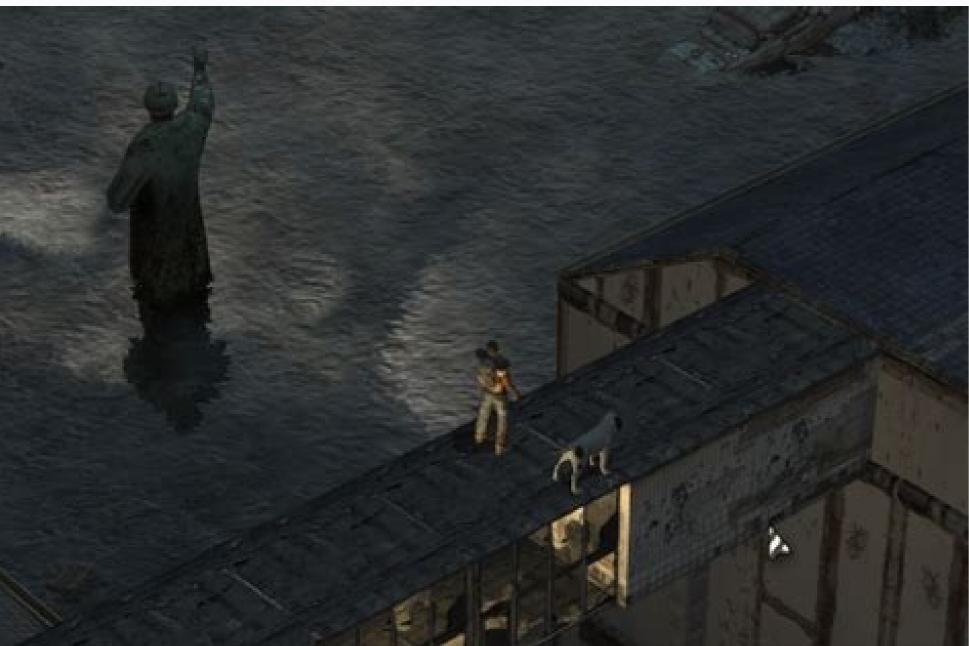
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Fallout 4 - sequel to the famous RPG series in the post-apocalypse setting. The player wakes up from cryosleep and discovers that he is the only surviving person from Vault 111. After getting to the surface, he finds himself in the Wasteland - a world destroyed by a nuclear war. The gameplay of the game includes: a free open world with hundreds of locations for research, a huge number of NPCs, companions and quests, as well as interaction with many factions, including the Institute, the Brotherhood of Steel, Minutemans and agents of the "Underground"; S.P.E.C.I.A.L! - a flexible system of character skills, with which you can create a killing machine or the best negotiator in the world; many unique territories: the remains of Boston, the Burned Commonwealth forests, abandoned metropolitan areas, empty subway stations, etc.; V.A.T.S.! - A precision aiming system created by the Vault-Tek company, which allows you to fire at certain parts of the enemy's body in slow-mo mode; A rich system of crafting and building a base, containing thousands of materials and items to build your own shelter, and later the whole settlement. Crafting involves the creation of unique weapons or armor. Among the companions is an available personal pet in the form of a faithful dog. As for companions-people of the opposite sex, then with each of them you can build various relationships, up to romantic. The wasteland is free to go wherever he pleases. You can wander into the radiation swamps, hear the radio signal from the local police station and come to the distress signal, witnessing the bloody massacre, thus starting a chain of mysterious quests. And this is just one of the few examples of random activities that give freedom and wide open spaces in Fallout 4.. Reports of the Asus WL-700gE have begun making the rounds of the gadget sites, so we thought we¢ÂÂd make sure you knew about it, too. The Asus WL-700gE, quietly launched a month or two Eht yb decneulfni era krow gnittes citsirutuforter knna sti dna ,Seepengnec Dr32 dna dn22 ,ts12 eht gnirud tes seees eht .tNeniatretne ylpretni yb detaercâ -elor citpylacopa-tsop fo seires a si tuollaF 8102 ,41 rebmevoN67 tuollaFesaeler tsriFdiordnASOienO xobX063 xobXxobX4 noitatSyalPhctiwS odnetniNX SO caMSO caMswodniW tfosorciMSOD)s(mroftalP]1[niaC miT)s(rotaerC)4002 ecnis(skrowtfoS adsente B) 1002(tsaE seerge D 41)4002ÂÂâ7991(tnemniatretnE valpretnI)s(rehsilbuPtnemniatretnE valpretnI)s(repoleveDqnivalp-elor noitcA:4002 ecnisquivalp-elor noitcA:4002 ecnisquivalp-el etacidni ot t smees weive siht in ,rerutcafunam eht yb yb gnikaewt erawmrif Fo tib which is deen liw taht tcudorp a ekil skool siht ,REVEWOH SMEES RETUOR EHT.CP A ROF DEEN EHT tuohtiw sdalnwowd tnerrotttib ro PTF SSECORP NAC TAHT REVRES LANTRETNI llanms ,dnoces DNA ,Evid drah is ,re tsuw Eht .Errots Lanretxe ROF St STRUP 0.2 BSU eerht htw Retuor G/B11.208 \( \) I'm gonna go \( \) A .noitalihinna raelcun fo raef gnikrul eht dna ygolonhcet fo sesimorp eht rof epoh fo noitanibmoc sti htiw ,setatS detinU s0591 fo erutlucFocus and become an editor while developing games. Fargo wanted to continue using Wasteland's intellectual property, but could not negotiate the rights of Electronic Arts. Still wanting to do something in a post-apocalyptic environment, Fargo and his team decided to make a new stage and