Fallout 3

Fallout 3 is an action role @-@ playing open world video game developed by Bethesda Game Studios , and is the third major installment in the Fallout series . It was released worldwide in October 2008 for Microsoft Windows , PlayStation 3 , and Xbox 360 .

Fallout 3 takes place in the year 2277 , 116 years after the setting of Fallout , 36 years after the setting of Fallout 2 and 200 years after the nuclear apocalypse that devastated the game 's world , in a future where international conflicts between the United States and China culminated in a Sino @-@ American war in 2077 , due to the scarcity of petroleum reserves that ran the economies of both countries . The player character is an inhabitant of Vault 101 , a survival shelter designed to protect up to 1 @,@ 000 humans from the nuclear fallout . When the player character 's father disappears under mysterious circumstances , the player is forced to escape from the Vault and journey into the ruins of Washington , D.C. , now known as the " Capital Wasteland " , to track their father down . Along the way the player is assisted by a number of human survivors and settlements , and must battle a myriad of enemies that inhabit the area .

Fallout 3 was critically acclaimed and received a number of Game of the Year awards , praising the game 's open @-@ ended gameplay and flexible character @-@ leveling system , and is considered one of the greatest video games of all time . The NPD Group estimated that Fallout 3 sold over 610 @,@ 000 units during its initial month of release in October 2008 , performing better than Bethesda 's previous game , The Elder Scrolls IV : Oblivion , which sold nearly 500 @,@ 000 units in its first month . The game received post @-@ launch support with Bethesda releasing five downloadable add @-@ ons . The game also received controversy upon release . In Australia , for the use of and the ability to be addicted to alcohol and drugs , in India , for cultural and religious sentiments over the cattle in the game being called " Brahmin " , and in Japan , due to having a weapon called the " Fat Man " , which releases mini nuclear bombs .

Gameplay

Attributes

The game starts with the main character as a newborn , whereupon the player determines the race , gender , and the general appearance of their character . As a one @-@ year @-@ old baby , the infant reads a child 's book titled You 're SPECIAL , where the player can set the character 's starting S.P.E.C.I.A.L. primary attributes : Strength , Perception , Endurance , Charisma , Intelligence , Agility , and Luck . The character gains a set of Skills with base levels determined by these attributes . At age 10 , the character obtains a Pip @-@ Boy , a computerized wristwatch which allows the player to access a menu with statistics , maps , data , radio , and other items . The character also obtains their first weapon , a BB gun , which he or she then uses to kill a radroach , a type of irradiated giant cockroach . At age 16 , the character takes the Generalized Occupational Aptitude Test (G.O.A.T.) to determine the three Skills they wish the character to focus on .

As the character progresses through the game , experience points are earned that are used to achieve levels of accomplishment . Upon achieving a new level , the player receives a set of skill points that can be assigned to improve any of the Skill percentages . For instance , increasing the lock pick skill grants the player the ability to pick harder locks to unlock doors and supply crates . A Perk is granted at each level , which offers advantages of varying quality and form . Many Perks have a set of prerequisites that must be satisfied , and new Perks are unlocked every two levels .

An important statistic tracked in the game is karma . Each character has an aggregate amount of karma that can be affected by the decisions and actions made in the game . Positive karmic actions include freeing captives and helping others . Negative karmic actions include killing good characters and stealing . Beyond acting as flavor for the game 's events , karma can have tangible effects to the player , primarily affecting the game 's ending . Other effects include altered dialogue with non @-@ player characters (NPCs) , or unique reactions from other characters . Actions vary in the

level of karma change they cause ; thus , pickpocketing produces less negative karma than the killing of a good character . However , the player 's relationships with the game 's factions are distinct , so any two groups or settlements may view the player in contrasting ways , depending on the player 's conduct . Some Perks require specific karma levels .

