that even leaving their houses just before dusk can result in the curse of the town taking place.





While trying to avoid the ominous signs that come from the forest and stories amongst the adults alike, Lucy grows ever more frightened as disappearances don't just stop at some of the children in town, but the adults as well. When at last she can't ignore it, she decides to begin her own investigation, it may just be the difference between uncovering the mystery of the village and finding out the fate behind those who disappeared.

The world of Silenttown is one that has been painstakingly drawn, edited, painted and rendered to lure the player with visual storytelling as much as the world's own storytelling. From the movement of the characters when exploring the town to the expressions during cutscenes, Children of Silenttown is an absolute joy to witness just seeing the hard work that went behind the art and editing.



This style works well for its eerie elements, both in Lucy's nightmares as well as the mysterious things that linger beyond the gate. You'll encounter many moments in the game that take advantage of this style by blacking out the colors and focusing on points within the scene such as Lucy, children, or the occasional jump scare. The map is a constant surprise of beautiful artwork that only knows how to utilize itself to the best ability for an incredible experience for the player.

The game follows some pretty basic puzzle-solving skills where you gather items that are spotted around the map and use those to combat what has you stuck. Along the way, you unlock notes to songs that you can use to uncover secrets about people such as the Song of Children. Singing this around certain characters can either fill you on story narratives or help you solve or finish a storyline.



There are some pretty fascinating mini-games in Children of Silenttown as well, such as the cross-stitching where you repair a character's ripped memory in order to help them recall what happened and help you figure out the next portion of your quest.

Children of Silenttown is an artistic and beautiful story that you won't be able to put down until you uncover the truth yourself.





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