

= Fallout : New Vegas =

Fallout : New Vegas is an action role @-@ playing video game developed by Obsidian Entertainment and published by Bethesda Softworks , as the fourth major installment of the Fallout video game series . It released for Microsoft Windows , Xbox 360 and PlayStation 3 on October 19 , 2010 .

The game is set in a post @-@ apocalyptic , open world environment around the area of Nevada , California , and Arizona . The player takes control of the character known as Courier 6 , who , preceding the start of the game , is hired by a delivery service called the Mojave Express to take an unknown package across the Mojave Desert to the New Vegas Strip . After surviving an ambush , he or she goes on a journey to track down their attempted murderer . Throughout the game , players can have a major impact on the world through choices available to them , which is enhanced by the implemented reputation system with which affects the outlook of non @-@ playable characters on the Courier depending on the player 's decisions .

Even though it directly succeeds Fallout 3 , New Vegas is not a direct sequel . It marks the return of some elements found in the Black Isle Studios @-@ developed Fallout 2 , as several employees at Obsidian previously worked at that company . The game was announced in April 2009 after Obsidian received an offer to work on it from Bethesda , and was developed over the span of 18 months . Inon Zur was hired to compose its music .

New Vegas has received positive reviews , with reviewers praising the game 's writing , quests , and improved gameplay ; in contrast , it received criticisms for its glitches and bugs . New Vegas was a commercial success , shipping more than 5 million copies altogether , and is estimated to have sold around 12 million copies worldwide . It received a Golden Joystick Award for " RPG of the Year " in 2011 .

The Xbox 360 version of New Vegas became backwards compatible on Xbox One on June 23 , 2016 .

= = Gameplay = =

Obsidian Entertainment presents new features and improvements in Fallout : New Vegas that are implemented upon the foundation of Fallout 3 . For example , the original Fallout 3 version of the Gamebryo engine was reworked to accommodate the extra lights and effects of the Las Vegas Strip .

The game 's combat is centered on the " Vault @-@ Tec Assisted Targeting System " feature , or " V.A.T.S. " , which is from Fallout 3 with the addition of several new V.A.T.S.-specific attacks . Use of certain melee weapons trigger unique animations . Additions are new weapons , a weapon modification system , a better over @-@ the @-@ shoulder view for third @-@ person combat and the ability to use the iron sights on almost all guns except several larger weapons that are shot from the hip . The game allows firearm modifications such as mounted telescopic sights , rate of fire modifiers and increased magazine size . Crafting also plays a role in weaponry , with the ability to make ammunition such as hand @-@ loaded rounds . A plant @-@ harvesting system similar to that of The Elder Scrolls series allows the player to use plants to create special meals , poisons , and medicines .

The quantity of factions prompted developers to reintroduce the reputation system that was absent in Fallout 3 . The degree of faction loyalty influences the player 's reputation with that faction , which affects the behavior of the faction 's non @-@ player characters (NPCs) toward the player and reflects the impact of selected choices in the world . Karma is also a factor and is independent of faction reputation . For example , the player can rob a faction member , lowering their karma , but leaving their reputation unchanged provided the faction does not learn of the robbery . Character attributes , skills , reputation and karma affect dialog options with NPCs . Skills have a larger effect on conversation choices . Whether a dialogue option will succeed or fail is shown up front , and entirely dependent on skill level , rather than both skill and chance as in Fallout 3 .

Companion behavior and tasks are controlled using the new " Companion Wheel " , removing the

need to enter conversation to give commands . The new Companion Wheel offers command execution by selecting commands that are presented in a radial menu . Game director Josh Sawyer has stated that the Companion Wheel offers ease of companion interaction . Examples of companion commands include setting and changing combat tactics , default behavior towards foes and usage frequency of available resources . The player can have one humanoid and one non @-@ humanoid companion at the same time , and receives a unique perk , or unique advantage , per companion . These companions can be upgraded if the player completes a special quest related to the companion , and unlike Fallout 3 dismissed companions are sent to the player 's house instead of returning to their original locations .

In New Vegas , the player can visit casinos to participate in minigames to win currency , including blackjack , slots , and roulette . A card game called Caravan , which was designed specifically for the game , can be played outside of the casinos .

