

### **Question before the video**

- Did you truly mean retrospective or did you mean impressions when you wrote the title?
- What is your experience with fallout games? I know fallout 4 is your first but did you ever play 3 or the originals? Because you mention the story in the F4 video.

### **“ friends hype up the game too much, cant experience it the same”**

**2:22**-What did your friends say to hype this game up exactly? Was the story, gameplay, soundtrack good? Did they mislead you and say it was perfect and the best game on earth?

And how can you not experience it the same way? Sure I can understand it might be difficult going from games nowadays to oldr ones, but its still the same story and same game as long as you didnt mod it. Which I saw you mod the game to give you perks per level. Which is perfectly fine until you say in the video that you didnt/ cant experience it the same way.

Obv. fallout fans love it and sing its praises but having high expectations is dangerous with games even coming out today. And you say you expected Perfection? What were your expectations since I know you played Fallout 4 beforehand, but it was a later game so you didn't have those expectations from that game did you? What were your expectations specifically for this game that was several years old and a console generation behind?

### **“im not blinded by nostalgia”**

Neither am I though. My first Fallout game was Fallout 3 which I purchased because I loved Oblivion which was my first true RPG and saw that Bethesda was making it. I got Fallout New Vegas after loving F3 and didnt like it much until years later coming back to it and truly playing it and enjoying the story and gameplay upgrades once I had fresh eyes.

Are you coming in playing the game as it was a 2019 title, or as if it was a 2011 title?

Because one example is going back to play SWTOR2 and playing it as a 2021 title is going to make me obviously have a bias, but if I understand its a 2004 game and play it as it is then im gonna enjoy it a lot more. Which I did last year.

I played Fallout 1 and 2 only this year after enjoying New Vegas this long so I'm not blinded either by the nostalgia of those games since I was still swimming in my dads balls when the first one was released.

### **Context for character creation**

Not a necessary point but still weird since it's just context and the other two 3d fallout games contextualize your character creation. I'd say F4's version is worse because having your spouse comment in real time when you switch things around is an even bigger problem if this actually is an issue.

**4:30**-Why compare contextualizing your character creation to the elder scrolls and not F3+4? And why does this actually bother you?

### **Goodsprings quest and "moral ambiguity"**

The Powder Gangers are the bad guys because they're literal convicts that have broken free from the NCR after a revolt at a correctional facility.. Powder Gangers are literally Criminals that use their new found weapons from the NCR to bully and terrorize the people around the facility which is fairly close to Goodsprings, of course they are the obvious bad guys that are trying to find someone who escaped their "toll" ambush and is hiding in the town.

Why are you looking for in depth moral ambiguity or systems in the first town of the game when most of the games you bring up take time for mostly interesting or deep quotes to take place?

Its a tutorial area so its not going to be the most in-depth of the systems. All of the skill checks and other introductions are very minor and low level because of that.

Goodsprings and the Powder Gangers are minor "factions" and are used to introduce to you to the reputation. There is more reasoning behind the attack on the town but I can understand how you can see it as black and white. But understand that most tutorial missions are easy/black and white.

### **Final character change popup**

Previous games you had no real clue on your first play through that you would have the popup. But you also say on a 2nd playthrough you'll know to save. So just do that for Fallout NV right outside of Doc Mitchell's house or right when you stand up from making your character. Or even just a few steps down the road so it's just a few steps away from the saloon pointed in the right way. There are ways around this and you also can complete the entire tutorial and have decent gear before leaving this area and changing to what gear you like more. Do you like the explosives from Easy Pete but have shit explosive skills? Change it at the popup.

Fallout 4 doesn't let you exit and then return to the popup either. This isn't that much of a problem if you have the auto save from the buildings too. Why not bring this up but bring up oblivion that helps your point? Unless i'm mistaken because I haven't played vanilla fallout 4(or modded) in years.

Its not completely out of nowhere or a timer, its an invisible barrier all around the town that once you hit it you'll get the popup. It might be different depending on your path. I know you said your thought could be wrong, but I want to know why you thought it was a timer?

### **I played a 2nd time**

Did you only do the same quests and playstyle the 2nd time through?

The amount of quests you did is incredibly low and the fact you didn't play the house or yes man after 2 playthroughs is interesting. And you should know that the game had many more options and quests so why didnt you do ones you didnt do already? If you play the same quests over and over its obviously going to wear on you and take out enjoyment.

## **Graphics**

### **The game needs to be pretty to look at**

It needs to be interesting to look at, not pretty. NV succeeds in peaking interest in locations you see off in the distance and keeping it grounded in reality. Seeing the lights of VEGS in the distance gives us some idea of where to go, the Dinosaur at Novac can be seen way off and will drive players that way. Theres tons of interesting landmarks to keep players interest through the world. But they did not over saturate it.

New Vegas also pushes players along the road to the south and upward to New Vegas as a way to hit locations without "pretty graphics" and use game design and the curiosity of players as they notice those destroyed buildings in the distance or the blip on their compass. You can go north directly to Vegas with some knowhow, but unlike Bethesda where they throw you into the world and tell you to go anywhere, Fallout in NV and the past have had difficulty curves and paths that you're generally supposed to follow for a bit until you're able to survive.

An example: The water tower and fire at Nipton. Its used to intrigue the player when you're headed from Primm to the Outpost because without it less players would probably

hit it up before getting the quest for it. Stumbling across that scene on your own is terrifying especially if you dont know who the legion are.

### **Its too brown**

Its the Mojave Desert that is mostly brown sand that blows everywhere all day that is going to wear away at buildings and the roads. The general area is going to be brown and sandy all over. And plus there's different hues and colors at different times of the day that changes the way the game looks.



Pic is Mojave desert

What do you expect people to do in the wasteland anyway? Theyre focused on surviving and rebuilding the important things, not painting their houses or dying their clothes bright colors.

The roads are not being kept up with or repaired and being in the desert with sand the roads are going to be pretty grayish brown. It's realistic because roads turn gray after like a year of use and erosion. Who is supposed to take care of these roads, and with what machinery or know how?

Buildings have little to no electricity and people have more to worry about than prettying up their houses. And after 200 years many things lose its color and the outsides of buildings are prob bleached and eroded due to the constant stream of sand.

And theres tons of clothes that aren't brown in the game. But it also makes sense for neutral/ lighter colors to be common in the desert wasteland for heat and camouflage. A bright blue jacket is going to get you picked off by someone more than if you have earth tones in the desert.

### **Vault 22 didnt have interesting story, it was pretty**

So this is where you really have to show me where you figured this vault didnt have a good story or interesting enemies.

I know it comes up later in the quest area but you didnt bring up a source and just stated it like its fact. When in fact vault 22 has a really messed up story that if you get the quest from the NCR that it also turns into a rescue mission. We'll talk more later but you cant say that when it has an interesting quest with monsters that act differently than all others in the mojave? And also the backstory and experiment in the vault is screwed up. So tell me where you didnt see a somewhat interesting story for something that started as a simple fetch quest?

And yeah the deep green in the vault is made to make it memorable since its so different than the rest of the wasteland.

### **Oblivions overworld is beautiful**

I'd argue that oblivion suffers from too much of one color in the areas. Having a majority of the outer world being the same bright green with the other saturated colors are not pretty to me and has its own problems since theres rarely any real dirt or changes in the green besides the paths and the cites. And the beaches if you want to stretch it.

