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About This Content

Defy hostile alien abductors and fight your way off of the massive Mothership Zeta, orbiting Earth miles above the Capital Wasteland. Mothership Zeta takes **Fallout 3** in an entirely new direction – outer space. Meet new characters and join with them in a desperate bid to escape the Aliens' clutches. To do so, you'll wield powerful new weapons, like the Alien Atomizer, Alien Disintegrator, and Drone Cannon, and deck yourself out in brand new outfits, like the Gemini-Era Spacesuit and even Samurai Armor.

STORY

A strange Alien signal is being broadcast throughout the Capital Wasteland, originating from a crashed UFO. Is it a distress call, or something far more sinister? That question is answered when you find yourself beamed aboard an enormous Alien spacecraft, with only one alternative – to fight your way to the bridge of the ship and secure your escape.

KEY FEATURES:

- Find and exploit new and destructive alien technology, like the Alien Atomizer and Drone Cannon.
- Explore the vast Mothership and learn the secrets of the Aliens' master plan.
- Thwart the Aliens' attempt to stop your escape, and take over the Alien ship before it wreaks havoc on the unsuspecting Earth below.
- Fight against the Alien Invaders, their robot drones, and turn their own horrible experiments against them.
- Ally yourself with an unexpected array of characters, both from the Capital Wasteland and from Earth's past.

Title: Fallout 3 - Mothership Zeta

Genre: RPG

Developer:

Bethesda Game Studios

Publisher:

Bethesda Softworks

Release Date: 16 Jul, 2010

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Minimum:

Operating system: Windows XP/Vista

Processor: 2.4 Ghz Intel Pentium 4 or equivalent processor

Memory: 1 GB (XP)/ 2 GB (Vista)

Hard disk space: 7 GB

Video: Direct X 9.0c compliant video card with 256MB RAM (NVIDIA 6800 or better/ATI X850 or better)

Sound: DirectX®: 9.0c

Controller support: Xbox 360 controller

Other Requirements: Online play requires log-in to Games For Windows - Live

Supported Video Card Chipsets:

NVIDIA GeForce 200 series, Geforce 9800 series, Geforce 9600 series, Geforce 8800 series, Geforce 8600 series, Geforce 8500 series, Geforce 8400 series, Geforce 7900 series, Geforce 7800 series, Geforce 7600 series, Geforce 7300 series, GeForce 6800 series

ATI HD 4800 series, HD 4600 series, HD 3800 series, HD 3600 series, HD 3400 series, HD 2900 series, HD 2600 series, HD 2400 series, X1900 series, X1800 series, X1600 series, X1300 series, X850 series

English,French,German,Italian







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This game isn't quite sure what it is. RPG and wargame... It tries to be similar to the Total War franchise in regards to its combat. Unfortunately, a number of the units are unbalanced, and so the combat can take a lot longer than it should. It adds spells, which I found to be an annoyance, as my archers were always literal lightning rods.

The overarching strategy seemed deficient as well, as there aren't many ways to get gold so tech, infrastructure and army all suffer. It also limits the number of armies that you can have roaming around, so wandering armies just take over buildings of mine, which admittedly didn't seem to affect me at all.

As far as the RPG factor goes, it again struggles. For some reason the player is fighting Irish demons. You don't get to see or use King Arthur, and end up killing multiple knights of the round table. Other knights don't even appear, which would be understandable for most, but they cut out Gawain, and left in Agravain? A lot of the leveling really didn't feel like it mattered for heroes.

Overall, depending on what you want there are games which do what this game does, only much better. I can't recommend this game.. Incredible VR experience; pure AAA. I hope Ninja Theory can come up with some more jems like this one. It just goes to show that many of the most astonishing VR games are yet to come, because this is miles ahead of most.... The only reason I recommend it is because there's no neutral option. It's not a bad game, but it's not a good. If you can get it for free it's worth a shot. At like \$1 you're getting ~4 worth of a game.

