

# Review : The Outer Worlds - Peril On Gorgon DLC- Your choices make you who you are

Once again experience the sci-fi life through The Outer Worlds - Peril On Gorgon DLC after an 11-month absence.

Platforms:

Xbox One, PC, PlayStation 4, Nintendo Switch

Developer:

Obsidian Entertainment

Publisher:

Private Division

Release date:

9/9/2020

The 11-month gap between the release of The Outer Worlds - the first Peril On Gorgon DLC gives me a very strange feeling, because that period is quite long enough to make me forget almost everything about how it works. of the sci-fi RPG from Obsidian. But in return 'Peril on Gorgon' is a worthwhile extension as this side adventure is quite attractive for about eight hours to play through, it is really worth going back and getting acquainted with its gameplay. Although it does not satisfy the ambition of gameplay as I thought, it is completely classified in the "interesting to experience" category.

During the first hour, you'll be intensely introduced as a mystery is grasped under the body of a man with a severed arm, and shortly after the story leads you to a revelation. shocked about Spacer's Choice and its pharmaceutical research (which shouldn't come as a surprise to Firefly fans either).



And that quest takes place mainly in the mountains, based on the Gorgon industrial site, but also exposes you to other quests that have novel locations around the 'Hyperion system': there's the 'Ambrose' manor. A creepy abandoned facility, a research facility steeped in the smell of danger, a mysterious club on Byzantium and a mercenary ship, all of which makes it impossible to leave. Eye be with 'Peril on Gorgon'.

Of course, the color of mystery the title brings to the table isn't all that impressive - like an extended series of quests to find the main scientist's diary at headquarters, at which point there will be a silhouette. always follow you and will reveal everything to you without any objection on your part. But overall, the game's story is pretty good with some intriguing characters, starting with the mysterious heiress Minna Ambrose, who hired you for the job and brought with it some interesting pitfalls. Although after playing, I can't say that I really appreciate the main content of the story that the game brings, but there is a clever twist that makes my eyebrows raise in surprise that contributes to the increased impression. Impressive and memorable game for me a bit. And when it comes to the end, you have to make one of the ethical decisions Obsidian wants to make to determine how it all plays out - although that would naturally have no impact on the main story line.



' You'll have to decide if your character is the kind of person who would be ruthless enough to execute a Nazi-level monster in sight.'

Well, I think it will be an interesting story as the story is mainly conveyed in the same dark satirical tone as the rest of The Outer Worlds - Peril On Gorgon DLC, and the companion characters. Your friend will have atrocities on the level of a war criminal that you will know when you see them. Besides, the story doesn't always blend well with the comedy details it brings, but it does create a certain gravity when, for example, you have to decide

what kind of person your character is. whether to execute the 'Nazi-level' monster when it is within reach or not.



I also played mostly with Parvati and Nyoka, and if they have any comments, they each have a good amount of comments for the full dubbing. That makes me feel that 'Peril on Gorgon' is gradually raising people's satisfaction with this game when the characters are voiced perfectly well, the action is also good.

' Sometimes reading too much of something also leads to more and more work. Sometimes it's a lot, but it's only a few times.'

That said, when you read 'something' too much you'll find there's a lot to do. Although I talk too much, it's really only sometimes. When a character jokes that there are enough diaries and 'clues' scattered around the Gorgon to fill a book, that doesn't sound like an exaggeration. But often, you'll have to rely on clues like logs, incoming messages, outgoing messages, and archived messages, each with multiple entries that you have to go through. Most of them are quite interesting stories about the 'failure' of the company, but if you want the full story then of course you have to overcome all those mysteries to have the most complete view. that the game is hiding.



It is much more beneficial to the journey when you really pay attention to the details and your surroundings, it will help you in some cases, such as having a character you are sent track along with his diary or a headless Marauder driver lying next to a neck-high three-legged trap. In keeping with the role in 'Gorgon' as a pharmaceutical research lab, the sheer amount of drugs you come across is astounding - there are syringes

everywhere. And I'm a bit disappointed because when in the lab setting it's still in beta, I've never been pushed into a situation where I feel tempted or pressured into taking a drug with side effects. negative but gives yourself a real benefit. But they don't do that.and that's the end of the story. It's really a pity that they miss out on things like that.

'There's nothing too outstanding when it comes to The Outer World's combat mechanics.'

There's nothing too flashy about The Outer World's combat - you only have to fight 'Marauders', psychopaths (essentially Marauders), space pirates (basically the same as the Marauder), robots and of course many other enemies that I won't go into too much depth about. 'Peril on Gorgon' is very similar to the previous installments in that, although I did find a few unique weapons, including a usable science weapon with a completely different ability than any other. What other weapons are in The Outer Worlds - Peril On Gorgon DLC, and they look silly when viewed as a melee weapon.



## IDENTIFY

It took me about eight hours to complete the main quests and two large side quest sequences, mostly a series of simple but extremely enjoyable entertaining quests. And speaking of The Outer Worlds it has a decent amount of content that if you play it for the first time it can stretch you out a bit when it takes around 40 hours to clear it up, which adds another little excitement and difficulty when conquering a relatively lean role-playing game.

"The Outer Worlds - Peril On Gorgon DLC" isn't really ambitious as it doesn't offer any new ideas in terms of gameplay, but it does take the Unreliable's team to some new locations around Hyperion's system because it will reveal quite a long passage and also detective stories for entertainment.

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