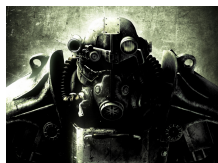


5 November 2008

By: Andrei Dumitrescu, Games Editor



No more bugs in the Wasteland

[Fallout 3 Patch Coming](#)

Also Trophies ready for the PS3

Fallout 3 is seen, by both critics and players, as a very good game, but, as most releases these days, the game has a few issues. Some PC players have reported crashes, especially when saving and leaving the game. So, Bethesda is getting ready to address those issues in a patch.

Talking to Eurogamer, Bethesda's [Fallout 3](#) product manager, Peter Hines, said that a patch was in the works, aiming to tackle "a few PC-specific things that have come up". Hines added that the patch was coming soon, maybe even today, but the company is now talking about a release date later this week, with the aim of fixing the most pressing bugs that lead to crashes.

The company appears to be looking at complaints from players in order to put together a more extensive update. "We're still in the process of going through and looking at any issues/fixes, and once that is done there is lots of additional testing/fixing that has to be done before it can be released. Similarly, we're looking into matters on Xbox 360 and PlayStation 3."

The PlayStation 3 version of the game is also set to receive support for Trophies, which are expected to reflect the Achievements available on the Xbox 360. No date is know for the release of the PS3 patch yet.

[Fallout 3](#) is set in a bleak post nuclear war background and players step into the irradiated boots of a character who leaves Vault 101 in order to search for his father. I haven't played much of the game yet, as Red Alert 3 is still taking most of my time, but it looks beautiful and the role playing mechanisms seem to be solid. The VATS, the main new concept related to combat, is also a joy to watch in action.