

So this wasn't a completely blind playthrough of FNV was it? Why say it's a blind playthrough when you've been looking at guides and even used an exploit I didn't even know about to level up higher before this DLC. I understand the "Blind" part plays into getting people to watch, but isn't it a little misleading to say it's blind but know about the stealth suit, exploits and other lore stuff off screen? This isn't really a big point but interesting to hear your side.

I don't consider "blind" to mean "literally zero advance insight whatsoever." I mean, by that logic, can I not consider the playthrough "blind" if I know some things about the game thanks to cultural osmosis? Like, for example, I knew going in that there was a faction in this game called Caesar's Legion. Because I knew *that* before playing the game, do I not get to call it blind?

This is just like my use of the words "retrospective" and "in-depth." People try to add their own arbitrary conditions to these words that simply aren't part of the definitions in an attempt to claim that video is invalid because I'm claiming it to be something it's not. No, I'm not claiming it to be something it's not; YOU are attempting to change the definition of the words! If you honestly think such words as "blind," "retrospective," and "in-depth" are used wrongly in my videos, then by all means, why don't you report the video for having a misleading title?!

I'll tell you why; Because you know damn well that Youtube won't take it down because it isn't actually misleading! That's because you know full well that these words don't actually mean the things you say they mean!

But at that point, you are effectively admitting that you aren't simply "wrong" when you say that these words mean this or that. At that point, you are admitting that you are a god damned, filthy liar.

Just some insight into the DLC. It's essentially based off and inspired by early-mid 1900s sci-fi with mad scientists and robots. So that's mostly why the DLC deals with whacky experiment and science. It's 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)

So how does this make my video wrong?

“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.

I started the DLC at the beginning of Episode 25 (“Where's my Brain”), and I started the DLC at the halfway point.

“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??

On a first playthrough, I can understand being expected to sit through it. But on subsequent playthroughs, when you already know what the slideshow is going to say, why can't you skip it?

“No game should have unskippable cutscenes”- tons of games do,

But they shouldn't. If a lot of games didn't have the ability to pause in single player, would that make it okay?

and why did you want to skip it so much? Its important story and backstory to the characters and location youre traveling to.

See above.

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.

First of all, I think you mean “this isn't *comparable* at all,” not “compatible.”

Second, why isn't it compatible? One is story. The other is ... also story!

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.

Wait ... Kellog isn't a main character? THE FUCK?!

How do you define a main character? Kellog is literally the person who sets the events fo the story into motion when he kidnaps Shaun! If that's not a main character, then what the fuck do you consider a main character?!

This is the into to a DLC where you already dont have control. This isn't a comparable point.

Why isn't it compatible? One is story. The other is ... also story!

“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?

How does Bethesda's exposition dumps take away control from the player? When I deliver Ulfric's axe to Balgruuf, and then he starts weighing his options with his court, I am absolutely free to walk away and come back in about an hour and Balgruuf will have finished his conversation and given Ulfric's axe back to me.

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.

I'm not exactly sure what your point here is ... other than you just venting against Big Bad Bethesda.

What exactly do you want me to respond to?

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.

Ok, I did a google search: https://www.google.com/search?q=Why+does+Obsidian+get+fallout%3F&hl=en&source=hp&ei=ZHapYdHfE9qnqtsP0deFyAc&iflsig=ALs-wAMAAAAAYamEdN3KOW_r88xUCe9IWK4CW4NQoQr0&ved=0ahUKEwjRoZHWwMb0AhXak2oFHdFrAXkQ4dUDCAk&uact=5&oq=Why+does+Obsidian+get+fallout%3F&gs_lcp=Cgdnd3Mtd2l6EAMyBggAEbYQHjoLCAAQgAQQsQMqgwE6DgguEIAEELED EMcBEKMCoggIABCABBCxAzoRCC4QgAQQsQMqgwEQxwEQowl6CwguEIAEEMcBEKMCog4ILhCABBCxAxDHARDRAzoFCAAQgAQ6CAguEIAEELEDogUILhCABDoICAAQsQMqgwE6BwgAEIAEEAo6BQgAEIYDOggIIRAWEB0QHIAAWP4eYPMgaABwAHgAgAGxAYgB8xySAQQ3LjlzmAEAoAEB&scient=gws-wiz

I didn't find a single search result on the first page that matched my question, and subsequent pages are even less likely to have a valid match.

So you ask why I don't do my research? Maybe I do, and I don't fucking find anything! Did you ever think of that?!

Again you say the lobotomies are “never explained” but missed so much detail.

