

				Durand just finished his best friend's favorite video game and feels conflicted. For the most part he felt it was a fun experience but there was just one aspect from the game that completely ruined his enjoyment. If it was removed or corrected, he would have loved the game. Durand wants to know which game that is for you, what was the one thing that ruined your enjoyment (it could be a character, a game mechanic, a plot point, controls, or even the final boss/ending) and how you would fix it to make the game live up to it's potential. Best explanation of the ruining aspect and how to correct it will earn his commitment.		
Durand Morris	PG	SLU	69		690	72

# TEXAS A&M MEN'S BASKETBALL

HEAD COACH SNIPIN' SEXTON



Durand,

Fallout: New Vegas is one of the greatest games, period, of all time. Not just the greatest shooters, not just the greatest RPGs, one of the greatest GAMES.

The way the perks flesh your character out are fun. There are so many routes to take, so many excellent quests, and the main story is by far the best in the modern Fallout series by far.

Both Fallout 3 and 4 had this ludo-narrative dissonance where it seems like you should *really* be sparing no time finding your father or son, respectively, because time is of the essence. Instead, you're encouraged to A.D.D. your way through the game world, following whatever sidequest tickles your fancy, while your loved ones could be dead in a ditch somewhere.

New Vegas has no such problem - you were shot, patched up, and given a second chance. But you don't *have* to go get revenge at all; it could just be something that happens along the way. This is nice, I like feeling like I'm not rushed.

Then, once you do find the guy that shot you, you're suddenly brought into a whole lot more than you bargained for, and it leads into the best stuff in the game - the DLCs, choices, and factions.

The DLCs are unimpeachable in my opinion; each explores a fascinating new location and asks new questions of your character, and that's exactly what I want from a Fallout DLC.

Choices in Fallout: NV feel weighty, like they mean something. Even something as innocuous as offending the Powder Gangers early in the story has

consequences down the line, and that's pretty cool. Some choices lead to locking away certain places, quests, or companions. I like that a lot too.

And the factions, whoo boy. Even the minor groups in this game have so much character. The Boomers have some of the most fun lore in a video game ever, and you really feel emotion for the various tribes and small communities that you interact with - and don't get me started on how awesome the idea of the Kings is.

Then there's the major factions that you can end the game with. Mr. House is truly the player's equal... until he isn't. The NCR is flawed but ought to work out... right? You could just take over the city yourself, too. Or you could go across the river to...

Wait.

Awww, shit.

I knew there was a reason I don't replay this game often.

If you don't know the story of this game's development, here's a TL:DR - Obsidian Entertainment was given the Fallout 3 engine and something like 8 months to make a whole new game, and they had to cut a lot of stuff to make it work.

Possibly the biggest thing missing from New Vegas is the effort on the third big faction, the Legion. Compared to the other options for the endgame, completing the Legion's arc is severely lacking in content, pathos, and a reason to play through it.

While the NCR and Mr. House both seem like morally gray options with multiple points for or against their potential stewardship of the Mojave, the Legion just seems like a terrifying, slaving, murderous horde with no redeeming qualities, that they *do* make a point of showing will collapse hard as soon as Caesar kicks the bucket - which could happen at any time.

Now maybe if we had seen some of the lands the Legion administered, and see that they actually *did* bring stability to the regions they conquered, and civilized the wasteland, then there'd be some incentive to follow their quests, and maybe

even choose their endgame - but as it is, it's a shell of what it could have been, and a massive disappointment.

Presenting a third faction but not fleshing it out at all is a huge knock on one of the best games of all time. In my opinion, if we got a remake (so hot right now), we'd get all the cut content from the Legion added back in, and could finally make an fully informed decision on the future of the Mojave Wasteland.