Oblivions world is mostly green with blue bikes and water. And along with muddy textures I find it an ugly game even if I used to really love it.

Oblivions Caves were essentially all the same, just somewhat different layouts and same with the actual dungeons. Same brown caves and same gray dungeons over and over but apparently that is fine?

You mention statues dotting the landscape but what about the landmarks in New Vegas like the Hoover Dam or other interesting and non brown areas like Jacobs town?

You mention the imperial city and while its somewhat impressive looking, its also all gray. With little no other color that makes the city confusing in different sections.

**17:45**-What do you mean graphics are convoluted? This isnt elaborated on and your hoover dam example doesnt back this up because its not convoluted graphics that confused you, its following the map marker to a T.

### **Trying to get to Hoover dam from steep cliff**

Idk why youre trying to go through the water to get to Hoover Dam unless you were just following your map marker. There's a path to the dam that the game gives you around Boulder City which you should have marked since its part of the story. Jumping up the side of an incredibly steep cliff isnt realistic so why is that the go to? Because you can do it in skyrim?

If you found Boulder city like you should have for following the main quest you can get to the Dam easy, and you went the ncr route so its not like they are hostile so its an easy walk with a path.

The "interior zones" that you cant find the hole in the debris literally has a marker pointing at the door. And if its interior its usually an obvious door like in the areas to the southwest of New Vegas with the Debris like the video shows. And you have your local and world map to see how far off you are and the spot to enter when youre outside too. I understand being annoyed that you cant go in a gap in the debris, but fallout 4 also has this problem in the middle of Boston in multiple places.

Yes the game does have some BS invisible walls and they are worse in places that either have quest significance or so players dont sequence break/ruin anything set up. But thats also why they have mostly obvious paths and roads for you to get places on the map.

### **18:45-Map Markers are completely ineffective**

The markers are not ineffective, yes the general area might be complicated but I'd argue that the layout of the world has you reach these areas easier if you don't just go straight towards the marker. Yes its going to make you run into a mountain if a mountain is in the way and you dont go on the path around. The engine requires it to be simple and not like other games that map out the general path on every road like the witcher 3 or games like GTA do for the GPS.

Why is this a negative when all other Bethesda games since Oblivion has this problem too? Why do you think one of the memes of Skyrim is jumping or riding a horse up the mountains? Mostly because the marker would be on the other side of one and people would just not want to go around.

Bethesda puts stuff in front of players that follow the map marker only, because they expect them to only stay on that direct path. Sure Bethesda has open worlds with content too, but why do you think theres so much content on the main path only? Obsidian expected players to explore. Thats why they also placed tons of unmarked side content or unique/variant weapons around the world for players to find that actually explore.

Examples being: [https://fallout.fandom.com/wiki/Fallout:\\_New\\_Vegas\\_unique\\_weapons](https://fallout.fandom.com/wiki/Fallout:_New_Vegas_unique_weapons)

- CZ57 Avenger- Powerful minigun found inside truck at Devils throat with heavy rads
- Christine's CoS silencer rifle- Sniper in the corner of a crumbling building in OWB
- Holy Frag Grenades(WW required)- Powerful grenades and easter egg in church basement in heavily irradiated Camp Searchlight

Theres much more but these examples are sufficient in showing that they arent quest rewards and their locations give explorers a reward if they keep their eyes open and off the main path.

Sure Bethesda has unique weapons in Fallout 4 but most are quest rewards, sold from merchants or weapons off important characters. Ill link the fallout wiki because there's too many of those to go through compared to the ones just found through the world with exploration.

[https://fallout.fandom.com/wiki/Fallout\\_4\\_unique\\_weapons](https://fallout.fandom.com/wiki/Fallout_4_unique_weapons)

## **Main character/courier**

## Ludonarrative dissonance

**Ludonarrative dissonance** is the conflict between a [video game's](#) narrative told through the story and the narrative told through the gameplay.<sup>[1][2][3]</sup> Ludonarrative, a [compound](#) of [ludology](#) and [narrative](#), refers to the intersection in a video game of ludic elements ([gameplay](#)) and narrative elements.<sup>[1]</sup> The term was coined by game designer [Clint Hocking](#) in 2007 in a blog post.

Examples:

- GTA 4 gameplay vs the story being told. Niko doesn't want to have a life of crime and violence and came to America, only for the player character to be able to cause chaos and do more crime through the city.
- Fallout 4 you used the example, but why give us the urgency to find Shaun and then just let us build houses for 100s of days.

## Chosen one/you're just a courier

The brain- It's literally the main part and draw of the story that you got shot, it's significant. And on top of that, who says that even a character who is too afraid to confront Benny doesn't dream of going and getting revenge?

OWB is meant to be the jokey DLC and have strange encounters that might be cheesy compared to the rest. But it also doesn't break any of the story or anything seeing as that's the main draw to the game and it probably also expects you to have done the main story to a point. Which would explain the Revenge dialogue.

You argue that you can essentially play as a character who doesn't have to care about his family in Fallout 4 but that's in the main game that you have to end up looking and acting as a caring father looking for his son. Your argument about the brain comes from a joke DLC that you have to ask a certain line to get that reaction from it.

And even then if you truly still believe this. Is this better than Fallout 4's setting you on a track with backstory and a family set before the war? That's the literal backstory of the character while this is the brain of someone who is still alive after being shot. Subconscious or conscious that person will most likely want revenge to a degree. Even if it's just a fantasy.

"Don't touch your spouse's cryo pod and you can avoid any Ludonarrative dissonance"  
Ok, then just don't press the line that gets the reaction of "getting revenge" and then this point falls apart.

## Primm Sheriff

In your correction short, why did finding out about Primm Slimm being an option make you dislike the game more? More options and it's also got its pros and cons so it's not

just good, bad and neutral like Bethesda games and other games. Each side has its ups and downs.

You've proven that by clearing out the town and hotel that you're competent in a fight in the wasteland and the fact you're a courier/not from town shows you move around. They ask you to help them because they need to get back on their feet and also have no choices for sheriff. None of them want that responsibility and they also don't have enough pull with either side to get either NCR or Powder Ganger options, and don't have the technical know-how to do the Primm Slimm option.

Do you think a town that was just attacked has time to have a vote on sheriff when they need to rebuild and also no one in town wants to be sheriff?

### **Lucky 38 and the courier**

There is a reason for the courier to be able to enter the Lucky 38 because they're the courier tasked with transporting the important item that House has spent 200 years and thousands if not millions of caps to finally get. You're random but not unspecial.

Why do you think the robot dug you out of the shallow grave? Not out of the kindness of his metal circuits, but because House has had his eye on you ever since you were hired to transport the Chip. Did you not even pay attention to Victor at all in either playthrough? The fact the robot that dug you up is following you to the strip and then meets you there?

Surviving the wasteland and getting to the Strip after being shot in the head is impressive and shows House that you are capable of doing some more of his work.

House, seeing that you've shown up and also knowing Benny from the Tops Casino was the one to shoot you and steal the chip, has the idea of telling you exactly where Benny is so he isn't the one to enter the Casino and risk the chip being destroyed. An act of aggression with his bots puts the chip at risk, so seeing you he points you there so there's the chance that your wanting revenge will also lead you to getting the chip back, without House having to get involved.

Mr House does not feel like he owes you anything, I need a source from you on how/why you thought that.