= = = Hardcore mode = = =

An optional Hardcore mode delivers more realism and intensity to the playing environment . This mode differs from the game 's adjustable difficulty level settings that change only the combat difficulty ; it adds new statistics and encourages the player to make careful consideration of resource management and combat tactics . Gameplay difficulty is increased in several ways . Stimpaks and other healing items , including food and water , do not heal the player instantly , but work over a short period of time . RadAway also decreases radiation poisoning gradually , rather than instantly . Stimpaks cannot heal crippled limbs ; use of a Doctor 's Bag , sleeping on an owned or rented bed , using the chem Hydra , or going to a doctor is required . Ammunition has also gained weight value . The player 's character must eat , drink , and sleep to avoid starvation , dehydration and exhaustion . Skills decrease in four stages with each illness until the fifth stage resulting in death ; When companions are reduced to zero hit points , they are killed , rather than losing consciousness .

Sawyer stated that the mode was inspired by several different Fallout 3 mods . An achievement (Xbox 360 / Steam) or trophy (PlayStation 3) is awarded for completing the game on Hardcore mode .

= = Plot = =

= = = Setting = = =

Fallout : New Vegas takes place during the year 2281 , four years after the events of Fallout 3 and 40 years after the events of Fallout 2 , 120 years after the events of Fallout 1 , 204 years after the Great War of 2077 . The former city of Las Vegas (now called " New Vegas ") and its surroundings are divided among various factions , but there are three major powers competing for control of the region : The New California Republic (NCR) , Caesar 's Legion , and Mr. House . The NCR 's military , returning from Fallout 2 , is now overextended and mismanaged , but controls the majority of territories in the Mojave . The slave @-@ driving , Roman army @-@ styled Caesar 's Legion , formed by its leader , Caesar , conquered and united 86 tribes and now plans to conquer New Vegas . Mr. House , the mysterious businessman , controls New Vegas with an army of " Securitron " security robots . There are other factions and groups such as the Boomers , a tribe of heavily armed former vault dwellers who have taken shelter at Nellis Air Force Base ; the Powder Gangers , a violent group of escaped convicts ; the Great Khans , a tribe of drug dealers and raiders ; and the Brotherhood of Steel , technology @-@ craving remnants of the U.S. Army who are attempting to secure any technology that could cause significant harm . Landmarks featured in Fallout : New Vegas are the Hoover Dam , which supplies power to the New Vegas strip ; Nellis Air Force Base and the HELIOS One solar energy plant .

= = = Story = = =

The protagonist is a courier working for the Mojave Express , known simply as " The Courier " . The game begins as the Courier is ambushed by a mobster named Benny (voiced by Matthew Perry) en route to New Vegas to deliver a mysterious item known as the " Platinum Chip . " Benny shoots the Courier and leaves them for dead , taking the Chip for himself , but the Courier is rescued by a Securitron named Victor and brought back to good health by Doc Mitchell (voiced by Michael Hogan) in Goodsprings . The Courier then embarks on a journey across the Mojave Wasteland to locate and confront Benny .

The game proceeds according to the Courier 's decisions and involves many different events , factions , and characters . The main storyline follows the Courier 's pursuit of Benny to both settle the score and retrieve the Platinum Chip . Along the way , the Courier encounters many groups of people with various problems that he / she can choose to assist with , ignore , or otherwise sabotage , resulting in positive or negative karma . Eventually , after finding Benny and the Chip , the Courier finds him / herself in the middle of a conflict between three major factions : Caesar 's Legion , a group of Roman @-@ esque slavers , the New California Republic (NCR) , an expansionist country , and Mr. House (voiced by René Auberjonois) , the enigmatic de facto ruler of New Vegas , in command of an army of Securitron robots that patrols the city . Each of the three sides aim to control the Hoover Dam , which is still operational and supplying the Southwest with power and clean , non @-@ irradiated water ; thus , control of the dam means effective control of the region . It is revealed that Mr. House , a human from before the Great War and surviving via a contained life support chamber , ordered the Platinum Chip 's delivery before the war . The Chip is a data storage device with a program that can upgrade the Securitrons to a greater level of combat effectiveness , and was stolen by Benny as part of a scheme to take over House 's security and claim New Vegas for himself with the help of a reprogrammed Securitron named Yes Man .

The Courier is then notified that Caesar 's Legion is attacking Hoover Dam , and they must take part to decide the outcome . As the Legion strikes the Dam , led by the fearsome Legate Lanius , the NCR defends its position under General Lee Oliver . Depending on the faction sided with up to the battle , the Courier will either conquer the Dam for Caesar 's Legion , defend it for the NCR or connect the dam 's systems to House 's network so either he or Yes Man can take control . The game concludes with a narrated slideshow showing and explaining the results of the Courier 's actions , the battle for Hoover Dam deciding the faction that comes to power over New Vegas and the Mojave , and the fates of the various other factions based on how the player negotiated with them and which of the major factions emerged dominant .