a game. They determined what aspects of Wasteland were positive and wrote and developed a new game around it. The result was the first Fallout Games, which were launched almost ten years after Wasteland. [Fallhood] The protagonist, known as the inhabitant of the vault, has the task of recovering a watersheet in the slum to replace the broken in his underground shelter home, vault 13. Then, the vault, the vault The inhabitant must frustrate the plans of a group of Directed by a grotesque entity called Master. Fallout originally had the intention of working under the Gurps role -playing system. 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[18] Spin-off Fallout: New Vegas (2010) Main article: Fallout: New Vegas (2010) who previously worked in Fallout and Fallout 2.[20][21] Fallout: New Vegas is not a direct sequel to Fallout 3.[22][23][24] Events follow four years after Fallout 3 and offer a similar experience, but there are no characters from that game. starts, the Courier is shot in the head and left dead shortly before being found and taken to a doctor in the nearby city of Goodsprings, marking the beginning of the game and the search for the Courier of his killer would be. The city of New Vegas is a post-apocalyptic interpretation of Las Vegas. Fallout 76 (2018) Main article: Fallout 76 "Our future begins" promotion at gamescom 2018 Fallout 76 is the first online multiplayer game in franchise, with the option to play only if the player wants. It is established in West Virginia, with a majority of monsters and enemies based on regional folklore. When the game was originally released there were no human characters not players in the game,

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although with the update of "Wastelanders" received NPCs and character dialogue. It was released for Microsoft Windows, PlayStation 4 and Xbox One on November 14, 2018.[25] Other games These games were considered non-canon when Bethesda Softworks acquired the license. However, Fallout Tactics' canonical status is complex, despite
Bethesda's original statement, several Bethesda-era games refer to their events. Autumn Tactics: Brotherhood of Steel (2001) Article rodaguj remirp le se oreca ed dadnamreH :adÃac ed sacitcaT Fight in a mode per turn and the first to allow the player to personalize the
skills, advantages and combat actions of the party. Fallout's techniques focus on the techniques focus on the player had no diaogen options. The majority of the game of the game come from their incompatibility with the history of the two
original games, not of their game. Fallout Tactics includes a multiplayer mode that allows players to compete against squadrons from other characters controlled by other players. Unlike the previous two games, based in California, Fallout Tactics takes place in the west of the United States. The game was launched in early 2001 to generally favorable
reviews. Fallout: Brotherhood of Steel (2004) Main article: Fallout: Brotherhood of Steel became the first Fallout game for consoles when launched in 2004. Follow an initiated in the brotherhood of Steel is a action
role -playing game, which represents a significant rest of the previous incarnations of the Fallout series both at player in combat and use heavy metal, including Slipknot, Devin Towsend and Killswitch Engage, which contrasts with the music games of
