

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.

In that case, you're basically admitting that the player character is in fact the chosen one, simply by reason of him being a courier. The player character's profession might as well be "demigod" in terms of how important he is to this universe.

But then, that means Obsidian is lying out its ass when it says that you can roleplay as just some random insignificant guy.

Why do you think protecting the president comes late into the questline after you've gone through essentially "merc work" in the beginning

When I started doing the main quest, it was after the Lonesome Road DLC, and at that point, the game had soured all good will it had with me, so I didn't give a fuck anymore about the damn game. At that point, I just plowed through it just to get to those merciful end credits.

So why do I think protecting the president comes late? Well, the short answer is "me no give shit."

The Brotherhood in NV doesn't let you in and makes you do their dirty work of removing an NCR ranger so they dont reveal themselves and youre fitted with an explosive collar.*unless you have Veronica as a companion*

I never experienced that, so I can't have an opinion on it.

And no, I don't think that invalidates my opinion. Because in my video, I never pretended like I had played any more of the game than I did.

They dont say "hey youre super trusted and everything right now!" its literally them just saying theyre interested and have been keeping an eye on your actions since youve entered the Strip.

That's not the vibe I got from this section of the game, and this was before I had decided "Fuck this game, I'm just going to blow through it." So if that wasn't the authors' intention, I consider that a failure of the author to communicate his intention clearly.

Minutemen promoting you to General immediately

First, what does this have to do with invalidating my New Vegas retrospective?

There's an extenuating circumstance in that case: The fact that it's literally just you and Preston. Preston lacks leadership skills and he knows it, so you're the lesser of two evils.

BoS welcoming you too quickly

First, what does this have to do with invalidating my New Vegas retrospective?

You show your stuff at Arcjet Systems. Danse sees that you're a capable warrior.

Danse is a well-respected member of the Brotherhood, so his endorsement is damn valuable.

Deacon vouching for you when you haven't done anything

First, what does this have to do with invalidating my New Vegas retrospective?

Merely figuring out the password itself gives you valuable puzzle-solving skills in the wasteland. Yes,

the password is stupidly easy to guess by our first world standards, but as I said in my FO4 Retrospective, we're unfairly attempting to insert our first world standards into a world where these standards simply don't apply. Literacy is actually in very short supply in this world, so even if people could probably guess that their password is their name, many people would probably try to spell it like "rale rode," if they even have *that much* literacy!

Why should people help you just because your son is missing?

First, what does this have to do with invalidating my New Vegas retrospective?

Second, because fucking *empathy*, that's why.

Let's also not forget that most people only point you in the diamond city and then Valentine. Nobody helps you directly who don't have some skin the game themselves. The only people who help you directly are (A) Valentine, who is a detective, (B) Virgil, who you've already conceded to, and (C) people who have a vested interest in finding and taking the fight to the Institute, like Dr. Amari or the factions.

Nick Valentine has other open missing person cases

Do you have any proof of that? That he has actually has multiple other missing person cases *currently open on his docket*? Closed cases don't count.

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.

First of all, what does this have to do with my New Vegas Retrospective?

Second, this is demonstrably not true. When you start the Far Harbor DLC, a family in the northern side of the map radios to Valentine over their missing daughter, which is what takes you to Far Harbor Island.

Ceasar explains other atrocities

I never experienced that, so I can't have an opinion on it.

And no, I don't think that invalidates my opinion. Because in my video, I never pretended like I had played any more of the game than I did.

Nipton was punished for setting the trap

That doesn't make any sense, though. By the time Nipton agreed to set the trap for the Legion, the Legion had obviously already decided to spring said trap. So that couldn't possibly have been their reason for wanting to do it in the first place.

"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?

"Those cretins served all comers, so long as they paid." That was clearly what Vulpes said immediately after he said "the depths of their moral depravity." Clearly, serving all comers as long as they pay is, in his view, morally depraved.

I'm honestly more curious as to why YOU didn't see that.

You didn't seem to understand the lottery and what they were doing in spreading terror.
No, I absolutely understood that it makes them out to be bloodthirsty psychopaths.