= = = Endings = = =

The player then faces a choice to determine the fate of the Mojave Wasteland .

New California Republic - siding with the NCR will lead the Courier to defend Hoover Dam from Caesar 's Legion . The Courier must also lead an attack on the Legate 's camp where they have the choice to either convince the Legate to end the fighting peacefully , or they can kill the Legate . The NCR then wins the battle and annexes New Vegas and the entire Mojave Wasteland .

Caesar 's Legion - siding with the Legion will lead the Courier to attack Hoover Dam . The Courier must also enter Oliver 's compound where they have the choice to either convince him to retreat for the sake of his men , or they can kill him . The Legion seizes Hoover Dam , forcing the NCR to retreat , allowing Caesar 's Legion to gain control over New Vegas and the Mojave Wasteland .

Mr House - siding with Mr House will lead the Courier to enter the control room in Hoover Dam and install the override chip in order to power the Securitron Army . The Courier must also enter both Oliver 's compound and the Legate 's camp where they have the choice to either convince both men to surrender the dam , or they can kill them . Mr House and his Securitrons then drive both the NCR and the Legion out of Hoover Dam , taking control of it , while still running New Vegas .

Yes Man - siding with Yes Man will lead the Courier to go solo (if the player helps Yes Man take over New Vegas and Mr House 's Securitrons) and take over Hoover Dam for themselves . The Courier must also enter both Oliver 's compound and the Legate 's camp where they have the

choice to either convince both men to step down , or they can kill them . The Courier and Yes Man eventually take control of Hoover Dam , while ensuring New Vegas 's independence .

= = Development = =

In 2004 , Bethesda Softworks purchased the license to develop and publish Fallout 3 , as well as an option to create two sequels , from Interplay Entertainment . Three years later they bought the entire Fallout IP . Bethesda abandoned the original gameplay style of previous Fallout titles ; instead of an isometric game with action point / turn @-@ based combat , Bethesda 's Fallout 3 was a fully 3D game with real @-@ time combat as well as the action point @-@ based V.A.T.S. system .

Fallout 3 was a critical and commercial success upon its release in 2008 , and Bethesda commissioned a sequel . With their own developers busy working on The Elder Scrolls V : Skyrim Bethesda reached out to Obsidian Entertainment , a company founded by several former members of Interplay 's original Fallout developers Black Isle Studios , to develop the game . Bethesda and Obsidian decided to create a game that would continue the " West Coast " story rather than the plot of Fallout 3 . Bethesda rejected Obsidian 's idea to set the game between the events of Fallout 2 and Fallout 3 , but they did approve of setting the game in Las Vegas .

Fallout : New Vegas was first announced in April 2009 . Obsidian 's development team included former Interplay / Black Isle employees Josh Sawyer as director and Chris Avellone as a writer and director of the game 's DLC add @-@ ons . The plot of New Vegas takes heavy inspiration from the original Fallout 3 that Black Isle developed , commonly known by its codename " Van Buren " , which Sawyer also directed prior to its cancellation . The most notable example is the inclusion of Caesar 's Legion , a faction originally created for Van Buren . Obsidian also included other factions from previous Fallout games and avoided writing any faction as entirely good or evil , but instead as potential rivals depending on what path the player decided to pursue .

The game had a somewhat short development cycle of 18 months . New Vegas is technically very similar to Fallout 3 : both games use the Gamebryo engine , and New Vegas reuses Fallout 3 's source code , with some graphic rendering improvements , and art assets . Obsidian also refined the real @-@ time shooting mechanics and added iron @-@ sights aiming to make playing without V.A.T.S. a more viable option than it was in Fallout 3 . The PC version of the game uses Steamworks for online functions , such as achievements and cloud save storage , as well as DRM .

Producer Jason Bergman announced the involvement of several celebrities , including Ron Perlman as the game 's narrator and Wayne Newton as radio DJ " Mr. New Vegas " . He also confirmed that the game would include voice acting from Matthew Perry , Zachary Levi , Kris Kristofferson , Danny Trejo , Michael Dorn and Felicia Day . The game established the new record for the most lines of dialogue in a single @-@ player action role @-@ playing game . The game contains around 65 @,@ 000 lines of dialogue , beating its predecessor and previous record holder Fallout 3 which contained 40 @,@ 000 lines of dialogue .

Fallout 3 composer Inon Zur composed the score for the game . The game features three major in @-@ game radio stations , spanning several genres of music in the radio waves : ?ountry , popular music from the 1940s and 1950s , jazz and classical . Each station has a set tracklist which repeats randomly . Music from the first two Fallout games , composed by Mark Morgan , is used in the game as well .