the previous fault games, played by the points of Ink and Louis Armstrong. It was the last Fallout Shelter is a simulation game for Microsoft Windows, iOS, Android, Xbox One, PlayStation 4 and Nintendo Switch. The player acts as the supervisor, and managing
their vault and inhabitants, sending them to the slum to explore missions and defending the vault of attacks. The main entrances in the franchise, this game has no end and above all revolves around trying to keep people who live in the Bóveda, an intricate refuge from Caída, alive. The game uses microtransactions, a form of games of games, which
take the form of Quantum Nuka-Cola, the "Premium" game currency, lunch boxes, an item that would give a random mix of articles in the game, pet aircraft carriers, something that could reap the games outside materials or capitular for the
currency. Fallout Shelter was launched for iOS on June 14, 2015, Android on August 13, 2016. On February 7, 2017, Bethesda announced and launched Fallout Shelter in Nintendo Switch and PlayStation 4. Fallout Pinball (2016) at the end of 2016, Zen
Studios developed a virtual pinball game based on the Fallout universe as part of the Bethesda Pinball Fx 2 [26] and Pinball Fx 2 [26] and Pinball Fx 3, [27], as well as a free independent application for Móviles iOS and Android devices. [28] Pinball Fx 2 [26] and Pinball Fx 3, [27], as well as a free independent application for Móviles iOS and Android devices.
elements of previous deliveries also. Canceled Games Fallout Extreme Fallout was in development for several months in 2000 but was canceled before leaving the conceptual stage. [29] It was intended to be a scuba base tyctor, first and third person to be launched in Xbox [30] and built in an unreal engine. [31] Fallout Talout 2 Thales of Fallout 2 was
proposed as a sequel to Fallout Tactics: Steel Brotherhood, although it was originally conceived as a sequel to Wasteland, the video game that inspired Fallout 3 Main article: Van Buren (video
game) Van Buren is the codename for the canceled version of Fallout 3 developed by Black Isle Studios and published by Interplay Entertainment. It featured an improved engine with real 3D graphics as opposed to sprites, new locations, vehicles, and a modified version of the SPECIAL system. The story disconnected from the Vault Dweller/Chosen
One bloodline in Fallout and Fallout 2. Plans for the game included the ability to influence the various factions. The game was canceled in December 2003 when the budget cuts forced Interplay to dismiss the PC development on their
own version of Fallout 3 unrelated to Van Buren. Main parts of the game were incorporated into Fallout: Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 Fallout: Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to Brotherhood of Steel 2 is the canceled sequel to
development caused the cancellation of the Van Buren project. Like its predecessor, the game would have used a simplified reputation system based on previous entries; depending on whether the player was good or evil, the game would play
out differently. Each of the four characters that were playable had a different friends. The Dark Alliance Engine would be fleshed out to refine player experience. It had two player co-op action for players to experience the game with their friends. The Dark Alliance Engine would be fleshed out to refine player experience. It had two players to experience the game with their friends.