“There's 2 ways of writing characters with moral ambiguity to them”- Sources.

Here's one: <https://www.servicescape.com/blog/how-to-write-morally-ambiguous-characters>

The biggest one here is “Keep the readers guessing.” If I'm never given any reason to question my initial impressions of these characters as anything other than bloodthirsty psychopaths, then you've failed at writing morally ambiguous characters. The only thing I'm left “guessing” about the Legion is when or where they're going to strike next.

Other ways in which the Legion fail as morally ambiguous characters include, but are not limited to, the following ways:

“Give them redeeming qualities” – The game never presented me with any redeeming qualities from the Legion.

“Let them grow and change” – I never see the Legion grow out of their mold of being bloodthirsty psychopaths for its own sake.

“Give them difficult choices” – I never see the Legion have to grapple with any difficult choices. You're either 100% behind them 100% of the time, you're 100% dead on the cross. There is no in between with them.

Here's another source: <https://www.writingbeginner.com/how-to-write-morally-gray-characters/>

In Section 10 of that page, it advocates for a “Character POV.” This would essentially fill the role I mentioned in my video of forcing me to interact with the character in nonviolent ways. Since the game never gives me this moment for the Legion unless I actively seek it out, this is a failure of writing morally ambiguous characters.

Also, in Section 13, they discuss “Anchor Points.” Like I said in the video, the first time you are introduced to the character (in this case, in Nipton) is the most important moment for establishing your character, and Section 13 of that source confirms this.

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 didnt dive into it isn't the games failing. It's yours.

I don't see why it is my responsibility to actively go off the beaten path to actively seek out story. As I said before, if you're going to make something in your game optional, then the main quest needs to be written on the assumption that the player didn't do the optional content.

The legionaries speak Caesars 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 way for the wasteland.

Right ... because they're just bloodthirsty fuckwads who make no effort to portray themselves in any light other than being bloodthirsty fuckwads.

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.

And so how is that my fault? How does that invalidate my opinion of the game?

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.

Translation: You disagree with their opinions, so you're just going to say that they're “objectively wrong” and “don't know what their talking about” as an excuse to discard the research I did.

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

They were obviously having these “thinly stretched” problems before the game, as evidenced by the opening cutscene: “But as the NCR grew, so did its needs.”

I am given no reason to believe that the NCR is stretched any more thinly than they were at the first Battle for Hoover Dam.

You definitely didn't pay attention to the story and lore

Maybe the problem isn't that I didn't pay enough attention, but that the game didn't do a good enough job of sucking me in.

the NCR has corruption in it

How does that make it arguably worse than the Legion? I'll take a little corruption over outright totalitarianism any day of the week. In America IRL, we currently have an epidemic of police brutality, but the mere fact that we have constitutional avenues to remedy that corruption alone puts America above totalitarian states like China. I see the NCR-Legion comparison as little different. This isn't morally ambiguous, because there's a clear “right” choice. Just because the “right” choice is “lesser of two evils” rather than “truly good” doesn't make it any less obvious.

Especially if you enjoy story and did the NCR path like you say.

I enjoy *story*, but I didn't enjoy *this story*. There's a big difference. This story was fucking boring and a grind to get through.

you saying “you are introduced” without bringing up the other ways is a valid complaint of you not being thorough

At no point in the entire video did I make any pretense that I had played any more of the game than I actually did. So instead of me being misleading in my content, this is more of a case of “You aren't making youtube videos the way I want you to make them, so you shouldn't make youtube videos at all.”

They [the Kings] tax people on water only because theyre around and not even because they brought the water.

So ... they're a government agency?

Also, how does this invalidate my opinion about the game? At this point, you seem to just be saying things as they occur to you without considering how these things support your thesis.

Hell ... you even *have* a thesis? If you've ever taken an English Composition course in college, you

know that having a clear thesis (and I mean a *very clear* thesis) is essential to any persuasive argument, verbal or written.