Because you were literally contracted by him and as stated above he still has a use and plan for you to continue working for him since you've proven yourself capable. His dialogue even keeps it strictly business and he says he has nothing to discuss with you if you don't accept his offer to give the chip and continue working for him. You literally can't continue his quest if you don't accept his offer to work for him, so he's only a businessman talking to the person he hired.



You didnt play the House side at all in 2 playthroughs? Not even independent vegas? Then of course you wouldn't know why the chip is so important to the story and that information is super important for context. He didn't wait for you "specifically" at all! Its taken years and years for things to fall into place and for the chip to be found and you were the randomly contracted courier to have the chip and deliver it.

Not knowing what the chip does takes out so much context and your point about being chosen or indebted to you is so misinformed because of that and leads you to say that "its never clarified in game" but in his dialogue he states after getting far enough into his quest that hes been looking for so long and the reason he wants the chip will make him a serious player in the wasteland with the upgrade to the securitrons. Why did you say it wasnt clarified if you didnt actually know and state it as fact?

### **NCR messenger**

The NCR contacts you because you being the first person in the Lucky 38 since anyone can remember is a BIG deal and they want to know whats going on. People throughout the strip talk about it and ask others if they saw the person go into the Lucky 38. Its a big deal and if youre useful to house you can be of use to the NCR.

Even the much smaller group The Followers of the Apocalypse and Caesar's Legion contact you since its such a big deal. Not because youre the player character, but because You're obviously useful and important enough to have Mr House's interest, and he's the most powerful entity on the strip.

They also want to just straight up use you. The Followers have a quest to bug the Lucky 38 for information that could help people, and NCR uses you essentially as a mercenary and go between for their jobs because theyre stretched so thin and cant spare/waste anyone or anything.

This isnt like skyrim where doing missions makes you the leader of the faction, theyre giving you dirty jobs and couldnt care less if you die. They just know youre useful.

You also probably have had dealing with both main factions at this point so them seeing you as just some courier/wastelander and then being the one to go into the lucky 38 and not be blown to smithereens shows you're more important than they thought. And they even use you to assassinate Mr House at a later point in the questline because having someone with access to him makes it 100% easier.

They use you essentially as a mercenary and the missions usually will send you to deal with dangerous situations. Until you do enough NCR quests yo dont get their actual trust and instead youre sent to die without any real cost to them. Yeah youre important to House and can be an asset, but until you get far enough with working with them they send you to your death multiple times

### **OWB lobotomy**

Its explained that the bullet to your brain changed the way your brain was scanned and taken out in the Auto-Doc, and because of that success Dr Mobius had your brain sent away so the think tank didnt think of the fact there's something outside of the Think tank for them to experiment on. Its literally in the main part of this quest if you dont just shoot mobius immediately.

Did you not talk to any of the robots? They say that Mobius created the autodoc code so he has control on where it goes after surgery. Him seeing you survive and the abnormality in your brain from the bullet being the key has him end up sabotaging the think tanks plans.

Plus its also meant to be jokey since the whole DLC is meant to be somewhat of a parody of old timey sci-fi movies where these themes were big. Its not meant to be taken super duper serious.

The tedium of OWB of going back and forth is a good criticism I'll give you that. Tho I also understand that the amount of powerful/good equipment and implants you can get there is put behind the tedium so you can be truly powerful.

You can grab the items and fast travel back to mobius and its really not a long or tedious DLC

### **Lonesome Road courier talk "god like proportions"**

Couriers are incredibly important in the post apocalypse. Keeping lines coming and going in between other settlements bringing food, water, tools or even information which makes them key in keeping the wasteland alive. Its not God-like, its literally as important as it is.

And yes Ulysses is playing up everything a bit to make a point. Hes obviously meant to bring the drama because he wants to hammer home his point of blindly following directions without thinking of anything. Did you pay attention during this DLC or treat it as a final barrier to get over before finishing the game?

Because this DLC ties together a story we've been following and piecing together since the vanilla game. The references and everything leading up to this is fantastic storytelling and it is unmarked. Yet not doing the other DLC hurt your view on this DLC and the story New Vegas was trying to tell in the background. Like it literally comes up in conversation and the environment in the DLC and main game too. Which you played with Veronica so if you enjoy storytelling as much as you say you do then you probably went into her dialogue and heard about Father Elijah. He comes up constantly and there's other callbacks to very obvious things that because you chose to not play you say is either non-existent or unimportant. Yeah, to YOU.

If I ignore the entire main game and even the sidequests in any game I can argue that the game has a hard to find and non-existent story. Just because you did 2 playthroughs and did the same exact thing besides siding with the powder gangers doesn't mean that things aren't explained or as good as non-existent.

### **33:53 The player is a chosen one and F4 did it better**

"The minutemen and BoS don't invite you to join until they see you in action, you're not invited on sight. "Deacons been watching you"

You're not given trusted work for any faction until you prove yourself in NV. Why do you think protecting the president comes late into the questline after you've gone through essentially "merc work" in the beginning like clearing out a road filled with ants or going into vault 22 on what was expected as a suicide mission because you're not one of their people so they're not losing anything. The Brotherhood in NV doesn't let you in and makes you do their dirty work of removing an NCR ranger so they don't reveal themselves and you're fitted with an explosive collar.\*Unless you have Veronica as a companion\*

Yes the NCR and legion approach you after leaving the L38 and the Tops, but that's to show interest and say that they've forgiven any past run ins with either side to kind of sweeten the deal of working with them. They don't say "hey you're super trusted and everything right now!" it's literally them just saying they're interested and have been keeping an eye on your actions since you've entered the Strip.

The Minutemen are a militia group that would prob let any competent shot in, and is an incredibly small group by the time the Sole Survivor comes around with most of the members being killed off in a Gunner massacre. So when you "prove yourself" by doing the main mission of getting the tutorial power armor and minigun and saving them from the raiders(who literally have no chance to survive you) and fighting off the deathclaw, and then promoted to the literal General without any other proof of competency. You literally command others and control the castle afterwards to recruit more minutemen under you.

The BoS which is a faction that is meant to be xenophobic isolationists bring aboard a random wastelander who killed some ghouls and did a single quest with one of their Paladins. Then after a single quest after reaching the Prydwen you're given Power armor training which there's people who have been training for years in the BoS who don't have it or can't yet. It plays into more of being a "chosen one/the player" more than NV where the factions and choices are a lot more minor than in F4 and requires more time and trust between the PC and the faction before trusted jobs are given.

Deacon watching you doesn't make much sense if you run right for the railroad when possible because no matter what he's gonna say "you're cool" and let you in. And

why was he watching us in the first place since the vault? I mean he's not the one that unfroze us because Shaun said he did.

So explain why Deacon is watching us for no reason is better than Victor in NV watching us the whole time keeping an eye on the chip and making sure we get back to Vegas?

What does killing things in the wasteland do better than doing legit missions specifically for a faction like the NCR and gaining their favor and trust for bigger missions over time? The factions really let us walk in and climb the ranks with little resistance compared to people who have been in the faction a lot longer.

The institute point makes some sense with nepotism I guess?

Why should people help you just because your son is missing? Sure its a terrible thing, but tons of people are missing in the wasteland and it seems a bit unrealistic for most people to go out of their way to help someone for little to no gain. Virgil makes sense because he can get the FEV cure along with you finding your son.

But Nick Valentine has other open missing person cases and he drops them to help you and hang around for the rest of the game. You can literally have Nick for like the whole game for no reason and I guess its just fuck the other missing people and their families.