So ... it wasn't explained in my playthrough? Just like the platinum chip?

Like I've said before: If you're going to make something in the game optional, the main story needs to be written on the assumption that the player didn't do the optional content.

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.

Talk to who? The lobotomites? It thought I *couldn't* talk to them. After all, if I could, why would my ability to remain articulate despite being lobotomized be in any way remarkable?

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 theyre not only meant to be a walking defense system but victims themselves.

None of this was ever explained in my playthrough. Like I've said before: If you're going to make something in the game optional, the main story needs to be written on the assumption that the player didn't do the optional content.

For example, in Elder Scrolls, even you admit that it's not “properly” explained how Tiber Septim can be a Nord but Ulyssus Septem VII in Oblivion can be an Imperial. The explanation is located in a book somewhere in the game (namely, the book “Notes on Racial Phylogeny” in Oblivion and known simply as “Racial Phylogeny” in Skyrim). But by your own admission, that doesn't count as a “proper” explanation because it's so well hidden that very few people will have come across it on their own.

Why does New Vegas get a pass on so many things? How come so many essential storytelling bits about New Vegas that is explained in conversation that's hidden behind non-obvious dialogue choices, and you'll defend New Vegas to the death as “having” these explanations, but when confronted with Elder Scrolls' explanation about a detail that honestly isn't even that crucial to the stories of either Oblivion or Skyrim, you'll insist that's a cop-out

explanation because of how hidden it is? What the fuck, man?! What's up with the double standard?!

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 its partially because she misses her own body.

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Saying its not explained is objectively false and I need to know how or why you either missed this or decided to leave it out.

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standard?!

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. Its literally explained in the game by mobius and others thats how it worked and why youre brain is important in the first place.

Where in the DLC was this said? Optional content doesn't count. *Hidden* content doesn't count. Like I've said before: If you're going to make something in the game optional, the main story needs to be written on the assumption that the player didn't do the optional content.

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The reason your brain is important is because now that they have someone's brain that the autodoc didnt completely screw, they have the data of the Mojave from where the courier came from and realize that theres 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.

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"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 its definitely not 40 minutes dude.

So this conversation gets me introduced to the DLC's themes and humor, but not its essential story elements? The start of the story is the most important time for story-critical exposition. This DLC shook up the three-act structure by having the "inciting incident" be the first thing that happens in the story. Usually, the inciting incident comes at the end of the first act after all the most important exposition has happened. Here, the inciting incident was the Courier being lobotomized, which is literally the first thing that happens in the DLC.

Now, in principle, I don't have a problem with the re-arranging of events. I'm not an absolutist who thinks the three-act structure must be rigidly applied in all cases. Like all other forms of art, the artist is allowed a great deal of "artistic license."

However, the thing you need to keep in mind about artistic license is ... it's almost always a complete judgment call, not just for the artist, but for the audience as well. Whether to engage in artistic license is a judgment call for the artist. But whether a particular instance of artistic license makes the story better or worse? That's a judgment call for the *audience*. And the thing you need to keep in mind about "judgment calls" is ... it's a completely subjective opinion.

For Old World Blues, I don't have a problem with the inciting incident happening before the exposition. Rather, I have a problem with the essential exposition being removed from the main quest of this DLC in its entirety, relegated to optional content that I can easily miss, and having its spot in the main story being taken up with shitty jokes that belong in the aforementioned optional content! Here, the problem is that the stuff that should be optional is mandatory, and the stuff that should be mandatory is hidden behind obtuse dialogue branches.

That's just shitty writing, right there.

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

I don't recall any moment in the game when I intentionally skipped dialogue. By skipping, I assume you mean fast-tracking (where I spam the button to advance the conversation without reading it or allowing the voice actors to finish their lines, a tactic most

commonly used in speedruns). I never fast-tracked the dialogue, at least not on purpose. If there were the occasional moment you noticed when my finger slipped and I clicked past a section of dialogue by accident, then I'm sorry.

“Penises on feet” - The scientists have not had human bodies for over 200 years. Theyre insane and its obvious from this line that while its trying to be funny for the player, in universe it gives off a feeling that something isnt right here. If these are meant to be brilliant scientists but cant distinguish what toes are. Then theres an obvious problem. Thats the point of the joke the seems to have gone wayyy over your head.

Please see my earlier response about essential exposition and shitty jokes swapping places with each other in the story.

You claim a joke needs to follow steps to be funny but thats only in your head.