You said on your 2nd playthrough you played with the Powder Gangers but didn't bring them up?

Yeah, because I only got through about four of their quests, and they were all so uneventful that I can barely remember anything except the broadest of strokes. I think there was one quest where I was meant to hold up a trade caravan and rob it????????

I guess you didnt play enough of it?

Yeah, and for New Vegas fans, “enough of it” means literally 100%. If I play even so much as 99.999999999% of it, then I haven't played “enough of it.”

you also didn't play much of the side quests or companion quests

I played enough to get a sample. If you think that literally 100% is the absolute bare minimum amount I need to play, then I want to see a source for that.

What's the problem with the kings and BoS being minor factions when theyre playing those roles well?

When did I ever say there was a problem with that? Remember, Kings and BoS are two factions that I praised in my video!

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. Ok, so how does this invalidate my opinion on the game?

And yet you claim it's disappointing when you didn't really even explain why and just breeze past it.

The criticisms and commentary I had given on each quest *up to that point* are the explanations as to why they are disappointing.

its a short sighted view because you didn't even talk to Caesar or the higher ups to hear his side and philosophy.

If you're going to make content in the game optional, the main quest needs to be written on the assumption that the player didn't do the optional content.

I define “optional” as meaning that it is not required in order to get the “true” experience of the game.k

you choose to not play the others or explore deeper than surface level opinions.

If the game doesn't entice me to play beyond that, that's the game's fault for being boring.

And yeah its a simple boring quest, but its also early in the game

Early game is the most important part of the game! It's when the game developers need to put their best foot forward! You've heard the phrase “you never get a second chance to make a first impression,” right?

Also, remember earlier, when I mentioned how to write morally ambiguous characters. Remember how I provided a source showing that the character's introduction is the most important “anchor moment?”

Well, think about how that logic would also apply here.

You did no research or you're purposely leaving out the vault experiment and Keely

By this point in my playthrough, I was in full "Fuck this game, let me just blow through it" mode.

Everything after Lonesome Road is when I was out of fucks to give.

So yes, I just went through the dungeon. The game at that point no longer had any good will, and it was the game's fault for being so boring up to that point.

the ghoul scientist still alive in the vault that has you make a moral choice with the experimental information

By this point in my playthrough, I was in full "Fuck this game, let me just blow through it" mode.

Everything after Lonesome Road is when I was out of fucks to give.

So yes, I just went through the dungeon. The game at that point no longer had any good will, and it was the game's fault for being so boring up to that point.

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.

Terminals don't count as story. They count as *backstory*. Just because that compound word has "story" in it doesn't mean it can be a substitute for a story. Backstory is used to tell the history of a world or characters to explain how they got to the point they are currently in at the time the actual *story* gets started. But then, you need to actually tell a *story* at that starting point.

Case in point: in Fallout 4, Cait's quest to cure her chem addiction takes you to a vault. This vault's *backstory* is that it was used as a drug rehab clinic. That's just used to explain why there's a machine in there that can cure Cait's addiction. The non-back *story* being told there is Cait's story: the story of an arena fighter with an attitude as tough as her accent, but whose emotional walls slowly start to crumble around the Sole Survivor because, for the first time in her life, she actually has a fucking *friend*! This emotional opening up culminates in their trip to Vault 94, where Cait is presented at her most vulnerable, but the Sole Survivor rises to the occasion and proves to be every bit the friend that Cait needed to turn her life around.

See that? That's the actual *story*, not just backstory. You don't need terminals to follow that.

prob because you shot your way through to the map marker.

By this point in my playthrough, I was in full "Fuck this game, let me just blow through it" mode.

Everything after Lonesome Road is when I was out of fucks to give.

So yes, I just went through the dungeon. The game at that point no longer had any good will, and it was the game's fault for being so boring up to that point.

"Fetch quest in a labyrinth"- but no explanation?

If I don't remember anything more about this quest, that just serves as a testament to how ... well ... unmemorable this quest was.