## **Factions**

"3 major factions" theres 4 major ones. Yesman counts as one for "independent vegas" too.

"The legion's actions are appalling"- Yes the terror tactics that the legion are doing are meant to be appalling and it doesn't matter if it's to good or bad people because they want to strike fear into the hearts of the NCR and everyone in the Mojave.

Caesar will explain other atrocities if you talk with him that allowed him to conquer other tribes and make them submit with less bloodshed simply due to the fear of these atrocities.

I understand you didn't talk to the legion/caesar and you don't have to go to the Fort to talk to him. But on your 2nd playthrough actually talking and getting some background or at least doing research into the side would have benefited you and given some insight into the depth of this game storytelling.

## **Niptons crime/ the Lottery**

Literally on screen in your video Vulpes explains it was a corrupted place and that the town was setting an ambush with 2 factions to be paid, and was dragged in as punishment. If you watch the background or if you let Vulpes talk a little long it would have been explained.

“Biggest crime you can charge them with is.. Running a business”- WTF are you talking about here and how did you even get this point? In your video it literally contradicts what you say as you say it.

Nipton made a deal with the Powder Gangers to allow them to ambush NCR troopers that were coming to party and fuck hookers, but the town also made a deal with the legion to come ambush the Gangers and the NCR as a 2-in-1. Only when they sprung the ambush did the town realize they were part of their ambush. And Vulpes saw it as the perfect way to utilize a terror tactic while also punishing a town of sinners that would sell themselves to the devil for some coin.

It's deeper than “Just running a business” and I want to know if you just didn't care when playing this part and being disingenuous when using the video, or if you just didn't/do not understand at all.

“First impression of the faction.. Needs to put the best foot forward.” - You didn't seem to understand the lottery and what they were doing in spreading terror. It's a strong first impression for the faction that is meant to be the “bad guys”, but also playing through that side and talking with Caesar and the other legionaries will give you some insight into why they do what they do and that some of it makes sense even if their way of doing it isn't super tact.

“There's 2 ways of writing characters with moral ambiguity to them”- Sources. I need sources that there's only 2 “correct” ways. What about characters that believe their morals are right but are flawed without them seeing it? There's more than 2 ways and this is a narrow minded opinion about writing.

You say the legion “drops the ball” in this, but also didn't play or talk with the legion. You don't understand Caesar's philosophy and view on what he does and what he wants for the world. Yes they are technically the “bad guys” since they are slavers and conquerors but also not even seeing their side or views and saying they fail in moral ambiguity because you see it surface level and didn't dive into it isn't the game failing. It's yours.

The legionaries speak Caesar's praises because most of them are tribes drafted into the legion after being conquered, and either are afraid to say anything negative, or see the legion and Caesar as the true and proper way for the wasteland to thrive.

Plus talking to low level legionnaires isn't going to get you too much just like talking to low level NCR won't either.

Also a lot of legion content was cut or unfinished due to software and time limitations, so yes I will agree that the legion is lacking in content and other areas to help play their side.

The Templin institute doesnt do that much research and is not a "objective source" yes they have information on the legion but they also have problems with not going into enough detail with other lore. They dont bring up Lanius or even Caesar himself at all.

## **43:00 The NCR would win/ battle before the game**

The NCR is spread super thin throughout the mojave and also over extended themselves all over the West Coast. And after fighting for Hoover Dam the first time they are even less prepared since they had to fight off both the BoS and legion. They are in a worse spot with little reinforcement able to come to aid.

- Theres literally evidence all over the game that shows the NCR is not as strong as you think it is and is also losing control. The Powder Gangers broke out o a NCR facility and wreaking havoc all over.
- Fiends(raiders) are loose in the west/southwest of New vegas and took over a vault.
- The legion have the fort in the Mojave and legionary parties going thorough enslaving and killing people

That's why the quests they make you do in the beginning of the NCR quest lines is busywork and merc work since they can't spare any soldiers to do any of it. And on top of that, doing the NCR quest line should have shown you that the image they show off to everyone else in the wasteland is not how they actually are. There's corruption and general lack of care for the soldiers and infrastructure of the NCR.

Caesar is getting a mass of the legion to push the Dam and the mojave. The NCR does not have enough assets left after the first battle and youre not taking into account the losses the NCR and others sides lost.

Just because they won doesnt mean they can win again! They barely scraped by in taking the Dam and they're in such a weak state that Caesar is able to make base in the Wasteland and begin small attacks on the wasteland,

You definitely didn't pay attention to the story and lore that is spouted out to you about that first battle from tons of NCR soldiers and citizens of the wasteland. They barely won against a smaller weaker part of the legion but now a mass of the legion is coming to fight and has an army willing to fight VS the NCR that has reinforcements in California that they can't spare.

“The NCR doesnt have any significant flaws at all” - The NCR has corruption in it and also cant detect spies in its own lines which results in NCR soldiers and others getting killed. The NCR in the mojave cant get reinforcements or enough supplies from the main part in Cali due to the corruption and general lack of care.

The General for the fight at Hoover Dam is going against the good word of another man to do a different tactic that makes more sense and will save soldiers lives, just because his ego wont let him do the orders from someone else.

Theres obvious problems with the NCR besides being spread too thin, but choosing to avoid them is a bit disingenuous. Especially if you enjoy story and did the NCR path like you say.

## **The Brotherhood**

You can be introduced to the brotherhood in other ways. You encountered the brotherhood through veronica. But you saying “you are introduced” without brining up the other ways is a valid complaint of you not being thorough and alos saying something with no context that you make sound like its fact.

The ways you can end up dealing with the BoS are:

- Finding any one of the three holotapes on dead Brotherhood of Steel paladins.
- Getting far enough in any faction's storyline to be asked to find the Brotherhood of Steel.
- Having Veronica as a companion.
- Getting two playbacks from ED-E will eventually let Senior Knight Lorenzo manage to hack into ED-E's communication systems and ask the Courier to find a Brotherhood patrol so they can have a look at ED-E's databanks.

## **Veronica**

Don't have anything to refute or debate about your points with Veronica, I agree that's she's a good character and well written and just wish you could have experienced the other well written companions.

Not a negative or debate but another well written companion that also doesnt make it obvious hes gay is Arcade Gannon, just a point to show that Veronica isnt the only one in the game to be positive lgbt reinforcement if that matters to you.

“Inability to romance NPC” This is not a flaw at all. Games don't require this to be a good rpg or game and is not a problem with New Vegas. This is your opinion and isn't a flaw lol

## **The Kings**

The king is not a loan shark but instead the gang leader and the strongest presence in Freeside. Small nitpic which really doesn't need a response. Just a correction.

Is that all you have to say and did with the Kings? Theyre a side faction but its deeper than just being misunderstood good guys. They tax people on water only because theyre around and not even because they brought the water.

Pacer, who is a higher up in the Kings, causes the fight/standoff between the kings and NCR which causes several members from each faction to die.

You said on your 2nd playthrough you played with the Powder Gangers but didn't bring them up? I guess you didnt play enough of it?

## **54:39 the factions are a disappointment**

Entirely subjective opinion which is fine, but you also didn't play much of the side quests or companion quests that also give tons more depth to the sides you play on. And deciding to not do it does not mean its not there, the characterization and lore is there for people that want a story and not the shallow characters like in skyrim that just drop exposition and hint at quests you havnt done.