It's a short, repetitive game but for some reason I was compelled to finish it. It was kind of annoying how repetitive it was, just because level 1-4 are all the same, then I believe level 5 added a couple new mechanics. The puzzles are all the same, you're trying to find a pad to unlock a door, turning off a fire, matching 2 of the same object, or blowing up a door. There's only 3 weapons and like 5 enemy types. The enemies are really annoying for 3 reasons: 1) you know when they come because the music changes. 2) they often put you in these very confined rooms with them and it's hard to avoid them, especially since they're faster than you. 3) as they spawn they can hit you before you can hit them.

The weapons remind me of Perfect Dark for N64 and sound like Goldeneye 64. The enemies look very low quality compared to everything else in the game. The vision obsuring they have at the top and bottom of the screen is annoying. You can't change the default keybindings. If you turn all the volume options down low, there'll still be things that are 100% volume, like unlocking a door, explosions, or the elevators later in the game. That was really annoying because I was listening to a podcast and then suddenly had my eardrums exploded.. The skullport expansion is fantastic! It introduces a new mechanic while expanding on the base gameplay. If you liked the base game but need to mix it up this is way better than the other expansion (undermountain).. I was torn whether to thumbs up or thumbs down this game. If you judge it according to other indie horror games, this is most definitely a thumbs up. If you play a lot of those, this game is for you. If you judge it according to AAA or simply bigger studio non-indie horror games, this is mostly a thumbs down.

Ultimately, to be fair, you have to look at its content for what it is and what it was trying to do and whether or not it succeeded. The answer is: sorta. Not really.

The production value is pretty decent. The sound fits right in and the whole game is creepy as hell. The atmosphere is done right - in the beginning.

About a third of the way through the game you meet the second kind of "specimen", and..... that's it. That's all there is. There's a one-time encounter with a third that isn't hard to deal with, and you can SEE a fourth later on, but there are no real interactions with it, and it shows up only once. The problem with this is that once you realize this is all you're getting, the tension is pretty much gone. The primary two types of specimens in the game are rather badly animated, but again - would you rather compare this to other indie horror games, or ones from bigger studios?

The writing starts off okay and descends to a kind of "eh" throughout. There are film slides and written paper logs for you to read to fill out the rest of the incident in your mind, but very little of it actually matters. You won't care about any of the characters, and many events feel tacked-on. There's a HUGE lack of payoff for the end.

I fell through the floor twice in the game, and I'm sure it would have been more often if I hadn't avoided certain spots, both related to ventilation shafts. Invisible walls abound. Collision detection is rather poor, not only from monsters but movement in general, and it definitely killed me on parkour parts more than once. Sometimes you can see through wall edges to other rooms. This lack of polish really breaks the♥♥♥♥♥♥♥♥♥♥out of the immersion every time it rears its indie head.

The game often appears to be non-linear, but it isn't. Many, many rooms and hallways exist simply as dead ends with nothing in them. There are really no items, just fuses to open doors, and metallic fragments that I apparently never got enough of to find out what they do. There were so many pointless areas and doors that were unopenable that it felt as though the devs intended to add a whole lot more, and just never got around to it.

And then there's the length - five hours? Really?

If the game goes on sale for around five bucks, it's worth a play, no matter who you are or what scale of horror games you prefer. But ten dollars? No, absolutely not unless you are a hardcore fan of indie horror. If the game had been longer, had more depth, more mechanics, more specimens, more craftsmanship, I would have been all over this thing, but it's just too short and mediocre in its overall impact.. Nepenthe is exactly as described. It is a game drawn by hand and full of dad jokes. Those things work very well in this short game. This is an RPG Maker game, but it feels far from what a player might typically expect with that tag. There is an interesting story with 3 endings and many small things to interact with. That is to say, this feels like a full world that is worth spending time in. On top of that, there are jokes that actually made me laugh.

This is a developer that cares very much about the product. I've been asked very poignant questions and been assured that improvements are on the way.

