

RADIATION STATION

The post-apocalyptic world just got more deadly with **FALLOUT 4**. By Scott Banks

Wandering through the desolate Wasteland, that can only be described as an America where Donald Trump has been elected president, I notice I've gained access to a new radio station. Tuning in I hear a plea for help from a stranger asking to be rescued. Fast forward 30 minutes and I'm running from the top of a tower with said stranger and a Macbeth-loving Super Mutant called Strong, littering the floor with countless green corpses. We then escape using a conveniently placed wooden platform and I continue with my day.

These kind of occurrences quickly became the norm of my experience with Fallout 4 continually getting into stranger and more lethal situations. Ranging from helping a stranded ship of robots who think they're sailors to putting on a costume and taking the mantle of the fictional Silver Shroud, Fallout 4 has adventures galore.

However, despite having quest after quest to complete, that's not what I became invested in during my time in The Wasteland. From early on when I found my beloved Dogmeat I became obsessed with

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layer of depth to the game without forcing it down your throat. Trying to make the most out of what I could find, I'd spend hours clearing out settlements to provide my residents with comfortable living.

With the new levelling system and perks in Fallout 4 level caps are a thing of the past. No longer will you have to

limit yourself, with all perks being available to the player provided they meet the level and stat requirements. Another new addition to the levelling system is the ability to up all of your S.P.E.C.I.A.L stats

to 10 by spending skill points gained through levelling up. But if you wish to take on the challenge of maxing your character out then it may take you some time with you needing a level of 272 to acquire every single perk.

Being the suave sophisticated gentleman I am I chose to max out my charisma to start. Before long I was a silver tongued fiend, talking my way out of fights and getting those attacking me to stand down. While this was something that benefitted me greatly I quickly realised that you don't get experience

NEED TO KNOW

WHAT IS IT?
Fallout, but in Boston

EXPECT TO PAY
£40

DEVELOPER
Bethesda

PUBLISHER
Bethesda

REVIEWED ON
Nvidia 760, Intel i7-950, 8GB RAM

MULTIPLAYER
None

LINK
<http://bit.ly/1QrsWIE>

for stopping an enemy attacking you, however you do get experience by then stealing their ammo and brutally killing them while they are unarmed.

That is one of the strengths of Fallout 4, you can play with whatever style you want, if you can think it there's a perk for it. If you ever get bored of one play style, give it a few levels, boost your stats, get some new perks and suddenly you go from silver tongued rogue to a sword swinging cannibal.

A NEW COAT OF PAINT

As expected the much loved VATS system returns, now with more slow motion and motion blur than ever. However as opposed to previous titles I found myself barely using it, finding it much easier to make a shot myself than be screwed over yet again by statistics. VATS may have returned not everything has remained the same. In this latest instalment Bethesda have bid farewell to the repair mechanic. They've also given looting an overhaul with a neat new menu that doesn't take you out of the action allowing for quick pilfering of the dead.

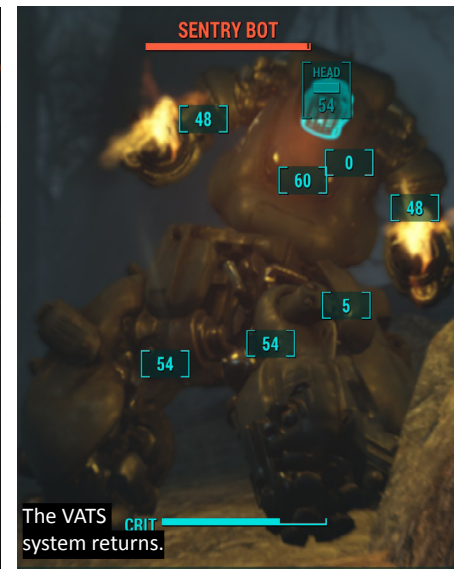
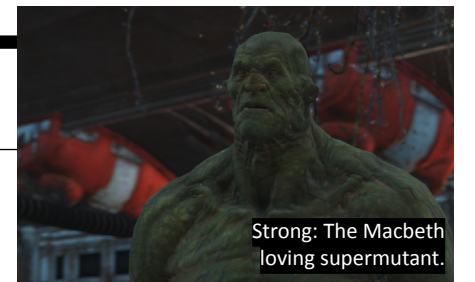
Much to my delight, looting wasn't the only thing that got an update. Companion interaction has been given an upgrade. Certain actions you make will be reacted to either positively or negatively by your follower, sometimes even interjecting during quest dialogue. Over time you can build up a bond with your follower and can even romance some of them dependent on your charisma. It's not exactly Dragon Age but it's a step in the right direction.

While the graphics have been given a fresh coat of paint, with a few new toys thrown in and can seem a bit repetitive at times, at heart it's the Fallout we've grown to love. But whether it's what diehard fans were expecting is another story. Changing some mechanics and making power armour more available, some hardened veterans may find the majority of the game too easy. ■







PC GAMER VERDICT

A great addition to the Fallout franchise but may not be what diehard fans were hoping for with its new feel.

80



APOCALYPTIC ARMOURY *Some of Fallout's finest weapons*

					
FURIOUS POWER FIST Punch all your problems away	FAT MAN Blow the ever loving crap out of everything	LASER RIFLE Disintegrate your foes into ashy messes	RAY GUN Space aged murder device used to stop things from living	CRYOLATOR Make ice cubes out of your enemies or 'badguysicles'	MINIGUN It's a minigun you shoot people with until they die