### **4 major factions:**

- 1. New California Republic**
- 2. Caesar's legion**
- 3. Mr. House/Free economic zone of New Vegas**
- 4. Yes Man/Independant New Vegas**

**the minor factions outside of the strip that you can work for(excluding Enclave remnants):**

- 1. Boomers**
- 2. BoS**
- 3. Followers of the Apoc.**
- 4. Great Khans**
- 5. The Kings**
- 6. Powder Gangers**

### **3 minor factions inside the Strip:**

- 1. Chairmen**
- 2. Omertas**
- 3. White Glove Society**

**And the multiple other minor towns/locations like Goodsprings or Freeside that can give you reputation.**



[\\*https://fallout.fandom.com/wiki/Fallout: New Vegas factions#Factions\\*](https://fallout.fandom.com/wiki/Fallout:_New_Vegas_factions#Factions)

What's the problem with the kings and BoS being minor factions when they're playing those roles well? They give you side content that affects the main plot and gives you options and choices on how to play.

In your playthrough you were able to get the kings to stop fighting with the NCR through a truce because you had done work and he owed you a favor. Asking him to do that and getting some reward in terms of completing another objective is what minor factions in games are meant to do.

Also both factions(BoS and Kings) have in-depth lore and characterization if you don't just do the surface level quest or don't look into it at all. The kings care for Freeside but also exploit it for their gain. The BoS is reluctant to change its ways even if that means it'll die out as long as they follow the old rules they're holding onto. You not following through with Veronica's companion quest and looking further into the BoS here hurt your perspective here. And yet you claim it's disappointing when you didn't really even explain why and just breeze past it. Probably because you ignored it.

"The legion seem to be nothing more than sadistic killers" This is a problem because yes it's your view but it's a short sighted view because you didn't even talk to Caesar or the higher ups to hear his side and philosophy. Yes they are brutal, but he has a reason for it and yes he might be flawed in that view. Are you saying flawed characters aren't allowed and it has to be good or bad?

Saying the game fails with its factions is not backed up in any way because you didn't play into any of them or bring up the others in the list above. Your point is not invalid, but weak when you claim the factions are weak when you choose to not play the others or explore deeper than surface level opinions. And just because they're optional doesn't excuse you not going and researching more about the factions and then thinking they failed in being deep or interesting.

## **Side Quests**

### **Giant ants**

On screen you have a correction but then follow it up with a wall of text talking about "pedantic NV fanboy assholes....etc." but why even include this and then wonder why people poke at you for their fun? If you didn't even bring attention to the correction and just had it without calling people assholes then you'd be better off. Don't poison the well and then wonder why people respond in the same fashion

And the job with the ants plays into my point NCR just giving you busy work/merc jobs until you prove yourself and don't really have much to spare in manpower or weaponry

to do it themselves. That's why they pay you in some random equipment tid-bits that go "missing" instead of caps.

And yeah it's a simple boring quest, but it's also early in the game and the devs don't want to be unfair especially since it's the path they built out for the player to loosely follow.

### **Vault 22 "fetchquest"**

Dr. Hildern has sent several people before you and his assistant asking you to look for the last person who went, a scientist, turns this into a rescue mission too. I watched your LP part of this and you know this because she immediately approached you.

And the fact that several people haven't returned without a word shows that there's danger and the NCR has people willing to send people to their death just for the slim chance of success.

"No creativity put into this quest"- and then you don't even elaborate. You did no research or your purposely leaving out the vault experiment and keely, the ghoul scientist still alive in the vault that has you make a moral choice with the experimental information

Just because you don't read the terminals or look into anything and say there's no story doesn't actually mean there isn't. And you state there's "no creativity" without even saying why, probably because you shot your way through to the map marker.

The experiment is incredibly screwed up and the vault literally has enemies that don't show up anywhere else in the vanilla game. How can you say there's no creativity so certainly without even going into it and get angry when someone calls you on being objectively wrong about this. Even at the smallest degree there's creativity and the vault here has a lot more story and interest than you saw because you shot through the vault to the map marker.

### **Helios Power Plant**

"Fetch quest in a labyrinth"- but no explanation? No saying that there's skill checks required or parts to repair things through the quest? Or the importance of being able to have a choice of where in the wasteland gets power, and that you're able to go against the orders of the NCR? It's not just a small unimportant quest.

### **Boone quest**

(from your corrections short)

"My point is that it's repetitive"- first off you're supposed to reach Novac early on, so again it's not meant to be the most difficult quest at all. But I'd argue it does it better than other Bethesda games because you're meant to actually look around and not just follow the marker or see the big brightly colored item in broad daylight that incriminated them.

The arguments about other Bethesda games' detective quests are valid, but this quest is the opposite because it gives you freedom in being wrong at the cost of killing the wrong person. Like you did with Manny.

The fact it's unmarked and makes us look around and have to talk to everyone, and the only person to give a clue that the legion was here is the local nutjob is already interesting. Or if you're just a klepto then opening the safe just looking for gold can lead to you finding the note.

Compare this to Skyrim, Oblivion or Fallout 4's detective work that usually throws the map marker to it or makes it too obvious to miss.

### **Ace Attorney?**

This isn't really a 1:1 comparison and totally different genre. You have a habit of comparing games that shouldn't really be compared and trying to use it as fact.

The AA series from my knowledge is a fairly linear game that is meant for you to get the cases correct. That's the core of the gameplay. That's not comparable to FNV (or any of the Bethesda games) where there's only occasional quests like this and is also on an engine that can't really do well with these kinds of quests.

### **Nellis/Boomers**

"If you don't have a high enough skill level, you can't fix the solar panels"- My dude on screen when you say this is literally saying you can also use solar array parts. You go to the Helios plant you called a "labyrinth" and grab parts from the arrays if you don't have enough skill points.

Why did you leave that out? On purpose? Because it's literally on screen and you say pretty much matter of fact that you can't do it without the skillcheck.

"There's no real player engagement"- Because you seem to be sticking with the fastest route possible. Yes if you bypass everything with a skillcheck when you're late in the game or using EXP exploits like you did, the game is gonna be easier and less engaging.

You actively hurt yourself with the exploit to level you up without doing anything except hitting a speech option over and over, and you didn't bring that up at all in the video.

"You either have the necessary skill to do something or you don't"- There are multiple instances of that not being true where there's work around for repairing things with spare parts like ED-E a companion or the Solar Panels you left out.

And even so that rewards players who put points into those skills compared to those who dont. Someone who has a high level in repair skill is able to bypass parts of quests or open paths that other players who focus on other skills cant. Someone who focuses on science will have an easier time dealing with robots since they get perks that make you able to disable them or do more damage. Why is it a bad thing for skills to matter if you can do something or not when thats the reason theyre there?

“The marker is too hard to see under the wings of the plane”- This is where it looks like playing on a lower graphics setting is hurting you. And also its pretty obvious in the video at least. On my xbox one its very obvious especially compared to your video.

This isnt a problem with the game as you say it is. It's not too brown or anything. You just playing on a lower visual setting changed how it looked and it still is not hard to see. On Top of that the Boomers said put them under the wings explicitly. Where else would you look?

“Its like a case of C's and F's”- You dont really wrap up this point. And you base the whole game off of what? Like 6 quests? You didnt do too much and what you did you did the bare minimum without and critical thinking or looking into things. You rushed through looking for fun stuff and missed tons of quests.