On February 4 , 2010 , Obsidian Entertainment released the Fallout : New Vegas teaser trailer . A second trailer was first shown on GameTrailers from E3 on June 11 , 2010 .

= = Release = =

Bethesda announced four pre @-@ order bonus packs giving specific in @-@ game items , they include the " Classic " , " Tribal " , " Caravan " and " Mercenary " packs available when pre @-@ ordering at specific outlets , all of the listed pre @-@ order packs were later made available for purchase on September 27 , 2011 . The Collector 's Edition was revealed on May 11 , 2010 . It was distributed worldwide and is available for Microsoft Windows , PlayStation 3 , and Xbox 360 . Its

enclosed contents include seven real clay poker chips from the Fallout : New Vegas casinos , a deck of cards each with a character on them with information on that person , a graphic novel leading up to the events of New Vegas , a Lucky 38 large platinum chip replica , and a making @-@ of documentary .

Within hours of the game 's release on October 19 , 2010 , players of Fallout : New Vegas began reporting a variety of technical issues (saved games becoming corrupted , the game freezing , players becoming stuck within the terrain , and random NPCs appearing behind the player , initiating combat out of context) . Bethesda Game Studios stated that they , in conjunction with Obsidian , were actively working on an update for release " as soon as possible " to address in @-@ game issues . They also urged customers to keep their copies of New Vegas rather than return them to stores , stating that providing the best possible experience to their users was a priority .

Within a week of the original release , a patch was available for the PC , Xbox 360 , and PlayStation 3 versions of the game , which contained over 200 quest and scripting @-@ related fixes . The update released on December 14 , 2010 , has fixed further glitches and save game problems , including companion @-@ related bugs . Subsequent updates were released in February and April that corrected numerous bugs and gameplay issues . A patch was released on July 5 , 2011 , that included a provision that automatically creates a save prior to the endgame sequence . After credits , the user is prompted to load this save game , allowing single save players to play DLC without creating a new game . Additional to the official patches the user community started to create community patches to fix remaining issues .

The game engine has had major performance issues on the PlayStation 3 . These issues have led to unplayable frame @-@ rates when the save game file gets too big or when DLC is installed . Due to the nature of the game , the longer the player plays , the larger the save file becomes . These same issues plagued The Elder Scrolls V : Skyrim , but a performance patch to improve New Vegas seems unlikely . Sawyer said that it is a core @-@ engine issue that can not be so easily patched .

= = = Downloadable content = = =

On October 18 , 2010 Bethesda Softworks announced that downloadable content (DLC) would be available for New Vegas , in keeping with its predecessor Fallout 3 . Six add @-@ on packs , available as downloadable content (DLC) , have been released . Collectively , the six add @-@ ons are titled " Dead Money " , " Honest Hearts " , " Old World Blues " , " Lonesome Road " , " Gun Runners Arsenal " , and " Courier 's Stash " . The four story add @-@ ons , Dead Money , Honest Hearts , Old World Blues and Lonesome Road , are standalone adventures , but collectively tie together to form a greater story . Overall , the player 's level cap is increased by 20 , starting at 30 and up to 50 with all add @-@ ons installed .

Dead Money

The first add @-@ on pack was released for the Xbox 360 on December 21 , 2010 and for PlayStation 3 and PC (via Steam) on February 22 , 2011 . In Dead Money , the Courier is captured by an insane ex @-@ Brotherhood of Steel leader known as Father Elijah and must work alongside three other captives to find the fabled treasure of the Sierra Madre Casino , concealed from the world by a deadly toxic cloud . The pack adds new achievements / trophies , new weapons , perks , terrain , enemies and decisions for the player , as well as raising the level cap by five . It is the only one of the four story add @-@ ons that cannot be revisited after the completion of its main questline .

Honest Hearts

The second pack was released on May 17 , 2011 on Xbox Live and Steam and June 2 , 2011 on the PlayStation Network due to the April ? May outage . In Honest Hearts , the Courier takes part in an expedition to Utah 's Zion National Park , when they are attacked by tribal raiders . While trying to return to the Mojave , the player becomes involved in conflicts between the tribes and between a " New Canaanite " (post @-@ apocalyptic incarnation of Mormonism) missionary and an individual known as the " Burned Man " , Caesar 's former Legate , who , after losing the first battle of Hoover Dam , was covered in pitch , set on fire , and thrown into the Grand Canyon . The pack adds new

achievements / trophies , perks , terrain , items , enemies and decisions for the player , as well as raising the level cap by five .