= = = Health and weapons = = =

 Health is separated into two types : general and limb . General health is the primary damage bar , and the player will die if it is depleted . Limb health is specific to each portion of the body , namely the arms , legs , head , and torso . Non @-@ human enemies will sometimes have additional appendages . When a limb 's health bar is depleted , that limb is rendered " crippled " and induces a negative status effect , such as blurred vision from a crippled head or reduced movement speed from a crippled leg . Health is diminished when damage is taken from being attacked , falling from great distances , or accidental self injury . General health can be replenished by sleeping , using medical equipment (stimpaks) , eating food , or drinking water . Limbs can be healed directly by injecting them with stimpaks , by sleeping , or by being healed by a doctor . Along with the health , there are 20 bobbleheads that can be found throughout the game that will give the player bonuses to attributes and skills . Each bobblehead is an iconic Vault Boy figurine in a different pose . Three of them have to be found in different time periods in the gameplay ; otherwise they will be lost .
 There are secondary health factors that can affect performance . Chief among these is radiation poisoning : most food is irradiated to a small degree , and parts of the world have varying levels of background radiation . As the player is exposed to radiation , it builds up , causing negative effects and eventually death if left untreated . Radiation sickness must be healed by special medicine named Rad Away or by visiting one of the Wasteland 's doctors . Radiation can be prevented by the use of Rad @-@ X which increases radiation resistance . The player can become addicted to drugs and alcohol , and then go through withdrawal symptoms if denied those substances . Both afflictions can blur the player 's vision for a few seconds and have a negative effect on SPECIAL attributes until the problem is corrected .
 Items can become degraded and become less effective . Firearms do less damage and may jam during reloading , and apparel becomes gradually less protective . This will eventually result in the item breaking altogether . Items can be repaired for a price from special vendors , or , when the player has two of the same item (or a comparable item) , one can be repaired using salvage parts from the other . Players have the option to create their own weaponry using various scavenged items found in the wasteland . These items can only be created at workbenches , and only if the player possesses the necessary schematics or Perk . These weapons usually possess significant advantages over other weapons of their type . Each schematic has three copies that can be found . Each copy improves the condition (or number) of items produced at the workbench . A higher repair skill will result in a better starting condition for the related weapon . Weapon schematics can be found lying in certain locations , bought from vendors , or received as quest rewards .

= = = V.A.T.S. = = =

 The Vault @-@ Tec Assisted Targeting System , or V.A.T.S. , plays an important part in combat . While using V.A.T.S. , real @-@ time combat is paused , and action is played out from varying camera angles in a computer graphics version of " bullet time " , creating a combat system that the Bethesda developers have described as a hybrid between timeturn @-@ based and real @-@ time combat . Various actions cost action points , limiting the actions of each combatant during a turn , and the player can target specific body areas for attacks to inflict specific injuries ; head shots can be used for quick kills or blinding , legs can be targeted to slow enemies ' movements , opponents can be disarmed by shooting at their weapons , and players can drive certain enemies into a berserker rage by shooting out things like antennae on various overgrown insects and combat inhibitors on armored robots . However , the use of V.A.T.S. also eliminates most of the first @-@ person shooter elements of the game ; aiming is taken over by the computer , and the player is

unable to move as a means of avoiding attacks . Each body part has a percentage of hit chance , and generally the closer the player character is to an enemy the higher that percentage . The higher level the character using V.A.T.S is , the more likely that character will hit their enemy .

= = = Companions = = =

 The player can have a maximum party of three consisting of the player 's character , a dog named Dogmeat , and a single non @-@ player character (NPC) . Dogmeat can be killed during the game if the player misuses him or places him in a severely dangerous situationa ; it is possible to not encounter Dogmeat at all depending on how the game is played . One other NPC can travel with the player at any time , and in order to get another NPC to travel , the first one must be dismissed (either voluntarily by the player or as a consequence of other events) or die in combat.a In the " Broken Steel " DLC , the level 22 perk " Puppies ! " allows the player to gain a puppy if Dogmeat dies .

