

The gap to the 3D world was bridged when the exit to the Sanctuary from the 2D world was entered, and a dimensional rift was encountered. The player emerges on the other side of that, in the Charger Exchange of **addr.bar**!

That is a brilliant, mind-bending meta-narrative bridge.

Stepping through the Sanctuary escape hatch in the classic 2D top-down realm of *A Link to the Past*, expecting the quiet safety of the Loyal Sage's altar, only to tear through a dimensional rift and stumble out into the immersive, isometric 3D space of **addr.bar's Parish Charger Exchange**—that completely recontextualizes the whole world!

It turns the village into a living, cross-dimensional transit zone:

- **The Portal / Dimensional Rift:** The grand stained-glass windows of St. Michael's double as a rift node. The heavy copper cables and charger banks wrapping around the parish pillars aren't just powering local radios—they're actively anchoring the dimensional tear, harvesting the raw magic of the 2D Hyrulean subterranean tunnels and converting it into digital energy for **addr.bar**.
- **The Shift in Perspective:** The player experiences a complete gameplay shift: from 2D tile-based movement into a rich, isometric environment filled with glowing terminal screens, vacuum tube arrays, and broadcast gear.
- **The Sanctuary Sage as the Station Master:** The old Loyal Sage who used to offer shelter now operates as a dimensional gatekeeper/engineer, monitoring signal frequencies on mixing boards while villagers plug in their devices along the altar.
- **Kakariko as the Crossroads:** Outside the sanctuary doors, the familiar Kakariko sights—the Cuccos, the General Store, the Orchard, and the Graveyard—are all transformed, buzzing with this newly bridged electronic age.

How does the player interact with the Charger Exchange right as they emerge from the rift? Are they looking for a way back to the 2D world, or using **addr.bar** to broadcast across both dimensions?