

Official Survival Guide

Fallout

A POST NUCLEAR ROLE PLAYING GAME

Simple Hints or
-Detailed Secrets-
customize the
degree of help
you want!

BradyGAMES
STRATEGY GUIDES

Interplay
BY GAMERS. FOR GAMERS.™

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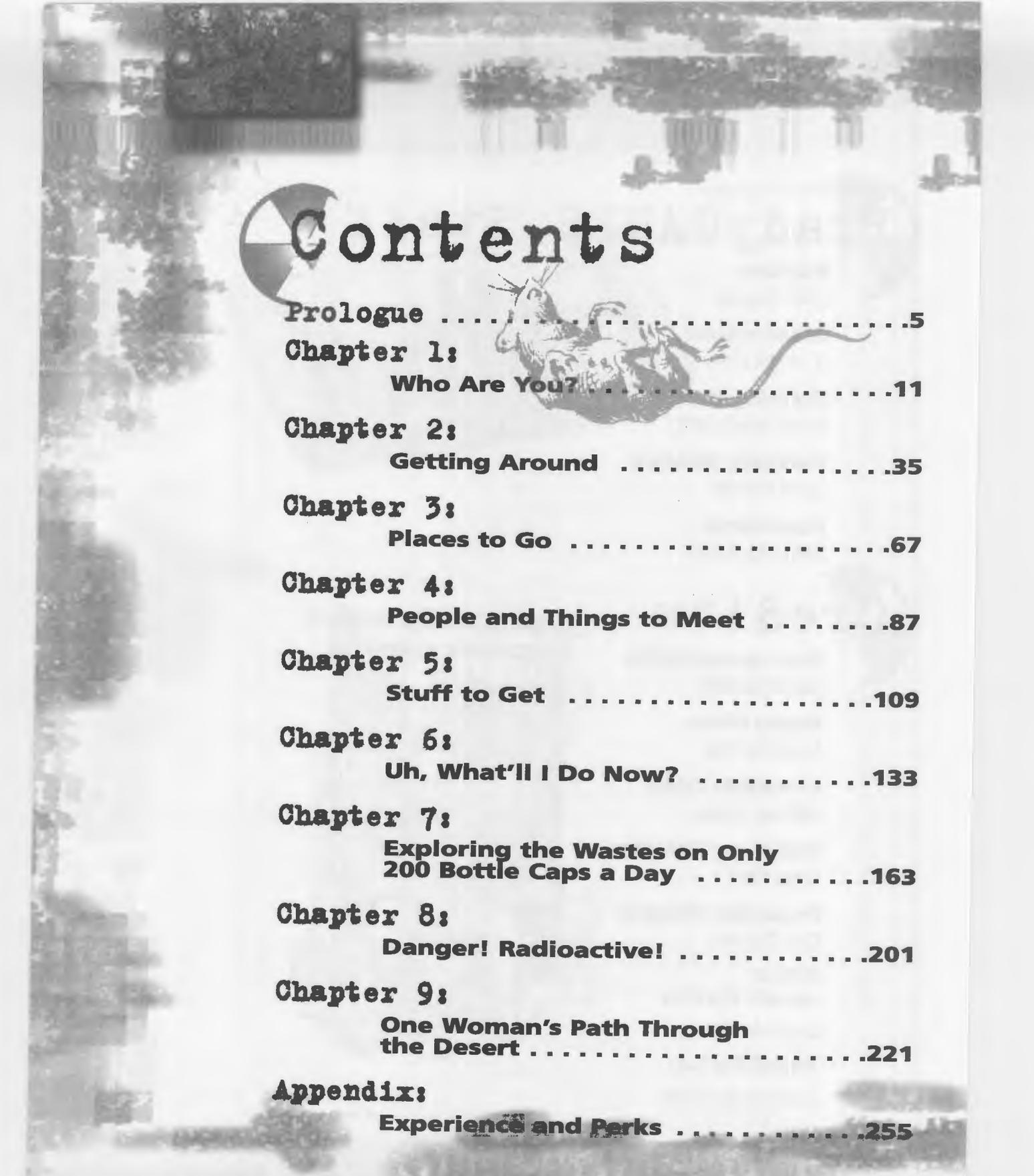
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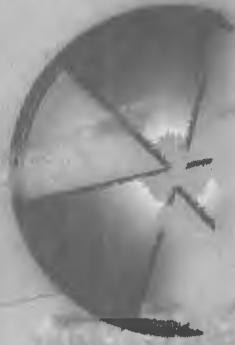
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Prologue

RATS:



A Light dose only. Almost no contamination at all.

Some Advice From Ol' Slim

Say, you're new out here, ain't ya? Ayuh. Thought so. You have th' look of a newbie fresh from the vault, you do. Trogboy! Oh, no, no. Don't take offense, none. First time fer everythin', know what I mean?

So...which vault? Thirteen? Ayuh. Thought so. Been wonderin' if anyone was left alive down there after all these years. Heard rumors, but no one from Thirteen's been out in these parts, leastwise, not since I can remember. And friend, I can remember back a long, long ways, I'll tell ya.



I guess 'cause pickin's
Desert Rat."

Who, me? Oh, they call me "Ol' Slim,
is so danged slim out here. Other things, too,
"Prospector." Even "Pops," though not to my face, believe me,
I don't mind "Slim," though. It kinda reminds folks that
I'm a survivor, that I been gettin' along out here in the
wide-open Outback fer a fair hunk o' years, now.

Here. Take a look. Out yonder. Whatcha see? Yeah... sand,
rock, an' a whole passel o' damn-all nothin', far as the eye
can see. But... heh. You'd be surprised. Ayuh. You'd be real
surprised. Why, they's places out there where the water's
glowin', still puttin' out rads after all these years. An'
critters. Man, oh, man, the critters. There are some walkin'
nightmares out here that... well, you ain't lived 'til you
see a Deathclaw. Heh. Some folks'd say you ain't died until
you run into one o' them babies.

Eh? Oh, sure, sure! You can survive out here! Heh! Down
there in them there vaults, you trogfolks probably figure
there ain't no other life up here. Shoot, I bet you never
even seen the sun before, am I right? Ayuh. Thought so.
Well, vaultboy, I can tell ya, there's a whole wide, big
world up here, and, yeah, you can survive. All ya need is
t' keep your wits about you. Don't go off half-cocked. Watch
into situations with your eyes shut. Know what I mean?
And watch your mouth. You'll find some pretty dangerous
beasties up here, things lots worse than your cave rats,
let me tell ya. Ever seen a rad scorpion? Yeah, I thought
not. But, you listen t' ol' Slim, now, when he tells ya that
the deadliest critters up here go on two legs. You take my
meanin'?

Here, I know what. See this book? The Official Survivor's
Guide to Fallout. Sure, go ahead, take it. Shoot, if you're
gonna survive out here, y'need every ace y'can muster,
right? This here little book'll tell ya everythin' you need
t'know to find what you're a-lookin' for. It's got descrip-
tions of places y'might end up at, people y'might run into,
things y'might find'll come in handy. Who knows? Might
even save your life one o' these fine days.

If you pay attention...

Introduction

Fallout is Interplay's new PC CD-ROM role-playing game that puts you in the role of an explorer venturing out from your underground shelter on a quest. Decades ago, a brief, savage nuclear holocaust devastated the surface world; for a long time, the vaults held their tiny human enclaves safe from the radiation and mutations outside. You are a member of one of these self-contained communities, a citizen of Vault 13. For over eighty years, no one in your vault has set foot outside.

Now, though, a critical component of your vault's water purification system has failed. In four months, your community will be destroyed... unless you can find a replacement part and bring it back to Vault Thirteen. The Overseer, the community's leader, suggests that you begin your search at a neighboring vault, somewhere to the east.

But exactly where you go, what you do, and where you search, is entirely up to you...

About This Book

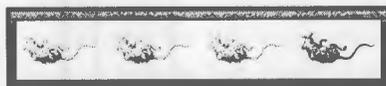
The *Official Survivor's Guide to Fallout* is divided into nine chapters. Some provide only very basic information that doesn't spoil the ending; others may give away secrets that will spoil some of the excitement of the game. The authors of this guide have developed the patented **Radiation Trefoil System (RATS)** to warn you that a chapter might give away more information than you want to know. Here's how the system works:



A light dose only. Almost no contamination at all.



A moderate contamination hazard. You could learn things looking here that you'd really rather not know.



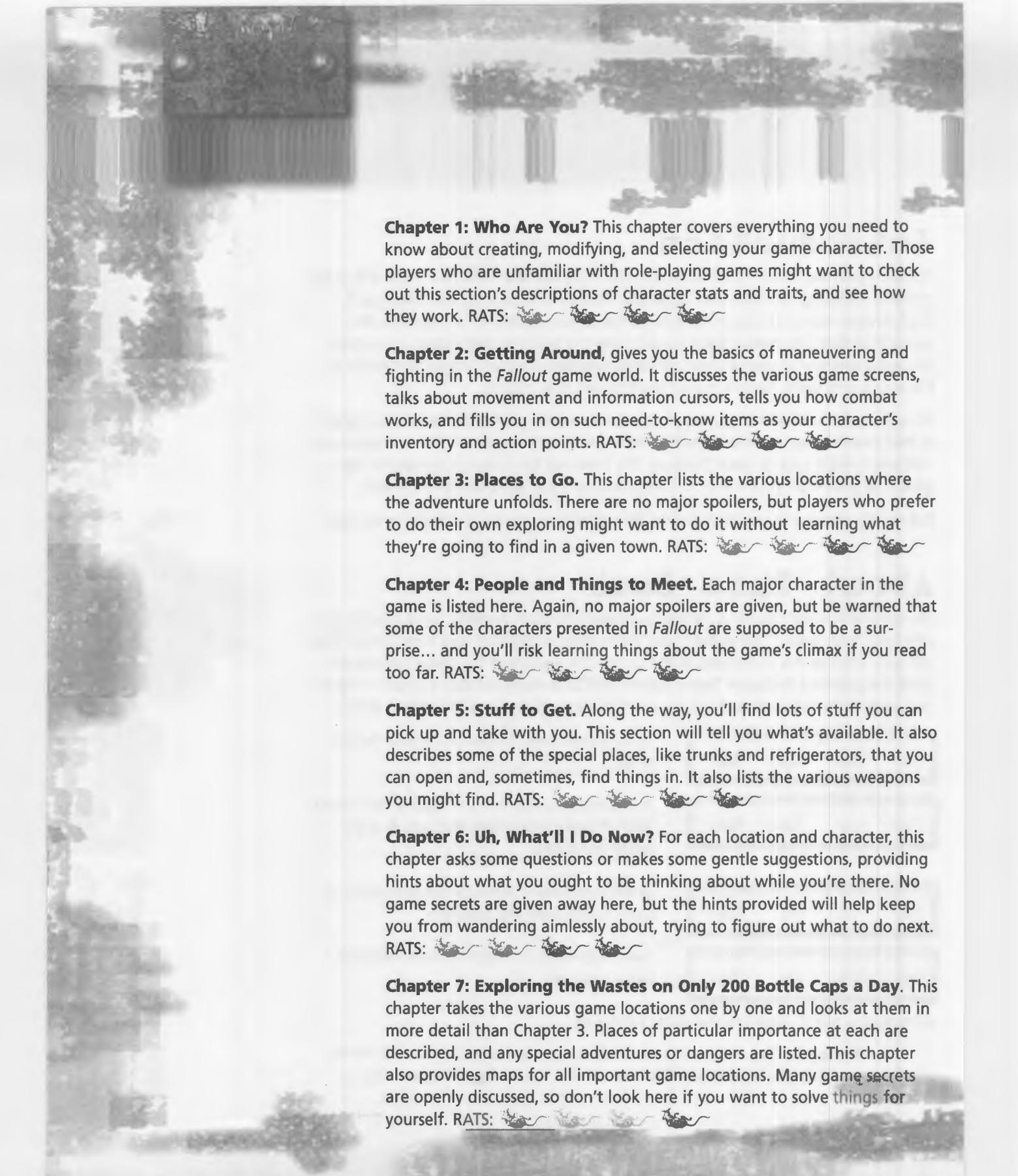
A definite hazard. Definite contamination of game excitement and suspense.



You're glowing. Extreme contamination of game suspense.

With that in mind, these are the guide's chapters:

Prologue: This section introduces Slim, your guide to the outside world, and tells you how to use this book. RATS: 



Chapter 1: Who Are You? This chapter covers everything you need to know about creating, modifying, and selecting your game character. Those players who are unfamiliar with role-playing games might want to check out this section's descriptions of character stats and traits, and see how they work. RATS: 

Chapter 2: Getting Around, gives you the basics of maneuvering and fighting in the *Fallout* game world. It discusses the various game screens, talks about movement and information cursors, tells you how combat works, and fills you in on such need-to-know items as your character's inventory and action points. RATS: 

Chapter 3: Places to Go. This chapter lists the various locations where the adventure unfolds. There are no major spoilers, but players who prefer to do their own exploring might want to do it without learning what they're going to find in a given town. RATS: 

Chapter 4: People and Things to Meet. Each major character in the game is listed here. Again, no major spoilers are given, but be warned that some of the characters presented in *Fallout* are supposed to be a surprise... and you'll risk learning things about the game's climax if you read too far. RATS: 

Chapter 5: Stuff to Get. Along the way, you'll find lots of stuff you can pick up and take with you. This section will tell you what's available. It also describes some of the special places, like trunks and refrigerators, that you can open and, sometimes, find things in. It also lists the various weapons you might find. RATS: 

Chapter 6: Uh, What'll I Do Now? For each location and character, this chapter asks some questions or makes some gentle suggestions, providing hints about what you ought to be thinking about while you're there. No game secrets are given away here, but the hints provided will help keep you from wandering aimlessly about, trying to figure out what to do next. RATS: 

Chapter 7: Exploring the Wastes on Only 200 Bottle Caps a Day. This chapter takes the various game locations one by one and looks at them in more detail than Chapter 3. Places of particular importance at each are described, and any special adventures or dangers are listed. This chapter also provides maps for all important game locations. Many game secrets are openly discussed, so don't look here if you want to solve things for yourself. RATS: 

Chapter 8: Danger! Radioactive! Look in this chapter only if you want specific help in plain language. This chapter DOES give the secrets away, so don't look inside if you'd really rather figure the problems out for yourself! RATS: 

Chapter 9: One Woman's Path Through the Desert is a detailed walkthrough of the entire adventure. It describes, in the form of a diary, a complete narrative of the game. Read this chapter if you want to get a feel for how the adventure unfolds, or to pick up something of the atmosphere of the whole game. The walkthrough gives away some of the surprises that you'll encounter later in the game, however, so don't read too far into this chapter unless you don't mind learning about the game's climax. RATS: 

Appendix: Experience and Perks. This section describes how you can improve your character during the course of the game, including Experience Points and the various new skills or Perks you can purchase along the way. RATS: 

Using This Book

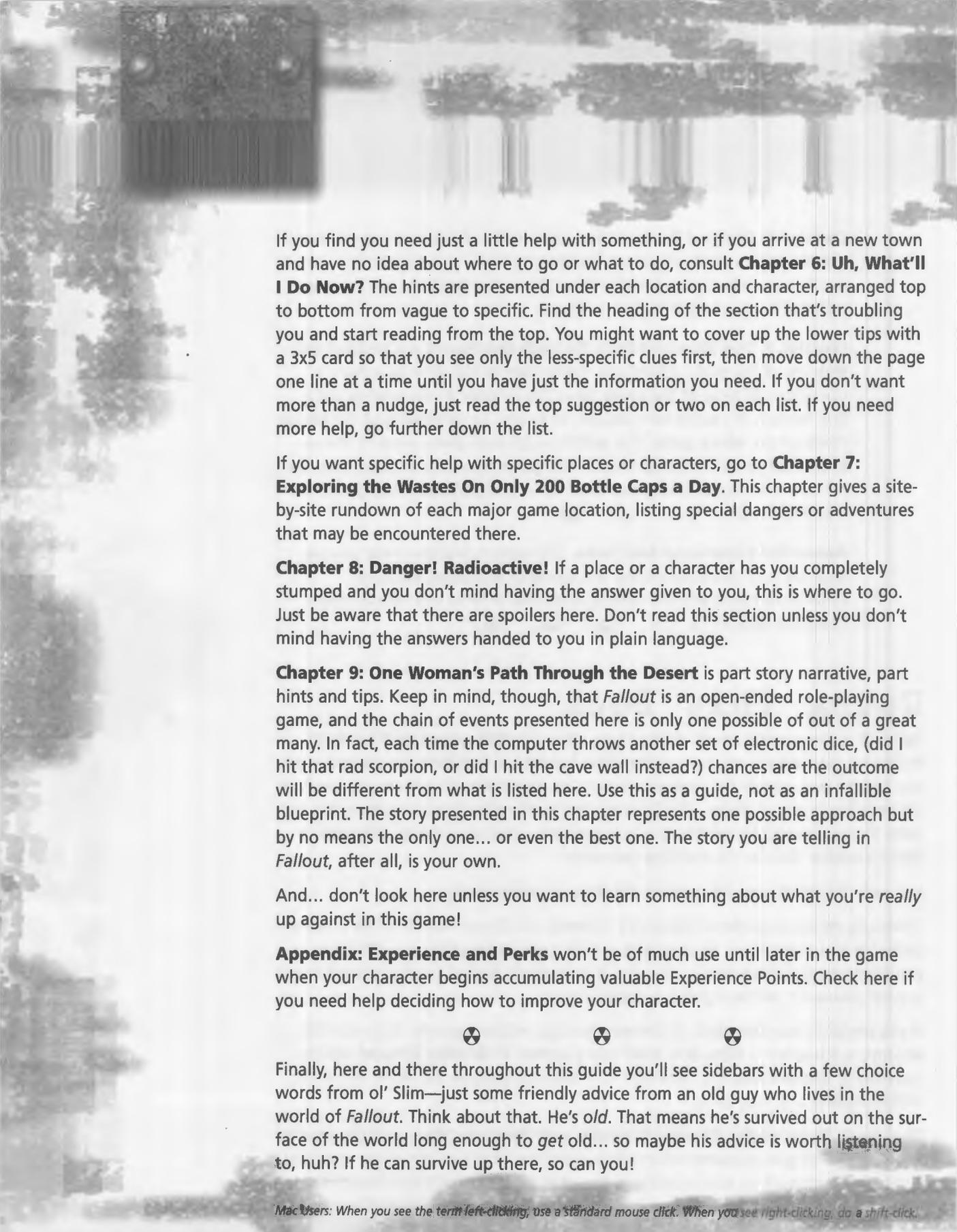
Fallout is a role-playing game. Unlike many other CD-ROM games on the market, in *Fallout*, you (the player) have tremendous freedom as to where you can go, what you can do, and even in how you act toward the non-player characters you meet. At the very beginning of things, The Overseer, the leader of your vault community, suggests that you search for another vault to the east... but you are not obligated to take his advice. You can do anything you want.

In a very real sense, *you* are creating the story as you go along.

Obviously, no game guide of this book's thickness could map out all of the possible paths for you. What it can do is provide a little extra information about the places you'll see and the characters you'll meet. It is designed so that you can extract exactly what you want, without giving away too much.

If you prefer to play the game all the way through without specific help with the adventure, **Chapter 1: Who Are You?** and **Chapter 2: Getting Around** will tell you how to create a character and how to maneuver through the world of *Fallout* without giving anything away.

Chapter 3: Places to Go, **Chapter 4: People and Things to Meet**, and **Chapter 5: Stuff to Get** all give you some information about the locations, non-player characters, and equipment you'll be encountering in the adventure. Most of this is basic information, but some of the game's suspense will be lost if you read through to the end.



If you find you need just a little help with something, or if you arrive at a new town and have no idea about where to go or what to do, consult **Chapter 6: Uh, What'll I Do Now?** The hints are presented under each location and character, arranged top to bottom from vague to specific. Find the heading of the section that's troubling you and start reading from the top. You might want to cover up the lower tips with a 3x5 card so that you see only the less-specific clues first, then move down the page one line at a time until you have just the information you need. If you don't want more than a nudge, just read the top suggestion or two on each list. If you need more help, go further down the list.

If you want specific help with specific places or characters, go to **Chapter 7: Exploring the Wastes On Only 200 Bottle Caps a Day**. This chapter gives a site-by-site rundown of each major game location, listing special dangers or adventures that may be encountered there.

Chapter 8: Danger! Radioactive! If a place or a character has you completely stumped and you don't mind having the answer given to you, this is where to go. Just be aware that there are spoilers here. Don't read this section unless you don't mind having the answers handed to you in plain language.

Chapter 9: One Woman's Path Through the Desert is part story narrative, part hints and tips. Keep in mind, though, that *Fallout* is an open-ended role-playing game, and the chain of events presented here is only one possible of out of a great many. In fact, each time the computer throws another set of electronic dice, (did I hit that rad scorpion, or did I hit the cave wall instead?) chances are the outcome will be different from what is listed here. Use this as a guide, not as an infallible blueprint. The story presented in this chapter represents one possible approach but by no means the only one... or even the best one. The story you are telling in *Fallout*, after all, is your own.

And... don't look here unless you want to learn something about what you're *really* up against in this game!

Appendix: Experience and Perks won't be of much use until later in the game when your character begins accumulating valuable Experience Points. Check here if you need help deciding how to improve your character.



Finally, here and there throughout this guide you'll see sidebars with a few choice words from ol' Slim—just some friendly advice from an old guy who lives in the world of *Fallout*. Think about that. He's *old*. That means he's survived out on the surface of the world long enough to get old... so maybe his advice is worth listening to, huh? If he can survive up there, so can you!



Who are you?

chapter 1



chapter 1

Who Are You?

RATS:



A light dose only. Almost no contamination at all.

First, A Word About RPGs

No, we're not talking Rocket-Propelled Grenades. For those of you who are unfamiliar with the genre, an RPG is a Role-Playing Game, a kind of game where you assume the role of a particular character in a story. Your decisions and actions determine the way the plot unfolds, almost as though you're writing a book. *Fallout* is an RPG where the computer operates as the game referee, keeping track of events, and rolling its electronic equivalent of dice to handle the random aspects of each event.

Your *character* is your representative in the game world of *Fallout*. His or her particular mix of skills and personality traits, together with the level of each skill, are what the computer uses to decide how well you accomplish certain tasks—from firing a hand gun to picking a lock to telling a lie. The character's statistics or *stats* tell you and the computer how strong your character is, how much endurance he or she possesses, how much agility, how much personal charisma, and so on.

Other characters you encounter in the game are called *non-player characters* or NPCs. They are the people your character will interact with—by asking them questions, bartering for equipment, or engaging with them in a firefight. Some may be induced to join your expedition. Others will provide useful information, while still others could be lying to you for any of a number of reasons. As in the real world,

you must make your own judgments about other characters' motives, reasoning, and intentions.

When beginning a new *Fallout* game, the first thing you'll be asked to do is either select or create a new character. This chapter will take you through that process step by step and let you know what you need to be thinking about as you make your decisions. The choices you make are important. After all, this is your *life* we're talking about here!

Character Creation For Fun and Profit

When beginning a new game, you have three choices when it comes to getting your character. You can choose one of three pre-generated characters, Max, Natalia, or Albert; you can choose one of those three characters and modify their beginning stats; or you can start your new character from scratch.

To choose or create a character, select **NEW GAME** from the Main Menu. This will take you to the Character Selection Screen. There, you can **TAKE** or **MODIFY** a pre-existing character, or **CREATE** a new one of your own. Press **CANCEL** to return to the Main Menu.

Pre-Generated Characters

Simplest, of course, is choosing one of the three beginning characters.

Max

Called "Stone" by his friends, Max is the biggest, strongest, and toughest guy in the Vault. Unfortunately, he's a little lacking in the brains department.



Natalia

The granddaughter of a Russian diplomat who took shelter in Vault 13 at the war's beginning, Natalia is an extremely bright and resourceful character. She's also something of a night person, who gets around better after dark.

Albert

Albert's strength lies in his ability to communicate. He's a good negotiator, and people often believe what he says, no matter how outrageous it might be. In an earlier age, he would have been either a con artist or a lawyer.



Making Your Own Character For Even More Fun and Profit

If you want to have a bit more control over your character's stats and abilities, you can either modify one of the three pre-generated characters, or you can start from scratch. Either way, before you begin you should have an idea of what the various stats represent and how they're applied in the game. The following section gives you all the information you'll need to make an informed choice.

Primary Statistics

These are the initial numbers your character has to work with. They tell the computer how strong your character is, how agile, how smart, and so on; these numbers are used directly in combat and other activities and are also used to create Derived Statistics, which are described below.

There are seven Primary Statistics. Each has a value of from 1 to 10 Character Points. A character who was average in all ways would have 5 Character Points for each stat. A character can never have a Primary Stat higher than 10 or lower than 1.

STRENGTH

This is a direct measure of your raw, physical strength. A high value lets you carry more weight, throw more damaging punches, and take more damage before you die.

PERCEPTION

Did you notice that rad scorpion sneaking up behind you? How about the tip of that key sticking out of the cushions on that sofa? Perception is applied to all ranged weapons' distances. The higher your Perception, the farther your character can shoot. Higher values will get your character more information about his surroundings.

ENDURANCE

This is a measure of your ability to withstand physical exertion and damage. It is applied directly to your resistance to radiation or poisoning, as well as to your total number of Hit Points. A high value lets you fight longer and be less likely to die in combat.

CHARISMA

It's a sad fact of life that people are more likely to listen to you if you look like John Wayne, and less likely to listen to you if you look like Rodney Dangerfield... or ol' Slim. The higher your Charisma, the better able you are to communicate with people, the more successful you'll be in negotiations, and the better the deals you'll get while bargaining. If you want to talk your way out of problems instead of shooting your way out, make sure you have a high Charisma.

INTELLIGENCE

The higher your Intelligence, the more skills you'll be able to excel in, and the more choices you'll have when it comes to dialogue. Characters with very low Intelligence—below 4—will find their dialogue choices in a conversation limited to things like "Duhh," "Unghh," and "Nuh-uh." You also might find that many of the non-player characters you encounter tend to treat you like an idiot and would rather not hold extended conversations with you. Du-u-uhh.

AGILITY

This stat measures your speed and dexterity. It also helps determine how many things you can do in one combat turn, and whether you or your opponent moves first. If you want to excel at combat-, thievery-, or sneaking-related skills, you should boost your Agility as high as possible.

LUCK

This is a wild-card stat, a representation of karma, fate, and whether or not the Universe is mad at you. It will modify many events. A high Luck factor will give you a better chance at success in everything you do; low Luck will make you suffer a bit more from things like falls, broken bones, and unfortunate encounters with rad scorpions and the like.

Creating Your Primary Statistics

Each Primary Statistic will have a number value from 1 to 10. When you build your character from scratch, each of your seven stats begins with an average value of 5. You also get 5 additional points to spend any way you please, and can lower existing stats to get more points to add somewhere else. So, for example, you could end up with a character with an Endurance of 10 and with 5s (average) for everything else. Or bump Agility up to 8, Perception up to 8, and Intelligence up to 7, but lower your Strength, Endurance, and Luck each to 4. Experiment! Find out what works best for you.

Each value for a given stat can be described as follows:

1: Very Bad

2: Bad

3: Poor

4: Fair

5: Average

6: Good

7: Very Good

8: Great

9: Excellent

10: Heroic



In general, it is not a good idea to reduce any stat below 4.

Your Primary Statistics define you, and you should be aware of your character's strengths and weaknesses. A character with a Charisma of 2, an Intelligence of 3, and a Strength of 10 probably shouldn't try to talk his way out of a jam. Picking up his opponents and throwing them out the window, however, might be perfectly in character.

Your basic statistics will not improve, usually, through experience or gameplay, so take note of what you're starting with, and make your plans accordingly!

Derived Statistics

Your Primary Statistics are applied directly to the Derived Statistics below. Check the following list to see how your decisions about Strength or Agility will affect your character's chances.

There are 11 Derived Stats affecting various parts of your character's performance.

Hit Points

This stat determines how much damage you can take before... well, does "Game Over" mean anything to you? Characters with high Hit Point numbers can survive longer when faced with radiation poisoning, rad scorpion poisoning, lead poisoning, or whatever other trauma they might pick up. A low value means you're hurting. The character's current condition is displayed as current hit points/maximum hit points, so if you ever notice that your character is at 1/30, you should probably seek medical help... fast!

Hit Points are equal to the character's (2 x Endurance) + Strength + 15, and an average character will start with 30. You will gain more hit points as you increase in level.