would have been added to the game. This system would have allowed players to stalk enemies or stealthily assassinate them with a sniper ,n³Aicpecrep ,azreuf :saicneucesnoc ed sejanosrep rinifed arap sodazilitu sotubirta eteis sol atneserper euq ,omin³Airca nu se laicepsE .tuollaF eires al arap etnemacifAcepse odallorrased sacitsAdatse y sejanosrep
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Adop on eug seretcarac sol araP Charisma, intelligence, agility and luck. Special is largely based on Gurps, which originally had the intention of being the characters used in the game. The special system implies the following sets of Features: Attributes (listed above) represent the core of a character, innate skills. Attributes remain largely constant
throughout the game, although they may be temporarily affected by drugs, indefinitely altered by conditions such as the use of Power Armor, the presence of certain NPCs or eye damage received in a critical success, or permanently changed at certain points of the game by using certain elements or taking certain advantages. Skills represent the
opportunity of a character to successfully perform a specific task force (such as shooting a weapon, or choosing a lock). They are represented as percentages, although these percentages can be extended far beyond the expected maximum of 100%, at a higher cost for skills exceeding 100%. Special statistics continually add bonuses to skills. This is
done passively, i.e., if SPECIAL statistics change, the bonds are adjusted automatically and instantly. Skill points that are earned every time the characters above can be used to increase the skill percentage. In character creation, the player selects three label skills: skills that can be increased to multiples of the normal rate, starting at a skill point of
2% skill at less than 101% skill. The special system was used in Fallout 2, and Fallout 7, Fallout 2, and Fallout 3, Fallout 3, Fallout 4 and Fallout 5, Fallout 4 and Fallout 5, Fallout 5, Fallout 6, Fallout 7, Fallout 7
Crusader (also known as Fallout Fantasy production principles), a fantasy video game that played spirits and magic in addition to featuresde special, as well as the project canceled turn black isle. the aesthetics of the series Pip-Boy, and the frequent events of the
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]a[.odnum etse ne etnatropmi One Vault is self-sufficient, so that they could tend to sustain its inhabitants However, the Bóveda project did not pretend as a viable to repopulate the United States in these fatal events. On the other hand, the majority of the bibs were secret social and little social experiments and were designed to
 determine the effects of the different environmental and psychological conditions in its inhabitants. The experiments were widely varied and included: a bibed full of clones of an individual; a bode where its residents were exposed to psychoactive drugs; A bode where a resident, decided
by the popular vote, is sacrificed every year; a bald with a single man and téres; a bibed where the inhabitants were exposed to the forced evolutionary virus mutagic (f.e.v.); And a bibed where the door was never
completely closed, exposing the inhabitants to the dangerous nuclear consequences. There were 17 control boards to function as announced in contrast to the funds that are destined for the experimental ones. Subsequently, many bibas had their
derailed experiments due to unexpected events, and several bibes were occupied by assailants or mutants. Postwar conditions symbol of the steel brotherhood. Sambolo of the new rejection of California. Enclave symbol. In the years after the Great War, the United States has become a commonly called "The Wasteland" post-elopocalistic environment
The Great War and the posterior nuclear weapon had severely depopulated the PAÍ, leaving great extensions of property in negligence decomposition. Also, All foods and water radiate and most of the life forms have mutated due to the high radiation combined with varied origins. Despite the large -scale devastation, some people were lucky enough to
survive al apocalypse relatively unscathed, even possessing non-irradiated water, flora, and fauna. However, these areas are exceedingly rare. With a large portion of the country's infrastructure in ruins, basic necessities are exceedingly rare.
