

Video game lovers flock to 'Fallout 4' wasteland

November 13 2015, by Glenn Chapman



Bethesda Game Studios Game Director and Executive Producer Todd Howard introduces "Fallout 4" during the Microsoft Xbox E3 press conference at the Galen Center on June 15, 2015 in Los Angeles, California

Action video game lovers are flocking in record numbers to the radioactive wasteland of freshly launched mega-hit "Fallout 4."

Bethesda Softworks on Friday said that it shipped 12 million copies of

the blockbuster game, representing more than \$750 million in sales, to meet launch day demand.

The latest installment of the beloved franchise has won praise from reviewers and racked up stellar sales since its global release on November 10.

The company said the new game "is generating record sales at retail outlets and via digital download," with its launch sales.

Fans waited five years for a new installment in a franchise known for a trademark blend of music, humor, and action in post nuclear war settings.

Bethesda Softworks president Vlatko Andonov described "Fallout 4" as "a masterpiece in game development and storytelling, providing fans hundreds of hours of fun as they explore and are challenged by this fascinating, beautifully crafted world."

The game opens with scenes showing a young family in a setting that blends 1950s America with the future.

Nuclear bomb blasts send people racing for shelter, and the main character becomes the sole survivor, emerging two centuries after the devastation.



Bethesda Game Studios director Todd Howard (C-bottom) provides a glimpse into a hotly-anticipated 'Fallout 4' video game during the Electronic Entertainment Expo (E3) media event in the Dolby Theater in Los Angeles, CA on June 14, 2015

Cornucopia of quests

Players have the option of playing as a man or a woman, choosing at the outset between the role of a wife or her husband.

The overall mission made clear at the start of the game is the quest of a mother or father to find a son stolen from a fallout shelter.

Once in the wide-open wasteland, though, players find a cornucopia of quests from battling raiders and mutants to helping survivors build

settlements.

"After four years of development, it's not complete until our fans get to play it and make it their own," said game director Todd Howard.

"We can't wait to hear about their adventures."

A collector version of the game comes with a real-life Pip-Boy wrist-wear device, a gadget well-known by fans of "Fallout."

The wearable Pip-Boy is designed to hold smartphones, and an application makes it an extension of the game.

The "Pip-Boy" edition sold out just hours after becoming available for purchase, according to Bethesda, part of Maryland-based ZeniMax Media.

"Fallout 4" leapt to a top spot at digital game store Steam, where it set a record with more than 470,000 people playing it at the same time, the publisher said.

A free mobile game spun from "Fallout" rocketed to the top of the charts at Apple's online App Store after its release in June.

A version of the game was later released for play on mobile devices powered by Google-backed Android software.

"Fallout Shelter" is described by its creators as "a post-nuclear strategy and simulation experience that puts you in control of a state-of-the-art underground Vault" similar to fictional survival bunkers depicted in the video [game](#) franchise from which the application sprang.

© 2015 AFP

Citation: Video game lovers flock to 'Fallout 4' wasteland (2015, November 13) retrieved 26 April 2024 from <https://phys.org/news/2015-11-video-game-lovers-flock-fallout.html>

This document is subject to copyright. Apart from any fair dealing for the purpose of private study or research, no part may be reproduced without the written permission. The content is provided for information purposes only.