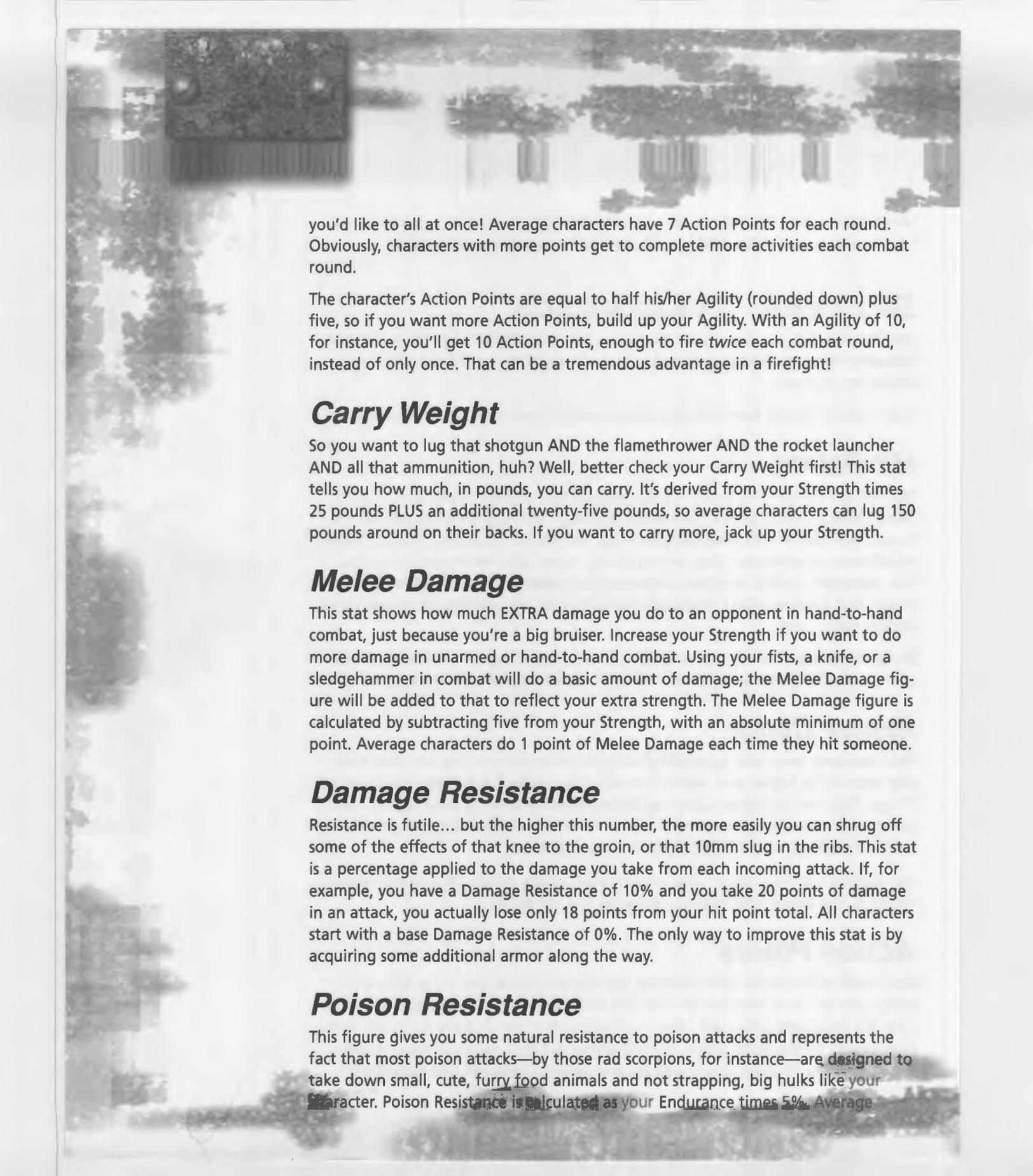
Armor Class

This represents how good at avoiding being hit in combat you are, *not* how thick your skin is! The higher your Armor Class stat, the harder it is for your opponent to hit you. Your natural Armor Class may be improved by wearing armor as well; you'll have the chance during the game to buy or otherwise acquire various types of body armor. (See **Chapter 5: Stuff to Get**, for a complete list.)

You start out with an Armor Class equal to your Agility, which, for average players, will be 5. The higher your Agility, the harder you are to hit!

Action Points

How many Action Points your character has will determine how many different things you can do in one combat turn. The total number of Action Points your character has remaining after each action is shown by the row of green lights above the Weapon Bar on the game screen. It takes points to move, points to fire a weapon, even points just to check your inventory, and obviously you can't do everything



you'd like to all at once! Average characters have 7 Action Points for each round. Obviously, characters with more points get to complete more activities each combat round.

The character's Action Points are equal to half his/her Agility (rounded down) plus five, so if you want more Action Points, build up your Agility. With an Agility of 10, for instance, you'll get 10 Action Points, enough to fire *twice* each combat round, instead of only once. That can be a tremendous advantage in a firefight!

Carry Weight

So you want to lug that shotgun AND the flamethrower AND the rocket launcher AND all that ammunition, huh? Well, better check your Carry Weight first! This stat tells you how much, in pounds, you can carry. It's derived from your Strength times 25 pounds PLUS an additional twenty-five pounds, so average characters can lug 150 pounds around on their backs. If you want to carry more, jack up your Strength.

Melee Damage

This stat shows how much EXTRA damage you do to an opponent in hand-to-hand combat, just because you're a big bruiser. Increase your Strength if you want to do more damage in unarmed or hand-to-hand combat. Using your fists, a knife, or a sledgehammer in combat will do a basic amount of damage; the Melee Damage figure will be added to that to reflect your extra strength. The Melee Damage figure is calculated by subtracting five from your Strength, with an absolute minimum of one point. Average characters do 1 point of Melee Damage each time they hit someone.

Damage Resistance

Resistance is futile... but the higher this number, the more easily you can shrug off some of the effects of that knee to the groin, or that 10mm slug in the ribs. This stat is a percentage applied to the damage you take from each incoming attack. If, for example, you have a Damage Resistance of 10% and you take 20 points of damage in an attack, you actually lose only 18 points from your hit point total. All characters start with a base Damage Resistance of 0%. The only way to improve this stat is by acquiring some additional armor along the way.

Poison Resistance

This figure gives you some natural resistance to poison attacks and represents the fact that most poison attacks—by those rad scorpions, for instance—are designed to take down small, cute, furry food animals and not strapping, big hulks like your character. Poison Resistance is calculated as your Endurance times 5%. Average

characters have 25% Poison Resistance, meaning that if you get hit for 12 points of poison damage, you'll only lose 9 hit points. You can improve this stat by improving your Endurance.

Radiation Resistance

Sometimes things on the outside get pretty hot... in more ways than one! This stat reduces the number of rads you accumulate as you venture through the radiation-blasted outside environments of *Fallout* and is calculated by taking your Endurance times 2%; an average character starts with a Radiation Resistance of 10%.

Sequence

Who does what to whom when, and did you do unto him *before* he did unto you? These questions can be vitally important in combat, and a character who is agile and perceptive will have a distinct advantage in these situations. The higher your Sequence Stat, the more likely that you'll get the jump on your opponent. The number is determined by adding your Agility and Perception; average characters will have a Sequence of 10, so they'll act before an opponent with a Sequence of 9, and after one with an 11. Increase your Agility and/or Perception to improve the odds for your character a bit.

Healing Rate

Some people seem to be blessed with the ability to throw off the effects of a cold or that shotgun wound to the chest with remarkable ease. Others can suffer from a hangnail and never seem to get better. This stat represents the difference in natural healing rates between people. If you are wounded in combat or have taken other damage, you will get back at the end of each day a number of Hit Points equal to your Healing Rate. The number is calculated by taking 1/3 of your Endurance, with a minimum of 1. The typical character will repair Hit Point damage at the rate of 1 per day. If your Endurance is cranked up all the way to 9 or 10, though, you'll recover 3 points per day.

There are two additional wrinkles on this one: if you rest, meaning you do nothing except sleep, you will repair damage equal to your Healing Rate every three hours, rather than at the end of the day. Also, you cannot improve your condition above your maximum number of Hit Points.

Critical Chance

Sometimes you just get lucky. In combat, there's always a chance that your attack will result in extra damage or cause some special effect. The higher your Critical

Chance, the more likely it is that your attack will cause critical damage. The number is calculated as the average of your Perception plus your Intelligence, expressed as a percentage, and is added directly to your base chance of causing critical damage. Average characters have a Critical Chance of 5%, though you'll improve that to 10% by bumping your Perception and Intelligence to 10 each.

Tag Skills

Every character has some things he's better at than others. Tag Skills represent these specializations, given as a percentage. The higher the number, the better your chances of success. All characters must choose three Tag Skills from the list given below. Some skills are automatically applied during the game. Certain others—Stealth, for example—must be deliberately applied.

During the course of the game, you will begin with an immediate 20% in each of your Tag Skills. Better yet, as you gain Experience, these skills will grow twice as fast as other skills.

Each character begins with at least some ability in all of the available skills.

Combat Skills

These are the skills directly applicable to various types of combat. They are applied automatically. For firearms, the higher the number, the easier it is for you to hit your target, and the longer the range at which you have a chance of hitting.

- ⊗ **Small Guns:** This skill covers the use of pistols, rifles, submachine guns, and any other one-handed fire-arms you might encounter. Beginning skill is equal to 35%, plus Agility times 1%. Average characters will have a Small Gun skill of 40%.
- ⊗ **Big Guns:** This skill covers the use of flamers, miniguns, and other large, two-handed firearms. Starting Big Gun skill is equal to 10%, plus Agility times 1%. Average characters start with a skill of 15%.
- ⊗ **Energy Weapons:** Weapons using energy cells or power packs—lasers, plasma weapons, and the like—fall into this category. The starting value is calculated by adding 10% to Agility times 1%, with the average character having a skill of 15%.
- ⊗ **Unarmed:** This skill applies to attacks with your bare hands or feet. A higher number means a better chance of hitting the guy you throw a punch at—beginning skill levels are fairly high, since this is a pretty basic concept. Unarmed skill is determined by adding 40% to the aver-

Some Advice From Ol' Slim

Well, I'll tell ya. What character points you got are gonna have a big affect on how ya go about survivin' the Outback, if y'take m'meanin'. Y'meet all kinds out here, I'll tell ya! The big bruisers, all brawn and nothin' upstairs, y'know? Small, quick guys that move like lightnin'. Kids with more good looks then common sense.

When you're makin' a character, though, the important question isn't so much what stats you're gonna build up, it's what you're gonna give up, 'cause you'll need to lose some points in one category before you improve somethin' else. Some guys I know like to knock their intelligence and mebee their charisma down a point or two in order t'get more strength or endurance.

So what would I choose? Ayuh, this here's how I see it. Fer me, Agility is the most important stat, follered close by Perception and Intelligence. Th' way I see it, a high Agility gives you better odds with all guns, better chances in unarmed combat, a higher sneak percentage, and better chances at stuff like picking locks, stealing things, or detecting traps. A high Agility also means the bad guys can't hit you easily, you're more likely to move first, and you can do more during each combat round. T'my way o' thinkin', I'd rather the bad guy missed me in the first place, even if that means I start out with fewer Hit Points. As fer Perception and Intelligence, havin' high numbers there means you'll have more opportunities. You'll see more, understand more, and have more choices in what you want t'say to folks.

The question is, then, watcha gonna give up to get high values in those stats? If'n it was me, I'd shave some off of Strength, Endurance, and Luck, then try like hell not t'get caught in no-win situations where I'm sure to take hits. And as fer risking bad luck? Well, shoot! If'n you keep it above 3, then you should be okay. Sure, you might miss out on some fortuitous lucky breaks now and again, but then, I'd rather rely on skill than on luck any day!

age of your Strength and Agility times 1%. An average character will have a skill of 45%.

- ⊗ **Melee Weapons:** The use of weapons in hand-to-hand combat. Covers the use of knives, spears, crowbars and other items that are held in the hand. Initial level: Starting Melee is equal to 55% + (1% x the average of your Strength and Agility). Average characters will have a 60% skill.
- ⊗ **Throwing:** The skill of using muscle-propelled ranged weapons. If a spear is thrown at someone, it will use this skill instead of Melee Weapons. This covers the use of throwing knives, grenades, and rocks. The maximum distance a weapon can be thrown is based on your Strength and the max range of the weapon. Initial level: 40% + (1% x Agility). Average characters will have a 45% skill.

Diplomatic Skills

Speech and barter will be useful for characters who would rather talk than fight. Both are applied automatically.

- ⊗ **Speech:** How good are you at getting what you need from people? How likely is it that they'll believe what you say, even when it's a bald-faced lie? Speech is the skill that applies here. It is calculated by adding 25% to your Charisma times 2%. Typical characters start with a Speech skill of 35%.
- ⊗ **Barter:** How are you at striking deals and at getting good value for your money or trade goods? This skill helps lower prices for things you buy and gets you more money when you sell equipment. The starting value is determined by adding 20% to your Charisma times 2%. Typical characters start with a skill of 30%.

Medical Skills

These two skills are useful if you or someone in your party gets hurt.

- ⊗ **First Aid:** This skill lets you cure minor wounds, cuts, and bruises. You will only be able to use it three times a day, and it will take a while for the healing effect to be noticed. Active use. Select the skill from the Interface Bar, then select a target to apply it to (often yourself). Beginning First Aid skill is determined by adding 30% to the average of your Perception and Intelligence times 1%. Average characters start with a 35% skill.

- ⊗ **Doctor:** This skill allows you to try to heal more serious injuries, including more extensive losses of Hit Points and damaged arms or legs. It will not be effective against poison or radiation damage. You can only use it three times per day, but you can combine the effort with applications of First Aid skill. Active use. Select Doctor skill from the list, then select a target. Crippled limbs add to the time that must pass before any improvement is seen. The base skill is the average of your Perception and Intelligence times 1%, plus 15%. Average characters begin with a 20% skill.

Scientific Skills

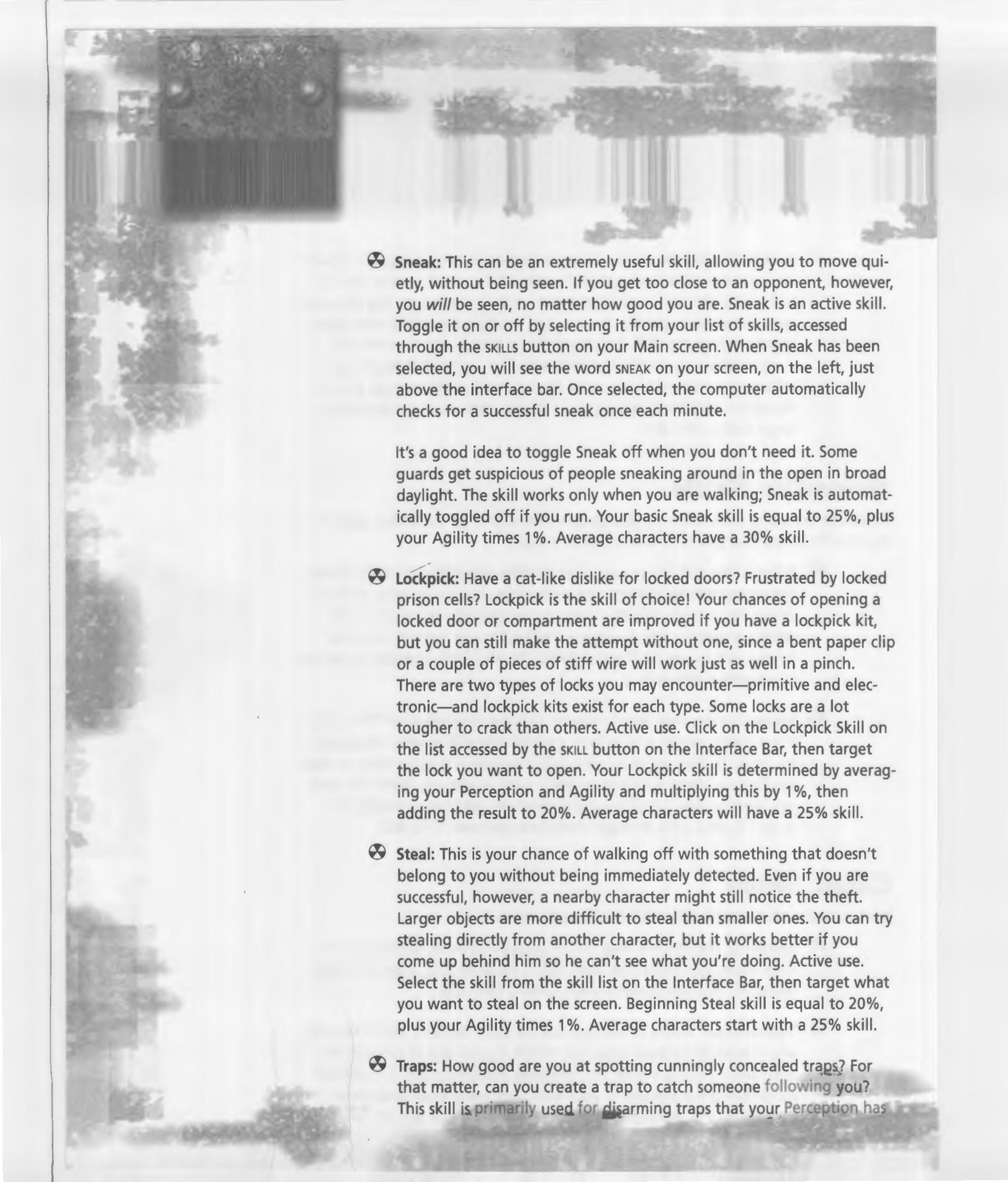
These two are active skills, allowing you to select the skill to be used, then apply it to a specific target that you wish to examine or repair.

- ⊗ **Science:** This skill lets you examine devices—especially technical things like computers, electronics, and mechanical objects—in order to learn things about them. Usually active, but occasionally use is automatic when you select a specific object, like a computer console. Starting Science skill equals Intelligence times 1%, plus 25%. Average characters begin with a 30% skill.
- ⊗ **Repair:** Got any duct tape? How about some chewing gum? Once you know what's wrong with it from your Science skill, Repair skill allows you to fix it. This can be an extremely valuable skill when most of what you find out there is broken to begin with. Active use. Select the item you want to repair. Beginning skill levels are set to your Intelligence times 1%, plus 20%. Average characters start with 25% skill.

Other Skills

Here are some other useful skills—some automatic, some active.

- ⊗ **Gambling:** This one will help you in games of chance, letting you win more often. Automatic use. Basic skill is equal to 20%, plus your Luck times 1%. Average characters start with a 25% skill.
- ⊗ **Outdoorsman:** This is an unusual skill for vault dwellers, which explains why it tends to be lower than the others. It's the skill of living in the open and surviving hostile environments. Automatic use. It is calculated by taking the average of your Intelligence and Endurance times 1% and adding 5%. Average characters have an outdoor skill of 10%.



⊗ **Sneak:** This can be an extremely useful skill, allowing you to move quietly, without being seen. If you get too close to an opponent, however, you *will* be seen, no matter how good you are. Sneak is an active skill. Toggle it on or off by selecting it from your list of skills, accessed through the SKILLS button on your Main screen. When Sneak has been selected, you will see the word SNEAK on your screen, on the left, just above the interface bar. Once selected, the computer automatically checks for a successful sneak once each minute.

It's a good idea to toggle Sneak off when you don't need it. Some guards get suspicious of people sneaking around in the open in broad daylight. The skill works only when you are walking; Sneak is automatically toggled off if you run. Your basic Sneak skill is equal to 25%, plus your Agility times 1%. Average characters have a 30% skill.

⊗ **Lockpick:** Have a cat-like dislike for locked doors? Frustrated by locked prison cells? Lockpick is the skill of choice! Your chances of opening a locked door or compartment are improved if you have a lockpick kit, but you can still make the attempt without one, since a bent paper clip or a couple of pieces of stiff wire will work just as well in a pinch. There are two types of locks you may encounter—primitive and electronic—and lockpick kits exist for each type. Some locks are a lot tougher to crack than others. Active use. Click on the Lockpick Skill on the list accessed by the SKILL button on the Interface Bar, then target the lock you want to open. Your Lockpick skill is determined by averaging your Perception and Agility and multiplying this by 1%, then adding the result to 20%. Average characters will have a 25% skill.

⊗ **Steal:** This is your chance of walking off with something that doesn't belong to you without being immediately detected. Even if you are successful, however, a nearby character might still notice the theft. Larger objects are more difficult to steal than smaller ones. You can try stealing directly from another character, but it works better if you come up behind him so he can't see what you're doing. Active use. Select the skill from the skill list on the Interface Bar, then target what you want to steal on the screen. Beginning Steal skill is equal to 20%, plus your Agility times 1%. Average characters start with a 25% skill.

⊗ **Traps:** How good are you at spotting cunningly concealed traps? For that matter, can you create a trap to catch someone following you? This skill is primarily used for disarming traps that your Perception has

Some Advice From Ol' Slim



So, y'wanna know which skills t'focus on as Tag Skills? Well, your first decision has to be based on what kind of character you want to play. If you like gunplay or brawling, obviously you should have a look at your Combat Skills. If you'd rather talk your way outta a bad spot, then maybe you should think about making Speech a Tag Skill.

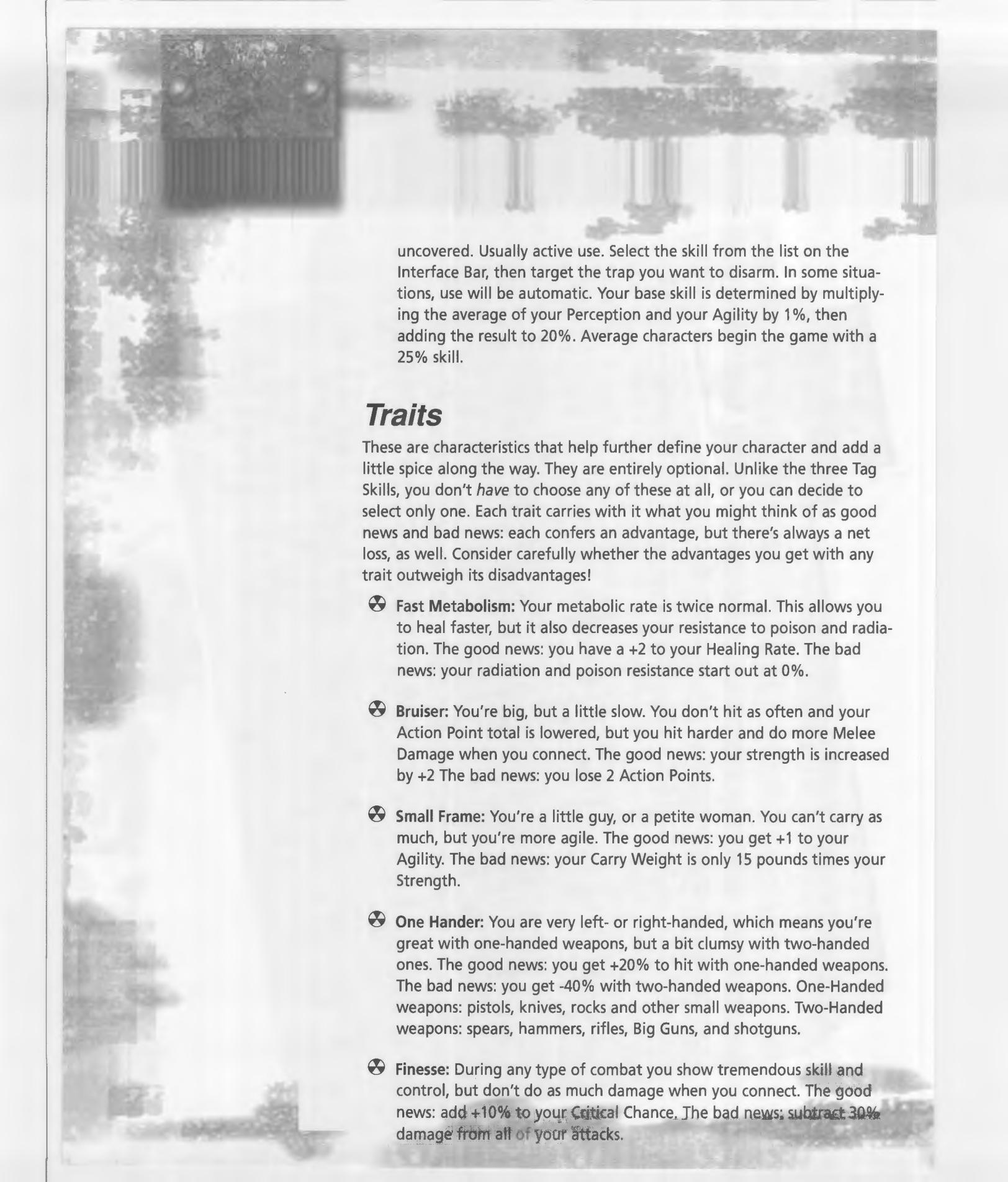
The other thing to think about is whether your character is good at Agility-related skills, like firearms, or, if you want to take the intellectual route, if he's better at things requiring smarts. Tag Skills can help offset a lower basic stat or raise even higher one that's already good. You can be a generalist or a specialist. Your choice.

Me, I like to take my Agility to start with and jack it up as high as I can, which gives me an advantage with all of the Combat Skills. Then I like to choose Small Guns as a Tag Skill. Big guns do a lot more damage, of course, but you're probably not going to find any big guns early in the game, and that's when you need to be sure you win your combats with unpleasant critters and two-legged vermin.

Speech is another good Tag Skill, especially if you sacrificed some of your Charisma to get a better Strength or Agility. Keep in mind that it's almost always better t'talk your way outta tight spot than t'come out shootin'.

Other favorites are First Aid--since you can't always stay outta trouble--Science, and Repair. And Big Guns and Energy Weapons become lots more important toward the end of the story, when you actually find some t'play with.

It is amusing, though, to have Unarmed be your Tag Skill when you start with a character with a Strength of 9 or 10. This character can really clean house when he has to! You might picture him in a leather jacket, with mirrored shades and a tendency to say, "I'll be back" in a thick accent!



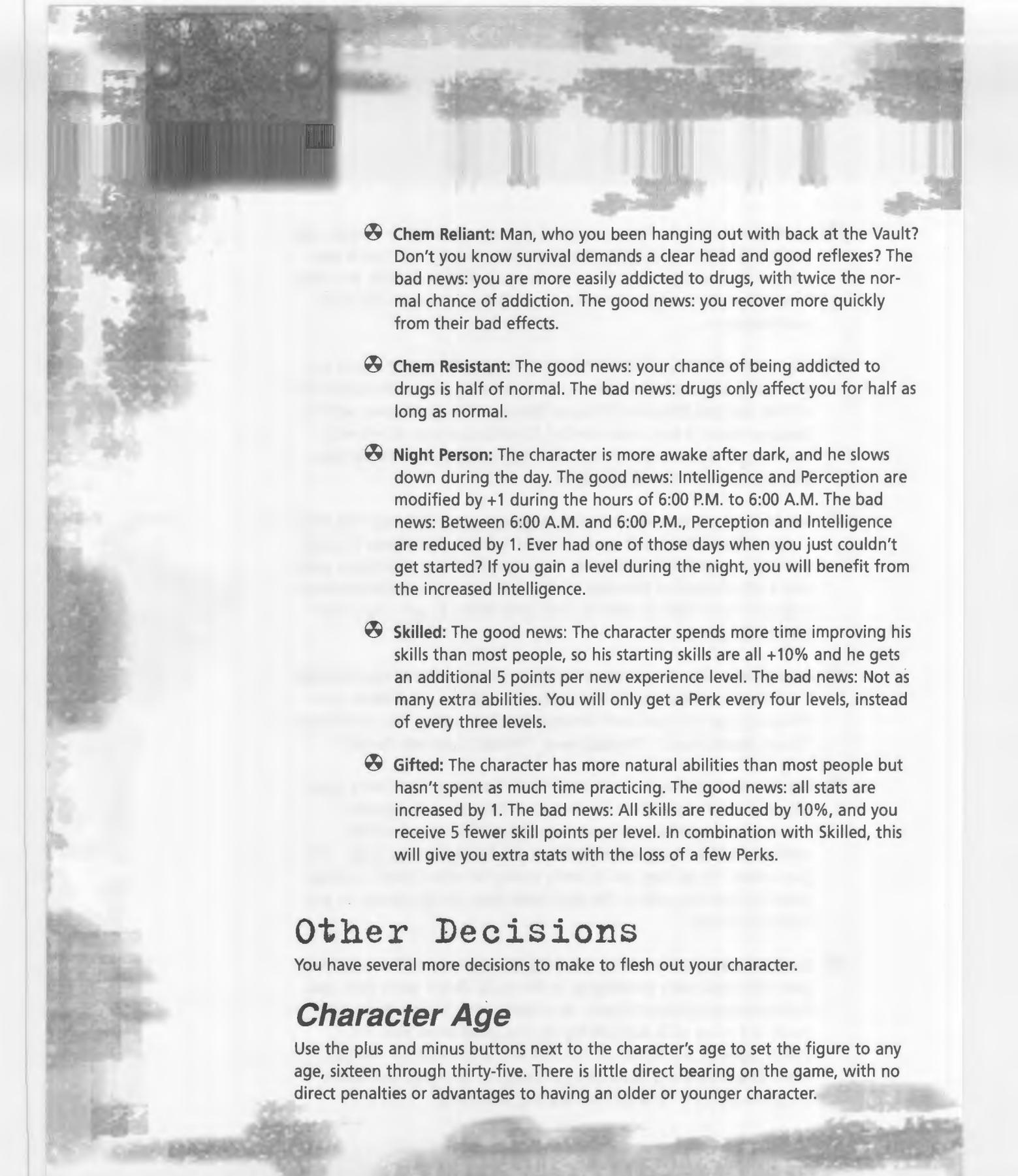
uncovered. Usually active use. Select the skill from the list on the Interface Bar, then target the trap you want to disarm. In some situations, use will be automatic. Your base skill is determined by multiplying the average of your Perception and your Agility by 1%, then adding the result to 20%. Average characters begin the game with a 25% skill.