Old World Blues

In Old World Blues , the Courier is abducted and unwittingly becomes a lab rat in a science experiment gone awry and discovers how some of the Mojave 's mutated creatures and dangerous technology came to exist . Old World Blues takes place in the Pre @-@ War research centers of Big Mountain , known colloquially as " the Big Empty " or " Big MT " . The player can also choose to either turn on their kidnappers or join with them to fight an even greater threat . This pack offers new achievements / trophies , perks , a vast area to explore , and raises the level cap by five like the previous two packs . Old World Blues was released on July 19 , 2011 .

Lonesome Road

In Lonesome Road , the Courier is contacted by Ulysses , an ex @-@ legionary and courier who , upon seeing the Courier 's name on a list of possible deliverers , refused to deliver the Platinum Chip that was ultimately responsible for the Courier 's attempted murder . Ulysses was a character whose involvement in the story had been hinted since New Vegas ' initial release , and Lonesome Road concludes his story , as well as that of the Courier . Initially , Lonesome Road was planned to be released in August 2011 ; however , the add @-@ on was delayed until September 20 for unspecified reasons .

Gun Runners ' Arsenal and Courier 's Stash

On September 27 , 2011 , Bethesda released two content packs titled Gun Runners ' Arsenal and Courier 's Stash . Gun Runners ' Arsenal adds various new weapons and weapon mods (along with new ammo types) to the game , which can be found throughout the game world . Courier 's Stash contains all bonus content that was previously only available for pre @-@ ordering the game (the " Caravan Pack " , " Classic Pack " , " Mercenary Pack " and " Tribal Pack ") .

== Ultimate Edition ==

On November 3 , 2011 , Bethesda announced Fallout : New Vegas - Ultimate Edition , which includes the game and all of its downloadable content . It was released worldwide throughout February 2012 .

== J.E. Sawyer 's mod ==

On December 29 , 2011 , Fallout : New Vegas director Josh " J.E. " Sawyer released an unofficial mod for the PC version . The mod adjusts the maximum level to 35 , halves the rate of increase in player experience points , reduces base player health , reduces the base weight a player can carry , defines certain characters as good or evil rather than neutral , and makes various other adjustments . These are changes that Sawyer wanted included in the game , but they were not released as an official update . This mod requires the Mod Manager , all add @-@ on packs , and all pre @-@ order bonus packs to work .

== Reception ==

Fallout : New Vegas received a positive critical reception , with critics praising the gameplay improvements and expanded content over Fallout 3 , while criticizing familiarity and technical issues . As of November 8 , 2010 , the game had shipped 5 million copies worldwide , achieving revenue of \$ 300 million . Electronic Entertainment Design and Research , a market research firm , estimates that the game has sold 11 @.@ 6 million copies worldwide .

IGN 's Keza MacDonald praised the game 's script , but criticized the character models and facial animation as " wooden and unbelievable " . Eurogamer commented that " Obsidian has created a totally compelling world and its frustrations pale into insignificance compared to the immersive , obsessive experience on offer . Just like the scorched scenery that provides its epic backdrop , New Vegas is huge and sprawling , sometimes gaudy , even downright ugly at times ? but always

effortlessly , shamelessly entertaining . " According to GameSpot 's Kevin VanOrd , the game 's " familiar rhythm will delight fans of the series , and the huge world , expansive quests , and hidden pleasures will have [the players] itching to see what other joys you might uncover . However , as time wears on , the constant glitches invade almost every element of the game and eventually grow wearisome . "

Giant Bomb 's Jeff Gerstmann reviewed Fallout : New Vegas for the Xbox 360 positively , despite its many crash bugs and glitches . Gerstmann wrote : " When I reflect on the experience , I 'll probably think about the times the game locked up on me or broke in a dozen other crazy ways first , before thinking about the great world and the objectives that fill it . If you were able to look past the issues that plagued Fallout 3 and Oblivion before it , New Vegas will eventually show you a real good time . " 1UP.com 's Mike Nelson wrote " On one hand , it feels like I can recommend this to any fan of the Fallout series . I single these fans out because they 're willing to forgive silly bugs like meeting characters who walk into walls or occasionally float in mid @-@ air . These fans realize that the game as a whole is greater than the sum of minor graphical anomalies . On the other hand , I simply can 't ignore or forgive the game for crashing on me when I walk around the Mojave Wasteland ; or for quests that simply can 't be completed because of a game glitch ; or for making my companions disappear when I need them the most during a battle . These are some of the most frustrating bugs I have ever encountered with any game , especially when attached to a series that I deeply enjoy . "