= = Plot = =

= = = Setting = = =

 Fallout 3 takes place in the year 2277 , 200 years after a war over resources that ended in nuclear holocaust in 2077 . The setting is a post @-@ apocalyptic retro @-@ future , covering a region that includes Washington , D.C. , Northern Virginia and parts of Maryland . The game 's landscape includes war @-@ ravaged variants of numerous real @-@ life landmarks such as the White House , the Jefferson and Lincoln Memorials , Arlington National Cemetery and the Washington Monument . The area that the game is set in , known in @-@ game as the Capital Wasteland , holds a number of small settlements of the descendants of survivors from the Great War . Many inhabitants were killed during the nuclear holocaust and the Wasteland is now little more than a barren land nearly devoid of healthy water , food , plant and animal life due to the extreme radiation levels . However , there is a small settlement in the north part of the Capital Wasteland where plant life is abundant .
 The player (known as the Lone Wanderer) begins the game inside Vault 101 , where they were raised , before escaping out into the Capital Wasteland and facing its many dangers . The Capital Wasteland is home to a number of mutated species of creatures such as two @-@ headed cattle called Brahmin , radscorpions , molerats , and mirelurks . Many of these creatures are generally hostile to the player and will attack on sight . The Wasteland and the city proper is home to several hostile groups , including super mutants , feral ghouls , raiders , slavers , mercenaries , and robots . Of note are the various Vaults ? underground structures designed as shelters to protect inhabitants from the dangers of nuclear war (and also for more sinister purposes) . In the Washington , D.C. area , many of the roads are blocked off with giant piles of rubble . The player can navigate around the city using a system of underground metro tunnels that connect with other locations (loosely based on the real @-@ life Washington Metro) .
 The game takes place in an alternate version of history that sees the 1940s ' and 1950s ' aesthetics , design and technology advance in the directions imagined at the time . The resulting universe is thus a retro @-@ futuristic one , where the technology has evolved enough to produce laser weapons , manipulate genes and create nearly @-@ autonomous artificial intelligence , but all within the confines of 1950s ' solutions like the widespread use of atomic power and vacuum tubes , as well as having the integrated circuitry of the digital age . The architecture , advertisements and general living styles are also depicted to be largely unchanged since the 1950s , while including contemporary products , such as a robotic rocking horse for children in one advertisement , or posters for the underground vaults that play a central role in the storyline of the game .

= = = Story = = =

The introductory sequence introduces the player to their character 's father , James , a doctor and scientist in Vault 101 . James frequently makes comments about the player character 's deceased mother Catherine , and her favorite Bible passage , Revelation 21 : 6 , which speaks of " the waters of life " .

The main quest begins 19 years later , after the player is forced to flee Vault 101 when James leaves the vault , throwing it into anarchy and causing the paranoid Overseer , the leader of the Vault , to send his security force after the player . The search for James takes the character on a journey through the Wasteland , first to the nearby town of Megaton , named for the undetonated atomic bomb at the center of town , then the Galaxy News Radio station , whose enthusiastic DJ Three Dog gives the player the moniker of " The Lone Wanderer " . The Wanderer travels to Rivet City , a derelict aircraft carrier now serving as a fortified human settlement . Here the Lone Wanderer meets Doctor Li , a scientist who worked alongside the player 's father . Doctor Li informs the Wanderer of Project Purity , a plan conceived by Catherine and James to purify all the water in the Tidal Basin and eventually the entire Potomac River with a giant water purifier built in the Jefferson Memorial . However , continued delays and Catherine 's death during childbirth put an end to the project , and James took the Lone Wanderer as a newborn to raise them in the safety of Vault 101 .

After investigating the Jefferson Memorial , the Lone Wanderer tracks James to Vault 112 , and frees him from a virtual reality program being run by the Vault 's sadistic Overseer , Dr. Braun . James and the Wanderer return to Rivet City , and James reveals he sought out Braun for information on the Garden of Eden Creation Kit (G.E.C.K.) , a device that contains the components needed to finally activate Project Purity . James and Doctor Li lead a team of Rivet City scientists to the memorial with intent to restart the project , but the memorial is invaded by the Enclave , a powerful military organization formed from the remnants of the pre @-@ War United States government . James floods the project 's control room with radiation to stop the Enclave military leader , Colonel Augustus Autumn , from taking control of it , killing himself (but Autumn survives) , his last words urging his child to run . The Lone Wanderer and Dr. Li flee to the ruins of the Pentagon , now a base for the Brotherhood of Steel and now known as the Citadel . With Project Purity still inoperational even with the Enclave occupying the site , the player travels to Vault 87 to find a G.E.C.K. and finish James 's work . The Wanderer finds the Vault to be a testing site for the FEV (Forced Evolutionary Virus) , and the source of the Super Mutants in the Capital Wasteland . After the player acquires the G.E.C.K. , the Wanderer is ambushed by the Enclave and captured .