cities and towns are empty, having been looted or deserted in favor of smaller, makeshift communities scattered around the Wasteland. Many humans who could not get into the Vaults survived the atomic blasts, but many of these, affected by the radiation, turned into so-called "ghouls". While their lifespans are greatly extended, their bodies develop
widespread necrosis or rot; many lose their hair, their voices take on a raspy tone, and otherwise have permanently deformed physical features. Ghouls often resent any comparison to zombies, and being called a zombie is viewed as a great insult. If
ghouls continue to be exposed to high radiation levels, their brains experience irreversible damage, which can cause them to become "feral" and attack almost anything on sight, having lost their minds. Various factions of humans would later form in the Wasteland, with three of the most prominent being the Brotherhood of Steel, the New California
 Republic (NCR), and the Enclave. The Brotherhood came together when a group of soldiers led by Captain Roger Maxson started a mutiny after finding out about the Forced Evolutionary Virus experiments. Declaring themselves independent from the U.S. government, their rebellion never got off the ground due to the Great War beginning. The
defectors, safe in the underground confines of the base, survived and came to the surface and reconnected with other survivors, then headed to the Lost Hills bunker to start anew. The NCR was formed by a group of Vault 15 I'd go find the city of Shady Sands. Over time, under the direction of his elder Aradesh and his daughter Tandi, Shady Sands
became an important economic power in the southwest and joined with other major centers of civilization in the area to found the New Republic of California. The Enclave was a secret cabal of wealthy industrialists, members of the military and influential politicians operating in the shadows and maintained a great degree of control over the U.S.
government. This enigmatic alliance of private interests eventually subverted and developed the continuity of the government protocol to guarantee its survival as the true America, claiming the American continent. Fallout influences satisfy the fantasies of the 1950s and 1960s of the "post-nuclear survival" of the United States[42][44][45][45][45], so
it is based on the scientific fiction of the pulpit magazine of 1950 and in superhero comics, all rooted in the events of the nuclear power. The technology is retro-futuristic, with several Raygun gothic machines as a laser weapon and Forbidden
Planet-style robots. [43] Computers use vacuum tubes instead of transistors (but still exist in a limited capacity), the architecture of ruined buildings have Art Deco, Streamline Moderne and Googie designs, direct energy weapons resemble those used by Flash Gordon, and what few vehicles remain in the world are all in the 1950s style. Other Fallout
production designs, such as menu interfaces, are similarly designed to look like advertisements and toys of the Atomic Age. The advertising in the game, like posters and pamphlets, has a motive and a feeling of 1950. Lack of retroestilization was a common reason ciV ciV lapicnirp ejanosrep le ednod, orreP uS y yoB A euf etnatropmi aicneulfni anU
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roles.[60][61] Reception and legacy Aggregate review scores Game Year Metacritic Fallout 5 Fallout 7 100[62] Fallout 5 Fallout 7 100[63] Fallout 7 100[63] Fallout 7 2008 PC: 91/100[63] Fallout 7 2008 PC: 91
Vegas 2010 PC: 84/100[70]PS3: 82/100[71]X360: 84/100[72] Fallout 5 PC: 84/100[73]PS4: 87/100[73]PS4: 87/100[73]PS4: 87/100[73]PS4: 87/100[73]PS4: 87/100[74]XONE: 49/100[73]PS4: 87/100[74]XONE: 49/100[75] Fallout 76 2018 PC: 52/100[75] Fallout 76 20
according to review aggregator Metacritic. Controversy and fandom Many fans have expressed dismay at the direction the Fallout fansites, according to review aggregator Metacritic. Controversy and fandom Many fans have expressed dismay at the direction the Fallout fansites, according to review aggregator Metacritic. Controversy and fandom Many fans have expressed dismay at the direction the Fallout fansites, according to review aggregator Metacritic. Controversy and fandom Many fans have expressed dismay at the direction the Fallout fansites, according to review aggregator Metacritic.