It is not a perfect game, but it is fun. I would recommend getting it on sale, but I would definitely recommend getting it!. I love it. I think dev got drunk and made this game in a single night. It's so fun. Needs more players. Lots of potential. I have no idea what I'm doing. WHY DID I BUY THIS. Oh well, only 49 cents lol. full of bugs and can PFP at every game site except steam waste of time and money. Smart concept, stimulating game design. Once you learn the ropes by trial and error you actually have to put your thinking cap on.. JC4 MADE ME BUY JC2

Pros:

- Cool tethers
- Good map design
- Some Good ideas for Vehicles (****in' love the crane man)
- The temple quests are cool and give a more in-depth backstory to the location than before

Cons:

- Buggy for many people even 6 months after release
- PC Port is terrible (UI is overcomplicated and just plain annoying)
- VEHICLE CONTROLS ARE STILL AWFUL AND PLAYING WITH A CONTROLLER DOES NOT MAKE THEM BETTER - Why cant you just have GTAV-like vehicle controls (Still the best feeling keyboard vehicle controls that i have used)
- Motorbikes are still undrivable with a keyboard or controller (input is super slow and annoying)

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- The water graphics were so much better in JC3 - also river water (there were no rivers in JC3) has no physics and feels like a Lego game from 2010.
 - Liberation is gone - there is no point in destructibles any more.
 - side quests are simple, repetitive and useless
 - Main Quests are worse
 - I miss my jetpack
 - Take me Home, Country Roads

Conclusion:

Avalanche Studios and SE don't care about the PC JC community anymore.

Don't buy this game unless they re-release it in 2030 as "JC4 Remastered-but-its-good-this-time" and let Rockstar publish it.

This is probably the best VR based Rythem Game out so far. Especially if you like games like Groove Coaster or Hatsune Miku: Project Diva. The game itself is very simple, but the songs are exhilarating enough to keep you entertained. Reading up on the Hub, you unlock more songs as you beat songs at the A or S rankings consecutively for 5 turns and then a track becomes available. I think you can also unlock based on SS rankings but this is really difficult to achieve.

Completely worth the \$17.09 I spent on sale. It's much better than the Hatsune Miku VR.. I was very surprised by this game, I expected this to be a rather dull romp through a stylistic and fantastical alternate history hub video. However, what I found was an intricate game with a wealth of possibilities, with the sheer number of paths and choices dwarfing those found in other series such as the TellTale games.

The setting and style of this game were sublime, with the facial animations on the whole drawing attention for their detail and intricacy. While at times the game did stutter and did not run completely smooth, the outstanding graphics made it all worth while and made the environment a pleasure to interact with.

Game-play wise, there were issues with pacing and balancing. I love puzzle games, but as the game played on, the difficulty shot up, and I spent many a time trying to puzzle my way though mental dead ends in order to progress. Those more intelligent or mathematically inclined than myself may have had an easier time, but I felt like the pacing suffered at times, as the prolonged puzzle-solving weighed the game down in places.

The VA in the game was also to its credit, and helped hook me and others from the off.

I did have people come and say that they lost interest after chapter 3, and having played through, I can see why. In the attempt of a big twist, they threw the story into the 'otherworldly' void, and it went from a crime romp in an eerie setting, to something one would expect out of the Dr Who universe. I found this jarring, as I would have been quite content with a none sci-fi crime game without suddenly getting all....meta-beings.

That being said, thoroughly enjoyed the game, and I think it is a credit to that they managed to make such an encapsulating game out of well crafted characters, a well made environment, and a bit of suspense, with not a battle royale mode in sight!. <https://www.youtube.com/watch?v=KIOLf-RHR6U>. Clearly an upgrade over the first game.

If you liked the first game, you'll like this.

If you wished the first game had a combat mode? get this.

I mean come on, it let you run a gladiatorial team and buy slaves and even do missions outside of fighting in the arena. You can even own business.

Imagine how happy you'll be when you win that bout when everyone else said you would lose and win TON of money because of a clever bet.. A good game.

There are not so many games in that genre and I'm happy to see that indie developers are working on that.

Best luck to that game :). All the people giving negative reviews because it still says purchase, steam release games at a different time than Ubisoft. you really should have asked around about it before giving a negative review seriously.

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