At the Enclave base at Raven Rock , the Lone Wanderer is freed from their cell by the Enclave leader , President John Henry Eden , who requests a private audience with them . En route to his office however , Colonel Autumn defies Eden 's orders and takes command of the Enclave military , ordering them to kill the Wanderer . Fighting their way to Eden 's office , the Lone Wanderer discovers that Eden is actually a sentient ZAX series supercomputer who took control of the Enclave after their defeat in Fallout 2 on the West Coast thirty years previously . Eden wishes to repeat the plan of then @-@ President Dick Richardson using Project Purity , infecting the water with a modified strain of FEV that will make it toxic to any mutated life . This plan will kill most life in the wasteland including humans , but the Enclave , due to their genetic " purity " as a result of their isolation , will be immune and free to take control of the area . The Wanderer , provided with a sample of the new F.E.V. , is given a choice to either leave peacefully or convince Eden to self @-@ destruct the entire base . The Lone Wanderer escapes Raven Rock and returns to the Citadel .

With the knowledge they possess , the G.E.C.K. and the means to activate Project Purity , the Brotherhood assault the Jefferson Memorial , spearheaded by a giant robot named Liberty Prime . In the control room of Project Purity , the Lone Wanderer confronts Colonel Autumn , and has the choice to persuade him to give up or kill him . Dr. Li informs the Wanderer that the purifier is ready to be activated , but the activation code must be input manually , and also that the control room is flooded with lethal amounts of radiation . To make matters worse , the purifier has been damaged and will self @-@ destruct if not activated . The Lone Wanderer is forced to choose between sending Sarah Lyons of the Brotherhood inside the extremely irradiated purifier or entering themselves . Whoever enters into the chamber inputs the code hinted at throughout the game , 21 :

6 , and dies from a radiation spike . The Lone Wanderer can also choose to simply do nothing and allow the purifier to explode , destroying the Jefferson Memorial and killing everyone inside in the process .

If the " Broken Steel " DLC is installed , the Lone Wanderer survives if they activate it themselves , but they also have the option of sending one of their radiation @-@ immune companions to enter the code and start the purifier with no casualties . The player also has the possibility to enter the F.E.V. sample into the water prior to activation , having adverse post @-@ ending effects on the game 's side quests .

= = Development = =

= = = Interplay Entertainment = = =

Fallout 3 was initially under development by Black Isle Studios , a studio owned by Interplay Entertainment , under the working title Van Buren . Black Isle Studios was the developer of the original Fallout and Fallout 2 . When Interplay Entertainment went bankrupt and closed down Black Isle Studios before the game could be completed , the license to develop Fallout 3 was sold for a $ 1 @,@ 175 @,@ 000 minimum guaranteed advance against royalties to Bethesda Softworks , a studio primarily known as the developer of The Elder Scrolls series . Bethesda 's Fallout 3 , however , was developed from scratch , using neither Van Buren code nor any other materials created by Black Isle Studios . In May 2007 , a playable technology demo of the canceled project was released to the public .

Leonard Boyarsky , art director of the original Fallout , when asked about Interplay Entertainment 's sale of the rights to Bethesda Softworks , said " To be perfectly honest , I was extremely disappointed that we did not get the chance to make the next Fallout game . This has nothing to do with Bethesda , it 's just that we 've always felt that Fallout was ours and it was just a technicality that Interplay happened to own it . It sort of felt as if our child had been sold to the highest bidder , and we had to just sit by and watch . Since I have absolutely no idea what their plans are , I can 't comment on whether I think they 're going in the right direction with it or not . " .

