

How to Plan a Callisto Protocol Complete Run on YouTube

When I first started recording horror games for my channel, I made every mistake in the book. I jumped into games cold, fumbled through sections, and ended up with footage that was either too long, too boring, or too full of my own frustrated muttering. It took me a while to realize that a good let's play is more than just hitting record and playing. It requires planning, pacing, and an understanding of what your audience actually wants to see. That is especially true for a game like *The Callisto Protocol*, a title that demands a specific approach if you want to produce a complete run that people will actually watch from start to finish.

The Callisto Protocol is a survival horror game that wears its influences on its sleeve. It borrows the over-the-shoulder camera and visceral combat from *Dead Space*, but it adds its own brand of claustrophobic tension and brutal melee encounters. The game is short by modern standards, typically clocking in around eight to twelve hours for a first playthrough. That brevity is both a blessing and a curse for a content creator. On one hand, it means a full playthrough is achievable in a reasonable number of episodes. On the other hand, it means every moment matters. There is no room for padding or dead air. If you want to deliver a *callisto protocol complete run* that feels polished and engaging, you need to go in with a plan.

Understanding the Game's Pacing

The Callisto Protocol is not a game you can just breeze through on autopilot. Its combat system is deliberate and punishing. Enemies soak up damage, and your dodge and block mechanics require precise timing. The game throws waves of enemies at you, often in tight corridors, and the checkpoint system can be harsh. If you die, you might replay a chunk of the level. That means your recording session needs to account for multiple takes. I learned this the hard way when I tried to record a blind run and ended up with forty minutes of footage for a single twenty-minute segment because I kept dying to the same two-headed enemy.

The game also has a lot of walking and exploration. The environments are detailed and atmospheric, but there are stretches where you are just moving from point A to point B, listening to audio logs or reading text files. These sections can be boring to watch if you do not fill them with commentary or edit them down. A [callisto protocol complete run](#) should use these quiet moments to build tension, not to lose the viewer's attention. I like to use these segments to talk about the game's lore, compare it to other horror titles, or share my own reactions to the story. It keeps the video moving even when the gameplay is not.

Planning Your Episode Structure

Before you hit record, decide how long each episode will be. I aim for around twenty to thirty minutes per episode, depending on the intensity of the section. Horror games work best in shorter chunks because the tension can be exhausting if sustained for too long. A viewer watching a thirty-minute video of non-stop screaming and fighting will eventually tune out. Break the game into natural chapters: the prison break, the habitat, the arcas, the colony, and the final act. Each of these sections has a distinct setting and a different feel, so they make good episode boundaries.

Within each episode, I try to have a clear goal. For example, in the habitat section, the goal is to find a way to communicate with the outside world. That gives the video a sense of progression. I also make sure to have a hook at the start of each episode, something that grabs the viewer's attention. It might be a scary moment from the previous video, or a question about what will happen next. I never start an episode with "Hey guys, welcome back." That is a waste of the first ten seconds, which are the most important for retention.

Commentary and Engagement

Commentary is where most new creators fall flat. They either talk too much, narrating every obvious action, or they stay silent for long stretches. The key is to find a natural rhythm. Talk about what you are doing, but also share your thoughts on the game design, the story, and your own experience. If you get stuck on a puzzle or a tough enemy, do not just cut the footage. Show the struggle, but keep it brief. Viewers respect authenticity, but they also want to see progress. I usually show one or two attempts at a difficult section, then cut to the successful run. It keeps the video moving without feeling like a montage of failures.

Another thing I learned is to react genuinely. If a jump scare gets you, let it. That moment of genuine surprise is gold for a horror let's play. Your audience wants to see you scared. They want to feel like they are experiencing the game with you. But do not overdo it. Forced reactions are obvious and annoying. Just play the game and let your natural responses come through.

Technical Considerations for a Smooth Run

Recording The Callisto Protocol is not as simple as just hitting record on OBS. The game is graphically demanding, and it can be resource-intensive. I run it on a system with an RTX 3070 and 32GB of RAM, and I still had to tweak settings to get smooth 60fps recording. I recommend recording at 1080p 60fps for a good balance of quality and file size. The game's dark environments can also cause issues with compression. If your bitrate is too low, the shadows will look blocky and artifacts will appear. I record at 50Mbps for local recordings, then compress the final export to around 15Mbps for upload. It keeps the video looking clean without being a massive file.

Audio is just as important. The game's sound design is excellent, with creepy ambient noises and loud combat sounds. I use a dynamic microphone with a noise gate to cut out keyboard clicks and breathing. I also set my in-game audio levels so that the game is loud enough to be atmospheric but not so loud that it overpowers my voice. I usually aim for my voice to sit at around -6dB and the game audio at around -18dB to -12dB. That way, the viewer can hear both clearly without having to adjust their volume.

Editing for Retention

Editing is where a good run becomes a great one. I do not edit out every death or every quiet moment, but I do remove sections where nothing happens for more than a few seconds. If I am walking down a long hallway with no enemies, I cut that to a few seconds of footage and then continue. I also remove loading screens and menu navigation. The goal is to keep the video feeling like a continuous experience, not a series of disjointed clips.

I also add small visual aids when needed. If the game shows a map or a clue, I might zoom in or add a brief text overlay. But I keep it minimal. Too many effects can be distracting. I use a simple intro card that lasts about five seconds, then I jump straight into the gameplay. My outro is also short, just a few seconds with a "Subscribe" button and a link to the next video. I never use lengthy end screens because viewers usually click away before they finish.

Building a Series Around the Run

A Callisto Protocol complete run is not just one video; it is a series of videos that tell a cohesive story. I treat the entire series as one long video that has been broken into chapters. That means the end of each episode should leave the viewer wanting more. I always end on a cliffhanger if possible, or at least on a moment of tension. For example, after surviving a big fight, I might say something like "Okay, I need to find a way out of here. Let's see what is through this door." Then I cut to black. It is a simple trick, but it works.

I also create a playlist for the series and encourage viewers to watch from the beginning. I put the playlist link in the description and mention it in the video. That way, new viewers can easily catch up. I also use end screens to link to the previous and next videos. It keeps people watching and builds momentum for the series.

Finally, I pay attention to the thumbnail and title for each video. The title should be descriptive and include the episode number, like "The Callisto Protocol - Part 5: The Colony (Complete Run)". The thumbnail should be a striking image from that episode, preferably something that shows a monster or a scary environment. I avoid text on thumbnails because it gets cropped on mobile. A good thumbnail can double your click-through rate.

Final Thoughts

Producing a callisto protocol complete run for YouTube is a rewarding project, but it requires discipline and planning. The game is short enough that you can finish the series in a few weeks, but it is also intense enough that you need to pace yourself. Take breaks between recording sessions to avoid burnout. Watch your own videos critically and take notes on what works and what does not. Ask your audience for feedback. They will tell you if your commentary is too slow or if you are cutting too much.

Over time, you will develop your own style. My early runs were messy and unfocused. Now I have a system that works for me. I record in chunks, edit ruthlessly, and always leave the viewer wanting more. If you put in the work, a callisto protocol complete run can be one of the most satisfying series you ever make. It is a great game, and your audience will appreciate the effort you put into delivering a polished, engaging experience.