No, the three steps to telling a joke are just as much an established and heavily researched part of the science of comedy as the “three act structure” is an established and time-tested part of the science of storytelling.

Here's proof: <https://www.toastmasters.org/magazine/magazine-issues/2018/july2018/humor>

The techniques for making a surprise humorous include:

- Conciseness
- Misdirection
- Revealing the punch word or punch phrase at the last possible moment.

“Conciseness” is setup. “Misdirection” is the phase I referred to in the video as “swerve.” And then, the “punch word” or “punch phrase,” is ... well ... if you need me to explain that one to you, you're completely hopeless.

So no, it isn't just in my head.

Now, like I said earlier, the artist can take some artistic license if he is so inclined. But then, you can't get mad at me for thinking that this deviation falls flat.

I dont think Louis CK is funny, and i'd argue the example youve given isnt funny or factual either.

Yes, whether a joke is funny is a subjective opinion. Art is subjective. Even if you follow the rules, people may still find it dull, boring, or even offensive. If you take an artistic license, you're taking an even bigger risk because your haters will have even more ammunition if they don't feel your art is up to scratch.

Plus you need to give objective proof if you want me to even try and think that what you stated here is true.

Objective proof of what? Convince you that *what* is true? I've already provided a source to demonstrate the 3-step structure for jokes, if that's what you mean.

What about the absurdity of the situation like a talking toaster that wants to take over the world?

What about it?

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.

Oh, this is another genre of comedy? Then what style of comedy is it? Dry? Satire? Pun? Sitcom?

OWB gameplay

SINKS AI quest is literally meant to only be a fetch quest. Plus its super optional.

The game never communicated to me that this was optional. Certainly not “super” optional.

In fact, what the fuck even is “super” optional anyway?

The robots only updated after I had completed all the fetch quests. So even if I was told that I could go and fight Mobius immediately, I would have assumed that it was kind of like going to fight Dagoth Ur in Morrowind in the first few minutes. I've seen plenty of speedrunners do that (although it's unclear if they're sequence-breaking to get there, or if they're *just* clipping through walls), but that's not what you're *supposed* to do. Alternatively, in Zelda Breath of the Wild, you could go and fight Ganon straight out of the tutorial, but you're *supposed* to build your character up, gaining stamina, hearts, and a full arsenal.

For that matter, what the fuck is up with people shitting all over me because I haven't played “enough” of the game, and now you're criticizing me because I actually *fucking did something* more than the absolute bare minimum to complete the game? Guys ... pick a philosophy and stick with it!

But the thing about OWB is that its mean to be a collection of dungeons with difficult

enemies because the rest of NV doesn't 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.

Combat with the Fallout 3/Oblivion combat engine! Oh yeah, that's definitely something to base a whole DLC around! Yeah, let's base an entire DLC on stiff-as-fuck shooting, melee weapons that have no weight to them, and combat that has absolutely no strategy to it beyond simply watching health bars go down!

This game's combat is FUCKING SHIT! I didn't cover that in my video because I believed that combat wasn't a priority for Obsidian. But if you're going to base an entire DLC around combat, like you say OWB is, how fun that combat is is critical to that DLC's success.

Plus you do get some story and canon info from this DLC,

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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.

First of all, you saw my LP, so you know damn well I did indeed use fast travel, and I still believe this DLC's zig-zaggy fetch quest was bullshit.

Second, even if I didn't use fast travel, please check out 1:23:23 - 2:26:59 of this video: <https://youtu.be/T-otpq6oI2Q?t=5003>. In that section of the video, he discusses fast travel while using the Oblivion Fighter's Guild as a prime example. He spends the entire guild questline building up to it, but starting at 2:24:01, he really goes to town ripping fast travel a

new asshole.

Put simply, fast travel is best when it is a convenience, not when it is absolutely necessary to make the game even remotely bearable. Otherwise, fast travel is nothing but a cop-out.

“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?

It doesn't matter if it's intentional or not. It's certainly lazy that they didn't catch this.

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

Glitches still detract from the game.

“Cant skip the outro cutscene” why would you want to skip the part that tells you your actions and the outcomes that youve brought upon?

Because this DLC was absolute shit and I just want it to be over.

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.

I kill the characters when I've already had enough of this game's stories that I honestly don't give a shit what they have to say anymore. I don't kill people when I first meet them. I gave this game a chance. The key word being “a,” as in singular. If this game doesn't hold my attention (or worse, makes me actively despise it because of the tedium and and boredom), then I'm not going to fight tooth and nail to stay artificially invested in it just because some people on the Internet think that's the only way to give the game a fair shake.