Theres even some quests that I think are pretty bad. Like the Gomorrah Casino quests and some NCR quests can drag on. But your small pool of quests hurts the point because you dont elaborate and reduce each quest to its most basic terms and story showing that you did the bare minimum of each quest.

## **DLCs**

So this wasnt a completely blind playthrough of FNV was it? Why say its a blind playthrough when you've been looking at guides and even used an exploit I didnt even know about to level up higher before this DLC. I understand the “Blind” part plays into getting people to watch, but isnt it a little misleading to say its blind but know about the stealth suit, exploits and other lore stuff off screen? This isnt really a big point but interesting to hear your side.

## **Old World Blues intro**

Just some insight into the DLC. Its essentially based off and inspire by early-mid 1900s scifi with mad scientists and robots. So thats mostly why the DLC deals with whacky experiment and science. Its not meant to be the most serious DLC but it does have serious moments in it that also explain other things found in the Wasteland like: Cazadors, nightstalkers and even explains where the origin of the spores from vault 22 came from(or at least the origin for the experiments)

“A near 10 minute slideshow”- the intro slideshow is barely 3 minutes long my man, it's no where near 10 mins and is meant to set up your experience.

“Only problem is, the slideshow is completely unskippable”- Why would you want to skip an important story in an RPG? You always say RPGs need a story but I've seen you skip and try to skip important details in both Dark Souls and New Vegas and then say the story is either minimal or shit. When you say that I'll point here and just say why didnt you want any story or backstory to the place youre going to??

“No game should have unskippable cutscenes”- tons of games do, and why did you want to skip it so much? Its important story and backstory to the characters and location youre traveling to.

Mr Caption's point in his video is a good point in F4, but thats in gameplay where you have nothing to do except watch it for several minutes at a time while in game. This is an intro cutscene into a DLC, this isnt compatible at all. You're not learning the backstory to just a single character that tbh isnt the most important while in the vanilla game and taking any choice fro you. This is the into to a DLC where you already dont have control. This isn't a comparable point.

“We have the people who criticize bethesda for not getting fallout but here obsidian falling into the most annoying trend”- My man, a 3 minute cutscene giving you backstory while loading the game is literally the smallest thing to complain about and then youre also saying Obsidian deserves sit for the cutscene explaining the DLC while Bethesda literally has exposition dumps in their vanilla games that take away control from the player?

You showed in your vid using Mr Caption's video that in F4 theres a big section that takes awa control, and then lets even look at fallout 3. I know youre not super familiar but even before fallout 4 they were the bigger culprits. Your dad is the one to leave the vault not you, our dad is the one to sacrifice himself to try and save the wasteland, youre made to go into the deadly project purity to essentially die even if you had a companion that could survive the radiation.

You say that Obsidian gets fallout and pulls this shit, but if you did a little research youd understand that there's a reason fans say they “get fallout” while talking down on Bethesda's take.

## **Lobotomies**

Again you say the lobotomies are “never explained” but missed so much detail. You played the DLC so idk if you just decided to not talk to them enough to learn about it or are purposefully leaving it out.

The lobotomies are lobotomized wastelanders who wandered into BIG MT and became experiments and also to essentially defend the facility. They Are found in the

experiments themselves which shows that they're not only meant to be a walking defense system but victims themselves. And talking to DR Dala will also let out some more of the fact that she obsesses over exploring the human body inside and out and it's partially because she misses her own body. Saying it's not explained is objectively false and I need to know how or why you either missed this or decided to leave it out.

"The Courier was also lobotomized, but it's never explained how they're able to have cognitive function"- It was explained that the bullet from the beginning of the game changed how their Auto-Doc(Medical super machine) processed brains and instead of just lobotomizing you like the rest, the wrinkle from the damage done in your brain set it on track to properly correct itself. Which is why the Think Tank is confused why you can talk and everything at all. It's literally explained in the game by Mobius and others that's how it worked and why your brain is important in the first place.

The reason your brain is important is because now that they have someone's brain that the AutoDoc didn't completely screw, they have the data of the Mojave from where the courier came from and realize that there's an entire world outside of BIG MT. Thus making them a threat to the wasteland, Mobius realizes this and among their bickering stole the brain since he still has access to their zone.

"40 minute conversation with the scientists" - this is a long dialogue meant to give you the general feeling of the DLCs theme and humor. Yes it is a bit long, but there are options to get through it faster and it's definitely not 40 minutes dude.

And plus while I don't agree with it, you've also skipped tons of dialogue in the game and even when complaining about the intro scene you said you couldn't skip that like dialogue. Why is it such a big problem here but apparently not at other places with stories it's trying to tell?

Doesn't matter if your LP episodes were just dialogue, the game wasn't meant to be played in 20 min segments. IDK what you wanted to bring to the table with this.

## **Beginning OWB**

"These jokes just aren't funny"- I know you said it's your opinion but it's subjective but for me to combat your point all I have to say is that I think it's funny and that's it. Comedy is subjective so your point is easily dismissed here.

"Penises on feet" - The scientists have not had human bodies for over 200 years. They're insane and it's obvious from this line that while it's trying to be funny for the player, in universe it gives off a feeling that something isn't right here. If these are meant to be brilliant scientists but can't distinguish what toes are. Then there's an obvious problem. That's the point of the joke that seems to have gone wayyy over your head.

"The inanimte objects arent funny and makes no sense"- Yeah thats the point. It doesnt make any sense. The scientist are literally insane and made these to have little sense but thought they were big breakthroughs. And again saying they fall flat is subjective, personally I love the toaster's and Botanical garden's personality

"Most jokes follow 3 rules" OK but I thought humor and comedy is subjective. You claim a joke needs to follow steps to be funny but thats only in your head. Theres different kinds of comedy and just because it doesnt follow what youre putting on screen to apparently be "the way jokes go" doesnt mean it falls flat.

I dont think Louis CK is funny, and i'd argue the example youve given isnt funny or factual either. Plus you need to give objective proof if you want me to even try and think that what you stated here is true. just because you think a joke needs to be the "traditional joke formula" doesnt make it the way a joke is made. What about the absurdity of the situation like a talking toaster that wants to take over the world?

Again this is subjective and if you dont think its funny its perfectly fine, but then you come and say "jokes need these 3 thing" but then also don't talk about how this is another style of comedy and you say that the jokes fall flat.

## **OWB gameplay**

Ok this is something I can somewhat agree with, the constant back and forth between similar places can be a bit tiring. Especially when there's a quest or 2 that only opens up after finishing one part to only have to go back.

But the SINKS AI quest is literally meant to only be a fetch quest. Plus its super optional. Though Ill also agree and say its a bit tedious that it only updates after grabbing the grouped marked parts and then have more pop up after installing them.

But the thing about OWB is that its mean to be a collection of dungeons with difficult enemies because the rest of NV doesnt do this. It focuses on choice and story so adding in a jokey DLC to have whacky stuff happening with the combat dungeon is the draw to this DLC. Plus you do get some story and canon info from this DLC, and the experiments in each area add enough interest to have the dungeon crawling still be interesting. Even if the main area itself is very similar and at times boring.

But the fast travel also takes away a lot of tedium from this. Sure it might be somewhat annoying but you can also fast travel right to the spot or close to it and then run right to the marker. The DLC is not that large.

"The game crashes when you leave"- Ok yes this is a glitch, but its also been seemigly patched and was an easy fix which you even stated. You think the glitch was intentional?

