



Review Sayonara Wild Hearts

Simogo

Its name perfectly represents the idea, Sayonara Wild Hearts is a racing game where dancing, fighting and music are mixed, this makes it absolutely impressive to entertain and relax for hours. This combination makes this video game a true work of art and a true pop album

Sayonara Wild Hearts is a music-based rhythmic action game developed by the independent company Simogo. The story follows a young woman, whose home has been broken, travels through a psychedelic neon outline environment and in low-life polygons, representing the broken harmony of her world.

The project was born from the collaboration of producer Daniel Olsén and composer Jonathan Eng, who decided to create an album that would continue with the previous work of the second. To this they added the voice of Linnea Olsson and little by little, taking risks in this area, they managed to shape it. With a very marked eighties aesthetic, its objective was to bring back that decade through electric sounds and use that music as a common thread

Defined as a pop album made of a video game, it has its own style, with a very personal and characteristic color palette, which makes it one of the most interesting **games and applications** for music and video game lovers. Music is its central axis, you can find all its songs in a Spotify playlist and Queen Latifah is the narrator of the story.

The songs that compose it are the ones that tell the story of our protagonist, who must overcome her own inner demons after a breakup. The rhythm of the different melodies will mark the style that each of the screens that we have to overcome will have.

The actual game is a kind of visual representation of the Tarot, a very popular deck of cards in Europe in the mid-15th century. Sayonara is distributed on various platforms such as Playstation 4, Nintendo Switch, Xbox One, PC and even iOS. Unfortunately, there is no Android version yet.

Sayonara's mechanics are sophisticated, but beautiful. All the camera transitions as they fight and compete, along with the amazing pop music from the game's music video, makes it a work of art and not just a video game. The game is very fast, whether you are riding a motorcycle or navigating a Tarot card, you should always keep your attention not to fall, but you don't have to do much else, you just move left or right sometimes up and down and very rarely do you have to aim your bow by summoning multiple targets.

Luckily, if you die, you will instantly appear without a loading screen, you will feel like you are on the same continuous line. Anyway, the game has only about 20 levels and it should take about an hour and a half to complete all of them. In each of the levels you will find a song, you always do something new, and the mechanics change a bit, but its **gameplay** is simple, the main objective is to run endlessly on its rails, not die and accumulate points in the shape of a heart .

About the history of the game, Harmony is its universe that has been crushed by the cursed arcana, The Death and their allies called The Devil, The Lovers, The Hermit, they have stolen all the harmony and have hidden it in their hearts, so that no one ever finds her, but at the same time, the main character's heart has also been broken.

Then, three divine arcana: The High Priestess, The Hierophant and The Empress before vanishing, create a heroine from the fragments of the broken heart, which transformed into a butterfly, which transported her to a different universe, transforming her into the heroine masked. Throughout history, our protagonist fights against death and her allies, who have transformed into women, The Dancing Devils, The Stereo Lovers and The Hermit64.

Once defeated, she breaks their hearts and gets the harmony stolen. At the end of the game, she will have to defeat Death himself, with the fragments of harmony she can transform into a gigantic dragon. After defeating him, all the fights are repeated, but instead of fighting them, our protagonist forgives them and kisses them. Harmony has been restored and she is transported back to her world.

In the end, the **Sayonara Wild Hearts** graphics are very well done, the neon scheme gives it an '80s feel, and the beautiful pop music makes it relaxing and exciting.

Pros	Cons
- Nice graphics	- Danger or epilepsy
- Awesome game mechanics	- It gets short
- Great soundtrack	- Gameplay can become repetitive
- Very cheerful eighties aesthetic	- Sometimes it has a very high rhythm

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