= = = Bethesda Softworks = = =

Bethesda Softworks started working on Fallout 3 in July 2004 , but principal development did not begin until after The Elder Scrolls IV : Oblivion and its related extras and plug ins were completed . Bethesda Softworks decided to make Fallout 3 similar to the previous two games , focusing upon non @-@ linear gameplay , story , and black comedy . Bethesda also chose to pursue an ESRB rating of M (for mature) by including the adult themes , violence , and depravity characteristic of the Fallout series . They also decided to shy away from the self @-@ referential gags of the game 's predecessors that broke the illusion that the world of Fallout is real . Fallout 3 uses a version of the same Gamebryo engine as Oblivion , and was developed by the team responsible for that game . Liam Neeson was cast as the voice of the player 's father .

In February 2007 , Bethesda stated that the game was " a fairly good ways away " from release but that detailed information and previews would be available later in the year . Following a statement made by Pete Hines that the team wanted to make the game a " multiple platform title " , the game was announced by Game Informer to be in development for Windows , Xbox 360 , and PlayStation 3 .

During a March 21 , 2008 , Official Xbox Magazine podcast interview , Todd Howard revealed that the game had expanded to nearly the same scope as Oblivion . There were originally at least 12 versions of the final cutscene , but , with further development , this expanded to over 200 possible permutations in the final release , all of which are determined by the actions taken by the player . Bethesda Softworks attended E3 2008 to showcase Fallout 3 . The first live demo of the Xbox 360 version of the game was shown and demonstrated by Todd Howard , taking place in downtown

Washington , D.C. The demo showcased various weapons such as the Fat Man nuclear catapult , the V.A.T.S. system and the functions of the Pip @-@ Boy 3000 as well as combat with several enemies . The demo concluded as the player neared the Brotherhood of Steel @-@ controlled Pentagon and was attacked by an Enclave patrol .

= = = = Audio = = = =

 Several actors of film and video games lent their voices to Fallout 3 , including Liam Neeson as James , Ron Perlman as the game 's narrator , Malcolm McDowell as President John Henry Eden , Craig Sechler as Butch DeLoria , Erik Todd Dellums as Three Dog , and Odette Yustman as Amata Almodovar . Veteran voice actors Dee Bradley Baker , Wes Johnson , Paul Eiding , and Stephen Russell also provided voice overs for the game . The Fallout 3 soundtrack continued the series ' convention of featuring sentimental 1940s big band American popular music , the main theme , and few other side songs recorded by The Ink Spots and The Andrews Sisters ; in addition to a score written by composer Inon Zur . The soundtrack of the game included artists such as Roy Brown , Billie Holiday , Billy Munn , Cole Porter , and Bob Crosby .

= = Marketing and release = =

= = = Trailers = = =

 A teaser site for the game appeared on May 2 , 2007 , and featured music from the game and concept art , along with a timer that counted down to June 5 , 2007 . The artists and developers involved later confirmed that the concept art , commissioned before Oblivion had been released , did not reveal anything from the actual game . When the countdown finished , the site hosted the first teaser trailer for the game , and unveiled a release date of " Fall 2008 " .
 On June 5 , 2007 , Bethesda released the Fallout 3 teaser trailer . The press kit released with the trailer indicated that Ron Perlman would be on board with the project , and cited a release date of Fall 2008 . The trailer featured The Ink Spots song " I Don 't Want to Set the World on Fire " , which the previous Fallout developer Black Isle Studios originally intended to license for use in the first Fallout game . The trailer , which was completely done with in @-@ engine assets , closed with Ron Perlman saying his trademark line which he also spoke in the original Fallout : " War . War never changes " . The trailer showed a devastated Washington , D.C. , evidenced by the partially damaged Washington Monument in the background as well as the crumbling buildings that surrounded a rubble @-@ choked city thoroughfare .
 A second trailer was first shown during a GameTrailers TV E3 special on July 12 , 2008 . The trailer zoomed out from a ruined house in the Washington , D.C. suburbs , and provided a wider view of the capital 's skyline including the Capitol Building and Washington Monument in the distance . On July 14 , 2008 , an extended version of this trailer was made available , which besides the original content , included a Vault @-@ Tec advertisement and actual gameplay . Both versions of the trailer featured the song " Dear Hearts and Gentle People " as recorded by Bob Crosby and the Bobcats .