And Bethesda has literally had this problem multiple times and have had to patch it out also. I had a problem with constant crashes trying to start the Nuka World DLC which hindered my thoughts on it, but then realized its just a minor unintended glitch. There's literally threads upon threads of people talking about Bethesda games crashing without mods constantly.

Just like the Dark Souls UI glitch, it wasn't intentional by the devs to have it happen and its also the easiest fix ever. So not sure why its even a point?

"Can't skip the outro cutscene" why would you want to skip the part that tells you your actions and the outcomes that you've brought upon? You wanting to skip story hurts your argument that you like stories in your RPGs because everytime the game tries to give you it, you either try to skip it or kill the characters without talking like you did with the Think Tank in the final episode for OWB.

Yes the outro is longer than the intro, but with you doing the bare minimum in OWB it definitely wasn't 10 minutes. And you cutting it up in your playthrough doesn't give me enough info to tell how long our specific outro and what you did was even that long either. Maybe if you do all the optional stuff in OWB it would be closer to 10 mins.

## **Lonesome Road**

Ulysses doesn't play it up to godlike proportions, he tells you a somewhat dramatized version on why couriers are so important. But he plays that importance into your own story and why he doesn't like you. You being a courier that has been all over has seen the West where the NCR lies and came east since you saw it crumbling. Upon coming east you got a package and like you're supposed to you deliver it but don't understand the importance of the item and the amount of sway that you unintentionally bring about.

Plus couriers are incredibly important to the wasteland. You bring information, food water and can even send out the same for different communities. Yes he is being a bit dramatic, but he's also being honest.

You brought an activator that would set off nukes without realizing it and brought it to a town with innocents living there. Just like the platinum chip, not realizing its importance brings change and it was all under your nose, all just because you're doing what you're supposed to. Now obviously you wouldn't get this since you didn't even look to see what the importance of the chip was. So not surprised that this point fell flat on you.

## **Linearity**

"The biggest problem is that its linear"- It is meant to be the only linear part of DLC because its meant for people to fully finish and understand its story. Its meant to fully answer things that have been hinted at and allow for us to get straight answers without diverging, and its one of the only parts of the game that's linear in its gameplay and



story. And yet it still gives you big choices at the end while also adding in the story of ED-E and finishing off Ulysses story from the vanilla game and other DLCs.

And even when its linear it gives us other areas to explore and optional things like the Ralphie posters or all the warheads to go around looking for. Theres hidden secrets all over and also different ways to fight through the Divide. Certain warheads are placed so you can ambush and surprise enemies. Some are hidden really well that you need to look around corners or find them in a hidden spot(example being in the deathclaw nest where the wall comes down behind you)

Linearity is not a problem in games, its if a game is too linear is where theres a problem. TLR has choices in its gameplay and makes you think on how to play since it pushes some of the most difficult enemies at you and some from good positions. It gives us a choice at the end of the DLC to change the wasteland forever and the dialogue doesnt have us following one direction.

We can literally criticize Ulysses view on everything and talk him out of nuking the NCRs supply line if we want to and have him fight alongside you against the marked men. Were then given the choice to do whatever we want with the nuke for whatever side we want. And again you missed out because you decided to sneak up and kill Ulysses without even talking to him. And again this hurts your claim about wanting stories in RPGs and even your credibility in this retrospective because you constantly choose to ignore and kill characters that have good stories.

“No ingenuity” sure the levels no exactly, but theres the tunnelers which are brand new creatures that dont act like anything else in game. And the new flar system that scares away the abominations in the wasteland. Along with a brand new silent ranged weapon; the nail gun.

“There is a story to this DLC its ED-E’s backstory” Ok youre right but its only a very minor part. You bring this up but not the important and main point of the DLC which is Ulysses and the entire deal with how hes talking about both important factions that we deal with in the wasteland?

## **UGH why even talk about F76?**

What even is this comparison? The nuke you launch is there because your character is made to think itll open the door next to him. Not set off an entire nuke just for loot like youre making this wild assumption about. Again just shows you completely missed the theme and point of this damn DLC.

Youre even criticized about doing stuff that you dont understand right after this section is over with by Ulysses.

You want to know why Bethesda gets shit and not Obsidian? That's because it's not even the same thing. Obsidian makes it clear that the nukes cause damage, that's the whole point of this DLC you missed somehow??

Sure you can go to the Courier Mile after nuking it, but you don't go for the "loot" because there isn't much there besides destruction and irradiated enemies.

Bethesda made a fucking game based around nuking areas for better loot with your friends and makes light of Nukes. They always fucking have. Fallout isn't about nuking shit, it's about the literal "FALL OUT" of everything based around the nukes. Bethesda doesn't get this point and made a game mechanic to make harder enemies and better loot spawn and literally made a town around a Nuclear bomb in Fallout 3.

You can even look at this DLC as a criticism of the entirety of F76, because it criticises the use of nuclear weapons and shows the damage just a small warhead would do. In F76 it treats Nukes like toys. Oh and the very least, this DLC has NPCs and story lol.

## **Ulysses and Enclave**

How did you even think this? You played Fallout 4 and that has no enclave and the only talk about the enclave is with ED-E. Just because he had an old world flag didn't even mean this. I need to know how you came up with this idea. Even in your "correction" short you didn't address how or why you thought this.

And again, you sneaking up and killing the main points in each DLC takes so much story and context from the game and then you make up claims that you don't understand. By just talking to Ulysses he says he was part of Caesar's legion and his background. These games aren't just games for you go through killing every person that isn't friendly to you like in Fallout 4 or Skyrim. Sometimes the "big bads" are just misguided and can be reasoned with. But you can't do that if you shoot them from 40 feet away.

Ulysses wanted to drop a nuke on the supply line for the NCR to "cut the bear's throat" essentially crippling the NCR making them retreat from the Mojave and allow Caesar to overstretch his legion to try and kill 2 birds with one stone.

I have 0 clue how you came up with how Ulysses wanted to nuke a random civilization and rebuild when he only wants to kill off 2 major factions.

They want to establish the American Government from before the war and want to essentially wipe out all the perceived "mutants" (anyone not in the enclave ranks) to rebuild the USA as it was. \*<https://fallout.fandom.com/wiki/Enclave#Society>\*

They wouldn't just nuke one side, they want to take control so they would have nuked each side if they could just to control it. They wouldn't even let you prob anywhere near

the actual launch site since they're incredibly advanced in tech and firepower and also very protective of their shit.

You didnt even skim the wiki or any sources at all for this huh?

So obviously your point in your video is void, and in your correction you say your criticism still stands but you obviously werent paying attention to the main plot at hand which makes it obvious why you wouldnt be invested. Plus your correction video is actually more of you antagonizing people who only corrected you than the actual correction.

“Even without playing them i can still have an opinion on how they affect my perception”- No you cant. You literally cant have an opinion on how these games affect anything or on the DLCs themselves since you didnt play them. You chose to ignore DLC and story due to some random persons opinion but most people will agree Dead Money has an amazing story and adds tons to the game.

“I paid extra and it ended up being a waste”- This isnt important or relevant to the game. You deciding to pay extra and not doing the extra content isnt a negative to the game and cant be given as a negative. Just because you took someone elses word on it doesnt mean you can lop them in with the rest of your view. Plus when not on sale the game is \$20, a lot more value in that \$20 than many other games that have come out before and around the time of your video.

