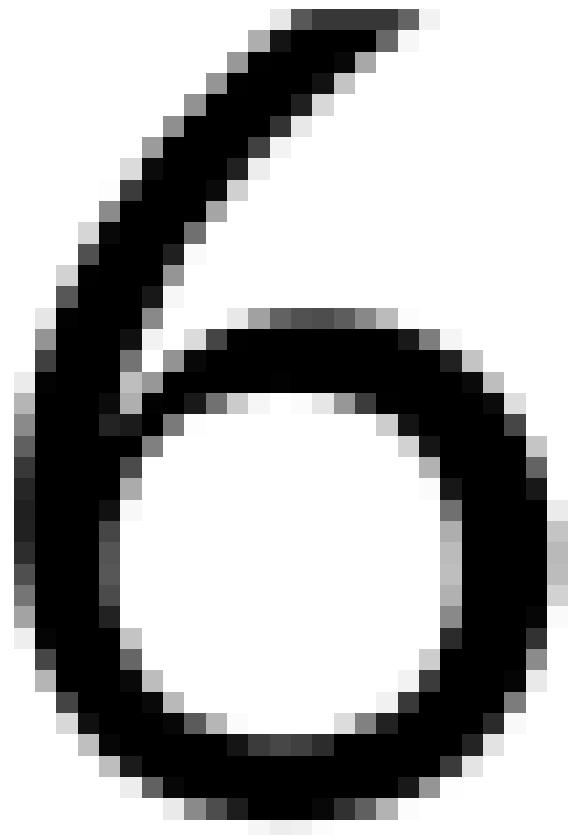
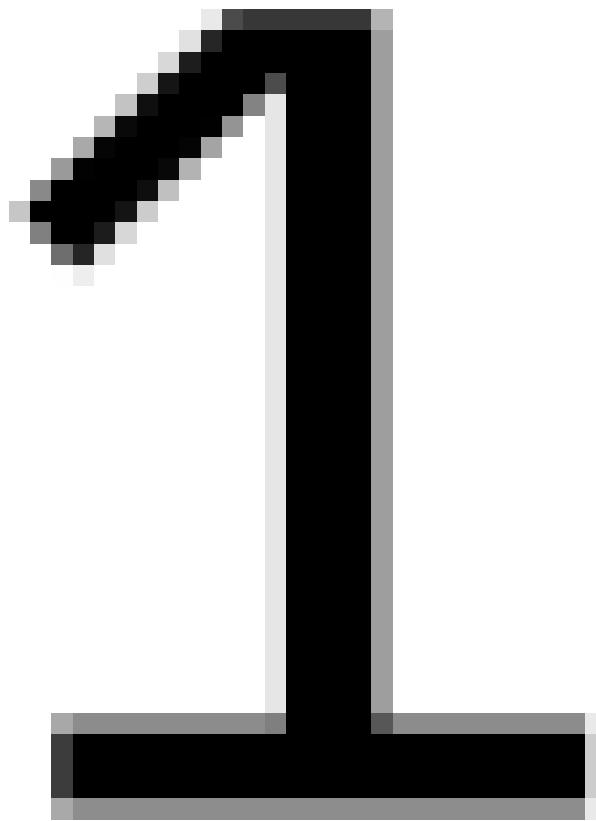


15

so many times, a single pixel is enough,



Game:
The Legend of Zelda -
Ocarina of Time

Released 1998 (Japan)
by Nintendo

Add video!







0.00

Sometimes, a single pixel is enough

Game:
The Legend of Zelda -
Ocarina of Time

Released 1998 (Japan)
by Nintendo



Walls? Where we're going, there are no walls!

Game:
The Legend of Zelda -
Link's Awakening DX

Released 1993 (Japan)
by Nintendo

