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.BFH. A perfect, level 40, BFH save. Back when this game was released, I didn't get it. I didn't understand it. How could I? I was no more capable of appreciating that level of detail than I was of appreciating, for example, a snapshot of the X-Men's Danger Room. But I play games for two reasons: one, because I find them entertaining, and two, because I want to make my mark in the game industry. This is a perfect example of the latter. I had a -0.3% chance of making the cut to be a part of the staff for the first HAWX. I started watching these videos because I was bored. I started to follow them because I thought that HAWX could be my ticket to fame. I came to appreciate and understand the level of detail here, and I wanted to replicate it. I watched, and this is what I did: I got some games in my hands. For those of you who don't know, I was a big Call of Duty fan. I was dedicated to trying to get any of those games before they came out. I played through those games over and over, trying to find the right strategy to get the highest score. I was a kid. I didn't understand what I was playing. I didn't know why I was playing, but I wanted to know. I wanted to find out. I got a PC and I got a job in the game industry. I worked there, and I learned. I learned that not everything about games is fun. I learned that a lot of games are very, very difficult to get into. I learned that most players hate us. I learned that there are a lot of people who don't really care what we do. They'll play our games, but they'll never care. I learned how important money is to game publishers. I learned that publishers have a lot of different pressures on them. There are games they have to make. There are games they can't make. There are games they have to pay for. I learned that many publishers don't want to do some of the things that we care about. They want to make games that are easy to play. They want to make games that are fun. They want to make games that have no flaws. And they want to make games that are easy to mod. I learned that, despite the fact that we can make games, most people don't make games. I learned 82157476af

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