
Subject: Fallout 3

Posted by [slosa](#) on Tue, 04 Aug 2009 04:48:40 GMT

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We don't have many other video game discussions here do we?

Discuss.

Subject: Re: Fallout 3

Posted by [u6795](#) on Tue, 04 Aug 2009 05:58:26 GMT

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Looks cool, sadly never had an opportunity to play it.

Subject: Re: Fallout 3

Posted by [DarkKnight](#) on Tue, 04 Aug 2009 16:19:03 GMT

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it was a fun game. best feature was the ability to target body parts and it would go in slow motion to blow their body parts off

You can turn the radio off

<http://www.youtube.com/watch?v=b6NNEhajlW8>

Subject: Re: Fallout 3

Posted by [slosa](#) on Tue, 04 Aug 2009 19:12:06 GMT

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Well, for those that are looking to play this game, pawn your copy of Fallout 3 because the Game of the Year Edition comes with all five add-ons for \$59.99. I will be getting this!!

Subject: Re: Fallout 3

Posted by [QoQFrost](#) on Wed, 05 Aug 2009 00:50:31 GMT

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DarkKnight wrote on Tue, 04 August 2009 11:19it was a fun game. best feature was the ability to target body parts and it would go in slow motion to blow their body parts off

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That's the worse feature isn't it? Makes the game too easy since every time, you'll just get a BOOM HEADSHOT. Course, i don't mind the gore

Subject: Re: Fallout 3

Posted by [renohol](#) on Wed, 05 Aug 2009 00:51:29 GMT

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borrowed my bro's Xbox to play it when it came out and loved the 42" HD screen effect, was a little more twitchy for an RPG than i liked but i played it for 7 hours straight the first night then about 20 hours more to finish the week before i got sick of it close to the end

Subject: Re: Fallout 3

Posted by [Romaner](#) on Wed, 05 Aug 2009 19:14:44 GMT

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the first thing that i noticed was that this game is very similar to oblivion since they are both made by Bethesda.

i believe the graphics engine is the same in both games.

thanks to that i was able to bring my tactics from one game to the other. for example shooting in the head does 2.5 times the damage. shooting a body part enough times makes it crippled.

so if you shoot the arm that the enemy is holding the weapon with he will drop the weapon, if he is running he will be slowed down to a walk, etc.

also there are sneak criticals, shooting someone before they notice you generates an automatic sneak critical hit. so if you hit them in the head and you are in sneak mode and unnoticed they are pretty much guaranteed to die.

i was bent on doing everything possible in fallout, since im a fallout junkie. i have played them all fallout 2 being my most loved till now, having played it over a dozen times.

as of right now i have beaten all the expansions up to point lookout. i have not started it yet.

i believe that i have done every single mission out there, except for enslaving people and anything that brings karma down.... i chose to be on the good path.

honestly i love the game, except for how you teleport.

it pisses me off how it always places you in the middle of where you want to teleport to. not the entrance way like previous fallouts did.

so for example i discovered roosevelt academy, which is a hostile place. if you teleport there you will be in the middle of the square and surrounded by mutants...

would be awesome if i was just outside of the square then i could pick them off.
