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Fallout 4: Complete Game Review



Thumbs up Png Fallout - Fall Out Four Boy

Fallout 4 is a top-notch game with a whole new system for crafting, weapons, and fighting. It has a completely new sense of feel to it but keeping that amazing apocalyptic feel to it as you travel the wasteland.

“War, war never changes” - sole survivor

You are restrained up in your room with a nice comfortable space and plenty of pop and snacks, playing the game "Fallout: New Vegas," for the five hundredth time now, waiting patiently for the new Fallout game to be released. After 5 years, it finally comes. Fallout 4 will be released on November 10, 2015. You jump up excited and run out of your room to celebrate and buy more snacks, so you can survive the upcoming nuclear apocalypse stuffed up in your man cave.

Fallout four is an Action Role-Playing Game developed by Bethesda Game Studios in 2015. Since the game's release in 2015, Bethesda sold over 12 million copies in the first 24 hours. In total, the game makers have made almost \$2 billion off Fallout 4. Bethesda has some awe-inspiring numbers for this game. Does it sound like the old Fallout games Like "3 and New Vegas," or is it complete trash? I am a real Fallout gamer and have played every game. I am reviewing this game to see if it holds up to the 4 past ones.

The Gameplay

Like the other Fallout games, Fallout 4 is considered an action role-playing game set in an open world environment. Fallout 4 does have somewhat of a new weapons gameplay as well as a new system for armor. You have a lot more crafting you can do with your weapons and armor and a whole new set up of power armor, a massive suit of armor you step into that is powered by a fusion core; that is actually a one set system starting with the frame. This game contains the same set of enemies and mutants as in the other Fallout games. You have the option to play in first-person or third person like before. A new feature added to the game is the ability to build settlements across the Commonwealth. It feels like Minecraft being able to build walls and gardens to help settlers survive in the wasteland. You can roam throughout the Commonwealth and fast travel to discovered locations; there is also a wide variety of conversations with

Nonplayable Characters (NPC)



https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3DsHzvulTHGIE&psig=AOvVaw1FXJNPBQs7bNM35GKaoFco&ust=1606919289374000&source=images&cd=vfe&ved=0CA0QjhqFwoTCKCDnoD_rO0CFQAAAAAdAAAAABAD

The Setting

Fallout 4 takes place in a post-apocalyptic world in the year 2287. Two hundred and ten years after the Great War between the United States and China over the shortage of natural resources that ended in a nuclear holocaust. Unlike Fallout 3, covering the capital or Fallout: New Vegas that covers Southern Nevada, Fallout 4 takes place in Boston, and parts of New England are called the Commonwealth. Fallout 4 had a new beginning to the game with you starting in your house with your wife and kid before the bombs fell. After you reach Vault 111 (An underground bunker made by Vault-Tec meant to withstand a nuclear blast and keep everyone alive underground), you are instantly put to sleep in your cryogenic pod to be woken up later to have your wife killed, and your child stolen. That is the beginning of the game as you leave vault 111 to avenge your wife and find your son out in the Commonwealth. As you explore the Commonwealth, you will find out there are four significant factions through the land. The Institute, a secret organization located under the ground that is considered the bogeyman of the Commonwealth; The Brotherhood of Steel, a military organization that preserves technology for

their own use; The Minutemen, a group dedicated to protecting the people of the Commonwealth; and the Railroad a group dictated to helping escaped synths (artificially intelligent) from the Institute.

https://fallout.fandom.com/wiki/Vault_111



The Engine

Fallout four used the same engine used for The Elder Scrolls V: Skyrim. This engine helped with the lighting, such as shadows throughout the game. This engine helps with the graphics and has made Fallout 4 the best Fallout game graphics wise. The materials on objects look more realistic, with the light reflecting from them. The updated Creation engine from Skyrim helped with creating the person allowing for more choices and sculpting options. This new engine helped make this game more realistic. Depending on what system you are playing on, there are some noticeable glitches and freezes within the game, but not enough to damper the gameplay.

Characters/NPCs

Fallout 4 really lets you get involved with the environment. You can have what feels almost like real conversations with other non-playable characters. Every decision you make affects the outcome of your game. Your decisions also affect what all you can talk about with NPCs (Non-Playable Characters). You have a complete option of diverse types of companions to have throughout the game. The more stuff you do with them, if they are right, will unlock more dialogue with that companion. You will eventually gain their complete trust, and some can do a

side quest to help them. The further you go with the different factions such as the Railroad and the Brotherhood of Steel will also allow you to get a companion from that faction, but you can quickly lose them if you do something to go against that faction. You can talk to every NPC in the game ranging from extensive talk to minimal talk. You can trade with all your settlers and equip them with better weapons and gear. The characters and NPCs in this game are on a whole different level than the other Fallout games. They play a significant role throughout the storyline as well. They always have something to say, depending on what you are doing during your playthrough. Some companies like Piper like it when you do wonderful things to help others in the wasteland while companies like Cait like it when you do terrible things in the wasteland.



VG247.com

End Results

Fallout 4, just like Fallout: New Vegas, is my favorite fallout game. I love being able to talk to all the different NPCs and actually have a voice. Being able to build in the game really interests me as I have always been a Minecraft buff. The storyline and the twist at the end when you find your son is elegant. The developers really put a lot of time into this game. I believe they could have worked out more of the bugs and glitches in the game, but it is a fantastic game all around. You can play over one hundred hours on this, just doing the side quest and skipping over the main storyline. There is a certain point where you must progress the main storyline enough so

that more side quests will open, or the game gets very repetitive by doing the same type of side missions repeatedly. Fallout 4 also has some great add-ons built for it. Far Harbor and Nuka World are two different Fallout games built within themselves. They both have storylines to them and a vast variety of side quests and new companions/NPCs to talk to and progress with. All around, Fallout 4 is a fantastic game.

Sources

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