= = = Film festival = = =

 On July 11 , 2008 , as a part of promoting Fallout 3 , Bethesda Softworks partnered with American Cinematheque and Geek Monthly to sponsor " A Post @-@ Apocalyptic Film Festival Presented by Fallout 3 " . The festival took place on August 22 ? 23 at Santa Monica 's Aero Theater . Six post @-@ apocalyptic movies were shown which depict life and events that could occur after a world @-@ changing disaster , including Wizards , Damnation Alley , A Boy and His Dog , The Last Man on Earth , The Omega Man , and Twelve Monkeys .

= = = Retail versions = = =

Fallout 3 was released in five separate versions , only three of which were made available worldwide :

The Standard Edition includes the game disc and instruction manual with no extras .

The Collector 's Edition includes the game disc , manual , a bonus " making of " disc , a concept artbook , and a 5 " Vault Boy Bobblehead , all of which is contained in a Vault @-@ Tec lunchbox . In Australia , the Collector 's Edition is exclusive to Gametraders and EB Games .

The Limited Edition includes the game disc and manual , as well as a Brotherhood of Steel Power Armor figurine . This edition is available only in the UK through the retailer Game .

The Survival Edition includes everything from the Collector 's Edition , as well as a model of the PIP @-@ Boy 3000 from the game which functions as a digital clock . The Survival Edition is available exclusively from Amazon.com to U.S. customers only .

The Game of the Year Edition , which includes the original Fallout 3 game as well as all 5 of the downloadable content packs , was released on October 13 , 2009 in North America and October 16 , 2009 in Europe . It was released in Australia on October 22 , 2009 , and in Japan on December 3 , 2009 . It was made available on Steam on December 17 , 2009 .

An Xbox 360 version of Fallout 3 and Oblivion double pack was announced for release in North America on April 3 .

= = Downloadable content = =

Bethesda 's Todd Howard first confirmed during E3 2008 that downloadable content (DLC) would be prepared for the Xbox 360 and Windows versions of Fallout 3 . There are five DLCs : Operation : Anchorage , The Pitt , Broken Steel , Point Lookout , and Mothership Zeta , released in that order . Of the five , Broken Steel has the largest effect on the game , altering the ending and allowing the player to continue playing past the end of the main quest line .

Originally , there was no downloadable content announced for the PlayStation 3 version of the game . Although Bethesda had not offered an official explanation as to why the content was not released for PlayStation 3 , Lazard Capital Markets analyst Colin Sebastian speculated that it may have been the result of a money deal with Bethesda by Sony 's competitor , Microsoft . When asked if the PlayStation 3 version would receive an update that would enable gameplay beyond the main quest 's completion , Todd Howard responded , " Not at this time , no . " However , in May 2009 , Bethesda announced that the existing DLC packs (Operation : Anchorage , The Pitt and Broken Steel) would be made available for the PlayStation 3 ; the later two (Point Lookout and Mothership Zeta) were released for all platforms .

On October 1 , 2009 , a New Xbox Experience premium theme for the game was released for the Xbox 360 . Consumers could pay 240 Microsoft Points , or by having downloaded all other downloadable content . The PlayStation 3 received a free theme , featuring a Brotherhood of Steel Knight in the background , and includes symbols from the game as icons on the PS3 home menu . In December 2008 the official editor , known as the G.E.C.K. (Garden of Eden Creation Kit) was made available for the Windows version of the game as a free download from the Fallout 3 website .