Lonesome Road

Ulysses doesnt 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 doesnt 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 packag and like youre supposed to you deliver it but dont understand the importance of the item and the amount of sway that you unintentionally bring about.

The game is not the least bit clear about this. In fact, if you check out that section of my LP, you can see that I frequently complain about the “vague bullshit” that this guy is spewing at me.

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 hes also being honest.

I already addressed this issue.

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 youre doing what youre supposed to. Now obviously you wouldnt get this since you didnt even look to see what the importance of the chip was. So not surprised that this point fell flat on you.

What part of my retrospective are you even responding to?

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 full 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 thats 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 yet, despite that, I still found this DLC's story to be a vague, garbled mess.

Linearity is not a problem in games, its if a game is too linear is where theres a problem.

The Fallout franchise is supposed to embrace non-linearity. There are some franchises that derive 99% of their identity from their non-linearity. Metroid and Zelda are a couple of examples. Fallout is another one.

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.

Like I said before, combat under the Oblivion/Fallout 3 engine is god awful. So having DLCs with a focus on it is a bad idea. That would be like having a level in Splinter Cell with a heavy emphasis on shoot-outs than sneaking around.

It gives us a choice at the end of the DLC to change the wasteland forever

Really? Because I didn't notice anything different in the base game after I returned there.

And again this hurts your claim about wanting stories in RPGs

I want *good* stories in RPGs.

and even your credibility in this retrospective because you constantly choose to ignore and kill characters that have good stories.

No, I kill characters that have shitty stories.

thers the tunnelers which are brand new creatures that dont act like anything else in game.

I certainly didn't notice anything different about their behavior. Now, in Fallout 4, I absolutely noticed the differences in attack patterns between ... say ... mole rats (who burrow underground and pop up behind you to flank you), deathclaws (who zig-zag around, making them harder to hit), and ghouls (who lunge themselves forward with no regard for tactics, leaving themselves open to being shot in the back if they miss).

And the new flar system that scares away the abominations in the wasteland. Along with a brand new silent ranged weapon; the nail gun.

Wow, another weapon in a game where combat is complete shit! Oh goodie!

“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?

The “story” with Ulysses was jarbled and incoherent. In fact, if you check out that section of my LP, you can see that I frequently complain about the “vague bullshit” that this guy is spewing at me.

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.

Then why do I get a text box popping up telling me where I can find the place it

detonated so I can plunder the site for booty if I am so inclined?

You're even criticized about doing stuff that you don't understand right after this section is over with by Ulysses.

What are you talking about?

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??

So why did we need that message? The world was ravaged by nuclear warfare. You really think people need to be reminded that nukes are bad? That seems like the kind of thing every child should be taught growing up, just like how they're taught that stealing is wrong.

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.

So you don't consider enemies getting stronger through radiation to be a type of "fallout" from nuclear apocalypse?

Bethesda absolutely does focus on the civilization aspects of a post-apocalyptic world. In FO3, they focus on the rarity of pure water. That's certainly a relevant topic in post-apocalyptic literature, isn't it?

In FO4, they focus on the morality of humanity, and what lines people are willing to cross when there's no government to step in and tell them no. Every faction in FO4 is a government unto itself. So for example, the Institute is able (and willing) to do whatever it wants with those on the surface because the Institute is its own sovereign. Shaun defends the Institute's actions simply because there is no morality in the world anymore, and his words are devoid of any shame or irony.

Meanwhile, raiders kill and plunder simply because they *can*. The Minutemen, meanwhile, are proof that not all human morality is lost simply because there's no government.

So Bethesda absolutely does explore the civilization-based aspects of a post-nuclear society.

Ulysses and Enclave

How did you even think this?

Because of the flag he was brandishing.

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 dont understand. By just talking to Ulysses he says he was part of Ceasars legion and his background. These games arent just games for you go through killing every person that isnt friendly to you like in Fallout 4 or skyrim. Sometimes the “big bads” are just misguided and can be reasoned with. But you cant do that if you shoot them from 40 feet away.

Correction: By the time I got to the end of this DLC, I had reached the end of my tether with this game in its entirety. It isn't just because I “didn't give the game a chance.” I did give the game a chance. It blew that chance, and so I just decided to blow right through it and get it over with.

Ulysses wanted to drop a nuke on the supply line for the NCR to “cut the bears throat” essentially crippling the NCR making them retreat from the Mojave and allow Ceasar to overstretch his legion to try and kill 2 birds with one stone.