## **Main quest and end of game**

New Vegas isnt exactly a “marketing point” fo the game as much as its just the general spot the gae is gonna be located because its a spinoff. Like if fallout 4 had a(actual good) spinoff, say like in New Jersey. It would prob be like: Fallout New Jersey or something. Small point but just wanted to clear that up.

“Why even deal with the superfluous revenge plot?”- Because it gives context to the story and the dynamic of the world? Its meant to show that the chip is very important and also allows you to get dealings with MR house and the other factions.

Why have the story of finding Shaun in Fallout 4 or finding your dad in fallout 3 if people are gonna explore the wasteland and get to each city anyway??

You really underestimate players when you say theyd make their way to New Vegas because theres players already who dont make it to Vegas in their playthroughs forever even with the quest.

“NCR is most noble”- I get this point but you also missed all the corruption and the bad things they do. DO you know about the bitterspings massacre? Or the fact that the “It was a fairly boring main quest”- The main quest is made to be done while going through the game exploring and doing other missions. You choosing to do it all essential at once at the end of the game does make some of the issues people have with the

quest come across more apparent. But if you played through in an organic manner it would have been a much better experience. Tho I know that isnt going to satisfy you.

You say theres little substance but thats not true. You have to go to each faction and you can have each minor faction on your side with peaceful options. The main quest branches out to these factions so you can do their questlines too and then you can align them with the NCR. But going along with the most bare bones path because “you wanted the LP over with” is obviously gonna make it seem like it has little substance. Like can you even argue that purposefully not doing parts of any game is gonna make it seem like it doesnt have content?

Like for both the BoS and the Great Khans you can have them align with the NCR at the Hoover Dam by doing a quest or quest line for the faction. But YOU chose to kill them all, you chose to detonate the bunker just because it was quicker and you followed the map markers instead of choices given to you.

## **The president's speech quest**

“Why do I need to inspect the vertibird? When did the legion get to plant a bomb on it?”- Theres 3 different assassination attempts that take place here and there is a legionary that plants the bomb by being disguised as an NCR engineer that if you did the initial look around can be hinted towards and a terminal can be found to have unauthorized access.

“Maybe you wouldnt have to worry bout it if the secret service never left it unattended”- I mean youre the security thats supposed to be looking around. They dont expect an enemy to go up to the vertibird and thats why is your job to be thorough. They dont expect one of their snipers to be picked off and replaced by an enemy or one of the members in the crowd to try and attack the president, but all 3 of those things happen.

“Just the President giving a speech, you can fast track in other games”- Dude the point of the speech being long is to give you time to figure out all the assassination attempts. Did you really think they wanted you to just stand around and listen? Your job that you were given is to protect the president and they have to give the player time to look around and find all the attempts and clues. Plus why do you want to skip story and lore. And just goes to show that skyrim has problems with story and dialogue if you need to use glitches or exploits just to skip dialogue haha.

In your own playthrough you failed your first attempt because you thought the focus of the quest was on the speech, but you literally reloaded and looked at a guide and know that its not just the speech. Then claim that the 2nd part of the quest only relates to listening to the long ass speech.

**At 1:23:20**: you show gameplay which isnt your own going towards the sniper location. You then cut away after they deal with the Legion spy as a sniper and cut back in when

they're back down. Outright hiding proof that the 2nd part of this quest isn't just listening to the speech. Plus idk why you even have the wrestling parts in the video.

And if you really wanted to skip the speech the way to do it is to bring up one of the assassination attempts to the person in charge of you and they'll cut the speech short.

## Hoover Dam

"The last mission is just kill kill kill"- Yes, because the rest of the game has not been a gauntlet like this and this is a literal battle for the Dam. You know, the battle that has been talked up the ENTIRE game. Of course it's gonna be killing enemies. But the one problem that you have is that it's something you've done so much through your playthrough, of course just killing enemies is gonna be boring to someone who has constantly only gone around killing. If you took your time and focused on the game and did options that killing wasn't necessary, this battle wouldn't seem like such a normal thing to you.

"You don't even get to fight Caesar yourself"- Like dude, why would you fight an old man dying of a lethal brain tumor? Especially when Legate Lanius has also been one of the big points that people bring up when talking about the Legion? He's fucking terrifying because he is a strict and brutish military leader for Caesar that has never lost and is a legend in the wasteland.

You never even talked to Caesar so you don't know why he's not on the frontline. You don't fight President Kimball when you play the legion, you fight his military general which makes perfect sense. Just because you missed out on killing Caesar doesn't mean that it makes no sense not to fight his general.

"The game gives us a dialogue option, so they know they are disappointing us"- Again Caesar is the leader of the legion, why would he fight on the frontlines? He's the brains of the legion and Lanius is the "Monster of the East" and has never lost a skirmish. Again Caesar isn't gonna be on the frontlines if he's an old man and the brains of the whole faction. You've seen shows and other games where the main antagonist isn't necessarily the strongest but still a threat right? And their 2nd in command is usually stronger and a bigger threat to the life of the protagonist. It's not an oversight on the developers, it's a problem with you not paying attention.

Why don't we give Joe Biden a rifle and send him on the frontlines? Like see, it doesn't make sense for someone that doesn't fight to be on the frontlines.

Plus Lanius has been talked up a lot in this game and a lot with Ulysses if you talked to him. But again not paying attention and rushing the story is gonna make you miss key details and then make a ridiculous complaint like this that's easily broken apart.

Why complain about the cutscene again? Its there for you to know what outcomes your choices through the entire game. You make it sound so negative that it gives you a hard end and tell you what happened after our fight at the Dam.

## **Final thoughts**

You like the Bos and Veronica because theyre the only parts that you put some effort in not only doing the bare minimum of the story. And idk if you even did all of veronica's quests either. If you actually got other companions and didnt try to shoot straight through each quest you would prob have come to like the other companions and factions like you do with those 2 sections.

Yes if you go to places that deal with FNV you will find fans that are talking about the game. Thats how fandoms work. And you act as if its only fanboys talking shit on other games when I can find multiple threads criticising New Vegas for perfectly understandable reasons. Fans like the game but also criticize it, but you have it mixed up with "toxic fanboys" that only shit on other games. I know theres some of them out there, but constantly antagonizing anyone who remotely likes fallout or just correcting your false information is only gonna cause problems.

Yes Fallout New Vegas did things better then Bethesda relating to fallout becasue Bethesda doesnt really understand what made Fallout great. Their focus on shooting cool enemies without proper story telling is why NV is held so high up. You dont have to only go in guns blazing. Theres pacifist runs people do and other ways to get through the game instead of just shooting or passing a speech check.

It's fine to not like a game and even scrutinize the game but you make claims like it doesn't have arguments about which faction is good or not, or that youre thrust into the chosen one role? Thats false.

The factions have different viewpoints and reasons that people will argue for or against. You literally didnt talk to Caesar or his higher up so you have 0 clue on their views or philosophy besides watching a Templin video that doesnt even bring up Lanius or Caesar himself. And calling them "sadistic fuckwads that dont justify themselves" proves my point even further by showing you didnt talk to them and only have a surface level understanding.

And you claim theres points in this game that are "been there done that" like in other games like the BoS being like the imperials or veronica being like liliana or even the kings and thieves guild comparison. Can only one gae do this? And plus skyrim came out afterwards so a bit of an unfair comparison if youre saying its like that. Its more like skyrim's empire is like the BoS because this depiction of the BoS is like the BoS in the original games.