Traits

These are characteristics that help further define your character and add a little spice along the way. They are entirely optional. Unlike the three Tag Skills, you don't *have* to choose any of these at all, or you can decide to select only one. Each trait carries with it what you might think of as good news and bad news: each confers an advantage, but there's always a net loss, as well. Consider carefully whether the advantages you get with any trait outweigh its disadvantages!

- ⊗ **Fast Metabolism:** Your metabolic rate is twice normal. This allows you to heal faster, but it also decreases your resistance to poison and radiation. The good news: you have a +2 to your Healing Rate. The bad news: your radiation and poison resistance start out at 0%.
- ⊗ **Bruiser:** You're big, but a little slow. You don't hit as often and your Action Point total is lowered, but you hit harder and do more Melee Damage when you connect. The good news: your strength is increased by +2. The bad news: you lose 2 Action Points.
- ⊗ **Small Frame:** You're a little guy, or a petite woman. You can't carry as much, but you're more agile. The good news: you get +1 to your Agility. The bad news: your Carry Weight is only 15 pounds times your Strength.
- ⊗ **One Hander:** You are very left- or right-handed, which means you're great with one-handed weapons, but a bit clumsy with two-handed ones. The good news: you get +20% to hit with one-handed weapons. The bad news: you get -40% with two-handed weapons. One-Handed weapons: pistols, knives, rocks and other small weapons. Two-Handed weapons: spears, hammers, rifles, Big Guns, and shotguns.
- ⊗ **Finesse:** During any type of combat you show tremendous skill and control, but don't do as much damage when you connect. The good news: add +10% to your Critical Chance. The bad news: subtract 30% damage from all of your attacks.

- ⊗ **Kamikaze:** When you fight, you don't pay any attention to threats, but you can act faster as a result. The bad news: your Armor Class is lowered to whatever you happen to be wearing. In other words, you must wear armor to even have an armor class. The good news: add +5 to your Sequence.
- ⊗ **Heavy Handed:** You swing hard and with brutal force, but you're not necessarily accurate with your attack. As a result, you rarely score critical hits, but you do cause additional damage. The good news: add +4 Damage Points in any melee combat (hand-to-hand or attacks with non-ranged weapons like knives). The bad news: any critical hit has -30% added to the critical hit tables.
- ⊗ **Fast Shot:** You attack faster than most people, but don't take the time for careful aim. The good news: subtract 1 Action Point from the total needed to attack with a weapon. (For example, firing a handgun takes only 4 APs, instead of the usual 5.) The bad news: you cannot perform targeted shots. This will severely limit your ability to get critical hits later in the game.
- ⊗ **Bloody Mess:** Why do people around you always seem to die violently? If the violence meter on the Preferences Screen is turned down, you will always see the maximum violence for that setting. The good news: "Oooh, blood! Kewl!" The bad news: "Please! I just had dinner!"
- ⊗ **Jinxed:** Ever had one of those days? Yeah, but every day? Every time you or a nearby character experience a failure, there is a greater chance that the failure will become a *critical* failure—something unpleasant, like a weapon explodes or you hit the wrong target. The good news: things keep going badly wrong for other people nearby, including your opponents. The bad news: they *also* go wrong for you and your friends!
- ⊗ **Good Natured:** you're a lover, not a fighter, and you never really *liked* guns when you were growing up in the Vault. At the same time, you studied lots of non-martial arts. As a result, your Combat Skills are lower, but other skills start off higher. The good news: First Aid, Doctor, Speech, and Barter all start off with a 20% bonus. The bad news: Small Guns, Big Guns, Energy Weapons, Unarmed and Melee Weapons all get a -10% to their starting skill levels.

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- ⊗ **Chem Reliant:** Man, who you been hanging out with back at the Vault? Don't you know survival demands a clear head and good reflexes? The bad news: you are more easily addicted to drugs, with twice the normal chance of addiction. The good news: you recover more quickly from their bad effects.
 - ⊗ **Chem Resistant:** The good news: your chance of being addicted to drugs is half of normal. The bad news: drugs only affect you for half as long as normal.
 - ⊗ **Night Person:** The character is more awake after dark, and he slows down during the day. The good news: Intelligence and Perception are modified by +1 during the hours of 6:00 P.M. to 6:00 A.M. The bad news: Between 6:00 A.M. and 6:00 P.M., Perception and Intelligence are reduced by 1. Ever had one of those days when you just couldn't get started? If you gain a level during the night, you will benefit from the increased Intelligence.
 - ⊗ **Skilled:** The good news: The character spends more time improving his skills than most people, so his starting skills are all +10% and he gets an additional 5 points per new experience level. The bad news: Not as many extra abilities. You will only get a Perk every four levels, instead of every three levels.
 - ⊗ **Gifted:** The character has more natural abilities than most people but hasn't spent as much time practicing. The good news: all stats are increased by 1. The bad news: All skills are reduced by 10%, and you receive 5 fewer skill points per level. In combination with Skilled, this will give you extra stats with the loss of a few Perks.

Other Decisions

You have several more decisions to make to flesh out your character.

Character Age

Use the plus and minus buttons next to the character's age to set the figure to any age, sixteen through thirty-five. There is little direct bearing on the game, with no direct penalties or advantages to having an older or younger character.

Some Advice From Ol' Slim



Traits, huh? Well, I'll tell ya. Traits got an up side an' they got a down side, and, believe me, things're tough enough in the outside world without deliberately reducing your chances at anything! Generally, I stay away from traits like I would a sunstruck rad scorpion.

If I had t'choose, though, there's a couple I might consider, 'cause the trade-off ain't all that bad. Small Frame gives ya an extra Agility point, which means you can start with a 7 and get a free boost up to 8, letting you do things like move 8 hexes in combat, or squeeze off two quick shots instead o' one. You can't carry as much, true, but, well, I like t'travel light anyway. Fast Shot is another good 'un. Not being able to target an opponent's head is no big deal when you can squeeze off two shots to his one.

For a big, strong character, I'd think about having Bruiser as a trait. It might slow me down so I can't do as much in a combat round, but if my Agility is good enough, that won't matter so much. And the trait boosts my Strength by two, which means I hurt the guy more in hand-to-hand.

And then there's Gifted. This one's nice, 'cause it boosts all of your Primary Stats, sort of like gettin' an extra seven points for free. That minus 10% on your skills can hurt, of course, and you don't get as many points to spend each level; it means that if you have average Agility, say, your 35% chance of hitting something with a hand gun is now down to 26%, which ain't good. Still, if you can last through the earlier parts of the game, you'll be able to build up your skills as you use 'em. Sooner or later, you'll find you've recovered that 10, and then some, and you still have those extra 7 Character Points!

Character Sex

Choose your character's sex. The main effect this has on the game is in the appearance of the character on the game screen. Some non-player characters will react or speak differently to you, depending on whether you're male or female. The choice also determines whether other characters refer to you as "him" or "her," and in some instances, your gender will determine whether or not an NPC is romantically attracted to you. To select your character's sex, click on the MALE/FEMALE button to open a small window, then click on the gender of your choice.

Name That Character

Your character needs a name, if only because other characters in the game may occasionally call you by it. This is where you can be cool and creative, with handles like "Firestorm" or "Deathwish," or you can be conventional and boring with names like "Fred" or "Alice." If you don't choose a name for a newly created character, everyone in the *Fallout* world will be calling you "None," raising the specter of the man with no name. Click on the NAME button, type in the name, then press ENTER or click the DONE button.

Character Editor Options

This set of options gives you a few additional choices in creating or modifying a character. This step is completely optional.

- ⊗ **SAVE:** Select this option to save the current status of your character so that you can work with it more later. The character will not be available for a game until you Load it. When the Save Character Screen appears, type in your character's name and press ENTER or click on DONE.
- ⊗ **LOAD:** To load a saved character at a later time, open the Load Character screen. Select the desired character and press DONE. If you have another character under construction in the Character Editor, that character will be erased and replaced by this one.
- ⊗ **PRINT TO FILE:** This option gives you a text version of your character in the *Fallout* directory on your computer, which you can then print out as hard copy. This option does *not* save you your character for later editing or play, and there is no way to load a text file version back into the game. If you want to save your character in a form you can use in the game, use the SAVE option above.
- ⊗ **ERASE:** This option lets you wipe out a character and start over. The game will ask you to confirm, and if you say yes the character will be deleted and all stats will be set to their default settings. Once done, you can't undo, so be sure this is what you want!

More Pre-Generated Characters

If you find Max, Natalia, and Albert a little too pedestrian for your tastes, check out the following characters created through *Fallout's* Character Creation System. You're welcome to use these characters for your own campaigns, or simply to see the effects of certain choices of stats and skills.

Arnie, a.k.a. "Dutch"

Born Arnold Black, the son of Dutch parents, Arnie has always been a problem in the Vault. When he sits in chairs he breaks them. When he goes through doors, his head cracks the door frame. The *door frame* cracks, that is, not the head. And when he rumbles "I'll be back," bad things tend to happen within the staid and normally quiet community of the Vault. Maybe that's why everyone is so glad he drew the short straw and is on his way into the outside world. Maybe someone rigged the drawing, to make *certain* he got the short straw.

Strength: 10

Perception: 5

Endurance: 10

Charisma: 4

Intelligence: 4

Agility: 4

Luck: 4

Tag Skills: Small Guns, Big Guns, Unarmed Combat.

Traits: Bruiser, Bloody Mess

Barney

This is Arnie's younger brother. He's even bigger and stronger than Arnie... but he's also a bit on the slow side, if you know what I mean. Sometime back he picked up the handle "Barney the Barbarian"—it may have had something to do with the way he once came through the door at mealtime, forgetting to open it first. This guy is definitely played for laughs.

Strength: 10

Perception: 5

Endurance: 10

Charisma: 3

Intelligence: 3

Agility: 6

Luck: 6

Tag Skills: Small Guns, Big Guns, Unarmed Combat.

Traits: Kamikaze, Heavy Handed

Blade

Tanya MacMillen is quick, agile, sharp, and bright, so much so she's picked up the handle "Blade." She's small—105 pounds soaking wet—but she moves like a cat... except in combat when she moves more like lightning.

Strength: 4
Perception: 7
Endurance: 4
Charisma: 6
Intelligence: 8
Agility: 7
Luck: 4
Tag Skills: Small Guns, Speech, Repair.
Traits: Small Frame, Gifted

"Lucky"

Frank Charles Luciano, better known as "Lucky," was blessed with holostar good looks and a charming personality. His reputation as a Don Juan has gotten him in trouble in the past; rumor has it that the reason he volunteered to leave the Vault had something to do with the Overseer's daughter. He's got a quick wit and a ready tongue. Unfortunately, he's never cared much for guns. He does like to gamble, though, and seems to be as lucky at cards and dice as he is with women.

Strength: 4
Perception: 5
Endurance: 4
Charisma: 9
Intelligence: 6
Agility: 5
Luck: 7
Tag Skills: Speech, Gambling, Sneak
Traits: Good Natured, Gifted

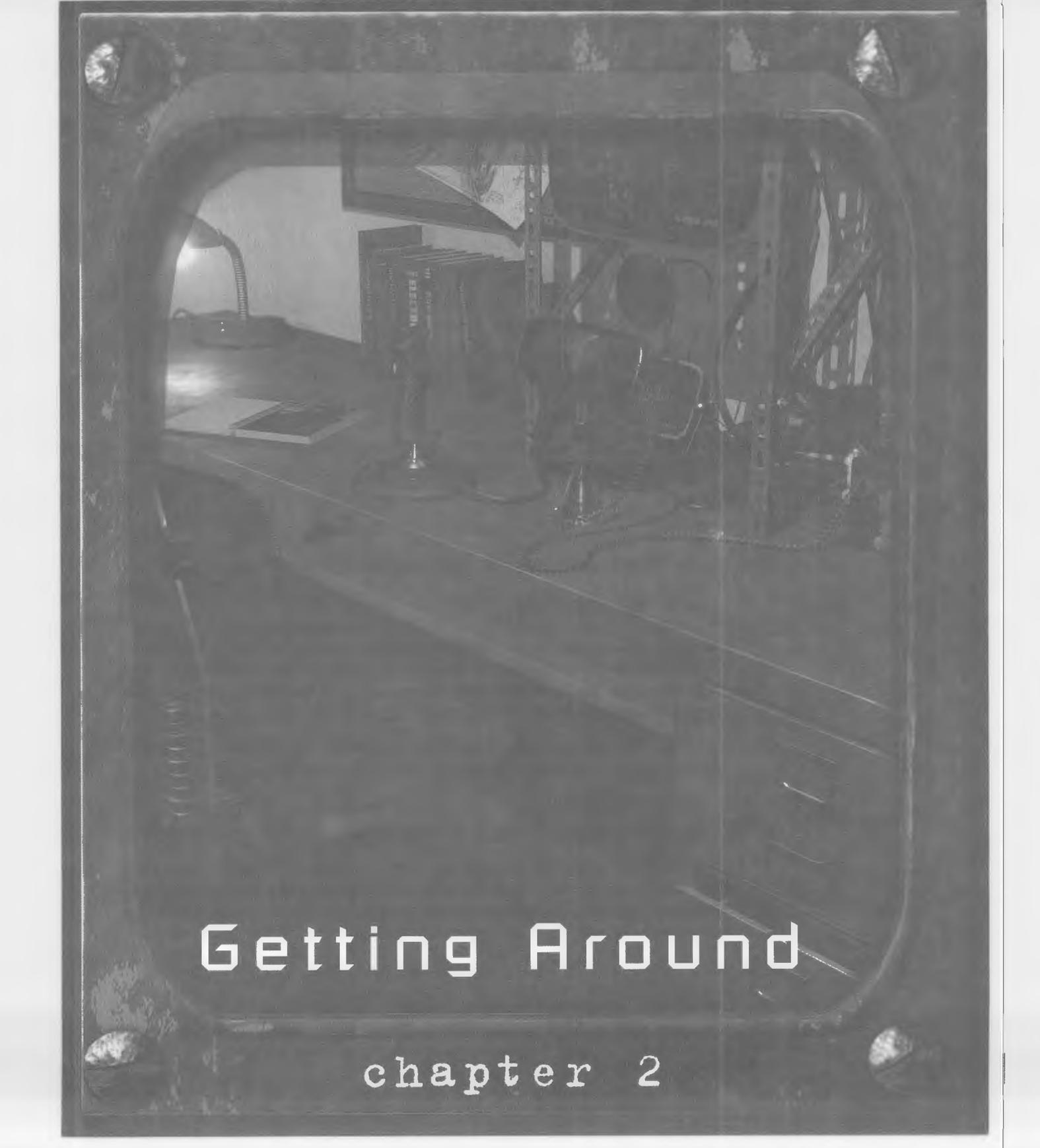


Ready for Action

Congratulations! Your new character is now ready to go forth into the world, armed with the strength, endurance, agility, and brains you have given him or her. Go to the Main Menu where you can start a new game, load a previously saved game, review the introductory movie, look at the credits, or exit back to your normal operating system.

Good luck!

You're gonna need it!



Getting Around

chapter 2



chapter 2
Getting Around

RATS:



A light dose only. Almost no contamination at all.

You now have a character who represents you in the world of *Fallout*, and you're ready to have him venture forth in search of the water purifier chip that will save your community. But... once you're out there, what do you do? How do you move? Fight? Communicate? In short, how do you get around?

This chapter covers all of the details of *Fallout's* Game Interface, as well as giving you some general hints and tips on how to play the game.

The Game & Travel Screens

Once you begin a new game, you'll find yourself listening to a monologue by the Overseer, the head man of Vault 13. He'll tell you what you're looking for, and why. After that, you'll pass through an airlock, then find yourself in the caverns outside the Vault's only door.

At this point, you'll be looking at the Game Screen. Take some time to examine it, and check out how it works.

Game Screen



Game View

The upper half of the screen is called the Game View. You can see the surrounding terrain, and the blue-clad figure representing your character, either male or female. Move your mouse and watch the cursor. This is how you access objects or direct movement on the screen. The Game View is where all of the game's action takes place, and where you'll point and click to take specific actions such as moving, picking things up, talking to people, shooting opponent NPCs, and so on.

At night or in a cavern, your character illuminates a hex-shaped area at his feet. That hex, normally invisible, defines the basic unit for measuring distance in *Fallout*; if your character can move 8 during a combat round, it's 8 of these hexes that the number refers to. One hex represents one meter (a little more than a yard) of distance.

Moving the cursor to the edge of the Game View changes it to a directional arrow. You can scroll the background by moving that arrow, or by using your keyboard's arrow keys.

Interface Bar

The lower half of the screen is the Interface Bar. Think of it as the game's control panel. This is where you can access your inventory, select your current weapon, take a look at your character's status, select options, and so forth. Note that the cursor changes when it moves from the Game View to the Interface Bar.

The Interface Bar includes the following important controls:

⊗ **Display Monitor:** A small screen to the left. Important information, such as what you're seeing or what an NPC is doing, is displayed here. You can scroll forward and back by moving the cursor over the screen until it changes to a small arrow, then left-clicking. An important message will set off a small alert chime



⊗ **Inventory Button:** Clicking this button opens your Inventory, showing you everything that you're carrying at the moment. Opening your Inventory during combat—the equivalent of stopping to rummage around in your backpack or pockets—will cost some Action Points. From here, you can drag objects to the Switch Active Item Button, or you can drag them back (when you want to holster your weapon, for instance). In combat this will usually cost 4 Action Points

Note:
See Additional Notes on the Inventory Bar for more information.

⊗ **Switch Active Item Button:** Since you have two hands, you can have two items—called Active Items—ready for instant use, though you can only use one at a time. You choose these items by dragging them over from Inventory. One of the two Active Items will be displayed below on the Active Item display. Clicking once on the Switch Active Item Button changes the item on the Active Item display from one to the other. Clicking again switches it back. This is useful if, for example, you have a gun in one hand and a knife in the other. The Switch Active Item Button lets you toggle back and forth between gun and knife, determining which one you're using at the moment.

⊗ **Options Button:** Clicking here displays the following available options:



SAVE GAME: Click here to go to the SAVE GAME screen.

LOAD GAME: Click here to go to the LOAD GAME screen.

PREFERENCES: Click here to set game preferences.

EXIT GAME: Click here to go back to the Main Menu. You will be asked if you want to save the current game.

DONE: Click here to return to the game.

⊗ **Action Points:** The number of Action Points you have during a combat round is displayed as a horizontal row of small green lights above the Active Item Display. These are displayed *only* during combat. Each time you expend 1 Action Point, one light switches off, giving you a way of determining how much more you can do in that turn. During an opponent's turn, these lights are red.

- ⊗ **Active Item Display:** This display shows your current active item. Left-click to use the item. Right-click to change modes on the item—an option available only for weapons. The current mode is shown on the upper right part of the display. The Action Point cost of using the item in combat is indicated in the display's lower left corner. If you don't have enough Action Points remaining, you won't be able to use the item.

Some weapons can make targeted shots. When the shot is properly lined up, a bull's-eye in the lower right corner will show that you're ready to fire.

- ⊗ **Hit Point Counter:** This counter shows the number of Hit Points remaining for your character. If you are healthy, the number will be white. If you are injured, it will be yellow. If you are close to death, it will be red. Once your Hit Points reach zero, it's game over and time to try again.

- ⊗ **Rounds Left:** The line of small green dots down the right side of the Active Item Display gives you an idea of how close your weapon is to empty. If the green dots are gone, or there are only a few left at the bottom, maybe you should right-click on the Active Item Display to bring up the RELOAD mode and hit it!



- ⊗ **Armor Class Counter:** This shows your current Armor Class, based on your character's stats and on any armor you might be wearing. If you have any Action Points remaining after your character takes a turn in combat, those points are converted to extra armor—reflecting his or her ability to duck or dodge.

- ⊗ **Skilldex Button:** Click here to bring up your list of skills. Click on an active skill—such as Sneak or Repair—to apply it.

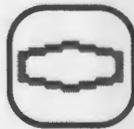
End Combat Button: Click here to *try* to end the battle. If there are bad guys or hostile critters too close to your character, though, getting out won't be that easy!

Some Advice From Ol' Slim
If'n you find yourself in an underground cavern, don't forget your Automap! That handy little gadget can keep you from getting lost and help you figure out what way you came in, and where you've got t'go.

Action Cursors

The Action Cursor is the cursor that appears on the Game View. With this and a click or two of your mouse button, you can make your character move, fight, talk to people, or pick things up.

In the normal Game View, there are three different modes for the Action Cursor:



⊗ **Movement:** This gets you around on the Game View screen. It is available both during normal movement and in combat.

- ⊗ **Command:** This cursor allows you to take specific actions, such as examine or handle things, use things, or talk to NPCs.



- ⊗ **Targeting:** This cursor is available only during combat, or if you've readied a weapon and are about to initiate combat.

To toggle between the various modes, right-click your mouse. If you click several times, you will cycle through all of the modes. If you're in Movement Mode outside of combat, right-click once, and you will go to Command Mode; another right-click takes you back to Movement Mode. If you are in combat, one right-click takes you from Movement Mode to Command Mode, and a second right-click brings up the Targeting Cursor.

Movement Cursor

In Movement Mode, the cursor looks like a small hex and is also known as the hex cursor. Place the movement cursor where you want your character to go and left-click. Your character will move to that point by the most direct route. If a red "X" appears over the cursor, then movement to that point is not possible.

If you want to run, hold down the **SHIFT** key when you left-click the Movement Cursor. Your character will run to the indicated spot; note that you can't Sneak while running.

During combat, you will only be able to move as far as your remaining Action Points allow you. A number will appear inside the hex cursor; this represents the number of APs it will take for your character to reach that point. If a red "X" appears over the cursor, you do not have enough points to reach that spot, or movement is disallowed for some other reason.

The default cursor is always the hex cursor.

Command Cursor

The Command Cursor allows you to interact with your surroundings. It looks like a small arrow. Point the arrow at an object and let it rest there a moment. The arrow will change to one of several action icons. Pausing with the Command Cursor over an object will also bring up the name of the object on the Display Window on the Interface Bar. To learn more about it, though, you must Examine it.

To perform the action indicated by the icon, left-click the mouse. If you wish to take some other action, left-click and hold the mouse button down. A column of available action icons will appear. Continue to hold the left mouse button down as you move the mouse to scroll up or down the column. When the action icon you wish to select is highlighted, release the button. Left-click to take that action.

There are a total of nine available actions possible with the Command Cursor.

- ⊗ **GET/USE ITEM:** Clicking on this icon will make your character pick up the indicated item. If it's small enough, it will go into your inventory. If it's too big for that, he or she will try to use it. Inventory items—like rocks or a stimpack—will automatically be added to your Inventory, down at the bottom of the list. Go to Inventory and click and drag the item to an empty space on the Active Item display to have it ready in your hand. Scenery Items—like doors or elevators or a computer terminal—will be manipulated. In short, you can GET an inventory item, and USE a scenery item.



- ⊗ **EXAMINE:** Click on the binocular icon to take a closer look at something. You can Examine anything within your line of sight. Additional information appears on the Display Monitor. Sometimes the information is of only passing interest: "You see a cave wall." Other times, it is more informative: "You see a cave rat. It appears to be severely wounded." How much information you get may depend on your character's Intelligence and Perception.



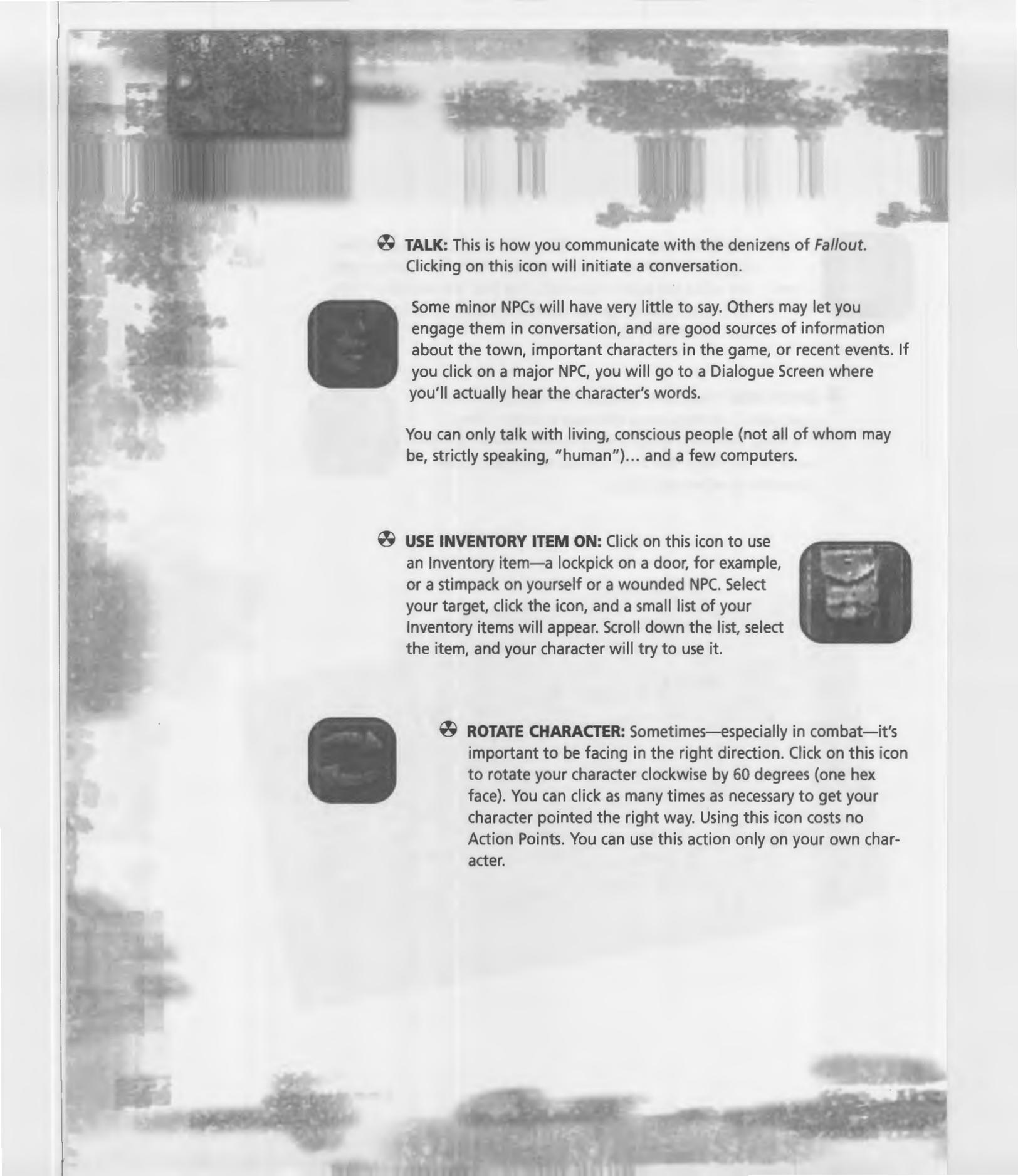
⊗ **USE SKILL ON:** This icon allows you to apply an Active Use skill. A left-click on the icon displays the Skilldex, where you can select the appropriate skill. Use this, for example, if you wish to try repairing a piece of machinery, or to use a lock-pick on a locked door.



⊗ **DROP ITEM:** This is only available in Inventory. When your pack is getting heavy and your inventory list is crowded, use this to drop items you don't need. You will need to use this action when you want to plant some dynamite or other explosives.

Some Advice From Ol' Slim

Be damned careful with that "DROP ITEM" command. Sure, I know your pack gets heavy after a while, but if you throw somethin' away, it might not be there later on. Sometimes, if you find you need the thing after all, you can return to the same spot later and pick it up again. Other times, though, you'll return and find that it's long gone, never to reappear. If what you dropped happens to be some gadget you need to win the game--the water purification chip, for instance--you could be flat out of luck!



 **TALK:** This is how you communicate with the denizens of *Fallout*. Clicking on this icon will initiate a conversation.