Where in the DLC was this said? Optional content doesn't count. *Hidden* content doesn't count. Like I've said before: If you're going to make something in the game optional, the main story needs to be written on the assumption that the player didn't do the optional content.

For example, in Elder Scrolls, even you admit that it's not “properly” explained how Tiber Septim can be a Nord but Ulyssus Septem VII in Oblivion can be an Imperial. The explanation is located in a book somewhere in the game (namely, the book “Notes on Racial Phylogeny” in Oblivion and known simply as “Racial Phylogeny” in Skyrim). But by your own admission, that doesn't count as a “proper” explanation because it's so well hidden that very few people will have come across it on their own.

Why does New Vegas get a pass on so many things? How come so many essential storytelling bits about New Vegas that is explained in conversation that's hidden behind non-obvious dialogue choices, and you'll defend New Vegas to the death as “having” these explanations, but when confronted with Elder Scrolls' explanation about a detail that honestly isn't even that crucial to the stories of either Oblivion or Skyrim, you'll insist that's a cop-out explanation because of how hidden it is? What the fuck, man?! What's up with the double standard?!

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.

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

If it's in supplementary material, like on a wiki, then it doesn't count. You don't get credit for story-crucial information you don't put in the story.

but you obviously werent paying attention to the main plot at hand

It's the game's attention to hook the audience and keep them hooked. It should not be the audience's responsibility to hook themselves.

"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.

This wasn't just "some random person." At the time, this channel was small enough that I could keep track of individual subscribers, and this guy at the time was my biggest regular viewer.

"I paid extra and it ended up being a waste"- This isnt important or relevant to the game.

Oh yes it is! The DLCs, more than anything else, need to be good because you are paying extra for them.

You deciding to pay extra and not doing the extra content

I *did* do two of the four DLCs.

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.

The game is barely worth free-to-play, let alone \$20.

Main quest and end of game

“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.

If you wanted to show that the chip was important, why not have ... some exposition as to why the chip is important?!

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??

Finding your relative is literally the whole main quest in those games. In FO3, once you find your dad, the focus shifts to finishing the water purifier, but finding your dad serves as the conceit to leave the vault. But in New Vegas, you don't need a conceit to visit the New Vegas strip, since visiting the Strip for its own sake is already a conceit.

“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

I already responded to this earlier.

“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.

So the main quest is only fun if I do it in short, controlled bursts? What, I'm somehow out of line for asking the game to be fun whenever I play the game during normal gameplay?

If the game wanted me to play the main quest in short, controlled bursts, a cooldown between quests could have been used. For example, your boss in the main quest could have asked you to come back in 7 days after you retrieve the macguffin so he has enough time to properly analyze the macguffin and speak with his other officers to weigh their options, and then do that after every quest. Sure, you *could* just use the wait feature, but it would still communicate to the player that you're *meant* to go off and do other stuff in the interim.

That right there is an easy-to-implement feature that I thought of just off the top of my head!

But because I didn't *read the developers' minds* and somehow know that I'm supposed to do the main quest in short, controlled bursts, that's somehow my fault?

Seriously, at what point in the entirety of this game was it ever stated – in a way that any reasonable person would have picked up on – that this is how you're supposed to do the main quest?

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?

I would have probably done more of the main quest if I hadn't already reached the end of my tether with the entire game before then. It's the game's fault it came to that.

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.

I would have probably done more of the main quest if I hadn't already reached the end of my tether with the entire game before then. It's the game's fault it came to that.

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.

So why don't the NCR just never leave the vertibird unattended?!

They dont expect an enemy to go up to the vertibird ... 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

In the real world, do you really expect Secret Service to be careless in guarding the President's transport just because they "don't expect" a terrorist to pull any shit?!

Dude the point of the speech being long is to give you time to figure out all the assassination attempts.

Even if that's the case, I see no reason why it has to take this long even if I know (e.g. from a past playthrough) exactly what assassination attempts will be made and can prevent them all in one minute or less.

For example, in Skyrim, at the start of the Thieves Guild, if I know exactly what I need to do in order to plant Madesi's ring on Brand Shei and can complete that task in seconds flat, Brynjolf's diversion speech will be cut short. It may be a break in immersion to have his speech be interrupted mid-sentence and for the people to not be the least bit surprised at his incoherent rambling, but it's the lesser of two evils compared to having to listen to him drivel on for several minutes while not doing anything!

Plus why do you want to skip story and lore.

Because at this point in the game, I hated the game's guts.

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.