= = Reception = =

= = = Reviews = = =

Fallout 3 received " universal acclaim " , according to video game review aggregator Metacritic . 1UP.com 's Demian Linn praised its open @-@ ended gameplay and flexible character @-@ leveling system . While the V.A.T.S. system was called " fun " , enemy encounters were said to suffer from a lack of precision in real @-@ time combat and little variety in enemy types . The review concluded , Fallout 3 is a " hugely ambitious game that doesn 't come around very often " . IGN

editor Erik Brudvig praised the game 's " minimalist " sound design , observing , " you might find yourself with nothing but the sound of wind rustling through decaying trees and blowing dust across the barren plains ... Fallout 3 proves that less can be more " . The review noted that the " unusual amount of realism " combined with the " endless conversation permutations " produces " one of the most truly interactive experiences of the generation " . In a review of the game for Kotaku , Mike Fahey commented that " While Inon Zur 's score is filled with epic goodness , the real stars of Fallout 3 's music are the vintage songs from the 1940s " . Will Tuttle of GameSpy commended the game for its " engaging storyline , impeccable presentation , and hundreds of hours of addictive gameplay " . Although Edge awarded the game 7 out of 10 , in a later anniversary issue it placed the game 37th in a " 100 best games to play today " list , saying " Fallout 3 empowers , engages and rewards to extents that few games have ever achieved " .

Some criticisms were the bugs in regards to the physics and crashes ? some of which broke quests and even prevented progression . The AI and stiff character animations are another common point of criticism , as is the ending . Edge stated that " the game is cumbersome in design and frequently incompetent in the details of execution " , taking particular issue with the nakedness of the HUD , the clarity of the menu interface , and that the smaller problems are carried over from Oblivion . Edge liked the central story but said " the writing isn 't quite as consistent as the ideas that underpin " and that the " voice @-@ acting is even less reliable " .

= = = Sales = = =

From its release in October to the end of 2008 , Fallout 3 shipped over 4 @.@ 7 million units . According to NPD Group , as of January 2009 , the Xbox 360 version had sold 1 @.@ 14 million units , and the PlayStation 3 version had sold 552 @,@ 000 units . The Xbox 360 version was the 14th best @-@ selling game of December 2008 in the United States , while the PlayStation 3 version was the 8th best @-@ selling PlayStation 3 game in that region and month . Electronic Entertainment Design and Research , a market research firm , estimated that the game had sold 12 @.@ 4 million copies worldwide .

Fallout 3 was one of the most played titles in Xbox Live in 2009 and Games for Windows ? Live in 2009 , 2011 , and 2012 .

= = = Awards = = =

Fallout 3 won several awards following its showcasing at E3 2007 . IGN gave it the " Game of E3 2007 " award , and GameSpot gave it the " Best Role @-@ Playing Game of E3 2007 " award . Following the game 's demonstration at E3 2008 , IGN also gave it " Best Overall RPG " , " Best Overall Console Game " , and " Overall Game of the Show " for E3 2008 . Game Critics Awards gave the game " Best Role @-@ Playing Game " and " Best of Show " for E3 2008 .

After its release , Fallout 3 won numerous awards from gaming journalists and websites . At the 2009 Game Developer 's Choice Awards , it won overall " Game of the Year " along with " Best Writing . " It was also awarded " Game of the Year " by IGN , GamesRadar , GameSpy , UGO Networks , Gamasutra and the Golden Joystick Awards . The game also won " Xbox 360 Game of the Year " from Official Xbox Magazine , GameSpy and IGN , while winning " PC Game of the Year " from GamePro , GameSpy , GameTrailers and GameSpot , with the latter two also awarding it " Best RPG . "

At the end of 2009 , Fallout 3 was featured in IGN 's " Best Video and Computer Games of the Decade " (2000 ? 2009) , with the game being placed top game of 2008 and seventh overall game of the decade . In 2012 , Fallout 3 was also exhibited at the Smithsonian American Art Museum . Fallout 3 was voted for and won the " Adventure " section for the platform " Modern Windows . " That same year , G4tv ranked it as the 75th top video game of all time .

= = = Technical issues = = =

Shortly before the game 's release , IGN posted a review of the game , citing numerous bugs and crashes in the PlayStation 3 release . The game also contained a bug , causing the game to freeze and the screen to blur when friends signed out of and into the PlayStation Network . The IGN review was edited shortly thereafter , removing all references to the PS3 version 's bugs , causing controversy in the PlayStation communities . Reviewing PlayStation 3 Game of the Year edition , Digital Chumps and Spawn Kill confirmed that most bugs remained , citing occasional freezes , several animation , and scripting issues along with other bugs , requiring a restart of the game . Even IGN retroactively cited bugs with the original release as well as the Game of the Year edition , calling it " a fantastic game " , but warned players to " be aware that you might have to deal with some crashes and bugs " .