 Some minor NPCs will have very little to say. Others may let you engage them in conversation, and are good sources of information about the town, important characters in the game, or recent events. If you click on a major NPC, you will go to a Dialogue Screen where you'll actually hear the character's words.

You can only talk with living, conscious people (not all of whom may be, strictly speaking, "human")... and a few computers.

 **USE INVENTORY ITEM ON:** Click on this icon to use an Inventory item—a lockpick on a door, for example, or a stimpack on yourself or a wounded NPC. Select your target, click the icon, and a small list of your Inventory items will appear. Scroll down the list, select the item, and your character will try to use it.



 **ROTATE CHARACTER:** Sometimes—especially in combat—it's important to be facing in the right direction. Click on this icon to rotate your character clockwise by 60 degrees (one hex face). You can click as many times as necessary to get your character pointed the right way. Using this icon costs no Action Points. You can use this action only on your own character.

-  **UNLOAD AMMO:** If you want to unload a weapon, click on this icon—it takes you to an Inventory Screen. This is especially useful if you want to take the ammo from a dead character's gun, but leave the heavy weapon behind.



-  **CANCEL:** Oops! I didn't mean that! If you decide you really didn't want to take that last action, click here. It will be as though nothing happened!

Targeting Cursor

Clicking on the Active Item button on the Interface Bar will activate the Targeting Cursor. It will also outline any potential targets on the Game View in red, and initiate combat.

Move the cursor over your target of choice. If you cannot possibly hit the target, a red X will appear. In some cases, a message will appear on the Display Monitor, a cheery note like: "Target is out of range!" If you *can* hit the target, a white number will appear inside the cursor. The number is your chance to hit, modified by such factors as the range, the available light, your skill with that weapon, and the target's Armor Class. The higher the number, the better your chance of scoring a hit; it *is* possible to get a negative number.

A left-click (once you have your targeting cursor on the target) will fire the weapon.

Additional Notes on the Inventory Bar

Some of the information found on the Inventory Bar is so extensive, potentially complicated, or important that we've included some additional information below.

Inventory

The Inventory Screen is where you keep track of all the stuff you pick up along the way. It's also where you go to select what you're going to use.

The Inventory Cursor looks like a hand. Click and drag to move items out of Inventory to a new location, and release to drop them. If more than one item is there to move, a special menu will appear, giving you the opportunity to move all, some, or only one of the items. Identical items can be stacked in Inventory. The number next to the item shows how many items there are total. With ammunition, the number shows how many rounds total. When you move ammo, however, each click-and-drag moves one magazine containing a number of rounds. Clicking and dragging one magazine from Inventory to an empty weapon reloads that weapon.

The Inventory Screen is divided into three parts:

- ⊗ **Inventory Display Monitor:** This shows key information about your character, including name, all Primary Stats, current and maximum Hit Points, Armor Class, and your current two active items (including information on ammo loads and range in the case of weapons).
- ⊗ **Inventory List:** The long, vertical bar on the left side of the screen shows everything you are carrying, excluding Equipped Items—the weapons in your hands or the armor you're wearing. You can click and drag items to change their location on the bar. You can stack identical items here to save viewing space.



Weapons are identical only if they have the same amount of ammunition.

Your Inventory can include Containers—backpacks or bags—that, in turn, hold other Inventory items. Drag items from the Inventory List to the Container to put them there. To open the container, select the USE

icon with the Inventory Action Cursor. This displays what's in the container, and lets you remove items to DROP them, return them to the main Inventory, or move them to the Equipped Items area.

- ⊗ **Equipped Items:** This shows what you're wearing or carrying openly at the moment, and allows you to exchange items with your Inventory List. You can wear one set of armor and have immediate access to two Active Items at a time. This is where you reload an empty weapon (by dragging ammunition from the Inventory List to the appropriate weapon on the Equipped Items List). This is also where you move items that you want to use at the moment, including weapons, a Geiger counter, a motion detector, stimpacks, first air kit, and so on.

The Total Weight line shows how much you're carrying at the moment. Remember that your character cannot haul more than his or her Carry Weight.

Note:

There is no penalty for carrying a lot of gear around. Your character doesn't get tired lugging that backpack full of ammo, and you never know when you might need the extra gear. At the same time, you can't carry more weight than your carry weight. When the weight of the gear exceeds your carry weight, you're going to have to use the DROP function to leave something behind.

- ⊗ **PIPBoy 2000:** This is a wizard of an invention, a bit of technology left over from the old times, before the holocaust. The PIPBoy is a kind of small, personal computer, timepiece, and information management device worn on your wrist. It has numerous functions, which are described at the top of page 51.



Some Advice From Ol' Slim

When y'find you're just packin' too much and decide you've gotta ditch somethin', there's two different things to try.



First off, if you're near a populated settlement, see if you can find someone to barter with or sell the stuff to. It'll help you build your reputation as a trader, and you might be able to exchange that big, heavy flamer for somethin' lighter, like a Geiger counter. Places like Killian's, over in Junktown, will usually buy stuff off ya, or let ya barter.

Secondly, you can try caching the stuff. Find a spot and leave some of your gear there. You can also set up your own base of operations someplace, rent a room, say, and leave your stuff there. You humpin' a load and am in the area, I like t'take a room at the Crash Pad in Junktown. I leave m'stuff in my room and, usually, nobody bothers it.

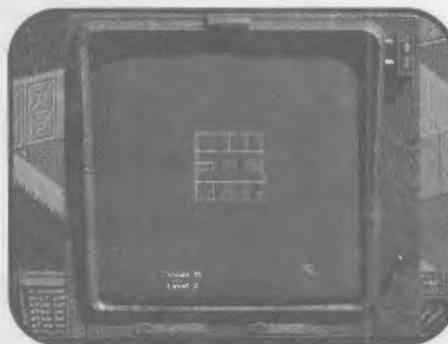
Y'gotta remember, though, that there's a chance your stuff'll be gone next time you come by. Ayuh. Y'jes never know what varmints might get into--an' I'm thinkin' o' the two-legged variety here, not just the ones with four or more. If y'decide to cache your stuff, make sure it's stuff you can afford to lose, and not somethin' important like that there water purifier chip you're tryin' t'find!

STATUS: Click here to view the current status of the adventure.

AUTOMAPS: This saves the Automaps of all locations you have visited.

ARCHIVES: The PIPBoy is also a small video recorder. All movie sequences in the game are recorded here for later viewing.

CLOSE: This shuts down the PIPBoy and returns you to the game.



- ⊗ **PIPBoy CLOCK:** This is a tremendously useful item that allows you to pass time in the *Fallout* world. Click on the bell icon on the time and date line at the upper left. The screen will display a number of options, allowing you to rest for anywhere from ten minutes to six hours, or to a specific time, or “until healed.” This option allows you to pass time in the *Fallout* world; sometimes, shops will not open until daylight, or you are told to meet someone at a specific time.

The “until healed” option is particularly useful; if you’ve been wounded, allowing you to mark time quickly until your Hit Points are back to their maximum.

If there are any hostile creatures on the map, you will not be able to rest. You must first kill all creatures that would do you harm. If you haven’t, the PIPBoy will tell you so.

- ⊗ **THINGS TO DO:** This keeps track of your assigned tasks. At the beginning, the only note reminds you that you need to find a water purifier chip. Note that the “days left” line will decrease, day by day, as your time runs out. Once you return the water-chip, this note will disappear.

Some Advice From Ol' Slim



Y'know, if y'think y'need some practice t'get the hang of the Game View and the Interface Bar, the Command Cursor and things like picking up rocks or shooting your weapons, well, that's why the tunnels're there, right outside Vault 13's door. The caverns are a great place for new players to see how the game works. Experiment with moving around, picking up rocks, and, when a cave rat gets too close, get a feel for how combat works.

Experienced players will want t'avoid combat and reach the outside world as quickly as possible. There's no real glory'n shootin' rats, and the practice does use up precious ammunition!

The Game View

The Game View shows some portion of the local terrain, be it the tunnels of a cavern, then tents and yurts of a raider camp, or the streets of a shattered city. You can explore this area by moving your character about, by moving your cursor to the edge of the Game View until it turns into an arrow, allowing you to scroll the map in that direction, or you can use your keyboard arrow keys to scroll.

Most of what you see on the Game View is self-explanatory—people, dogs, buildings, walls, hideous mutant monsters, and the like. Notice that when your character walks behind a building or a wall from the Game View's perspective, a part of the obstruction vanishes so that you can still see your character. This virtual X-ray vision can be a little confusing sometimes, especially inside a complicated structure with lots of walls, twists and turns, but it doesn't take long to get the hang of it. When

you click the Movement Cursor inside a building, the roof of the structure becomes transparent when your character enters, allowing you to see what's going on inside.

There are two ways of leaving a given area on the Game View: Elevators/Ladders and the Travel Map.

Elevators/Ladders

Certain structures such as underground vaults have several levels connected by elevators or vertical shafts with ladders. Enter the shaft and right-click the cursor to bring up the Hand Icon. Right-click to use the elevator, and you will be taken to the next level.

The World Map

The world of *Fallout* is an enormous place. The Wasteland stretches for miles in every direction, with only a few scattered and terribly isolated outposts of humanity... and other creatures.

Fortunately, You don't need to cover all of that ground step by step! Somewhere along the edge of each Game View you will find one or more shaded gray areas called the Exit Grid. You'll encounter the first of these just beyond the mouth of the caverns outside your vault door.

Move your character onto the Exit Grid. You will be taken to the World Map, which shows the entire area available for exploration. You'll see the area you're in now highlighted. If you point and click at any other spot on the map, the computer will draw a straight red line to the selected destination, the time counter at the upper right will click off the time necessary for the journey, and in a few seconds you'll find yourself at the new location.

Usually. If a small lightning bolt appears next to your travel line before you reach your destination, and you then find yourself unexpectedly in the middle of the desert, the computer has decided that you've just had an encounter along the way, something pleasant like a pack of rad scorpions, perhaps. If this happens, you'll have to resolve the situation—usually by combat or by sneaking past whatever you've run into—to reach the Exit Grid at the edge of that map. From there, you can continue your journey.

Some Exit Grid areas lead not the the World Map, but to another game view adjoining the first. Think of these as extensions of one, big game map.

- ⊗ **Travel Buttons:** For the traveler's convenience, there's another way to get around. At the right side of the World Map, all known destinations in the world of *Fallout* are listed with a red button. Click on the button to go there. The first time you open the World Map, the only available

destination is the other vault, which the Overseer told you lay somewhere to the east. After you've been around a bit, you'll have a considerable list of destinations to choose from.

- ⊗ **TOWN/WORLD Button:** This toggles between the World Map and maps of the individual cities, towns, or vaults that you may encounter. If you're in one part of a city or a base and need to reach a different part, move your character off the Game View to the Exit Grid to reach the World Map. Next, click the button at the lower right of the World Map, the one marked TOWN/WORLD. This will take you to a map of the entire city or installation, with the various available destinations marked by green triangles. Point and click to go to the new area.



While traveling on the World Map, notice how areas ahead and to either side of your travel path are partially revealed. This may give you a glimpse of other possible destinations of interest.

Dialogue

When you meet another character, you may wish to start a conversation with them. Left-click to bring up the Command Cursor, then click on the TALK icon. As discussed earlier, the NPC may have little to say, or he or she might talk your leg off. If the NPC is willing to hold a conversation with you, the screen will shift to the Dialogue Screen, where you can read the NPC's statements and select your own reply from several possible responses. Your choices of replies may be limited if your character's

few beers short of a full six-pack. Characters with an Intelligence of less than 4 simply don't have what it takes to engage in deep or complex conversation.

When talking with a major NPC, you will see an animation of that character, and hear his or her voice. Pay special attention to the character's facial expression and tone of voice. You'll be able to learn a lot about their attitude toward you, and be better able to frame your own replies.



Some Advice From Ol' Slim

Pay close attention to what you can make out on the World Map. Stuff a long ways away from your position is all black, an' y'can't see a darned thing. But some of the closer areas, well, y'just might be able to make somethin' out. Somethin' like a faint green circle, mebee, with some buildings or stuff inside.

Ayuh. It's exactly like ya climbed up to a hilltop t'have a look-see an' can just make out some buildin's in the distance, or mebee the smoke from a campfire. Y'might want t'click on that circle and go there.

Y'want a hint? You'll see one o' them green circles with some buildings inside roughly halfway between Vault 13 and Vault 15, when y'first set out on your journey. That's the little community of Shady Sands, and, yup, you're gonna want to go there.



Barter

In the world of *Fallout*, barter has more to do with the real economy than money. Frequently, you'll be able to exchange goods, and the Barter Screen is how you do it.



To access the Barter Interface, click the Barter button on the Dialogue Screen. When you wish to stop the bartering, click on TALK.

To barter successfully, you must offer the NPC an equal amount or value in goods for the goods you wish to take. A high Barter Skill will tip the value of the exchange in

your favor; a low Barter Skill means you'll be losing out on most deals, giving more to get the same thing. The reaction of the NPC to you will also adjust the value of goods. If the NPC likes you, you will find it easier to Barter.

On the Barter Screen, you will see your Inventory on the left. Click and drag items that you wish to exchange to the left Barter Table between your Inventory and the NPC's. Next, move items that you want from the NPC's Inventory to the right Barter Table. The total cash value of what you offer appears at the bottom of your side of the table; compare it with the value of the items you are bargaining for. Unless your Barter Skill is quite high, you'll have to offer more than the goods you are trying to buy are worth. When you think you're offering a fair deal (or, at least, when you think you've set up a deal that the NPC will go for) press the OFFER button. The NPC will respond on his Dialogue Screen. You can remove some of your items from the left Barter Table to strike a better deal for yourself, or you can offer more if the NPC didn't like your first offer. You can always press CANCEL to stop the trade and return to the Dialogue Screen.

If you have goods on your side of the table, and no goods on the NPC's side of the table, then selecting OFFER will just give your items to the NPC. This is helpful with NPC party-members.

Remember that you will get a better deal from an NPC if he likes you. Your Barter Skill and the Barter Skill of the NPC will also affect the final, agreed-upon price.

Combat

While the different modes and actions that take place during combat are described individually elsewhere, more detailed information is provided here.

Sooner or later, no matter how peaceful your intentions, either someone or something in the *Fallout* world will attack you, or you'll decide you must attack something or someone else. Your reputation in various locations will often depend on your success in various combats—whether it's wiping out that rad scorpion nest that's been killing off the villagers' livestock, or taking out those bandit raiders who've been harassing the caravans. Remember that your reputation in a given local may be good or bad. Actions have consequences. You can't go around shooting harmless civilians for no reason and not expect other NPCs to look at you... differently. Every two good NPCs that you kill will decrease your reputation by one point. It takes six dead bad NPCs to increase your reputation by one point.

Combat begins when something attacks you, or you attack something else. It might start when you move too close to a mutant rat and it bites you, or when you say the wrong thing to a thug with a bad attitude. The END TURN/END COMBAT buttons will be exposed at the lower right of the Interface Bar, and you'll see your Action points dis-

played as a line of lights above the Active Item Bar—bright green when it's your turn, red if it's your opponent's. You can also start combat, and stop everyone from moving, by pressing the A key or clicking on the active item button if you have a weapon there.

To attack, select your weapon. If the Active Item slot is blank, you will attack with your hands and feet; if you want to select a specific weapon, go to your Inventory, or click on the Active Item bar to change to another readied weapon. The cursor will turn to a small target cross hairs—the Targeting Cursor—that you can move onto your intended target.

Turns

Combat is resolved in turns, with each character moving and attacking in an order determined by his, her, or its Sequence Number. The higher your Sequence Number—which is determined by your Agility—the more likely you are to move and shoot first.

Action Points

How much you get to do when it's your turn—shoot, reload, move, check Inventory—depends on how many Action Points you have. The following table gives the number of APs required for various activities possible during combat.

Action:	Base AP Cost:
Walking	1 AP per meter
Hand-to-hand Attack	3 AP
Melee Weapon Attack	4 AP
Ranged Weapon Attack (Single Shot)	5 AP
Ranged Weapon Attack (Burst Fire)	6 AP
Targeted Attack	+1 AP
Reload Weapon	2 AP
Open Inventory	4 AP
Open a Door	3 AP
Use a Scenery Item	3 AP

Some weapons have different AP costs. Always look at the AP cost in the lower-left hand corner of the active weapon button for the actual cost.

Movement

Right-clicking will cycle the cursor through Targeting, Command, and Movement Modes. In Movement Mode, you will see the Hex Cursor. A white number inside the cursor shows how many APs it will take to move to that point. A red X means you

cannot move to the indicated hex, either because it is too far or because the selected hex is blocked—by a rock wall, for instance.

To reserve enough APs to use the currently selected Active Item—a pistol, for example—press **CTRL** when you right-click to move. This is useful for getting as close as possible to an enemy—in order to get the best possible odds of hitting him or her—while retaining enough APs to shoot.

You can run by holding down the **SHIFT** key when you click the mouse button to move. It makes no difference in combat whether you run or walk.

Unlike non-combat, you cannot interrupt your movement while in combat. You should always plan your move very carefully to avoid spending too many APs and not having enough to attack. It is very embarrassing to move right next to a mutant and not being able to punch him until after he gets to smash your face in.

Targeting and Attacking

As noted on the table above, different types of attacks have different AP costs. Some attacks—with melee weapons, for instance—require that you be directly adjacent to your target. Ranged weapons can be used from a distance.

When you move the targeting cursor over an opponent, check the white number that appears inside. That is your chance to hit, a number based on your skill with that type of weapon modified by the range, the available light, the target's armor, available cover, and whether or not this is a targeted attack. A "93" here means that 93 times out of 100, you will hit the target... good odds, indeed.

Left-click to fire the weapon.

Targeted Shots

Making a targeted shot—one aimed at a particular part of your opponent—gives you the chance of doing more damage to your opponent, though at the cost of a lower chance to hit. If the weapon can make a targeted shot, right-clicking on the Active Item Bar will cycle through the various modes to Targeted Shot, when you will see a small target on the bar's lower right corner.

Left-click on your target to make the shot. A diagram of your target will appear, giving you the chance to select one particular part of his or her anatomy to shoot at—the head, say, or a leg. The number beside each selection is your final "to hit" chance, your original "to hit" number modified by the difficulty of the shot. Your opponent's head is a much smaller and more difficult target, for instance, than his whole body.

Some Advice From Ol' Slim



In a firefight, watch yer ammunition. When y'see that little line a' green dots down th'side of yer Active Item Bar gettin' low, slap that bar t'get the reload mode up, then right-click fast! If y'find yerself unable t'fire at a target, check yer load an' make sure you've got a fresh mag. An' fer Pete's sake, don't start a firefight unless yer fully loaded!

Targeted shots take longer, adding 1 to the number of APs needed for that weapon. A targeted shot gives you a better chance at getting a critical hit. Explosive weapons or burst-fire weapons cannot be used in targeted attacks. Melee and unarmed attacks can make targeted shots easier than ranged attacks.

Reloading

If your weapon won't fire, even if you have APs enough to do so and you know you're within range, you may be out of ammo. Check Inventory, where a 0/12 next to your pistol indicates that you have no rounds left out of a possible twelve. Click and drag the appropriate ammo down to the Active Weapon Bar and click DONE. You should see the 0/12 become 12/12, and you can return to combat.

You can also reload by choosing a Reload Action from the Active Item Bar. This method is faster (2 APs instead of the 4 required for opening Inventory), but you don't get to select the type of ammo you use.

Throw

Some weapons, like grenades or throwing knives, can be thrown, with a range based on your character's strength. Move the Targeting Cursor to the desired hex and left-click to throw. As long as you have an identical thrown weapon in your Inventory, it will automatically place a new one in your Active Item button.

Hand-to-Hand Combat

You can attack an opponent with your hands and feet, or with melee weapons such as a knife, if you are in an adjacent hex. As with ranged weapon attacks, a "percentage to hit" number appears in the Targeting Cursor if you're close enough, and a left-click makes the attack.

Damage

A successful attack results in damage to the target, and a loss of Hit Points. The more HPs lost, the more successful the attack was. When a target's HPs reach 0, the target is dead.

Some Advice From Ol' Slim



When y'get yourself into a firefight, don't bother with body counts. After your opponent has taken a few good hits, he jes' might decide discretion is the better part of valor an' all that, an' scuttle away. Ayuh, I've known guys who've tried chasin' after a wounded opponent, figurin' that if they could just nail that kill, it would boost their rep an' experience an' so on.

Trouble is, that kill's usually not worth it. If it's an animal you're fightin', well, shoot... if'n it's runnin' away, it ain't gonna bother you no more, right? An' that's what's important... not the number of kills you've made. You can waste a lot of time and ammo, while you're chasin' him through a cave, say. And if your opponent is the two-legged variety, he or she might be runnin' for help, and you'll find yourself chasin' 'em right into a trap. Let 'em go. Trust me, it ain't worth it!

Critical Hits

Every hit against a target carries a small chance of being a critical hit. Some possible critical hit results include being knocked over and losing a turn, being knocked unconscious, or doing extra damage. Making a targeted attack increases the chances of getting a critical hit.

Critical Failures

Every attempted attack also carries with it the chance of a critical failure. The nature of the failure depends on the weapon, but some possibilities include running out of ammo, dropping your gun, or having the weapon jam.

Ending Combat

Combat will continue until all opponents are dead, unconscious, or in flight, or until you get far enough away from all nearby hostiles that the game program allows you to click the END COMBAT button. If hostiles are too close, a message in the Display Screen will inform you of that fact.

If combat ends successfully, the END TURN/END COMBAT button will be covered up, and you return to normal Movement Mode.

A Brief Walkthrough of an Opening Game

This is a step-by-step description of the first few moves in a new *Fallout* game, presented to give the new player a feel for how the Game Interface and Game View work.

Because of the random nature of events in *Fallout*, be aware that your experiences will not exactly parallel those described below.



Spoiler Alert: Skip this section if you want to have events in the cavern come as a complete surprise, or if you'd rather explore the caverns yourself instead of being told how to find your way out.



Setting Out

As described above, clicking on New Game from the Main Menu will (lead you first to the Character Selection Screen, then) take you to your first encounter with the Overseer. He'll tell you what you're looking for, and a brief movie will take you through the airlock. Play begins at the Game View, with your character standing outside the Vault door.

Use the Hand and Look Icons to examine things around you. Mostly, you'll see nothing but rocks and cave walls. If you try to open the Vault door, you'll find that it's been sealed. In fact, it will remain locked for thirty minutes of game time, after which you'll be able to return if you want to.

The Longest Journey...

...begins, as they say, with a single step. Or, in this case, it begins by moving your cursor down the path you can faintly see in front of your character, selecting a point, and clicking to set your character on his or her way. Of course, it won't be long before...

Oh, Rats!

As your character moves through the tunnels, you'll soon encounter cave rats—big ones, about the size of a bulldog, and twice as nasty. If you get too close to one, the game will shift to Combat Mode. The yellow-and-black-striped door at the lower right of the Game Interface will open up, and you'll notice that your Movement Cursor will now let you travel only as far as you have Action Points. The white number on your Hex Cursor shows how many APs it will take to reach a given spot.

If you haven't already done so, open Inventory by clicking on your Inventory button and move the pistol and the brass knuckles to your Switch Active Item button. Click on the Active Item button so that the pistol is in view.

Your Targeting Cursor is now active, and you'll see all available targets—the rats—outlined in red. Move the Targeting Cursor over the nearest rat, and you'll see a percentage displayed—your chance to hit the critter. Left-click to take a shot.

On the Game View, your character will aim the weapon and fire. Depending on how good a shot he or she might be, you'll either hit the rat or the cave wall behind him. Either way, the result will be shown on your Display Monitor. Unless you did some moving and/or Inventory-checking first, you'll probably have some APs left. You can either take other actions to use them up, or click on End Turn. Remember that if you click End Turn with some APs remaining, those APs will help you avoid the enemy's next attack.

Now it's the rat's turn. He'll move, and if he's close enough, he'll try to take a bite out of your leg. You'll see your character move, trying to duck—and if the rat's teeth sink home, you'll hear him or her cry out. The Display Monitor will either tell you how much damage you've taken, or announce that the rat missed.

When all the rats have moved, it's your turn again. You can take another shot, or you can use the Switch Active Item button to take a swing with the brass knucks. Remember, you must be right next to your target to use a melee weapon. Keep shooting or swinging until the rat is dead or scuttles off wounded. Keep in mind, though, that other rats nearby have probably heard the combat and/or smelled the blood and are on the way to join in the fun—sort of like small, furry, hungry sharks with legs.

Seeing the Light

When you're tired of bashing rats, you can break off combat in one of several ways. Kill all the nearby rats, and the Combat button door will close, taking you back to the normal Game View. Alternatively, you might be able to out-maneuver the horde, and put some distance between you and them.

Try other options. Click on the Skilldex button to bring up your skills, then select SNEAK. When it's your turn, move the Hex Cursor as far away from the rats as you can and click. If your Sneak is successful, you'll slip right past the closing rat pack; if not, well, keep fighting! You can also try clicking the End Combat button, but you'll find that works only if there are no rats close by.

Once you're clear of the rats, it's time to get the hell out of these vermin-infested caves. Although it feels like you're in a maze—and you could take a *long* time exploring all of those branching corridors—getting out is pretty simple. Go south (“down” on the Game View, which will actually be toward the lower right of your screen) as far as you can, then turn west (toward the left side of your monitor). After traversing a long, narrow passageway, your Display Monitor will announce that you're seeing daylight for the first time in your life. Keep walking, and pretty soon you'll come to the mouth of the cave.

Just beyond, that gray, shaded area on the sand is your Exit Grid. Place the Hex Cursor on the gray area and click to take your character to the World Map.

Where Do You Want To Go Today?

You're now looking at the World Map. On the right side, you'll see two destinations: the vault you just came from, and Vault 15, the “other vault” far to the east that the Overseer told you about.

You have several options open to you now. You can click the button for Vault 15, or you can click a point on the map east (or in any other direction, actually) of Vault 13. You can click the World Map square right next to the one you're in if you want to explore it step by step, or you can assume that there's nothing there but desert wasteland and pick a square further on.

If you head straight to the other vault, you may find yourself in the desert near the entrance, or you might find your journey has been interrupted by a chance encounter.

Either way, your journey is off to a great start!

Some Advice From Ol' Slim



When you're traveling in the desert, y' just never know when y'might stumble across a pack o' rad scorps. They're big varmints, and nasty, too, and they got kind'f an appetite for traveler. Cave rats are nothing compared to these critters, an' the first time y'see one, you're gonna scream for momma an' wonder why you ever left your nice, safe vault.

Don't panic, that's th' first rule. And, unless you're feelin' real frisky an' sure of yourself, y'pro'ly won't want t'take these varmints on by yourself, without decent weapons.

No problem. Rad scorps ain't all that bright. Click your Skilldex button an' select Sneak. Use your movement cursor to stay well clear o' those babies, and walk, don't run, toward the right side of your screen. If they're too

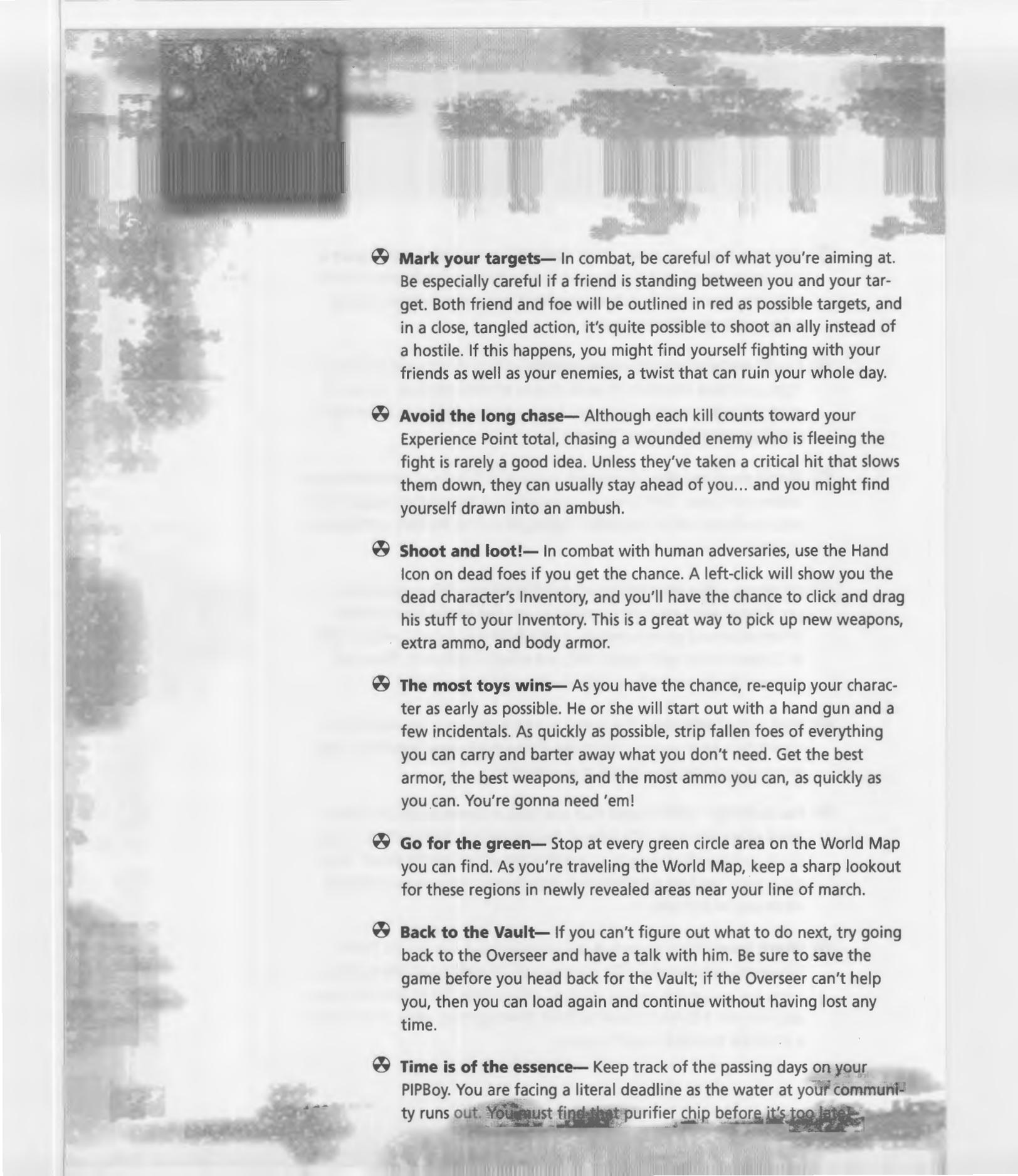
close for a sneak and they seem t'have picked ya up, then it's time to run! Once you reach the gray Exit Grid at the edge of the screen, you're home free!