Yeah, because 90% of the quest is indeed the speech, since there's only three assassination attempts and they can be thwarted in only 30 seconds total if you know what you're doing.

When a quest is 90% something, then that's the focus of the quest. If that wasn't *supposed* to be the focus, then the game developers fucked up by not giving us enough of what is supposed to be the focus.

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 thell cut the speech short.

How was I supposed to know that?

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 its gonna be killing enemies. But the one problem that you have is that its something youve 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.

Your point?

“You dont even get to fight Caesar yourself”- Like dude, why would you fight an old man dying of a lethal brain tumor?

Because he's the main antagonist! Duh!

Especially when Legate Lanius has also been one of the big points that people bring up when talking about the Legion? Hes fucking terrifying because he is a strict and brutish military leaders for Caesar that has never lost and is a legend in the wasteland.

I never noticed anyone talking to him during my playthrough. See all my previous responses about story-critical stuff not being in the story, or being relegated to optional, hidden stuff.

You never even talked to Caesar so you dont know why hes not on the frontline.

I don't need to know why. I know it's just proper game design for the main antagonist to be the final boss. Just like how it's “proper game design” to have the start button on the controller be the button that pauses the game, or the left analog stick being the stick that moves the character while the right stick moves the camera.

You dont fight President Kimball when you play the legion, you fight his military general which makes perfect sense.

I didn't play the legion, so won't comment on that.

Just because you missed out on killing caesar doesnt mean that it makes no sense not to fight his general.

No, but the fact that he's *the main antagonist* means it makes no sense not to fight him.

Again Caesar is the leader of the legion, why would he fight on the frontlines?

He's the main antagonist, so he should be the final boss.

Hes the brains of the legion
and the main antagonist

Again Caesar isnt gonna be on the frontlines if hes an old man
Then he shouldn't be the main antagonist.

and the brains of the whole faction.
And the main antagonist.

Youve seen shows and other games where the main antagonist isnt necessarily the strongest but still a threat right?
No, I haven't. At least not any good ones.

Why dont we give Joe Biden a rifle and send him on the frontlines?
Real life ≠ video games. Do we really need to have that conversation?

Like see, it doesnt make sense for someone that doesnt fight to be on the frontlines.
Then he shouldn't be the main antagonist.

Plus Lanius has been talked up a lot in this game
I never noticed anyone talking to him during my playthrough. See all my previous responses about story-critical stuff not being in the story, or being relegated to optional, hidden stuff.

But again not paying attention and rushing the story is gonna make you miss key details and then make a ridiculous complaint like this thats easily broken apart.
I didn't fast-track any of the dialogue. Even when I was plowing through the game, I never fast-tracked any dialogue. I still gave every character a chance to say what they were going to say. So no, the mere fact that I plowed through the main quest does not mean that I would miss key details.

Why complain about the cutscene again?
Because this game sucks.

Its there for you to know what outcomes your choices through the entire game.
Not really. Not when this game sucks and I don't care what the outcomes were because I'm never going back to this game.

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.

No, it's actually the other way around. They weren't good because I did their stuff. Rather, I did their stuff because they were good.

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.

I did indeed try peaceful options in most quests. For example, when I went to recruit the Khans in the main quest, I tried talking with their leader. They didn't want to talk. So ... let's do this the hard way!

I'm not going to go off on a three-hour-long detour questline just in the name of "pacifism" when I'm already at my wit's end with this damn game!

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.

You missed the point. If you're going to hype this game up like it's the best thing since Jesus, then this game needs to be held up to that level of scrutiny. Well, it doesn't hold up.

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.

Now, I have to ask you: Do YOU even pay attention to the story in Fallout 4? Because frankly, Fallout 4 has a great and immersive story.

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.

That's not false. It's based on my observations.

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.

I already explained how the Legion is presented poorly.

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?

No, of course not. There are no new stories, but there *are* new spins on old stories:

<https://www.goodreads.com/quotes/843880-there-is-no-such-thing-as-a-new-idea-it>.

New Vegas barely does anything new with these concepts.

Think about it this way: Imagine if I took the L. Frank Baum novel “The Wonderful Wizard of Oz” and just changed a few of the characters names, but otherwise kept the story exactly the same, and tried to publish that as my own story. That novel (as opposed to the iconic 1939 film adaptation starring Judy Garland) is in the public domain, so legally, I *could do that!* But if I tried to pass that off as my original artistic expression, I would never hear the end of it for my attempts to take someone else's work and try to act like the few semantic changes I made are enough for it to constitute my own original work.