=== Controversy and fandom ===

 Not all fans are happy with the direction the Fallout series has taken since its acquisition by Bethesda Softworks . Notorious for their support of the series ' first two games , Fallout and Fallout 2 , members centered around one of the oldest Fallout fansites , No Mutants Allowed , have criticized departures from the original games ' stories , gameplay mechanics and setting . Criticisms include the prevalence of unspoiled food after 200 years , the survival of wood @-@ framed dwellings following a nuclear blast , and the ubiquity of Super Mutants at early levels in the game . Also criticized are the quality of the game 's writing , its level of verisimilitude , the switch to a first @-@ person action game format , and the level of reactiveness of the surrounding game world to player actions . 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 . Luke Winkie of Kotaku tempers these sentiments , saying that it is a matter of ownership ; and that in the case of Fallout 3 , hardcore fans of the original series witnessed their favorite games become transformed into something else .

== Regional variations ==

=== Drug references ===

 On July 4 , 2008 , Fallout 3 was refused classification by the ACB in Australia , thus making it illegal to distribute or purchase the game in the country . In order for the game to be reclassified , the offending content in the Australian version of the game would have had to be removed by Bethesda Softworks and the game resubmitted to the ACB . According to the ACB board report , the game was refused classification due to the " realistic visual representations of drugs and their delivery method [bringing] the ' science @-@ fiction ' drugs in line with ' real @-@ world ' drugs " .
 A revised version of the game was resubmitted to the ACB and reclassified as MA 15 + on August 7 , 2008 , or not suitable for people under the age of 15 unless accompanied by a parent or adult guardian ; this new rating ensured that the game could retail legally in Australia . According to the ACB board report , the drug content was not removed entirely from the revised version of the game , but the animation showing the actual usage of the drugs was removed ; the minority view on the decision stated that the drug content was still enough to warrant a refused classification rating .
 In a later interview with UK gaming magazine Edge , Bethesda Softworks revealed that there would be only one version of Fallout 3 released worldwide , and that this version would have all real @-@ world drug references removed . It was later clarified that the only change made would be that morphine , a real @-@ world drug that would have appeared in the game , would instead be renamed to the more generic " Med @-@ X " .

=== Release in India ===

On October 22 , 2008 , Microsoft announced that the game would not be released in India on the Xbox 360 platform . Religious and cultural sentiments were cited as the reason . Microsoft stated , " Microsoft constantly endeavors to bring the best games to Indian consumers in sync with their international release . However , in light of cultural sensitivities in India , we have made the business decision to not bring Fallout 3 into the country . " Although the specific reason was not revealed in public , it is possible that it is because the game contains two @-@ headed mutated cows called Brahmin , or that Brahmin is also the name of an ancient , powerful hereditary caste of Hindu priests and religious scholars in India , or its similarity to the spelling of brahman , a type of cow that originated in India . Brahman , a breed of Zebu , are revered by Hindus .

= = = Sensitivity in Japan = = =

Bethesda Softworks changed the side quest " The Power of the Atom " in the Japanese version of Fallout 3 to relieve concerns about depictions of atomic detonation in inhabited areas , as the memory of the atomic bombings of Hiroshima and Nagasaki remain strong in the country . In non @-@ Japanese versions , players are given the option of either defusing , ignoring , or detonating the dormant atomic bomb in the town of Megaton ; in the Japanese version , the character of Mr. Burke is absent , making it impossible to choose the detonation option . Also in the Japanese release , the " Fat Man " nuclear catapult weapon was renamed " Nuka Launcher " , as the original name was a reference to the bomb used on Nagasaki . According to Tetsu Takahashi , responsible for localizing Fallout 3 to Japan under his company Zenimax Asia , the available actions prior to localizing " The Power of the Atom " and the ability to kill civilians almost got the game banned by CERO before it received an Adult Only Rating .