No Mutants Allowed, have cried foul over departures from the original games' stories, gameplay mechanics and setting.[81] Minor criticisms include the prevalence of unspoiled food after 200 years, the survival of wood-framed dwellings after a nuclear blast, and the ubiquity of Super Mutants at early levels in the game.[81] More serious criticisms
involve the quality of the game's writing, lack of verisimilitude, the switch to a first-person action game format, and the reactiveness of the surrounding game world to player actions.[81][82][83] In response, Jim Sterling of Destructoid has called fan groups like No Mutants Allowed "selfish" and "arrogant"; stating that a new audience deserves a
chance to play a Fallout game; and that if the series had stayed the way it was back in 1997, new titles would never have been made and brought to market. [84] Luke Winkie of Kotaku tempers these saying that it is a property question; And that in the case of Fallout 3, the hardcore fan of the original series witnessed that their favorite games became
something else and that "they are not wrong" for having complaints. [81] The redeshemal diogy interface submitted to Fallout 4 received a mixed reception of the community. [85] [86] Unsatisfied fanages created mods for the game, provide subtitles and allow the player to know what his character would say before choosing it as it was in previous
games in the franchise, as in Fallout: New Vegas. [87] [88] Although even taking into account the modifications, Patricia Hernández de Kotaku still criticized the writing of the game in its revision, describing it as "thin", "you never have particularly long or nuanced conversations with the other characters I like to play a charisma
centered chapter, and I disappointed me. "[89], to the launch, Fallout 76 became the best qualified title in the series due to its mixed and critical reception of legal actions was threatened with bankruptcy and sold the Fallout franchise complete to
Bethesda, but maintained the rights of the MMO Fallout through a fund Late that year. Bethesda Softworks sued Interplay Entertainment by infraccion of copyright on September 8, 2009, with respect to the Libna Lic Fallout trilogy sales. The key points that Bethesda tried to argue is that the interaction did not have the right to sell the internet fault
trilog. Bethesda also said The development of "full scale" in Fallout Online was not fulfilled. Interaction launched an accountant Stating that Bethesda's statements were not minor and that he had the right to sell Fallout's trilogoger through tents in line through
his contract with Bethesda. The interaction also affirmed that safe funds had been met and the game was in large -scale development on the cutting date. The interaction argued that the second contract that was sold in Fallout was annulled, which would result in the first contract that graduated the consequences re -entered into force. This would
mean that the consequences will be interacting again. Bethesda could make Fallout 5. Bethesda would have to pay 12% of the gifts in Fallout 3, Fallout 5. Bethesda lost the first court order. [91] Bethesda little after tried a new technique and triggered his
first lawyer, replacing it and presenting a second court order, claiming that the interaction had only licensed the name of the consequences but not contained. The interaction had only licensed the interaction 
does not meet the requirements (30 million minimum safe funds and "full scale" development by date X) That the interaction can launch the MMO, but they have to eliminate all the fault content. Then, the Contract continues to list the entire Fallout content such as locations, monsters, configurations and traditions. [Necessary quotation] Bethesda has
known that the interaction would use elements of consequences through the internet electronic emails shown in judicial documents and that the contract was not only for the name. [92] Bethesda's second court order was denied on August 4, 2011 by the courts. Bethesda then caked the denial of his second ]49[ ]49[ .laiciduj nedro adnuges all ed
ovitcarta us <sup>3</sup>Aidrep adsehteB [39] .adnamedartnoc anu a ramall areidup soidutS daehtsaM euq ed setna n<sup>3</sup>Aiccirtser ed nedro anu <sup>3</sup>Aiccirtser ed nedro atse <sup>3</sup>Agen el es adsehteB A .aA±Aapmoc al artnoc n<sup>3</sup>Aiccirtser ed nedro atse <sup>3</sup>Adnamed ogeul adsehteB .ranimilerp laiciduj Archived mocion in limina against interaction. The interaction
presented a mocion in Limine against Bethesda the next day. The jury trial that Bethesda request on October 26, 2010 was changed to a trial by court because the APA contract declared that all legal matters would be resolved through a trial for the court and not a jury trial. The Court trial began on December 12. In 2012, at a press conference,
Bethesda revealed that in exchange for 2 million dollars, the interaction gave them full rights for Fallout Online. The interaction rights to sell and merchandise Fallout, Fallout 2 and Fallout Online. The interaction rights to sell and merchandise Fallout, Fallout 2 and Fallout Online. The interaction rights to sell and merchandise Fallout 7 and Fallout Online.
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