

BREAKING DOWN THE **FALLOUT 4** TRAILER

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It happened! Fallout 4 is finally official. After years of waiting we finally have the real deal. Bethesda also gave us a stunning trailer that was filled with things that deserved a second look. So let us break it down and see what secrets we can dig out. We might get to experience the pre-apocalyptic state of the Fallout Universe. The trailer starts by zooming out to a typical post apocalypse home, beaten and battered. The interesting thing happens shortly when we actually get a glimpse of how it looked before. The scene continues and we see a German Shepard entering through the door. From here on as the dog explores the house we see some flashbacks, from dreaded mister handy cleaning the kitchen, followed by a broken room that once had a family rejoicing to a darker situation where people are running away to the vault and are eventually wiped out in an explosion. So given all that it is safe to assume that this time we will get to experience the pre-apocalyptic world in the form of flashbacks. It is Boston, it always was! After hearing the legendary "War. War



never changes." we see many easily recognisable landmarks such as the USS Constitution, The Bunker Hill monument and the surprisingly beautiful Scollay Square and they all point to Boston. **The return of the mysterious stranger** When you again analyse the brief shot at Scollay Square you see a man approaching, sporting the same iconic leather jacket and fedora hat. Will he again act as a random ally or will he play a more

important role this time?

Old enemies return, new mutants emerge

Firstly we get a look at the merchants, which naturally confirms Brahmin and Barter. Then we get a glimpse of a duo in power armour simply taking a stroll in the wastelands, followed by the very familiar Protectron. Next we see a mutated hermit crab-like creature running around the sands, which is probably the most interesting thing

to observe due to it being similar to a Mirelurk yet much smaller in size and acting differently around the world. Next we get a look at those freakish Deathclaws and Feral Ghouls; long story short, get ready for some really weird encounters in Fallout 4.

A hero from vault 111, a suit of power armour and a loyal sidekick

We get a sneak peek of a workshop, sporting a suit of power armour and lots of interesting weapons on the side. This suggests customisable armour with gradual upgrades maybe? Then we finally see the main character sporting a Pipboy and judging by the markings in his back is someone from Vault 111 looking to carry out a mission along with his sidekick.

Final thoughts

So much revealed, yet so many new questions. Chances are that the game will somehow lead to 'The Institute' where technology far and beyond the ordinary level can be found or maybe it will be a dead end? One can only assume, one thing is for sure though it's that Fallout 4 is going to be a game that we will talk about for a very long time to come, whether it's for good or bad reasons remains to be seen.



BLIZZARD'S TAKE ON MOBA

**GAME
REVIEW**

SHAHRUKH IKHTEAR

In recent times, we've witnessed the advent of a myriad of MOBAs in the gaming world. Due to the immense popularity of the MOBA heavy-weights, League of Legends and DoTA 2, everyone wants a piece of the action. Heroes of the Storm is Blizzard's own spin on the MOBA archetype.

Heroes of the Storm (or HoTS, for short) is aimed at the more casual audience who are looking to try their hand at the daunting genre. While LoL already filled the criteria for such a game, HoTS takes it a step further and simplifies the core mechanics even more. While it might sound appalling to MOBA veterans, the end result is anything but.

But first off, let's look at the similarities between HoTS and its counterparts: They all place you in control of a hero amidst a 5v5 battle arena on a map which contains various lanes. The main objective is the same old "destroy your enemy's core structure." Throughout the course of the match, you may level up certain attributes of your champion to bolster your power level. This is where the similarities end.

What HoTS does different is that there are no items in the game, so gold is a non-factor here. The experience point system is also revamped. Usually, in traditional MOBAs, you'd

get experience points for taking part in kills/destroying structures directly. However, in HoTS, the entire team shares a pool of experience points which increases with every kill/structure destroyed but on a global scale. So, suppose you kill an enemy on one corner of the map; you will contribute to the whole experience points of the team for that one kill. This also means that there will be no, one particular champion of the team who is obviously overpowered. Makes it easier to carry but easier to

comeback as well.

Now on to what new stuff HoTS brings to the old formula. For one, HoTS puts a high amount of emphasis on objective control. While other MOBAs also have crucial objectives that are extremely important in swerving the tide of battle, they are few and far between. Also, they involve killing a certain beast to gain a buff out of it. However, HoTS manages its objectives more creatively. Like in one map, frequently, treasure chests will emerge throughout the map and your team

will have to break them open, collect doubloons, and donate a certain amount to the captain of a ghost pirate ship who will then proceed to bombard your enemy's base with cannon fire.

The champions are based on Blizzard's own game series: WarCraft, Diablo and StarCraft. Leads to some interesting matchups as separate game universes collide. Most of the champions are uniquely designed in terms of look and skillsets, while others are eerily similar to ones present in other MOBAs. It is to be mentioned that the skillsets are extremely skillshot-heavy. Regardless, the whole roster is varied and interesting but you have to buy champions with real life currency or currency earned through playing the game. The game follows LoL's free week rotation system, so you'll have something new to play each week.

HoTS manages to make the MOBA formula feel fresh and not clichéd. Its emphasis on objective control and its cutting out of several mechanical aspects means that players can focus on the battle more than the technicalities.

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