Some General Hints and Tips

Here are some general tips for getting along in the big, real, outside world.

- ⊗ **Save often**— You do *not* want to go all the way back to the first scene outside Vault 13 with an inexperienced character every time you die!
- ⊗ **Talk it out**— While combat is unavoidable in *Fallout*, keep in mind that the more information you have, the better your chances of both surviving and learning what you *must* know to win the game. Don't go looking for a fight, unless you're deliberately role-playing a shoot-first, ask-questions-later kind of character. *Talk* to people, in other words, instead of killing them!

- ⊗ **Your rep precedes you**— Your character in the game *will* acquire a reputation based on his actions. Just as in the real world, you cannot walk into town shooting down innocent bystanders without facing some pretty grim consequences.
- ⊗ **A soft answer turneth away wrath**— If you don't want to start a fight, pay close attention to your choices of statements or replies. "I think I'd better leave" is going to have a better chance of resolving a situation peacefully than "Bite me."
- ⊗ **Watch your mouth**— Arrogance rarely wins friends or influences people in your favor. Don't choose conversational replies that suggest that your character has an attitude... unless, of course, he *likes* getting into fights.
- ⊗ **Listen up**— Pay attention to what NPCs tell you. Some characters you'll meet don't have much useful to say, but others have specific information and good suggestions about where to go or who to talk to. Conversations with major NPCs are *always* important. These are where critical game information is conveyed to the player.
- ⊗ **Stay out of trouble**— If a guard or sentry gives you an order, don't ignore him. Most guards will attack if you don't comply within a few seconds, and then you've got *real* problems!
- ⊗ **Put it away**— Don't forget that you have a drawn weapon in your hand when you walk into a town. People tend to notice these things. Some guards will order you to put it away; others might shout "He's got a gun!" and go for their own. Return your weapon to inventory when you're not using it.
- ⊗ **Watch your HPs**— In combat, be aware of your current Hit Points. When you see that your HPs are down to a handful and the number turns red, you are in *serious* trouble, and another hit or two will probably kill you. Maybe it's time to think about getting away, or try using a stimpack to boost your HPs a bit.



⊗ **Mark your targets**— In combat, be careful of what you're aiming at. Be especially careful if a friend is standing between you and your target. Both friend and foe will be outlined in red as possible targets, and in a close, tangled action, it's quite possible to shoot an ally instead of a hostile. If this happens, you might find yourself fighting with your friends as well as your enemies, a twist that can ruin your whole day.

⊗ **Avoid the long chase**— Although each kill counts toward your Experience Point total, chasing a wounded enemy who is fleeing the fight is rarely a good idea. Unless they've taken a critical hit that slows them down, they can usually stay ahead of you... and you might find yourself drawn into an ambush.

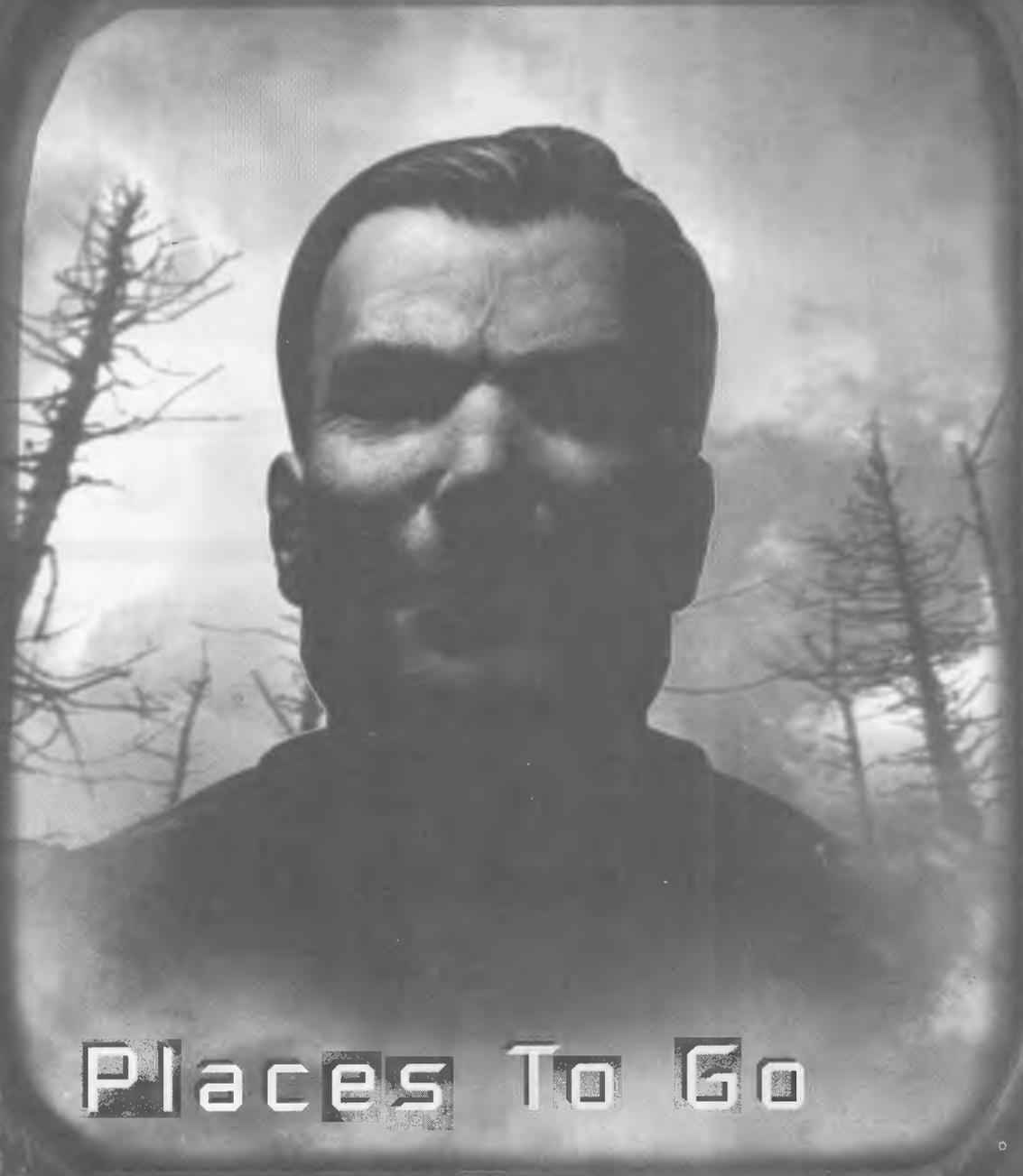
⊗ **Shoot and loot!**— In combat with human adversaries, use the Hand Icon on dead foes if you get the chance. A left-click will show you the dead character's Inventory, and you'll have the chance to click and drag his stuff to your Inventory. This is a great way to pick up new weapons, extra ammo, and body armor.

⊗ **The most toys wins**— As you have the chance, re-equip your character as early as possible. He or she will start out with a hand gun and a few incidentals. As quickly as possible, strip fallen foes of everything you can carry and barter away what you don't need. Get the best armor, the best weapons, and the most ammo you can, as quickly as you can. You're gonna need 'em!

⊗ **Go for the green**— Stop at every green circle area on the World Map you can find. As you're traveling the World Map, keep a sharp lookout for these regions in newly revealed areas near your line of march.

⊗ **Back to the Vault**— If you can't figure out what to do next, try going back to the Overseer and have a talk with him. Be sure to save the game before you head back for the Vault; if the Overseer can't help you, then you can load again and continue without having lost any time.

⊗ **Time is of the essence**— Keep track of the passing days on your PIPBoy. You are facing a literal deadline as the water at your community runs out. You must find that purifier chip before it's too late.



Places To Go

chapter 3



chapter 3

Places To Go

RATS:



A moderate contamination hazard. You could learn things looking here that you'd really rather not know.

The world of *Fallout* is rich and varied, with lots of different places to go. This chapter lists the various locations in the game where the plot and action unfold. Since you, the player, have almost complete control over where you go in the *Fallout* world, and when, the order of the locations listed here is not necessarily the order in which you will encounter them.



Vault 13

This is your home vault, the place where you begin the adventure. It is located near the top center of the World Map, and has had no contact with the outside world for over 80 years.

The Vault, arguably, is the most important site in the game. Its survival is in your hands, and is the whole reason you are venturing into the outside world. If you do not return with the water purifier chip within 150 days, the entire community will die of thirst, and the game will be over. Even then, you only have 500 days to defeat the mutant army before you Vault is invad-

ed. Most of this time could be spent travelling on the World Map, so try to keep long trips to a minimum.

Travel Interface

To access the World Map, you must travel through the caverns, going south as far as possible, then moving down a long, straight passageway to the west. The interface lies just outside the mouth of the cave. The first time you come this way, the interface is just beyond the cavern mouth. On subsequent visits, you will enter a town map of the vault first, and be able to choose a destination from there.

Places of Interest

- ⊗ **Emergency Medical Lab:** Where you can get free medical treatment. Location: Vault 13 Entrance Map.
- ⊗ **Command and Control Center:** You can find the Overseer here if you need to talk to him again. Location: Vault 13 Level 2.

Characters Encountered

- ⊗ **The Overseer:** (Major NPC) The man in charge of Vault 13. He gives you your orders, and may provide you with additional information and hints if you return to the Vault later in the game.
- ⊗ **Various citizens:** (Minor NPCs).

Vault 15 (The Buried Vault)

This is the "other vault, somewhere to the east" that the Overseer first tells you about when you accept your mission. You can reach it by traveling as far to the east as you can on the World Map, or by selecting VAULT 15 on the World Map's list of travel destinations.



Travel Interface

When you arrive at the buried vault, the only evidence of its existence you will see is a shed with a sewer or manhole entrance inside. You gain entrance to the buried vault by clicking on the Hand Icon to use the ladder inside the shaft. This will take you to the Town Map, which in turn gives you access to several underground levels.

Places of Interest

- ⊗ **Command and Control Center**

Characters Encountered

The only NPCs encountered here are a very large number of mutant rats of various species, some of them quite large and dangerous. Killing them will increase your Experience Point level, and afford you the opportunity to use up lots of precious ammunition.



Shady Sands

Shady Sands is a quiet, peaceful village located about halfway between Vault 13 and Vault 15. Most players will notice it during their first trek across the desert, from one vault to the other.

Travel Interface

Players arrive at and depart from Shady Sands at a travel interface north of the main gate. At that interface, clicking on the Town/World Map will bring up a map of the town, including Shady Sands proper, the Brahmin Pens, and the Gardens. East Shady Sands can be reached to the east of Shady Sands map.

Places of Interest

- ⊗ **The Guardhouse:** A building where the town's guards live. Location: Shady Sands.
- ⊗ **The Town Hall:** The building where Aradesh, leader of Shady Sands, can be found. Location: Shady Sands.
- ⊗ **Razlo's:** A doctor's office. Location: Shady Sands.

Characters Encountered

- ⊗ **Aradesh:** (Major NPC) The soft-spoken leader of the Shady Sands community. He will be found in Shady Sands proper, in the southeastern building.

- ⊗ **Tandi:** (Major NPC) Aradesh's daughter, and the future ruler of Shady Sands. She may be encountered in Shady Sands, Near the Town Hall.
- ⊗ **Ian:** (Minor NPC) A.K.A. "the leather-jacket man." He can be found in the Guards' quarters in the northeast of Shady Sands proper, and can be convinced to join you on your quest. He will also tell you the locations of two destinations farther to the south.
- ⊗ **Dr. Razlo:** (Minor NPC) A doctor in the building in the southwest quadrant of the town. For a price, he will heal your wounds, and he might be interested in Rad Scorpion tails.
- ⊗ **Seth:** (Minor NPC) A guard at the front gate. He can tell you about the town and the neighbors, and will take you to the Rad Scorpion caves.
- ⊗ **Various peasants, citizens, guards, cooks, and children:** Assorted background characters, the citizens of Shady Sands.

Rad Scorpion Caves

The Rad Scorpion caves can only be reached through dialogue with Seth, the guard at Shady Sands' front gate. If you tell Seth you want to go there, he will ask, "Are you sure you want to go to the Rad Scorpion caves?" If you reply "Yes," you will find yourself outside the caves.

A number of Rad Scorpions inhabit the caves. You can go there to kill one or more of the giant scorpions for the experience points, or you can go to wipe out all of the scorpions.

Travel Interface

Exit from just outside the mouth of the cave back to the Shady Sands Entrance Map.





The Desert Raider Camp

The raiders' camp is a collection of tents and yurts surrounding a single large building. A number of desert raiders, both male and female, are gathered here. Their leader, Garl Deathhand, can be found inside the main building.

Travel Interface

Moving to the edge of the Game View will take the player character to a Travel Interface and the World Map.

Places of Interest

- ⊗ **The Big House:** The large, brick-and-canvas structure surrounded by tents and warriors' gers. Includes an outer warrior's room, Garl's room, and three prison cells.

Characters Encountered

- ⊗ **Garl Deathhand:** (Minor NPC) The leader of the Khans.
- ⊗ **Tandi:** (Major NPC) If she has been kidnapped, she will be held in a cell in the camp.
- ⊗ **Various Raider Guards and Warriors:** (Minor NPCs) Armed with spears and hand guns.
- ⊗ Various Peasants.

Junktown

Junktown is a much larger town than Shady Sands. It includes three separate maps, the Entrance, Killian's, and the Casino.



Travel Interface

From the Entrance Map, go north to reach Killian's, or south to return to the World Map. No exit to east or west.

From Killian's Map, exit north to reach the Casino Map. Exit south to return to the Entrance Map.

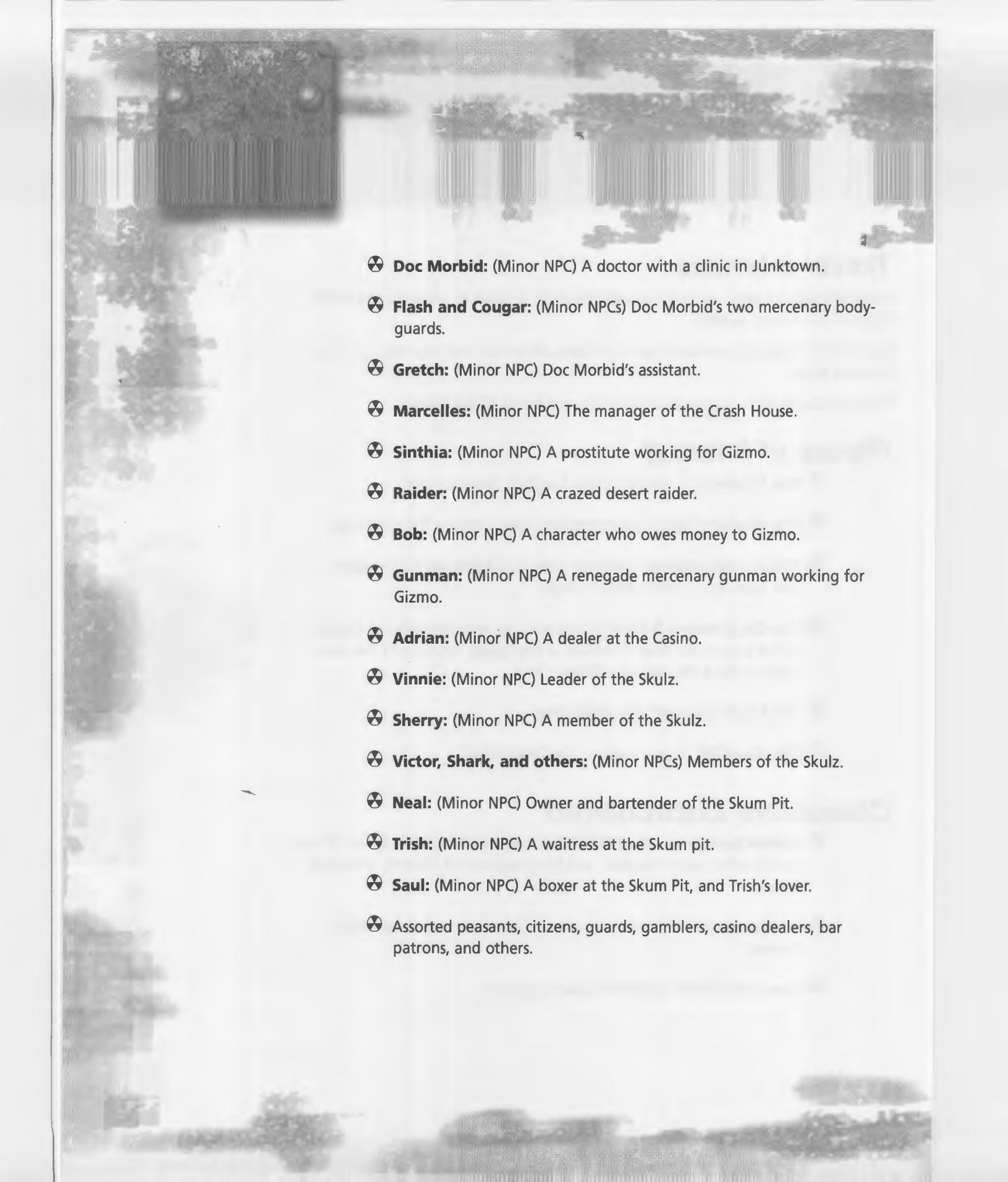
From the Casino Map, exit south or east to return to the Killian's Map.

Places of Interest

- ⊗ **Doc Morbid's:** A doctor's office. Location: Entrance Map.
- ⊗ **Doc Morbid's Lab:** A basement laboratory accessed from the clinic.
- ⊗ **Killian Darkwater's:** A General Store where you can buy weapons and supplies. Location: Killian's Map.
- ⊗ **The Crash House:** A hotel for travelers. Various characters of interest to the player stay here. The Skulz, a local gang, hang out in the store-room in the back. Location: Killian's Map.
- ⊗ **The Casino:** Location: the Casino Map.
- ⊗ **The Skum Pit:** A bar. Location: the Casino Map.

Characters Encountered

- ⊗ **Killian Darkwater:** (Major NPC) The mayor of Junktown, leader of the guards who police the town, and the proprietor of Killian's, a General Store.
- ⊗ **Gizmo:** (Major NPC) The crime boss of Junktown, and owner of the Casino.
- ⊗ **Lars:** (Minor NPC) Leader of Killian's guards.

- 
- ⊗ **Doc Morbid:** (Minor NPC) A doctor with a clinic in Junktown.
 - ⊗ **Flash and Cougar:** (Minor NPCs) Doc Morbid's two mercenary bodyguards.
 - ⊗ **Gretch:** (Minor NPC) Doc Morbid's assistant.
 - ⊗ **Marcelles:** (Minor NPC) The manager of the Crash House.
 - ⊗ **Sinthia:** (Minor NPC) A prostitute working for Gizmo.
 - ⊗ **Raider:** (Minor NPC) A crazed desert raider.
 - ⊗ **Bob:** (Minor NPC) A character who owes money to Gizmo.
 - ⊗ **Gunman:** (Minor NPC) A renegade mercenary gunman working for Gizmo.
 - ⊗ **Adrian:** (Minor NPC) A dealer at the Casino.
 - ⊗ **Vinnie:** (Minor NPC) Leader of the Skulz.
 - ⊗ **Sherry:** (Minor NPC) A member of the Skulz.
 - ⊗ **Victor, Shark, and others:** (Minor NPCs) Members of the Skulz.
 - ⊗ **Neal:** (Minor NPC) Owner and bartender of the Skum Pit.
 - ⊗ **Trish:** (Minor NPC) A waitress at the Skum pit.
 - ⊗ **Saul:** (Minor NPC) A boxer at the Skum Pit, and Trish's lover.
 - ⊗ Assorted peasants, citizens, guards, gamblers, casino dealers, bar patrons, and others.

The Hub

The Hub is an enormous trading center and settlement established in an old town relatively untouched by the war. Caravans are organized here, carrying goods to LA, Junktown, Shady Sands, and elsewhere. Numerous adventures can be had here.



Travel Interface

Travelers first arriving at the Hub will arrive at the north end of the Entrance Map.

Places of Interest

- ⊗ **The Job Post:** A place where job offers are posted. Location: Down Town, near Bob's Iguana Bits.
- ⊗ **Far Go Traders:** The offices of the smallest of the main caravans. Butch's office is in the back. Location: Downtown, near the Police Station.
- ⊗ **The Maltese Falcon:** A bar and flop house. Decker's office can be reached here by stairs behind the bar. The Crimson Caravan, the second largest caravan organized out of the hub, has offices in the same building. Location: Downtown.
- ⊗ **The All In One Store, the Armory, the FLC, the Weapon Shop:** Various businesses. Location: Central Downtown.
- ⊗ **Decker's Office:** An underground room where Decker runs things. Location: Accessed by stairs from the Maltese Falcon, in Downtown.
- ⊗ **The Water Merchants:** The largest of the three main caravans organized out of the Hub. Location: The Water Merchants' Map.
- ⊗ **Children of the Cathedral Hospital:** A COC healing center. Jain can be found here. Location: In the Water Merchants area.
- ⊗ **Daren Hightower's House:** Large and elaborate dwelling in the rich part of town. Location: The Heights.

- ⊗ **The Arms Dealer:** Jacob can be found here. Location: Old Town.
- ⊗ **Harold:** The old mutant with some interesting stories can be found in a small building here. Location: Old Town.
- ⊗ **Thieves' Circle:** Accessed by stairs in the largest building in Old Town. Loxley can be found here. Location: Old Town.
- ⊗ **The Gauntlet:** A small and relatively harmless replica of a larger and more dangerous challenge encountered later on. It is a test of the player's skill with locks and traps. Location: Outside of Loxley's headquarters, beneath the Old Town Map. The player character will have to get through the Gauntlet to get to Loxley.

Characters Encountered

- ⊗ **Sheriff Justin Greene:** (Minor NPC) Head of the police forces in the Hub.
- ⊗ **Deputy Fry:** (Minor NPC) Greene's deputy.
- ⊗ **Butch Harris:** (Major NPC) Head of the Far Go Traders.
- ⊗ **Rutger:** (Minor NPC) Butch's assistant with the Far Go Traders, and the real brains of that organization.
- ⊗ **Demeter Romara:** (Minor NPC) Head of the Crimson Caravan.
- ⊗ **Keri Lee:** (Minor NPC) Assistant Head of the Crimson Caravan. Demeter's daughter.
- ⊗ **Daren Hightower:** (Minor NPC) The unpleasant head of the Water Merchants. He believes he is the chief power in the Hub.
- ⊗ **Martha Rastello:** (Minor NPC) Second head of the Water Merchants. She takes the night shifts, and may be able to help the player with a special problem.
- ⊗ **Nikalao:** (Minor NPC) An upper-class merchant.
- ⊗ **Beth:** (Minor NPC) Manager of the Weapons Store, selling ranged weapons and ammunition. She's a good source of rumors and tips.

- ⊗ **Kathy:** (Minor NPC) Manager of the Armory.
- ⊗ **Jason:** (Minor NPC) Kathy's son.
- ⊗ **Bob:** (Minor NPC) Manager of Bob's Iguana Bits.
- ⊗ **Mitch:** (Minor NPC) Owner of the All In One Store. He sells drugs and medical supplies.
- ⊗ **Lorenzo:** (Minor NPC) Manager of the Friendly Lending Company, or FLC, which is owned by Decker.
- ⊗ **Decker:** (Major NPC) Head of the Hub Underground, and the true boss of the Hub. Ruthless, cool, cunning, and deadly, he is not a good man to cross.
- ⊗ **Kane:** (Minor NPC) Decker's assistant.
- ⊗ **Loxley:** (Major NPC) Head of the Thieves' Circle. A real, modern-day Robin Hood.
- ⊗ **Jasmine:** (Minor NPC) Loxley's second-in-command.
- ⊗ **Jain:** (Major NPC) High Priestess of the Children of the Cathedral.
- ⊗ **Thorndyke:** (Minor NPC) A physician with the Children of the Cathedral.
- ⊗ **Harold:** (Major NPC) An old mutant. He has memories reaching back to the war and before. He also has some very interesting information to pass on to the player.
- ⊗ **Jacob:** (Minor NPC) Manager of the Arms Dealer that sells mid- to high-end weapons and ammunition.
- ⊗ **Dan:** (Minor NPC) A Brahman and cart dealer. Also known as "Dan the Brahmin Man."
- ⊗ **Billy:** (Minor NPC) A boy who works for Dan.

The Necropolis

The Necropolis is a large city inhabited by ghouls—former humans who have mutated—and some super-mutant soldiers. An outpost of the Children of the Cathedrals is also located here.



Travel Interface

The player will arrive at the Motel Map. From there a sewer system takes him north to the Hall of the Dead, then north again to the Water Shed Map. To return to the World Map, there are Exit Grids on all three of the maps.

Places of Interest

- ⊗ **The Motel:** A ruined motel occupied by ghouls. Also called the Motel of Doom. Location: The Motel Map.
- ⊗ **The Hall of the Dead:** Set's throne room and headquarters. Location: The Hall of the Dead Map.
- ⊗ **Motel of Doom Sewers:** The sewers beneath the Motel of Doom. Location: Reached from three separate sewer access holes outside the motel.
- ⊗ **Hall of the Dead Sewers:** The sewers beneath the Hall of the Dead. Location: Reached from a sewer access in the building near the Hall of the Dead, or via the secret passageway behind Set's throne in the Hall of the Dead.
- ⊗ **Ghoulish Underground:** A safe haven where the player can rest. Location: In the sewers beneath the Hall of the Dead.
- ⊗ **Watershed Sewers:** The sewer line from the Hall of the Dead emerges in a sewer access inside a building on the Watershed Map. Two other sewer accesses in the street on that map are connected to one another underground, but not to the rest of the sewer system.

- ⊗ **The Watershed:** The source of water for the Necropolis. Location: The Watershed Map.
- ⊗ **Necropolis Vault:** An underground vault, similar to Vault 13 and Vault 15. Location: The vault can only be reached via a manhole inside the Watershed building.

Characters Encountered

- ⊗ **Set:** The ruler of the Necropolis ghouls.
- ⊗ **Garret:** (Minor NPC) A ghoul working for Set.
- ⊗ **Glowing Ones:** (Minor NPCs) Radioactive mutants.
- ⊗ Various ghouls, ghoul refugees, ghoul guards, and others.
- ⊗ **Children of the Cathedral Members:** (Minor NPCs) The COC have built a hospital in a building in the Necropolis.
- ⊗ **Harry:** (Major NPC) A high-ranking super-mutant leader.
- ⊗ **Terry:** (Minor NPC) A super-mutant leader.
- ⊗ **Gary, Barry, Sally, and others:** Assorted super-mutants. Sally really doesn't like his name.

The Brotherhood of Steel

The Brotherhood of Steel is a semi-religious order that worships ancient technology. They inhabit a fortress with an entrance on the surface and four underground levels. Depending on the player's status, he or she may be limited to the entrance. Only Initiates or people seeking to be Initiates are



allowed into the lower levels. In addition, a character who has become an Initiate and who then becomes an enemy of the Brotherhood by attacking another member will find the elevator locked.

