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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:

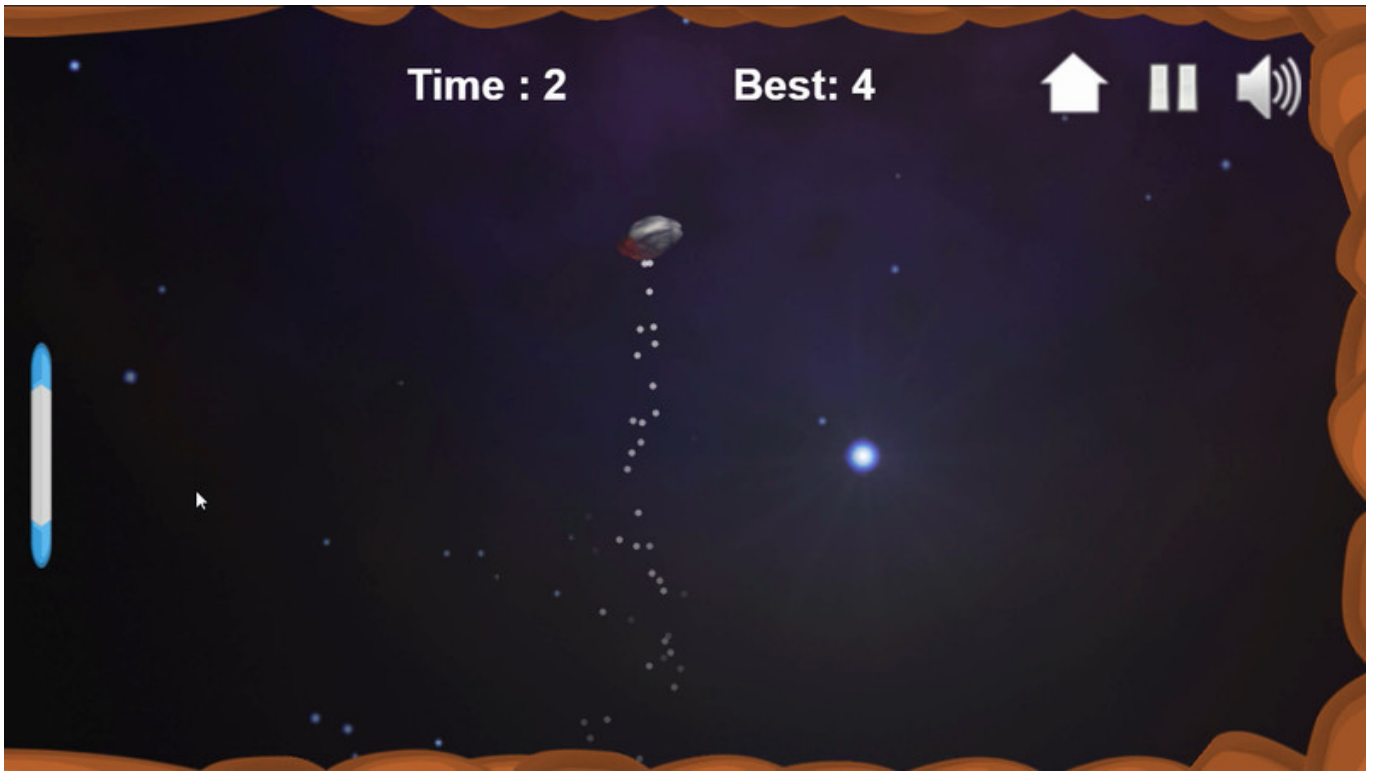
NVIDIA GeForce 200 series, Geforce 9800 series, Geforce 9600 series, Geforce 8800 series, Geforce 8600 series, Geforce 8500 series, Geforce 8400 series, Geforce 7900 series, Geforce 7800 series, Geforce 7600 series, Geforce 7300 series, GeForce 6800 series

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 one time i tried to take a screenshot using f12, the game sent me back and my progress to main menu

anyways its about a guy that hunts albinos. Nuff said.. One thing the developer did ruins this game for me...there is a 20 minute time limit to battles in single player campaign mode. This was not there in European Escalation so that game is better for single player as you can take your time and play your way and not be rushed by a timer.

Since we are paying money for this, the developers should make the time limit something players can control.. I saw this VN on sale at just 98 pence, read a few reviews, and decided that at that price I could not go far wrong. I was right - it's a fun read, nicely presented visually and aurally, with a good amount of different endings to discover considering the overall relatively short playtime.

All of the characters are rounded well enough to affect your feelings towards them as their stories develop, and this helps enjoyment considerably. In the beginning I really wanted to give Frenz a slap and a sharp dressing down; but I came to love him in the end despite several moments of exasperation over his seeming inability to express what he really wanted to. I quickly wrote off Taf as a sleazy slimeball, went on to change my mind about that, restore my original opinion, and finally... well, play the game. The same will probably be the case for you too. Burain is perhaps slightly less well developed (in more ways than one) than the other two boys. There was never a moment where I actually disliked him or felt annoyed at him; yet he makes up for this thinner characterisation by boasting what is possibly the sweetest story of all. It was nice that all three boys had a backstory that grew as you delved further into their story arcs.