(from your corrections short) “My point i that its repetitive”- first off

And this ... this right here ... is why I stopped doing corrections! Because I still don't hear there end of it!

youre supposed to reach novac early on, so again its not meant to be the most difficult quest at all.

Early game is the most important part of the game! It's when the game developers need to put their best foot forward! You've heard the phrase “you never get a second chance to make a first impression,” right?

Also, remember earlier, when I mentioned how to write morally ambiguous characters. Remember how I provided a source showing that the character's introduction is the most important “anchor moment?” Well, think about how that logic would also apply here.

The fact its unmarked and makes us look around and ave to talk to everyone, and the only person to give a clue that the legion was here is the local nutjob is alredy interesting.

That's your opinion.

Ace Attourney?

They are different genres, yes, but the feeling of actually doing *fucking detective work* is what I was going for.

My dude on screen when you say this is literally says you can also use solar array parts.

I'll admit that I wrote my script and recorded my lines before I collected B-Roll footage for my video. Is there a problem?

Why did you leave that out? On purpose? Because its literally on screen and you say pretty matter of fact that you cant do it without the skill check.

If I publish a corrections short on this matter, people are still going to shit all over me, because as I've been saying all along: It's not about me getting things right, and it never has been about me getting things right. It's about whether I like the same games they like.

Because you seem to be sticking with the fastest route possible.

Yeah ... after I finished Lonesome Road!

Yes if you bypass everything with skill check when you're late in the game or using EXP exploits like you did, the game is going to be easier and less engaging.

Now, previously, you've defended the early game as having an excuse for being boring. Now, you're saying that the *late game* is also supposed to be boring? So you're saying that it's literally just the middle of the game that's supposed to be fun? Not just that the middle is the only fun part of *this* game, but that it's the only part of the game that's even *supposed* to be fun?! And you say this so matter-of-factly that you seem to think this is common knowledge, like I'm somehow obtuse for not realizing this on my own! That I'm somehow naive for expecting a game to be ... ya know ... consistently fun throughout?!

That being said, lest we forget that leveling up is one of the core gameplay mechanics of an RPG. Story is the most important part of an RPG overall, but as far as gameplay is concerned, leveling up is the most important mechanic. This is what gives players the “sense of progression” that makes RPGs what they are.

So you're honestly telling me that I killed the game for myself because ... I leveled up? I did what you're supposed to do in RPGs, and that kills the game for me.

And you honestly don't see how that means that New Vegas *fails as a fucking RPG*?!!!!!!!

Put simply, it's the game developers' job to give me engaging content at all stages of the game, and if they can't do that, that is 100% the game's fault.

You actively hurt yourself with the exploit to level you up without doing anything except hitting a speech option over and over, and you didnt bring that up at all in the video.

Why should I have to bring it up? Just like using god mode in between recording sessions, I don't see this as all that important.

“You either have the necessary skill to do something or you dont”- There are multiple instances of that not being true

Well, I never found them.

Why is it a bad thing for skills to matter if you can do something or not when thats the reason theyre there?

Now, just a moment ago, you said it was my fault for killing my own experience by getting levels. Now, you're saying that I'm supposed to get levels? THE FUCK?!

Dude, can you please pick a school of thought and stick with it?! Because right now, you have no fucking consistency!

No wait ... there is at least one way you're consistent, and that is if you subscribe to the school of thought of “Your review is invalid because I don't like your opinion of the game.” That's the only common denominator in all of this. But of course, you won't admit to that. You'd rather do mental gymnastics that would put a Chinese Olympian to shame to justify your belief that your subjective opinion is objective fact, rather than simply admit that it's just your opinion.

Now, that being said, I *don't* think it's a bad thing for skills to “matter.” I just think it's bullshit that leveling up in this game essentially bypasses everything in the game.

This is where it looks like playing on a lower graphics setting is hurting you.

If low graphics render the game unplayable, then I should not have been given the option to turn the graphics down that low.

And you base the whole game off of what? Like 6 quests?

And two really shitty DLCs, which, as I explain in the video, I hold to a higher standard than the base game, owing to the fact that I paid extra for them.