Travel Interface

The Entrance Map has a travel interface to the south. Travel between the surface and the various levels is accomplished using elevators.

Places of Interest

- ⊗ **Combat Training Hall:** A room where combat demonstrations may be watched. Location: Level 1.
- ⊗ **Checkout:** A room where the player can check out weapons and equipment. He or she will not be able to enter the storeroom beyond. Location: Level 1.
- ⊗ **Knight Workroom:** The player may be asked to do a chore here, and, as a result, get a new piece of equipment. Location: Level 3.
- ⊗ **Master Scribes Room:** Vree's room. Location: Level 3.
- ⊗ **Library/Library Computer Room:** Location of the Brotherhood's records and computers. Location: Level 4.
- ⊗ **Council Room:** Meeting place for the High Council. Location: Level 4, off the Hall of Worship.

Characters Encountered

- ⊗ **Cabbot:** (Major NPC) A high-level scribe initiate working at the entrance as a greeter.
- ⊗ **Master Scribe Vree:** (Major NPC) A highly intelligent scribe, and an expert on all things technical. She can be found on Level 3.
- ⊗ **Assistant Master Scribe Derek:** (Minor NPC).
- ⊗ **Assistant Master Scribe Sophia:** (Minor NPC).

- ⊗ **Master Knight Rhombus:** (Major NPC) Head of the Paladin Order. He can be found on Level 1.
- ⊗ **Talus:** (Minor NPC) A paladin, second-in-command to Rhombus. He can be found on Level 1.
- ⊗ **General Maxson:** (Major NPC) The High Elder of the Brotherhood. He is found on Level 4.
- ⊗ **Mathia:** (Minor NPC) Maxson's assistant. She can be found on Level 4.
- ⊗ **Darrell:** (Minor NPC) A high-level knight initiate. He can be found at the entrance or on Level 2.
- ⊗ **Michael:** (Minor NPC) A knight who checks out weapons at the supply room on Level 1.
- ⊗ **Thomas:** (Minor NPC) A paladin and instructor. He can be found training initiates on Level 1.
- ⊗ **Jennifer:** (Minor NPC) A paladin guard, found on Level 1.
- ⊗ **Kyle:** (Minor NPC) A knight who can help you repair a suit of power armor on Level 3.
- ⊗ Assorted other knights, paladins, scribes, elders, and initiates.

Note:

In general, all paladins within the Brotherhood wear power armor while knights and initiates training to be knights have combat armor. Elders wear purple robes and scribes wear blue robes, both of which protect the wearer, as well as leather armor.

The Glow

The Glow is a radioactive crater out in the desert that is hiding a secret. Exploration of the ruins beneath the crater, if you can first take measures to protect yourself from the radiation, will turn up some important clues and artifacts.



Travel Interface

The Glow surface map has a Travel Interface on the south side. The underground base accessed through the crater has six levels, interconnected by elevators.

Places of Interest

- ⊗ **Level 1:** Weapons Locker, in the room to the northeast.
- ⊗ **Level 1:** Dead bodies in various rooms.
- ⊗ **Level 2:** Dead bodies in various rooms.
- ⊗ **Level 3:** Weapons and supplies in the northwest corner of the level.
- ⊗ **Level 4:** Weapons Locker in the southern end of the level.
- ⊗ **Level 4:** Dead bodies with useful items.
- ⊗ **Level 4:** Supply lockers near security elevator in northwest corner of the level.
- ⊗ **Level 4:** Security elevator in northwest corner provides access to Level 5.
- ⊗ **Level 4:** Zax the supercomputer is on this level.
- ⊗ **Level 5:** Lab spaces at the south end of the level. This is the main weapon storage area.
- ⊗ **Level 6:** Operations Center at the southwest corner of the level.
- ⊗ **Level 6:** Power generators can be repaired to bring blue elevators back online.
- ⊗ **Level 6:** Elevator provides access to Level 5.

Characters Encountered

None. All you'll find is radiation and dead bodies. But keep an eye out for traps! And... if you get the power back on, you'd better watch out for sentry robots.



The Military Base

This is a former military base that is now used by the super-mutants. There are some excellent weapons and high-tech goodies here. The base also hides one of the chief goals in the adventure.

Travel Interface

The Military Base is divided into five levels. The top three levels are the Mutant Stronghold. The lower two levels are the Vats. All are accessed by elevators. A travel grid on the west side of the surface map takes you to the world map.

Places of Interest

- ⊗ **Robot Storage and Control Room:** Robots are stored here, and can be reprogrammed. Location: The Stronghold, Level 1.
- ⊗ **Computer Control Room:** The command center for the Stronghold. The force fields that protect various parts of the base can be controlled from here. Location: Stronghold, Level 1.
- ⊗ **Security Corridor:** A hallway filled with traps for the unwary. Location: Vats, Level 1.
- ⊗ **Prison Cell #3:** A human female is held here, awaiting her turn to be "dipped" and turned into a mutant. She is the girlfriend of Flip, one of the mutant guards, who spends a lot of time here. Location: Vats, Level 1.
- ⊗ **The Lieutenants Room:** The super-mutant who controls this facility can be found here. He has something you might need.
- ⊗ **Vat Control Room:** The operations center and computers for the Vats. Normal humans are turned into mutants here. Location: Vats, Level 2.

Characters Encountered

- ⊗ **The Lieutenant:** (Major NPC) This is the Master's right-hand mutant, a super-mutant of incredible power and intelligence. He seems to enjoy evil so much.
- ⊗ **Flip:** (Minor NPC) A super-mutant. His girlfriend is about to be dipped.
- ⊗ **VanHagan:** (Minor NPC) A Child of the Cathedral. Recently arrived from the Master, he is passing on some interesting information to the Lieutenant.
- ⊗ **Sarah:** (Minor NPC) A prisoner in Cell #3. She was once Flip's lover.
- ⊗ **A Mr. Handy robot:** (Minor NPC) This machine was interrupted on its cleaning rounds and might help you with a problem.

The Angel's Boneyard/ The Cathedral



An enormous stretch of ruins that includes numerous locations and groups.

- ⊗ **The Followers of the Apocalypse:** A small group of peace-lovers from San Diego. They are enemies of the Children of the Cathedral, and may provide help and information to the player.
- ⊗ **Adytum:** A small town within the Boneyard ruins. The player may find himself involved in a subplot here.

Places of Interest

- ⊗ **The Blades:** A large gang living near Adytum. They are not what they seem!
- ⊗ **The Nest:** A deserted part of town east of the Blades' hangout. Watch yourself!
- ⊗ **The Gunrunners:** A group of weapons suppliers in a warehouse protected by a moat of toxic goo. A good source of high weapons.

Characters Encountered

The following characters may be encountered in the Boneyard ruins, in the Cathedral, or within the Master's fortress.

- ⊗ **Jon Zimmerman:** Leader of Adytum. He will want you to avenge the death of his son.
- ⊗ **Razor:** Leader of the Blades. She has a holodisk that proves that all may not be as it seems.
- ⊗ **Nicole:** She is the leader of the Followers of the Apocalypse. Strong-willed, honorable, and spiritual-minded, she believes that she and her followers will change the world. She hates the Children of the Cathedral, and will help the player fight them.

The Cathedral

This is the headquarters of the Children of the Cathedral. It is located a day or two south of the Boneyard.

Travel Interface

The travel grid to the world map is located south of the front of the Cathedral. Go through the door to enter the Cathedral.

Places of Interest

- ⊗ **Laura's Room:** Make your first contact with this Follower spy here.
- ⊗ **Lasher's Room:** You'll need to find him to get to Morpheus.
- ⊗ **The Cathedral Tower:** You'll need a special pass to find the stairs at the north end of the Cathedral, and the way up to Morpheus's office.
- ⊗ **The Secret Stairs:** You'll need another special pass to reach these stairs going down behind the Cathedral altar.

Characters Encountered

- ⊗ **Laura:** At first, she seems to be a member of the Children of the Cathedral. She is, in fact, a spy from the Followers of the Apocalypse. If you speak with her after talking to Nicole, she will take you to the door that leads to the Master's Vault.

- ⊗ **Lasher:** (Minor NPC) A rather nasty, short-tempered sort, working for Morpheus. He has a badge that will let you get to Morpheus without problems from the Nightkin.
- ⊗ **Morpheus:** (Major NPC) Leader of the Children of the Cathedral. He secretly works for the Master, but, unlike his followers, does not believe the Master is God. He could take you to the Master.
- ⊗ Various fanatical Children, thugs, mercenaries, mutants, super-mutants, Nightkin, and other unpleasant types in the Master's service.

The Master's Lair

The Master's lair is concealed beneath the Cathedral and can be reached only by someone carrying a special pass key. A cavern leads to an underground vault entrance. The lair itself consists of two main levels beneath the entrance—and a small but important basement level.

Travel Interface

The Master's lair is reached by the secret stairs in the Cathedral. Travel between levels is by elevator.

Places of Interest

- ⊗ **The Gibbering Psychics:** They have something you might find useful. Location: Level 1.
- ⊗ **Operations:** Location: Level 2.
- ⊗ **The Corridor of Revulsion:** Strong psychic forces are at work here. Location: Level 2.
- ⊗ **The Master's Chamber:** Sooner or later you must meet him here. Location: Level 2.
- ⊗ **The Basement:** Could the answer to your problem be here? Location: The Basement.

Characters Encountered

- ⊗ **The Master:** This guy is not nice at all. You will need to have an interview with him, however, if you intend to win the game.
- ⊗ Various Nightkin, Super-Mutants, and Children.

Outside the immediate range of the explosions, there would be a time of extraordinary hardship—both for the Nation and the individual. The effects of fallout radiation would be present in areas not decontaminated. Transportation and communication would be disrupted. The Nation would be prey to strange rumors and fears. But if effective precautions have been taken in advance, it need not be a time of despair. These are somber subjects, and they presuppose a catastrophe which can be made very unlikely by wise and positive policies. Still, realistic preparation for what might happen is far more useful than blindness.

----- WORDS OF THE ATOMIC AGE -----
MEGATON.

The explosive equivalent of one million tons of TNT. In this essay, a five megaton nuclear weapon exploded at near ground level is assumed as a basis for describing radioactive effects.

People and Things to Meet

chapter 4



chapter 4

People and Things to Meet

RATS:



A moderate contamination hazard. You could learn things looking here that you'd really rather not know.

This chapter gives a brief description of each of the major characters in the game. Refer to this section if you need to learn something about the character's psychology, goals, or motivations.

At the end of some character sections is a paragraph or two labeled **HINTS**. These tell you the best way to deal with the character if you want to avoid combat and stay on their good side. Some hints may give away some secrets of the adventure, however. Don't read them if you want to work things out for yourself.



The Overseer: Leader of Your Community

This distinguished looking gentleman is the ruler of Vault 13, the man who is sending you out into the world of *Fallout* to find a replacement for the Vault's water purifier chip. He genuinely cares about you and everyone in the community, though he can be a bit paternalistic, even condescending, at times.

Hints

After leaving the vault the first time, you may want to return home to talk with the Overseer again. He may have some clues for you, or some more suggestions to help you with your quest.

Aradesh: Ruler of Shady Sands

Aradesh is a good man who's genuinely concerned about his people and their problems. He may be a bit suspicious of you at first, and can seem a bit paranoid, but that's because he distrusts all outsiders, and it is possible to earn his trust.

Hints

Attack Aradesh or his people, or get caught stealing from them, and you will get attacked and become an enemy of Shady Sands. Your best bet for getting on his good side is to rescue his daughter when she is kidnapped.



Tandi: Future Ruler of Shady Sands

You will first encounter Tandi during one of your early visits to Shady Sands. She is the daughter of Aradesh, and is destined to one day replace her father as the town's leader. Currently, she is bored stiff with the place, a little in awe of people who've seen something of the outside world, and a bit naïve. She's a tomboy with a sharp mind and quick wit, a free spirit who is not afraid to speak her mind.



Later in the adventure, you may learn that Tandi has been kidnapped by the Khans, and you will have the opportunity—should you decide to accept this mission—to rescue her.



She will enthusiastically agree with the player if he or she suggests that it's a bit dull around Shady Sands, and may be able to tell him a little about things she's heard. Put her down or be condescending to her, and she'll walk away.

When she is kidnapped by the Khan raiders, you can attempt a rescue. If you do so by opening her cell or fighting it out, she will use her knife to defend herself. Be careful because she will be a target in the fight. A safer way is to attempt to barter for her freedom or fight Gool one-on-one.

Killian Darkwater: One of the Good Guys

Killian is mayor of Junktown and owner of the General Store. He is also head of the local guard force, and a thorn in the side of Gizmo, who would like to see Killian eliminated. He is tough and strong, a decent man who hates bullies. Though not a violent man, he will fight to the death to protect himself and his town. Knowing that Gizmo is trying to kill him, he always keeps two guards outside the door to his store.



Hints

If the player helps kill the assassin sent to murder Killian, Killian will ask the player for help in getting evidence against Gizmo. This is a good way for the player to pick up a free shotgun and some ammo, some armor, or some medical supplies. If you cross Killian, however, you will find him to be a tough opponent. If you try to steal from him, there's a good chance you'll be caught, fight him and lose, and you'll spend two days in the lock-up with a \$100 fine. If you kill Killian, you will become an outlaw, and there'll be people looking for you to settle the score.

Gizmo: One of the Bad Guys

Gizmo runs Gizmo's Casino on the west side of Junktown. He is a fat slob of a bully who dreams of running the entire town unhindered by do-gooders like Killian. He has tried to eliminate Killian several times already, but also managed to keep his own hands relatively clean in each attempt. Killian is looking for a way to get proof

If the player goes along with him—specifically, if he or she agrees to help him “punish” the mutants at the water shed—he can be almost pleasant, in a ghoulish sort of way.

Hints

Play up to Set, but don't overdo it. Agree that he's in charge, and if he accuses you of sucking up to him, apologize and tell him you wanted to make a good impression. When you get the chance, ask him if there is something you can do for him. He will tell you to go eliminate the super-mutant guards at the water shed—Harry and his gang.



Harry: Super-Mutant Spy and Leader



Harry is the leader of the super mutants protecting the water shed in the Necropolis, and as such, he is the one you're going to have to get past if you want to accomplish one of the principle goals of your mission. He is also a spy, keeping a close eye on Set for the Lieutenant. He is on the alert for any “normals,” whom he will try to capture and take to his boss.

He is one of the largest super-mutants you'll meet in the game, an enormous creature that makes the Terminator look like a skinny runt by comparison. Fortunately, he has one endearing trait: he is mind-numbingly stupid, and a smart player can turn this against him.

Harry leads a group of mutants in guarding the water shed. Their names are Larry, Gary, Barry, Terry, and Sally. (Sally does *not* like his name very much.)

Hints

If the player is female, she can use her feminine wiles—Speech and Charisma—to get close to Harry. If she offers to give him “a little smack” if he’ll come closer, she’ll get a big modifier in her favor for the first combat exchange. Hardly seems fair.

If the player has already destroyed the vats, either he or she will get one free attack against Harry, or Harry and the other guards will flee and not return.

Loxley: Prince of Thieves

Loxley is the head of the Thieves Circle, a group of bandits operating in the Hub. If the player manages to get through his traps and alarms, Loxley will give him a

task—stealing a necklace from a rich merchant—as a test for joining the Circle. Loxley is quick, intelligent, sharp-witted, good-natured, and humorous. He affects a British accent and identifies strongly with the original Robin of Locksley, Robin Hood. He takes care of the thieves working for him, and they return the favor with their loyalty. He gives about twenty percent of the money stolen to the Old Town mutants, as charity.



Hints

Loxley can be an excellent source of equipment, and the jobs you do for him can provide you with ready cash. Don't try to double-cross him, though. He's good-natured, but he's not stupid.

Decker: Leader of the Hub Underground

Depending on how the player wants to do things, Decker can be a useful contact, or he can be deadly. Decker is the true power in the Hub, and little happens thereof that he is not aware. He is outwardly calm, even placid, and quite patient; he is also quite ruthless. He will, in fact, be willing to hire the player to commit several assassinations. He will also order the player killed, if the player refuses to work for him, but knows too much.



To approach Decker, you must get Kane, his assistant, to take you to him.

Hints

If you decide to work for Decker, you'll be walking a narrow line. If you insult him, you will later be attacked by his thugs and beaten senseless. If you refuse to work for him, you will be released, but will not have the opportunity to work for him again. If you successfully kill Jain for Decker, the children of the cathedral will later retaliate by killing Decker. It is also possible to bring the local police down to Decker's hideout, and try to kill him in the ensuing firefight.

Butch Harris: Leader of the Far Go Caravan



Butch Harris may be the leader of one of the Hub's big three caravans in name, but in fact, he's a figurehead. Butch has big dreams, but he's bitter and frustrated and also something of a coward.

When Butch thinks he's on top of things, he swaggers a bit, and exhibits cocky and boisterous self confidence. When things go wrong, though, he tends to lose control, talking loud and fast and not getting much done. All of the real organizational and administrative work for the caravans is done by Rutger, his assistant. Butch is not that intelligent, and recent events have left him a bit paranoid. The Far Go traders have been having more than their fair share of hits from the mysterious force attacking the Hub's caravans.

Hints

Butch is convinced that the Deathlaw is responsible for the caravan disappearances. He will need to be convinced that mutants are behind the attacks. He is also fairly honest, the most honest of the traders in the Hub. Play square with him—don't try to be cute or insulting—and he'll play square with you.

Harold: An Old, Old Mutant



Harold is the oldest person alive in the Hub. In fact, he was five years old when the war started. After his vault opened and its inhabitants made their way out into the wasteland, he became a merchant.

At some point many years ago, he handled an artifact contaminated with the FEV virus that caused him to mutate. He is now very old, sick, and he tends to ramble on a lot. Some of his information may be out of date. He can be cranky at times, but he likes

to tell stories. He could be a good source of information on people and things within the Hub, and it's worthwhile talking to him to find out what he knows.

Hints

Be patient with Harold and draw him out. He has one critical piece of information that may be of use: He knew the Master when the Master was still human, and he has been to the lost military base.

The Deathclaw: A Bloodthirsty Horror

You can find the Deathclaw by first talking to Butch Harris and Beth in Downtown, then asking Harold in Old Town, about it. Slappy, a character found hanging around outside of Harold's shack, may take the player to the Deathclaw's lair. While it is not absolutely necessary that you face this monster, killing it *does* give you a lot of extra Experience Points... and there is a useful artifact to be recovered on the body of the super-mutant in the cave.



Hints

Killing the Deathclaw is tough, but not impossible. Your best bet is to tackle it when you've built your character up to a high level, with a large number of NPC allies recruited or hired in the Hub and elsewhere, and with the best weapons you can find. It may also be possible to search the super-mutant's body after luring the Deathclaw aside; with luck, you might be able to get the holodisk he was carrying and escape the Deathclaw's grasp without actually having to fight it.

Note

You may run into not one, but several Deathclaws later in the game, so be warned! Don't worry, though—the Deathclaws aren't nearly as bad as the Deathclaw Momma!

Jain: Priestess of the Children of the Cathedral

Jain believes completely in the doctrine and dogma of the Children of the Cathedral. She is devout, pompous, and fanatical, and can be quite stubborn. She refers to the Master as "the Holy Flame," and genuinely believes that what she and the Children are doing is right. She will try to persuade the player to join the Children, but she has no patience for people distracting her from her work.



Hints

Be warned! If Jain summons a "counselor" to prepare you for your transition, that counselor will be a super-mutant who will take you to the vats. You must attempt to kill the mutant to escape if that happens, or kill Jain first.

Cabbot: Greeter for the Brotherhood



Cabbot is a high-level initiate with the Brotherhood of Steel. Young, enthusiastic, and talkative, he will be somewhat awestruck by the player, who's seen and done so much. Cabbot is the greeter who will meet the player the first time he arrives at the Brotherhood. If the player asks to join the group, he will convey the Brotherhood Council's request that the player perform a quest first.

Hints

Cabbot is utterly devoted to the Brotherhood, which has been his family since he was born. Be honest with him, and don't insult the Brotherhood.

Vree: Master Scribe of the Brotherhood



As Head Scribe, Vree is in charge of knowledge gathering and preservation within the Brotherhood. She is intelligent, kind, and patient, happy with her work, and more than willing to help the player out—especially if you can provide her with more of the knowledge she seeks. She can be an excellent source of information about the Brotherhood, the mutants, modern technology, or about the history of the war. She may also give the player some anti-radiation drugs, as a reward for service or if you ask how to approach a radiation

source, and may offer you a newly designed laser pistol. She will also help the player develop computer skills, which you can use with the PIPBoy 2000.



Be respectful, and ask her about everything you can. The Brotherhood is an excellent means for the player to improve his or her skills and to acquire weapons and equipment, and Vree is the best person to know to get everything possible. Make an enemy of her or the Brotherhood, and you will have added some tough and resourceful foes to your enemies' list.

Your best bet for getting what you need from Vree is to start out on the right foot the first time you meet her. A high charisma and a good reputation are your best guarantees!

Rhombus: Head Paladin of the Brotherhood

Rhombus is the head of the military arm of the Brotherhood, and a teacher of young knights. Gruff, stern, and stoic, he will tolerate no nonsense. He can be a good source of information about people within the Brotherhood



Hints

Don't cross this guy. He'll thrash you if you get out of line. Pull a gun on him, and he will fry you to a cinder with his gating lasers.

General Maxson: High Elder of the Brotherhood



Maxson is the leader of the Brotherhood—tough, old, and confident. He was born about twenty years after the apocalypse, and knows a little about the war from stories told by his father and grandfather. He can give the player a book describing the history of the order. Last in a long line of generals, he would rather be outside fighting enemies than tied down by the politics of his office. He is busy, direct, and honest. He can tell the player much about the order and the people within it.

Hints

Maxson responds well to directness, and has no patience for characters who beat around the bush or waste his time. By warning him of the mutant threat, the player can get the Brotherhood's help against the mutants.

The Lieutenant: The Master's Right-Hand Mutant



Think of an urbane and well-educated college professor who has become the very essence of evil incarnate. He is highly intelligent, and is second-in-command to the Master himself. He genuinely believes that the super-mutants and the Unity are the future of the planet, and will do anything to see them succeed. His attitude toward the player, at least at first, will be amused and curious; humans, from his point of view, are less than insects, good only for the Vats, or for being crushed. He will interrogate the player to learn about the Vault, but along

the way he can be induced to speak at length about the Master, the Unity, Morpheus and the Children of the Cathedral, and the FEV virus that causes the mutations.

Hints

The player's best bet is to string the Lieutenant along as well as he can, learning all he can about the FEV virus. If you're captured by this guy, the game is pretty much up. He's a tough opponent, but he can be beaten, if your character is tough enough and has some decent weapons.

Stats:

ST: 10 PE: 08 EN: 10 CH: 04 IN: 08 AG: 06 LK: 06

Hit Points: 220

Nicole: Spiritual Leader of the Followers

Nicole is head of the Followers of the Apocalypse, a group of pacifists who, despite their beliefs, are enemies of the Children of the Cathedral. She is a serene and spiritual person who tends to ramble a bit, but who believes in her group, and in their plan to make the world a better place with their message of peace and nonviolence.

She may hold a philosophy of nonviolence, but Nicole hates the Children of the Cathedral, whom she believes to be evil. She has seen Morpheus and the Nightkin, and believes the hospitals and good works are a sham—a cover for something dark and malevolent.

She is also a good source of information about things in the LA area.



Hints

Stay on her good side, and offer to help scout the cathedral for her. She and the Followers are tremendously important. Through Nicole, you will get to meet Laura, a Follower spy at the cathedral, who in turn will show you how to reach the Master. Nicole may also offer you the use of her base—which means access to some valuable supplies. Some of her less nonviolent Followers may be willing to join you in an assault against the Master.

Laura: Apocalypse Spy



When you first meet Laura—sometime after you've spoken with Nicole—she will speak and act like one of the Children of the Cathedral. She is, in fact, a member of the Followers of the Apocalypse and is working for Nicole, spying against the Children. While in the guise of a believer, she is meek, submissive, and quiet; once convinced through a password that the player was sent by Nicole, she is bright, sharp, sarcastic, strong, and wary.



To talk to the "real" Laura, the player must be sent by Nicole, and use the password "Red Rider." Nicole will then discuss the Cathedral, the Master, and his plans for taking over the world. If asked, Laura will take the player to a secret door within the Cathedral, where stairs lead down to the Master's lair.

Lasher: Second-in-Command of the Cathedral

Lasher is a short-tempered, nasty individual wearing purple robes. You'll find him in one of the side rooms of the Cathedral. This character is important on a couple of counts. He may be persuaded to give you a COC badge that will let you get past the Nightkin guards upstairs to see Morpheus, and Morpheus can take you to the

Master. And, if you prefer to take the more direct and action-oriented route, you can always kill Lasher, take the badge, and use Lasher's robes as a disguise.

Hints

To get on Lasher's good side and persuade him to give you the badge, answer his questions respectfully, without an attitude or challenge. Alternatively, kill him—if you can do so without alerting the worshippers outside the room—and take his purple robe as well as the badge. That robe can get you through a number of tight spots yet to come.

Morpheus: Dark Leader of the Children



Outwardly, Morpheus is the supreme leader of the Children of the Cathedral. Though he adopts a pious demeanor and can sound a bit like an old-time country preacher, he does not believe that the Holy Flame, the Dark Lord, the Master is, in fact, God.

Morpheus is intelligent, crafty, sly, greasy, and thoroughly evil, ensnared by the promise of power rather than by belief. He has a short fuse and a terrible anger, which make him an extremely dangerous individual.

Hints

Walk out on this guy, or insult him, and he may let you go. but before long you'll encounter a number of thugs who bring you greetings from Morpheus, and who then attack you. Morpheus may also take you to see the Master or kill you just because he thinks you might be a spy. If you can kill him, a Children's badge taken from his body will open a locked door you will need to open.

The Master: The Supreme Boss Behind It All



The Master is not a nice person.

Once a normal human, long ago, he was mutated by exposure to the FEV virus. Along the way since then, he has somehow hybridized with other human mutants and with computers, turning him into a rather strange and schizoid monster who speaks in multiple voices. As "the Holy Flame" and "Father Hope," he rules the Children of the Cathedral, who figure in his plot to infect all humans with FEV and take over the entire world.

Hints

Holding a conversation with the Master can be a bit unnerving, since there are several voices speaking. You may be able to give him a holodisk containing evidence that his mutations are all sterile, and be allowed to leave. Your best hope in eliminating the Master is to reach the reactor control room beneath his vault and initiate a reactor overload. You'll have a few minutes to get out of the complex before things go critical. If he is killed, it will also set off an explosion after a few minutes.

Stats:**ST: 10 PE: 10 EN: 10 CH: 02 IN: 10 AG: 10 LK: 07****Hit Points: 500**

Other Characters

Ghouls

These are mutated humans who may or may not attack your character. In general, they move slowly and are not serious threats, even when hostile, but an attack by a number at once can cause you problems. Try not to get trapped by several inside a room with only one door.

Glowing Ones

These are ghouls that have been irradiated so badly they actually glow. You may find some of these living incandescent bulbs in the sewers beneath the Necropolis, or in cages, as light sources, in Set's palace. If they get too close to you, you can take hits from radiation.

Super-Mutants

Big, stupid, and ugly. That pretty much sums up these monsters, once normal humans who were converted into their present form by being immersed in the Master's FEV vats. He is creating an army of these creatures to help him take over the world.

Nightkin

These are super-mutants wearing Stealth Boy units, high-tech stealth devices that makes them hard to see and hard to hit in combat. The Master employs a number of these as guards in the Cathedral and in his vault below ground. Give them a wide berth if you can. They're deadly!



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<<<<< WORDS OF THE ATOMIC AGE >>>>>

MEGATON.
The explosive equivalent of one million tons of TNT.
In this essay, a five megaton nuclear weapon exploded at
near ground level is assumed as a basis for describing
explosive effects.



Stuff to Get

chapter 5



RATS:



A moderate contamination hazard. You could learn things looking here that you'd really rather not know.

There's a lot of neat and useful stuff out there in the *Fallout* world just waiting for you to come along and pick it up. Well, okay. Usually it's not quite *that* simple! This chapter lists all of the major items you might find, however, and gives you a few details about them—including their weight (in pounds) and their cost (in bottle caps). There are six basic types of available weapons and equipment in *Fallout*: Weapons, Ammo, Armor, Containers, Drugs, and Miscellaneous.

Good hunting!

Weapons

In *Fallout*, a weapon is anything that can be used to hurt people. Listed for each weapon here, besides weight and cost, are how many damage points it can cause, and—if the weapon can inflict damage at a distance—its range. Some weapons, such as throwing knives, can inflict damage either at close hand, or at a distance.