I found quite a few minor errors in the English translation; a letter missing here, a word there, one instance of the wrong word being used (none of these affecting overall enjoyment); and just one case of a glaring error which I found amusing: one of the guys, talking about feelings, suggests "people who are convicted" rather than "people who have conviction". Quite the difference in meaning, and thanks for the unintended laugh! I see that the game was passed to someone for an English language proof-read, and it was a decent attempt at it, but a little bit of a shame that the job wasn't shared between two or three people so that they could spot one another's slip-ups.

That said, those flaws are not enough to spoil enjoyment. There are a few nice gameplay touches too. Being able to save straight after making a decision, and then having the freedom to load that point later and "Return" straight to the decision screen so you can try an alternative route directly from your save point, is hugely welcome. And the Skip option fast-forwards through all the text that you have seen before right through to the next decision point; saving you having to laboriously wade your way through the same portions again. Full marks for both of those.

If you would like a gentle, enjoyable romance VN with no explicit sexual content, you could do an awful lot worse than pick this up. And if you are lucky enough to grab it on sale at the sort of price I did, then consider yourself very lucky indeed.. I mean, if there was more content this game wouldn't have negative reviews. Like the concept. Good old civ-builder with a potential. In the first five minutes, Sandsharks ate my face because I touched some ham.

Then later on I got to yell at my teammate for failing to heal me while she cackled like a madwoman.

Then I started to explode everything around me with vials of fire.

So you know, all in all, good times.

PS: About the only bad thing I can say is that I had to farm for gear and gem recipe because they're far superior to anything you can find in the world, but that's mostly my decision to do so.

PSS: People complaining about Epic mode being too hard probably failed to read the extremely prominent mention when setting it that it's for a party of 4 that are above level 15. Not sure what's unclear about this!. Like an exploding rubics cube, but extremely relaxing. Will satisfy the completionist and the casual in you. You've got to beat one more cube before going to bed. Then the sun comes up. Worth it. Took a gamble on♥♥♥♥♥ im now a Scholar..... 10/10 would be a scholar again.

Nicely atmospheric short-form story-telling game. Beautiful artwork and music. A uniquely ambient, unrushed experience among video games.. For anyone who likes adventure time show this game will be fun.. A blast from the past, Decent controls, fun gameplay. Long, long time player of the browser version, mostly made a steam account to write this review lol Did try the steam client to be fair i didn't have a problem, and i could use my old account so that was cool

this game is a fav or mine, for a card game with real straegy that isn't a re-skin of hearthstone theres so many cards here you can come up with a brand new type of deck all yourself and shock everyone

my problem with the old game was getting cards and trying to be a free player im getting back into it and happy to say getting new cards is way easy now and buying cards with money from fighting is really great
if you want to try something new and like card games try this. Pros: I enjoyed this game - it reminded me of the show "House," which I always watched. One thing I liked about this game is that it is almost totally hidden objects. Yes, you have to make a guess based on the evidence you collect, but the rest of the game is hidden objects consistently. This is very different from other mystery games I usually play. Here are the cons: the game is expensive - usually \$20. I bought it on the winter sale, so it was much cheaper. Here's why this is important: this game is very short. If you're going to have a \$20 game, make it worth playing. I felt like it was WAY too short, and if I had paid \$20 for it, I would have been very disappointed. Overall, it's a good game if you get it on sale. Also, why isn't there a Season 1 available?. This game is a true work of art. You know you're getting quality when the person running the server sets your framerate. 9/10 because there is no 10 pack available. This time around, the developers have focused on one specific country, instead of a whole bloc of them. The result is a much longer play session, with my first go around lasting nearly 2 hours! Keep in mind, this is a game meant to be replayed many times over. The subject matter is quite interesting, the games that explore China from Mao's death to the end of the Soviet bloc are few and far between, if not completely nonexistent.

The core game is still very satisfying to anyone interested in the ganre. The weakest point I'd say is the interface. The council of ministers interface is especially non-intuitive, and furthermore you'll just have to remember when to do certain actions such as financing rebels again, as the interface doesn't provide mechanisms to automate such interactions, or at the very least inform you that they're necessary. I've also come across a couple of untranslated pieces of text, but that could easily be patched out.

The game has a certain amount jank to it, but that doesn't stop it from being enjoyable, which is the most important qualifier for a game in my opinion. It's not a AAA release by any stretch of the imagination, it's definitely rough around the edges. But at a launch price of less than 6 euros - It's a bargain for anyone interested in the ganre of political management games. If you don't like staring at maps - then you're looking at the wrong category of game here. You aren't going to impress anyone with the 'graphics', either.

However, so long as you're willing to deal with the interface and a little jankiness here and there, you'll probably enjoy the game. The developers have a history of patching in new features for free, as well as giving support well after the game's release. That's more than what I can say for plenty of other developers out there. I belive the game is, in it's current state, still worth the asking price, but I also know that it will get better as time goes on. I'm happy I bought it and, so long as you fit that criteria, I recommend you buy it too. It's priced very well and your purchase will support developers that actually care about the products they release.. Well done, the deceivingly hard questions really throw you for a loop. Wish this developer would make an Adventure or Action game one day, really looking forward to future offerings.. Gamestop also errors on their app for logging in, so every game that doesn't have a steam pass (every purchase prior to 2014) will never be played again. If they fix it that would be nice, but it is unlikely.

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