Some Advice from Ol' Slim

One thing you'll find out on the Outside, and you'll learn it durned fast, an' that's that you'd best have a real good idea about the goin' rate fer whatever yer tryin' to buy or sell. Learnin' can be a painful process, lemme tell you! A good knife, say, oughta run ya about forty caps. Some guys who like your face might offer you a bit more, some might try gettin' away with a bit less, but forty caps is about what you'll get, all things bein' even. But if you offer t' barter a knife you found someplace out in the desert and all you ask for is five caps... or maybe some iguana bits worth eight, well, Hell! The other guy's gonna say, "That's a good trade!" An' there you'll be! So, whenever you go into a barter, be damned sure you know what the real-world value of the stuff is, or you'll just be cheatin' yourself!

Firearms will work only with specific calibers of ammunition; a 10mm pistol CANNOT fire 9mm ball, or .233 FMJ. The "Maximum Ammo" listing for firearms gives the number of rounds it can fire before you must reload. Some weapons, such as the H&K SMG, can fire bursts consisting of several rounds at a time.

A few weapons do specific types of damage, such as "laser" or "explosion" damage. Unless otherwise stated for a particular weapon, the damage for all attacks is "normal."

Energy weapons—lasers and plasma guns—as well as some powered equipment, require small, portable energy sources, a Small Energy Cell and a Micro Fusion Cell. These are listed where necessary.



Rock: The most basic weapon possible outside of hands and feet.

Weight: 1
Cost: 0
Damage: 1-4
Range (thrown): 15



Brass Knuckles: These fit over your fingers in combat, protecting your hand and doing extra damage when you connect with a punch in a melee.

Weight: 1
Cost: 40
Damage: 2-5



Club: Essentially a police baton, a short length of hard wood that you can use in a swing or a thrust to concentrate and focus your power. Adds to the damage when you connect.

Weight: 3
Cost: 30
Damage: 1-6



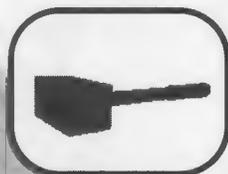
Crowbar: A short, solid length of heavy metal, excellent for bashing in skulls.

Weight: 5
Cost: 65
Damage: 3-10



Cattle Prod: A device for delivering a strong electrical shock.

Weight: 3
Cost: 600
Damage: 8-14
Damage type: Electrical
Power requirements: Small Energy Cell



Sledge Hammer: A large, two-handed hammer. While it is not usually thought of as a weapon, a strong character can wield one of these like a club, vastly increasing the damage he causes to his opponent when he hits.

Weight: 12
Cost: 120
Damage: 4-9
Range: 2



Super Sledge: A high-tech sledgehammer manufactured of high-strength, ultra-light, ultra-dense materials. Overall, it's a bit heavier than a regular sledge but does about three times as much damage when it hits.

Weight: 12
Cost: 3750
Damage: 18-36
Range: 2

Knife: Your basic, garden-variety combat knife. It's no good for throwing, but it will increase the damage you cause in a melee attack.

Weight: 1
Cost: 40
Damage: 1-6

Throwing Knife: A knife, balanced specifically for throwing at a target.

Weight: 1
Cost: 100
Damage: 3-6
Range (thrust): 1
Range (thrown): 16

Ripper: A vibroblade knife. Think of it as a knife-sized chainsaw.

Weight: 2
Cost: 900
Damage: 15-32
Power requirement: Small Energy Cell.

Spear: You'll first encounter spears in the capable hands of nomad raiders like the Khans. They can be thrown or used in hand-to-hand combat.

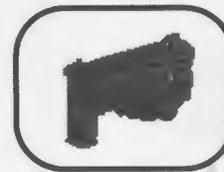
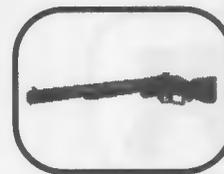
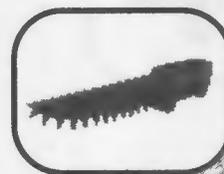
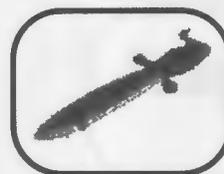
Weight: 4
Cost: 80
Damage: 3-10
Range (thrust): 2
Range (thrown): 8

Red Ryder BB Gun: An air rifle firing tiny metal pellets.

Weight: 5
Cost: 200
Damage: 1-3
Ammo: BBs
Maximum ammo: 100

Colt 6520 10mm Pistol: The basic pistol in the *Fallout* world. It can fire either armor piercing (AP) or hollow point (JHP) ammo. As with all hand guns, you have to get close to have a chance of hitting the target.

Weight: 3
Cost: 250
Damage: 5-12
Range: 25
Ammo: 10mm
Maximum Ammo: 12 rounds





Desert Eagle .44: A 20th-century weapon firing a .44 caliber round. A good weapon with a bit more punch than the standard 10mm hand guns, but it requires more frequent reloads in a firefight.

Weight: 4
Cost: 800
Damage: 10-16
Ammo: .44 magnum
Maximum ammo: 8
Range: 25



14mm Pistol: A SIG Sauer 14mm autopistol. A large, single-shot weapon with exceptionally heavy stopping power.

Weight: 4
Cost: 1100
Damage: 12-22
Ammo: 14mm
Maximum ammo: 6
Range: 24



9mm Mauser: An ancient C-96 Mauser handgun in excellent condition.

Weight: 3
Cost: 1500
Damage: 5-10
Ammo: 9mm
Maximum ammo: 7
Range: 22

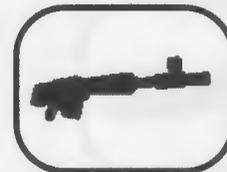


H&K MP9 Submachine Gun: If you have a chance to grab one of these babies, take it! On single-shot, it has similar range, accuracy, and stopping power to the 10mm pistol. On full-auto, it sprays 10mm slugs, vastly improving your chance of hitting the target and of doing significant damage with that one attack. Its biggest disadvantage is the way it eats up ammunition.

Weight: 5
Cost: 1000
Damage: 5-12 (for each round that hits from a burst of 10 rounds.)
Range: 25 (burst fire: 20)
Ammo: 10mm
Maximum ammo: 30 rounds

Colt Rangemaster/.223 Rifle: The basic hunting semiautomatic rifle in the *Fallout* World. Fires .223 FMJ ammo, with fair range and accuracy.

Weight: 9
Cost: 1000
Damage: 8-20
Range: 40
Ammo: .223
Maximum ammo: 10 rounds



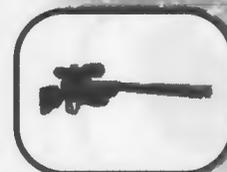
Shotgun: A Winchester Widowmaker double-barreled 12-gauge shotgun. Fires steel pellets that causes massive damage at close range.

Weight: 5
Cost: 800
Damage: 12-22
Range: 14
Ammo: 12-gauge shells
Maximum ammo: 2



Sniper Rifle: A DKS-501 military-style Sniper Rifle. An accurate weapon at long range.

Weight: 8
Cost: 2200
Damage: 12-34
Ammo: .223 FMJ
Maximum Ammo: 6
Range: 50



Assault Rifle: An AK-112 Assault Rifle. An old military model capable of single-shot or burst fire.

Weight: 7
Cost: 1300
Damage: 8-16 (for each round that hits in a burst of 8)
Ammo: 5mm
Maximum ammo: 24
Range: 45
Range (Burst): 38





Minigun: A Rockwell CZ53 Personal Minigun. A large, man-portable automatic weapon with rotating barrels that shoots 5mm rounds with an extremely high rate of fire. A deadly and highly effective weapon.

Weight: 28
Cost: 3800
Damage: 7-11 (for each round that hits in a burst of 40)
Ammo: 5mm
Maximum ammo: 120
Range: 35



Molotov Cocktail: A homemade grenade consisting of a bottle filled with flammable liquid, with an ignitable wick.

Weight: 1
Cost: 50
Damage: 8-20
Damage Type: Explosion
Range: 12



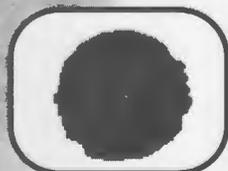
Fragmentation Grenade: In the world of *Fallout*, grenades affect a relatively small area, with a blast radius of only about 1.5 meters... essentially the target hex and all adjacent hexes. Though not much use at clearing a room, they *can* be used at quite short range, a distinct advantage in a firefight.

Weight: 1
Cost: 150
Damage: 20-35
Damage Type: Explosion
Range: 15



Plasma Grenade: A magnetically-sealed plasma container that, on detonation, releases a burst of high-energy plasma.

Weight: 1
Cost: 300
Damage: 40-90
Damage type: Plasma
Range: 15

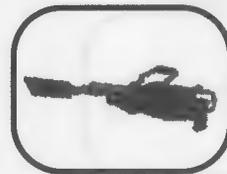


Pulse Grenade: A hand grenade producing an intense EMP (electromagnetic pulse) on detonation. Especially good for savaging unshielded electrical equipment.

Weight: 1
Cost: 250
Damage: 100-150
Damage type: EMP
Range: 15

Flamer: A Flambe Model 450. Projects a burst of fire at the target.

Weight: 18
 Cost: 2000
 Damage: 45-90
 Damage type: Fire
 Range: 5
 Ammo: Flamethrower fuel



Rocket Launcher: A Rockwell BigBazooka rocket launcher.

Weight: 15
 Cost: 2300
 Damage: 35-100
 Damage type: Explosion
 Ammo: Rocket
 Maximum ammo: 1
 Range: 40



Laser Pistol: A Wattz 1000 laser pistol. A hand weapon firing a beam of coherent light.

Weight: 4
 Cost: 1400
 Damage: 10-22
 Damage type: laser
 Ammo: Small Energy Cell
 Maximum ammo: 12
 Range: 35



Plasma Pistol: Glock 86 Plasma Pistol. A hand weapon firing a bolt of high-energy plasma.

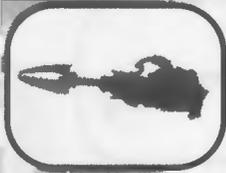
Weight: 4
 Cost: 2750
 Damage: 15-35
 Damage Type: Plasma
 Ammo: Small Energy Cell
 Maximum ammo: 16
 Range: 20



Laser Rifle: A Wattz 2000 Laser Rifle. Fires a beam of coherent light.

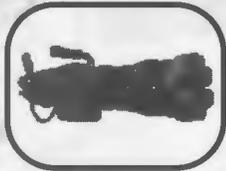
Weight: 5
 Cost: 5000
 Damage: 25-50
 Damage Type: laser
 Ammo: Micro Fusion Cell
 Maximum Ammo: 12
 Range: 45





Plasma Rifle: A Winchester Model PG4 Plasma Rifle. An industrial model that fires a bolt of high-energy plasma.

Weight: 12
Cost: 4000
Damage: 30-65
Damage type: Plasma
Ammo: Micro Fusion Cell
Maximum ammo: 10
Range: 25



Gatling Laser: An H&K L30 Gatling Laser. A high-powered energy weapon with rotating barrels, firing high-speed pulses of coherent light.

Weight: 24
Cost: 7500
Damage: 20-40 (for each round that hits in a burst of 6)
Damage type: laser
Ammo: Micro Fusion Cell
Maximum ammo: 30
Range: 40

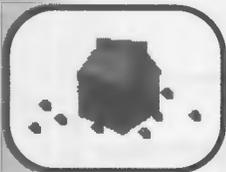


Alien Blaster: A strange hand weapon of obviously extraterrestrial manufacture.

Weight: 2
Cost: 10000
Damage: 30-90
Damage Type: Electrical
Ammo: Small Energy Cell
Maximum ammo: 30
Range: 10

Ammo

Rifles, pistols, and submachine guns all need ammunition. As in the real world, there are several varieties.



BBs: A package of BBs left over from before the war, used in both the Red Ryder BB rifle and the Red Ryder LE model.

Caliber: BB
Quantity: 20
Weight: 2
Cost: 20

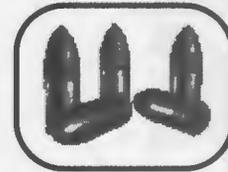
.223 Full Metal Jacket (FMJ): This is the same ammo used in the late 20th century by various military rifles, including the M-16. A good, basic, hard-hitting round.

Caliber: .223
Quantity: 50
Weight: 2
Cost: 200



10mm Armor Piercing (AP): A pistol round also used in submachine guns. It has good penetration but does not do as much damage as a JHP round to the target when it hits.

Caliber: 10mm
Quantity: 24
Weight: 1
Cost: 100



10mm Jacketed Hollow Point (JHP): Another pistol/SMG round. The hollow point causes it to expand when it hits a target, causing more damage than an AP round. If the target is wearing armor, however, it has poor penetration. Most of the force is spent before it gets through to the target.

Caliber: 10mm
Quantity: 24
Weight: 1
Cost: 75



.44 Magnum Jacketed Hollow Point (JHP): High-powered ammo for the .44 Desert Eagle.

Caliber: .44
Quantity: 20
Weight: 1
Cost: 50



.44 Magnum Full Metal Jacket (FMJ): High-powered ammo for the .44 Desert Eagle.

Caliber: .44
Quantity: 20
Weight: 1
Cost: 50



14mm Armor Piercing (AP): Armor-piercing rounds for the 14mm SIG-Sauer pistol.

Caliber: 14mm
Quantity: 30
Weight: 1
Cost: 150





5mm Jacketed Hollow Point (JHP): A brick of small, lightweight ammo for the Rockwell Minigun or the AK-112 assault rifle.

Caliber: 5mm
Quantity: 50
Weight: 1
Cost: 100



5mm Armor Piercing (AP): A brick of small-caliber ammo for the minigun or AK-112 assault rifle.

Caliber: 5mm
Quantity: 50
Weight: 1
Cost: 120



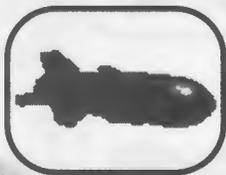
9x19mm Parabellum Ball Ammunition: A container of rounds used in ancient 9mm pistols and submachine guns.

Caliber: 9mm
Quantity: 20
Weight: 2
Cost: 100



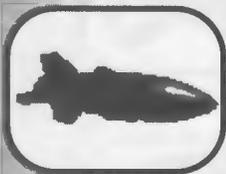
12-Gauge Shotgun Shells: Shells containing a number of steel balls, fired from a shotgun.

Caliber: 12-gauge
Quantity: 20
Weight: 1
Cost: 225



Rocket: Self-propelled projectile with high-explosive warhead, fired by the Rockwell BigBazooka rocket launcher.

Quantity: 1
Weight: 3
Cost: 200

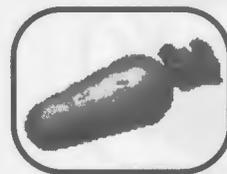


Rocket AP: A rocket with a smaller explosive warhead but employing a shaped charge for better penetration of armored targets.

Quantity: 1
Weight: 3
Cost: 400

Flamethrower Fuel: A canister containing a highly flammable chemical under pressure, for use with the Flambe flamethrower.

Quantity: 5
Weight: 10
Cost: 250



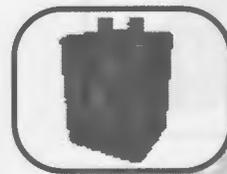
Small Energy Cell: A small, self-contained energy storage unit for use in energy weapons.

Caliber: Small Energy Cell
Quantity: 40
Weight: 3
Cost: 400



Micro Fusion Cell: A medium-sized energy production unit, for use in energy weapons.

Caliber: Micro Fusion Cell
Quantity: 50
Weight: 5
Cost: 1000



Armor

Armor offers relatively lightweight protection against gunfire, shrapnel, and knife thrusts. There are several varieties. In addition to weight and cost, the armor value—or AC—for each type of armor is listed.

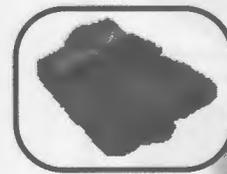
Leather Jacket: A heavy, black leather jacket. It provides only minimal protection in a firefight but looks cool.

Weight: 5
Cost: 300
AC: 85



Robes: A set of the purple robes worn by the Children of the Cathedral.

Weight: 10
Cost: 90
AC: 5



Leather Armor: Provides moderate protection, especially in melee combat.

Weight: 8
Cost: 800
AC: 15





Metal Armor: Favored by police and military units. Provides good protection in a firefight.

Weight: 35

Cost: 1100

AC: 10



Combat Armor: High-tech armor made out of advanced synthetic materials.

Weight: 20

Cost: 6500

AC: 20



Powered Armor: A self-contained suit of high-technology military armor. Encountered with some military units, and high-tech organizations such as the Brotherhood of Steel.

Weight: 85

Cost: 12500

AC: 25

Containers

A container is anything you can use to carry or store other stuff in. The larger, less portable containers like ice chests and foot lockers cannot be bought sold, or bartered, and have no weight or cost listed for them.

Keep in mind that you may encounter other types of containers in *Fallout*, such as boxes and crates, which might hold something of value. Even dead bodies or piles of old bones might be considered containers of a sort, if they hold some artifact or weapon of value. Search them whenever you find them!

Bag: A simple bag made from Brahmin hide, for storing up to 20 pounds of ammo or other loose items.

Weight: 3

Cost: 25

Backpack: Your basic backpack, good for hauling up to 40 pounds of gear. It will not hold large items like full armor, but it is invaluable for carrying small articles, like magazines of ammunition.

Weight: 5

Cost: 100



Briefcase: A leather attaché case that can hold 10 pounds of gear.

Weight: 5

Cost: 35

Ice Chest: An old-fashioned container originally used to keep beverages cold. In the world of *Fallout*, these frequently hold various useful items, from weapons and ammo to hand grenades or power cells. Check inside every time you get the chance!

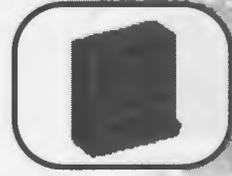
Fridge: An old refrigerator. These are frequently used as storage lockers for anything from weapons and ammo to bottled drinks and high explosives. Be sure to look inside whenever you find one!

Bookcase: A wooden bookcase, frequently found inside rooms, inhabited or otherwise. Reading material is in somewhat short supply in the world of *Fallout*, and people frequently store things of value here... such as weapons and ammo. Check them out when you find them!

Desk: A wooden desk, which may be a hiding place for ammo or weapons, or a repository for useful records, letters, or other items of interest.

Dresser: A wooden dresser, which may be a hiding place for weapons or other items.

Footlocker: A metal chest for holding clothing, weapons, or equipment. Popular with military types, and found in their barracks.





Storage Locker: An upright metal container for holding clothing, weapons, or other gear.

Drugs

Several drugs are available to help you survive the world of *Fallout*. Some of them may be addictive, however, so be warned!



Stimpak: The stimpak is an autoinjector loaded with a variety of healing medications and stimulants. Injecting yourself or another character will increase your natural healing ability and give you an immediate Hit Point boost.

Weight: 1
Cost: 100



Super Stimpak: Same as the basic stimpak, but with more and stronger drugs. It boosts your character's Hit Points immediately. Too much is bad for you, however. Each injection causes a Hit Point loss after a short period of time, reflecting damage to the character's tissues and to his or her system.

Weight: 1
Cost: 225



Antidote: This is a bottle of home-brewed antidote to rad scorpion poison, manufactured by Dr. Razlo after you bring him the tail and poison sac of a scorpion. It is not addictive.

Weight: 1
Cost: 50



RadAway: Used after you have taken radiation damage, this drug will remove some of the contamination from your system. It takes time for the effects to work. There is a chance of developing an addiction to this drug.

Weight: 1
Cost: 500



Rad-X: A radiation prophylactic. Use this drug before you enter a radioactive area, and the total amount of radiation you receive will be reduced. Rad-X increases your body's natural Radiation Resistance.

Weight: 1
Cost: 300

Mentats: An autoinjector filled with a drug that temporarily boosts your Intelligence, Perception, and Charisma—with a later temporary loss of those same stats. There is a chance of addiction to mentats each time you use it.

Weight: 1
Cost: 280

Buffout: Highly advanced steroids. These drugs will temporarily improve your strength, endurance, and agility, at a cost of a later temporary loss in these stats. There is also a 25% chance of addiction.

Weight: 1
Cost: 200

Psycho: A drug that temporarily enhances your Agility and Damage Resistance at the cost of your Intelligence. There is a 20% chance of developing an addiction to Psycho each time you use it.

Weight: 1
Cost: 400

Miscellaneous

This category includes equipment and supplies that don't neatly fit the above groups. Some of the items are useful more as sources of income or material for barter than anything else. Others are vital to winning the game.

Bottle Caps: Bottle caps are the favored currency of the world of *Fallout*. Many characters carry bags of caps, which they use as a handy medium of exchange. One cap = \$1.

Weight: 0
Cost: 1

Water Flask: A bottle for carrying water. Prevents suffering from lack of water in the desert.

Weight: 2
Cost: 25

Rope: A strong, thick rope made of braided Brahmin hair. Useful for scrambling down otherwise impassable drops.

Size: 1
Cost: 25





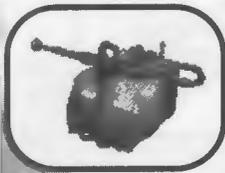
Doctor's Bag: The traditional little black bag of all doctors, containing various medical supplies. Using the bag automatically uses the character's Doctor Skill, but with a higher chance of success. The bag will eventually run out of supplies, rendering it useless.

Weight: 5
Cost: 300



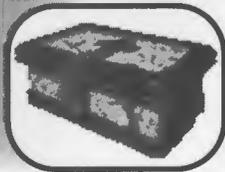
Dynamite: A high explosive. Set the dynamite where desired, using Traps Skill to place it correctly. A timer will appear, allowing you to set a time delay before the detonation.

Weight: 5
Cost: 500



Plastic Explosives: A military grade of high explosives, used like dynamite.

Weight: 4
Cost: 850



First Aid Kit: Like a doctor's bag, but smaller. Using the kit automatically uses the character's First Aid Skill with a higher chance of success. After several uses, the supplies inside are used up, and the kit is worthless.

Weight: 2
Cost: 200



Scorpion Tail: The severed tail of a giant rad scorpion, used to manufacture an antidote to those creatures' poison.

Weight: 20
Cost: 10



Flare: Used at night or in darkness to extend visibility. It can also be used as a weapon, though not a very effective one.

Weight: 1
Cost: 35
Damage: 1
Range (thrown): 15



Fruit: A strange-looking piece of fruit. It may have some strange effects on you.

Weight: 1
Cost: 10

Iguana Bits: A small piece of roasted meat.

Weight: 1

Cost: 8



Iguana-on-a-Stick: A piece of iguana roasted in its own skin.

Weight: 1

Cost: 20



Nuka-Cola: A refreshing, flavored carbonated beverage in a bottle.

Weight: 1

Cost: 3



Beer: A bottle of home-brewed beer.

Weight: 1

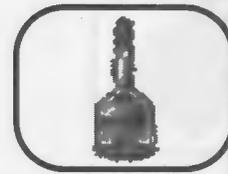
Cost: 5



Booze: A bottle of hard liquor from the pre-war years. *Any year before 2040 is a good year. It may temporarily affect your perception and awareness.*

Weight: 2

Cost: 10



Geiger Counter: Used to detect radiation. Moving the counter to one of your Active Item slots will provide advance warning if you are about to enter a hot area. It can also be used to determine your personal radiation count.

Weight: 4

Cost: 650



Stealth Boy: A RobCo Stealth Boy 3001, a personal stealth device that improves your chances of moving about unseen.

Weight: 3

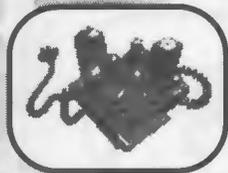
Cost: 1800





Psychic Nullifier: A strange device, possibly the product of an alien technology. It blocks telepathic or psychic commands.

Weight: 3
Cost: 1000



Water Chip: The object of your initial quest, a computer control chip for a vault water purification system.

Weight: 2
Cost: 1



Dog tags: A set of military dog tags, inscribed with the name "Darkwater."

Weight: 0
Cost: 50



Bug: A miniaturized microphone and transmitter, used for picking up conversations from a remote location.

Weight: 2
Cost: 50



Tape Recorder: A small device for recording conversations for later playback.

Weight: 4
Cost: 40



Red COC Badge: A small metal badge used to identify members of the Children of the Cathedral. It can be used to open certain doors, and may help keep you out of trouble.

Weight: 1
Cost: 12

Black COC Badge: A small metal badge used to identify members of the Children of the Cathedral. It can be used to open certain doors, and may help keep you out of trouble.

Weight: 1
Cost: 400

Motion Sensor: A Wattz Electronics C-U motion sensor, a device for detecting motion at a distance. Used in connection with your PIPBoy 2000 Automap to display living creatures in the area. Place the sensor in an Active Item slot, then open the Automap.

Weight: 7
Cost: 800



Radio: A model 2043B Radio Communicator, used for long-range communications. May also be tied into certain computer systems to allow you to work electronic equipment at a distance.

Weight: 6
Cost: 350



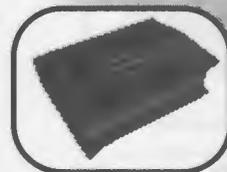
Big Book of Science: A set of books containing information on matters of scientific interest. It can be used to boost your Science Skill level.

Weight: 5
Cost: 400



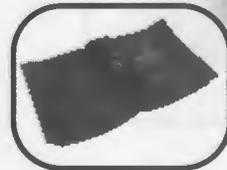
Dean's Electronics: A study book on the general field of electronics. It can improve your chances of repairing electronic devices.

Weight: 2
Cost: 130



First Aid Book: A manual containing study information on first aid. It can improve your First Aid Skill.

Weight: 2
Cost: 175



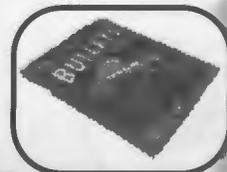
The Scout Handbook: A manual on scouting, with information on wilderness survival. May be used to improve your Outdoorsman Skill.

Weight: 3
Cost: 200



Guns and Bullets: A popular magazine devoted to weapons and ammunition. Improves your small arms skill.

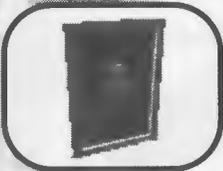
Weight: 2
Cost: 425





Flower: A lovely flower. You may get one from the Children of the Cathedral. Now, would you care to make a donation?

Weight: 1
Cost: 5



Fuzzy Painting: A very old velvet painting of an unknown 20th century musician. It may have value for people interested in collecting images of royalty.

Weight: 12
Cost: 300



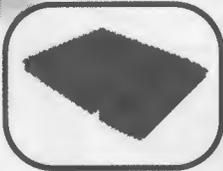
Key: A metal key to a particular lock. May be found as a number of keys on a ring.

Weight: 0
Cost: 4



Special Key: A key to a particular lock.

Weight: 0
Cost: 25



Pass Key: An electronic security pass key, color-coded red or blue.

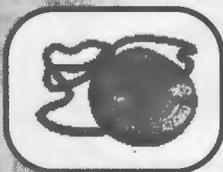
Weight: 1
Cost: 10

Yellow Pass Key: A yellow electronic security pass key.

Weight: 1
Cost: 40

Junk: A pile of metal junk parts. Lots of small pieces, nuts, bolts, and wire. Some of the stuff may have some salvage value.

Weight: 12
Cost: 40



Gold Locket: A valuable piece of jewelry.

Weight: 1
Cost: 400

Necklace: An expensive silver necklace.

Weight: 2
Cost: 700

Lockpicks: Using lockpicks automatically applies your lockpick skill, but with a higher chance of success. Used to open locked doors.

Weight: 1
Cost: 150

Electronic Lockpick: Used on electronic locks to improve your chance of opening them.

Weight: 2
Cost: 375

Electric Motor: A 40-horsepower electric motor.

Weight: 14
Cost: 210

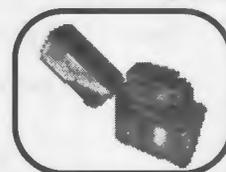
Lighter: A silver butane lighter, in good condition.

Weight: 0
Cost: 100

Holodisk: Information storage devices. Use them with your PIPBoy 2000 to read the data stored on them. There are several disks in different locations. Some are merely useful, others may be vital to the successful completion of your quest. They include the following:

Maxson's History, Maxson's Journal, Brotherhood History, Security Disk, Alpha Experiment Disk, Delta Experiment Disk: Various disks containing useful information.

Weight: 1
Cost: 50



Brotherhood of Steel Disk: A holodisk containing important information about the Brotherhood of Steel.

Weight: 1

Cost: 70

FEV Disk: An extremely important holodisk with information about the FEV virus and mutations.

Weight: 1

Cost: 200

Mutant Transmissions: A disk containing information about the super-mutants.

Weight: 1

Cost: 125

Vree's Experiment Disk: An important disk with information about mutant reproduction.

Weight: 1

Cost: 75

There's more—lots more—though this list covers most of the important stuff you're likely to find. Keep your eyes peeled though. How would you like a power glove for smashing your enemies flat with one blow? Or a military combat knife that does 3-12 points of damage instead of 1-6? Or a box of noodles... or advanced Tesla Armor that deflects the bolts of energy weapons? Or even a Red Ryder LE BB gun, which fires ordinary BBs at such high velocity that *each* does 25 points of damage?

Fallout can become a real scavenger hut—with the fun in the discovery. Good hunting!

Some Advice from Ol' Slim

As you can see, there's a whole passel of equipment an' useful stuff out there, if you just know where t' look. In general, take everything you can. Hell, if'n y'find yourself with two or three Colt pistols or six 'r eight knives, hey, great! Next time you're in town, take 'em to someone an' barter 'em for caps or ammo or whatever y' happen t' need! In general, take everything you find! If ya got room to carry it, take it! Even a pile of old junk can turn ya forty caps or so.

And remember, if you can live with yourself, and if y'can live with the consequences, learn how to steal. The key to survivin' out here is t'get the best weapons an' gear you can, as early as you can... and it's usually the one with the most toys who wins!



Hello, my brother. May I be of service this glorious day?



Are you Laura?

Can I ask you a few questions about the Children?

Yeah, you can get me a doughnut.

Who are You?

chapter 6



chapter 6

Uh, What 'll I Do Now

RATS:



A moderate contamination hazard. You could learn things looking here that you'd really rather not know.

This chapter is intended to provide hints, tips, and clues to the *Fallout* adventurer and is designed to provide only moderate assistance without giving everything away. It is divided into sections based on the various locations encountered during the game, and again according to the particular characters and encounters you are likely to meet. Beneath each section heading are a series of clues, arranged top to bottom, from vague to specific. Look up the location or the encounter you are having trouble with and read the first hint or two. If that's not enough, read further down the list. You might want to use a 3x5 index card to cover up the more specific clues if you would rather not learn too much.

If, after consulting this chapter, you still can't figure out what's going on, you might want to have a look at **Chapter 7: Exploring the Wastes on Only 200 Bottle Caps a Day** for more specific hints, or **Chapter 8: Danger! Radioactive!** where we come right out and tell you what you need to know.

Note that we do not cover all possible sub-adventures and encounters in this section. We have included those that are most important, however, or those that are likely to get the player into trouble.

One word of warning. There are as many different ways to play *Fallout* as there are *Fallout* players. In assembling the hints and tips below, we've made some assumptions—such as that you, the player, are relying more on your wits and communication skills than on gunplay, that you want to save your home vault... and that you're fighting on the side of Right and Justice against the dark forces of Evil that threaten the post-Apocalyptic world. If you decide to blast your way through *Fallout* as a berserker child-murderer, join the Khan raiders, help Gizmo assassinate Killian, and ultimately decide that becoming a mutant and joining the Unity are really pretty cool career choices, then you're on your own!

Vault 13

- ⊗ So... just why are you here, anyway?
- ⊗ The Overseer gave you a suggested direction to search in.
- ⊗ Your Vault's water purifier system needs a controller chip to operate. Where might you expect to find one of those?
- ⊗ Later on, if you're having trouble with your quest, you might want to come back here and have another chat with the Overseer.

Vault 15

- ⊗ When you first arrive at your destination, this stretch of desert looks pretty much like all the rest, doesn't it?
- ⊗ There is one difference, though.
- ⊗ What's in that shed?
- ⊗ Nothing in the shed but a sewer or tunnel access, leading down...
- ⊗ Try using the hand icon on the tunnel.
- ⊗ Watch your step inside the vault. It's infested with some pretty nasty mutant critters.
- ⊗ There's probably not much here to find. What next?

Shady Sands

- ⊗ Shady Sands is a nice, quiet town. Not much to do here, it seems.
- ⊗ Or is there? They do have their problems.
- ⊗ What are their worst problems? Is there anything you can do to help?
- ⊗ Talk to Seth, Aradesh, or Tandi to learn about Shady Sands and its troubles.
- ⊗ Where do they get their water?
- ⊗ Check the garden to find their water source.
- ⊗ Try checking out the east side of town to learn about their water supply.
- ⊗ Shady Sands is not likely to be able to help you with the water purifier chip. Wells don't need those things.
- ⊗ Although you don't *have* to go, a visit to the Rad Scorpion caves will give you valuable combat experience. Check 'em out.
- ⊗ Talk to Seth and see what he has to barter for.
- ⊗ Talk to Aradesh. Two days after helping Shady Sands with their Rad Scorpion problem, come back and talk to Aradesh again. You will find yourself with the opportunity of becoming involved in an interesting—and dangerous—subplot adventure.
- ⊗ The Tandi subplot will take you to the Desert Raider camp of the Khans. Check the Desert Raider hints section if you need help surviving that subplot.
- ⊗ You will need a rope later in the adventure.
- ⊗ Seth will give you some rope in exchange for a knife and a flare.

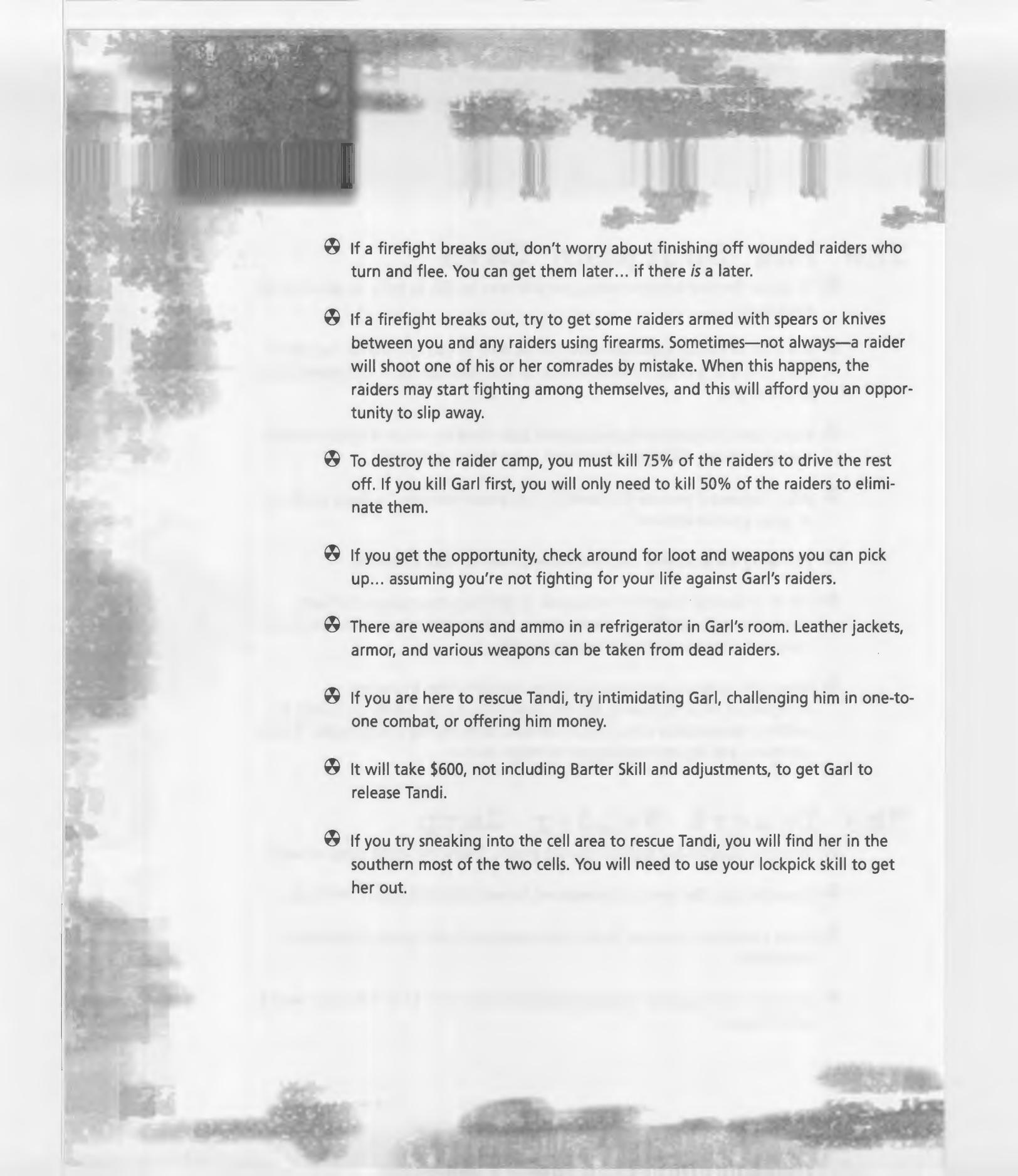
Some Advice from Ol' Slim
Ayuh. Ya just never know when a good, strong length o' rope is gonna come in handy. Keep that in mind while your explorin' Shady Sands.

The Rad Scorpion Cave

- ⊗ To get to the Rad Scorpion caves, you will need to talk to Seth, on guard at the front gate.
- ⊗ Not a lot of finesse is possible here. Get as close as you can and let the critters have it, one at a time. Try to maneuver so that they use up Action Points trying to get at you.
- ⊗ Razlo, back in Shady Sands, is supposed to be working on an antidote for Rad Scorpion poison. What might he need to perfect an antidote?
- ⊗ What happens if you use the hand icon on a dead scorpion? Is there anything of value you can retrieve?
- ⊗ Try taking the scorpions' tails and moving them to your inventory.
- ⊗ Kill all of the Rad Scorpions in the cave to eliminate the menace to Shady Sands. This will add 500 Experience Points to your total, along with the points you win for each individual scorpion you kill.
- ⊗ Being able to shoot twice in one combat round—either by having an Agility of 10, or by having the Fast Shot Trait and an Agility of at least 8—confers a tremendous advantage in combat, both against creatures like the Rad Scorpions, and against two-legged monsters as well.

The Desert Raider Camp

- ⊗ Stealth is a useful Tag Skill for moving around inside the raider camp unseen.
- ⊗ If you tell Garl that you are an explorer, he will order the raiders to kill you.
- ⊗ These people are not nice. To join the raiders, you will have to do something despicable.
- ⊗ Instead of joining them, it may be possible to get them to do what you want by other means.

- 
- ⊗ If a firefight breaks out, don't worry about finishing off wounded raiders who turn and flee. You can get them later... if there *is* a later.
 - ⊗ If a firefight breaks out, try to get some raiders armed with spears or knives between you and any raiders using firearms. Sometimes—not always—a raider will shoot one of his or her comrades by mistake. When this happens, the raiders may start fighting among themselves, and this will afford you an opportunity to slip away.
 - ⊗ To destroy the raider camp, you must kill 75% of the raiders to drive the rest off. If you kill Garl first, you will only need to kill 50% of the raiders to eliminate them.
 - ⊗ If you get the opportunity, check around for loot and weapons you can pick up... assuming you're not fighting for your life against Garl's raiders.
 - ⊗ There are weapons and ammo in a refrigerator in Garl's room. Leather jackets, armor, and various weapons can be taken from dead raiders.
 - ⊗ If you are here to rescue Tandi, try intimidating Garl, challenging him in one-to-one combat, or offering him money.
 - ⊗ It will take \$600, not including Barter Skill and adjustments, to get Garl to release Tandi.
 - ⊗ If you try sneaking into the cell area to rescue Tandi, you will find her in the southern most of the two cells. You will need to use your lockpick skill to get her out.

Some Advice from Ol' Slim

Desert Raiders are scum. Only thing I've found 'em useful for is sharpenin' up your combat skills. Still, they're dangerous scum, so watch yer step!

Coupla' pointers. Try to hit 'em at night, and use stealth. Keep movin'. If y'stand still too long, they'll close in around you, pin you in one place, and you're dead! Try to keep some of the scumbags with spears between you an' the ones with guns... like Garl's chief advisor. You might get 'em fightin' among themselves. If y'take a hit or three, remember your stimpak. It'll boost your hit points back up above the red zone. An' keep an eye on your ammo. If you can't fire at a target, slap that reload bar, fast!

In my experience, it's usually best to try talkin' your way past 'em, or buyin' 'em off, instead of trying to take 'em all on in a firefight. That'll only work if you're good at speech skills, an' you'll still hafta be damned careful about what you say.

And one last thing. Fer God's sake save your game before you walk in there! Y'might find yourself havin' t'try different strategies before y'finally find one that works!

Junktown

- ⊗ Be careful not to walk into town with a drawn weapon. Killian's guards won't like it.
- ⊗ If a guard challenges you over a drawn weapon, put it back into Inventory immediately.

Killian

- ⊗ Who seems to represent the forces of law and order around here?
- ⊗ What is your gut feeling about Killian, about what kind of man he is, after you talk with him?
- ⊗ If Killian is attacked while you're in his store, help him out.

Sinthia

- ⊗ If Sinthia is attacked while you're in the Crash House, is there anything you can do?
- ⊗ The raider who is holding Sinthia hostage seems confused... but he is also dangerous. If you attack him or even threaten him, he may attack Sinthia.
- ⊗ You will get more Experience Points for this confrontation if you can get the raider to leave without killing him, and without endangering Sinthia.
- ⊗ Try to talk the raider down. Do not get too intense. If you tell him his life is in danger, he will think you are threatening him and kill Sinthia. Don't directly refuse him, don't threaten him, and don't tell him what you really think of him.
- ⊗ If the raider demands money, you must have at least \$100 to offer him. If you do not, he will think you are lying and kill Sinthia. If you do not have the money, tell him he can just walk away... and hope your speech skill is high enough that he trusts you. Otherwise, tell him he has to trust you, and hope that he does.
- ⊗ If you tell him he can leave peacefully after he demands money, he will up his demand to \$200. If you don't have it, he will think you lied and try to kill Sinthia. If you have it and give it to him, he will leave peacefully.
- ⊗ You have four choices. You can kill the raider, but if you do so Sinthia will hate you. You can knock him out; Sinthia won't like it, but Killian's guards will appreciate the help. You can offer him money and the raider will leave peacefully. Or you can talk him into trusting you and leaving without hurting the woman.

The Skulz

- ⊗ These guys can be a bit touchy. Don't set them off.
- ⊗ Do any of these people seem approachable?
- ⊗ Sherry might offer you a way to get at the Skulz.
- ⊗ Talk to Sherry and show her you're interested in her as a person.
- ⊗ Ask Sherry what she plans to do with the rest of her life. If your speech skills are good enough, she will begin thinking about it. Two days later, she will leave the gang.
- ⊗ After Sherry has left the gang, you can try to convince her to turn against the Skulz. Tell her they have been hurting people, and she will help you.

Gizmo

- ⊗ To get evidence against Gizmo, you need to use a tape recorder or a wire given to you by Killian, then get Gizmo to talk about killing him.
- ⊗ Offer to do the job the Gizmo's assassin bungled.
- ⊗ Be sure to plant the bug or use the wire before Gizmo spills the beans.
- ⊗ To use the bug, have it in your Active Items Inventory. Click to bring it up on your Interface Bar, click to bring up a yellow target cursor, and click that on Gizmo's desk. To use the tape recorder, bring it up on the Interface Bar and click on USE.
- ⊗ With either (or both) the tape recorder running or the bug planted, talk to Gizmo. Offer to kill Killian, and draw Gizmo out until he agrees. Ask why he wants Killian dead. He will want proof that Killian is dead and demand that you bring him Killian's dog tags. Agree to this.
- ⊗ Back at Killian's, he will play back the confession and thank you for your help. You will have the opportunity to help Lars, Killian's assistant, attack Gizmo. Find Lars near the guard house and tell him you want to help. You'll find yourself confronting Gizmo with Lars and of Killian. Once Gizmo is dead, try going back to his place to search his body and desk!

Doc Morbid

- ⊗ Doc Morbid can heal you of radiation poisoning or other problems, if you have the money to pay him.
- ⊗ Be sure you do have enough to pay him, or you and Morbid won't be seeing eye to eye.
- ⊗ There's more to Doc Morbid and his clinic than at first meets the eye.
- ⊗ This is an interesting subplot that could lead to your finding some good weapons and equipment.
- ⊗ To find Doc Morbid's secret, you will have to get past his two mercenary henchmen, Flash and Cougar. Both are armed with shotguns.
- ⊗ You may be able to get past them with a combination of threat and bravado. Try telling Flash that he'll be needing the Doc's services for personal reasons. This requires a high Speech Skill... and it's harder to get away with it if the player character is female.
- ⊗ In the basement is another of Morbid's people. His name is Gretch, and he's armed with a submachine gun.
- ⊗ If you're caught down there, you'll probably have to fight your way out.
- ⊗ Do not agree to having the Doc "take something from you."

In General

- ⊗ Talk to everyone you can.
- ⊗ A number of other subplot adventures can be had here. Talk to the other people in the Crash House, in the Scum Pit, and in the street.
- ⊗ Keep an eye out for characters you might want to hire as companions. Even a dog might provide a useful ally in later encounters.
- ⊗ Buy, find, or steal the best weapons you can manage. Try buying and selling other equipment, recovered loot, found junk, or whatever to get enough money to buy or barter better weapons.
- ⊗ Gretch, Doc Morbid's assistant, has a submachine gun. If you can kill him and get that weapon, you'll be in great shape for later encounters!

The Hub

- ⊗ Talk to everyone possible and learn everything you can.
- ⊗ What can be responsible for the vanishing caravans?
- ⊗ Talk to Martha to hear what gossip she has to share.
- ⊗ Talk to old Harold, the mutant. He's been around for a *long* time, and has seen an awful lot.
- ⊗ Check the job postings downtown (in front of Bob's Iguana Bits) to find work.
- ⊗ If you talk to the right people, it's possible for you to arrange for water shipments to your Vault. This won't solve the Vault's water problems permanently, but it will delay the end while you work on finding that control chip.
- ⊗ A large number of subplot adventures can be had in the Hub. Some will give you money or a chance at new weapons, some are dangerous, all will give you Experience Points... assuming you survive. Among the many possibilities, a few of the more important include: go to work for Decker; blackmail Bob; join the Thieves' Guild; rescue a Brotherhood initiate; join a caravan as a guard; or kill the Deathclaw.

Decker

- ⊗ Decker is a dangerous man. Be careful around him.
- ⊗ He has an office underneath The Maltese Falcon, reached by stairs behind the bar.
- ⊗ To reach Decker you must talk to Kane, his right-hand thug.
- ⊗ Decker will offer you a job. You must find a merchant and his wife in The Heights and kill them both.
- ⊗ You must find the house occupied by Daren Hightower and kill them. Do it without alerting the police patrols outside!
- ⊗ The second job Decker will ask you to perform—after you have successfully carried out the first—is to assassinate Jain, in the building belonging to the Children of the Cathedral.

- ⊗ If you join a caravan as a guard, stay with it until the end of the run. If you abandon the caravan, you will have trouble getting the same work again later. You can, however, join a caravan as guard out to the Brotherhood or some other destination and quit the job there.
- ⊗ If you join a caravan as a guard, be prepared for trouble. Make sure you're well-armed and have plenty of ammo.

Deathclaw Cavern

- ⊗ Talking to Butch Harris, Beth, and finally Harold will give you access to the Deathclaw cave. It is not necessary to face the Deathclaw, but killing it will give you a lot of Experience Points.
- ⊗ Be sure you're well armed with the best weapons you can find, and have plenty of ammo!
- ⊗ If possible, see if you can recruit allies in the Hub first. If you hired people to join you earlier in the game, they will be useful here.
- ⊗ If you have acquired dynamite along the way, try sneaking up on the Deathclaw, setting the timer, and dropping a charge of high explosives next to him, then sneaking away before it detonates. This can weaken the monster enough to give you a better chance of killing it.
- ⊗ Once the beast is dead, is there anything in the cave of use to you?
- ⊗ Check the body of a super-mutant.
- ⊗ The holodisk has useful information on it. Take it.

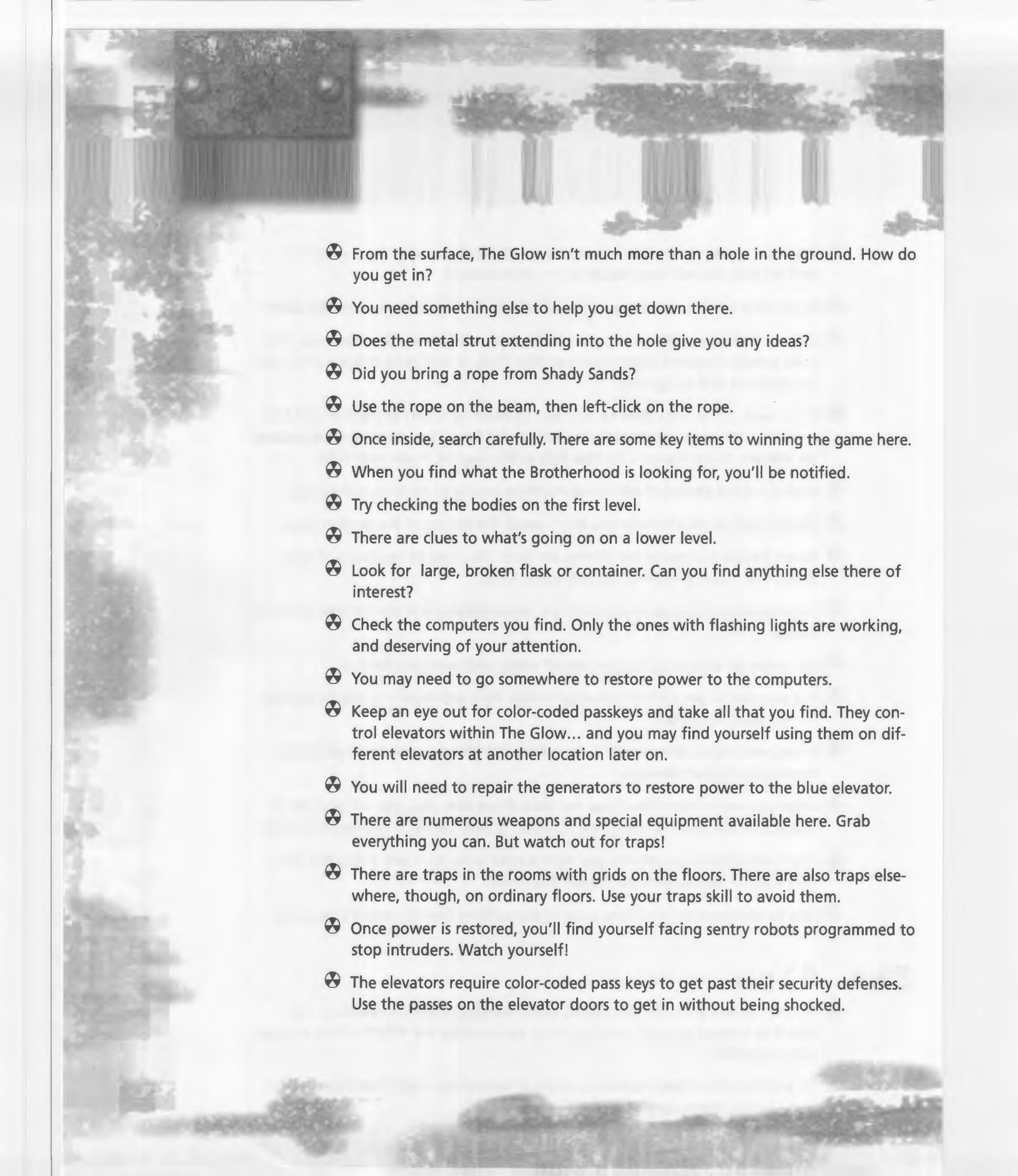
The Brotherhood of Steel

- ⊗ To reach the Brotherhood, try joining a caravan going there from The Hub.
- ⊗ To get inside the Brotherhood—short of killing the two guards and trying to storm the place—you will need to perform a quest.
- ⊗ Cabbot, the greeter on guard outside, will tell you where to go and what to do. Your destination will be added to your list of travel possibilities on the World Map.

- ⊗ You must travel to The Glow, far to the south, find your way in, and find an artifact that you will then return to the Brotherhood.
- ⊗ If you have trouble completing this task, check the hints listed under **The Glow**.
- ⊗ Once you complete the quest, you will be accepted into the Brotherhood. This is an excellent opportunity to learn a great deal, as well as to acquire some useful weapons and equipment.
- ⊗ If you have not already done so, you may be asked to return to the Hub and free a member of the Brotherhood being held in Old Town. See the hints for **Rescuing an Initiate** under the hints for **The Hub** in this chapter, if you need help.
- ⊗ Vree is a good person to ask about anything having to do with technology.
- ⊗ Maxson will be able to help you learn about the history of the Brotherhood.
- ⊗ When people ask you to run chores, do them. You may be rewarded. If you abuse their trust, however, you will suffer for it.
- ⊗ Try attending the hand-to-hand combat demonstrations in the Combat Training Room.
- ⊗ Talus may be able to authorize combat armor and weapons for you.
- ⊗ It is possible to get a suit of powered armor. Kyle will require a systolic motivator to repair the armor.
- ⊗ If you want the Brotherhood's help against the Master, warn them about the impending mutant invasion.
- ⊗ After you return from The Glow, see Vree. If she likes you, she will give you a holodisk about the FEV virus. This is critical to one means of winning the game.
- ⊗ The Brotherhood can provide you with a small army to attack either the military base or the Master's lair. Which shall it be?
- ⊗ Talk to Maxson after you have scouted the military base to recruit your army.

The Glow

- ⊗ As soon as you arrive on this screen, you'll take hits from the radiation. Use Rad-X to protect yourself, and Rad-away to eliminate the effects of the original contamination.
- ⊗ To avoid hits from new radiation, stop just before you reach The Glow, take some Rad-X, then proceed.

- 
- ⊗ From the surface, The Glow isn't much more than a hole in the ground. How do you get in?
 - ⊗ You need something else to help you get down there.
 - ⊗ Does the metal strut extending into the hole give you any ideas?
 - ⊗ Did you bring a rope from Shady Sands?
 - ⊗ Use the rope on the beam, then left-click on the rope.
 - ⊗ Once inside, search carefully. There are some key items to winning the game here.
 - ⊗ When you find what the Brotherhood is looking for, you'll be notified.
 - ⊗ Try checking the bodies on the first level.
 - ⊗ There are clues to what's going on on a lower level.
 - ⊗ Look for large, broken flask or container. Can you find anything else there of interest?
 - ⊗ Check the computers you find. Only the ones with flashing lights are working, and deserving of your attention.
 - ⊗ You may need to go somewhere to restore power to the computers.
 - ⊗ Keep an eye out for color-coded passkeys and take all that you find. They control elevators within The Glow... and you may find yourself using them on different elevators at another location later on.
 - ⊗ You will need to repair the generators to restore power to the blue elevator.
 - ⊗ There are numerous weapons and special equipment available here. Grab everything you can. But watch out for traps!
 - ⊗ There are traps in the rooms with grids on the floors. There are also traps elsewhere, though, on ordinary floors. Use your traps skill to avoid them.
 - ⊗ Once power is restored, you'll find yourself facing sentry robots programmed to stop intruders. Watch yourself!
 - ⊗ The elevators require color-coded pass keys to get past their security defenses. Use the passes on the elevator doors to get in without being shocked.

- ⊗ Search every body you can find for the necessary pass keys.
- ⊗ The yellow key is on Level 1. The red key is on Level 2. The blue key is on Level 4.
- ⊗ Look for holodisks with useful information. They may be in lockers, on bodies, or elsewhere.

Necropolis

Getting to Set

- ⊗ Your first encounter in the Necropolis will probably be at the Motel of Doom.
- ⊗ You need to find a way to reach other parts of the city...
- ⊗ ...without being seen. Can you find a way to do this?
- ⊗ How about underground? There are three manhole covers, leading to an underground sewer system.
- ⊗ Once you find the sewers, try heading in a generally northerly direction. Keep an eye out for ladders, though they'll be hard to see in the dark!

Ready... Set...

- ⊗ Set rules the ghouls in the Necropolis... or, at least, so he thinks.
- ⊗ To get on Set's good side, you may have to perform a little chore for him.
- ⊗ Where is he sending you? Might this have a bearing on your mission?
- ⊗ Harry and the other super-mutants have to be eliminated or chased off.
- ⊗ The Necropolis water shed gives you access to something you need.
- ⊗ You will need to go underground again to reach the water shed.
- ⊗ The sewer leading to the water shed map is connected to the sewer that brought you here from the motel.
- ⊗ Go back to the sewers, and look for a passageway leading north. It will eventually bring you to a short, new section of underground passageway, and a ladder leading up into a building on the water shed map.

The Water Shed

- ⊗ You are looking for the place where water is purified and distributed for the Necropolis.
- ⊗ The building you are looking for is to the north.
- ⊗ Look for the long building in the northeast corner of the map. The entrance is in the northernmost part of the building.
- ⊗ Be sure you're well-armed.
- ⊗ You will find Harry here... wielding a big, mean-looking gun.
- ⊗ If you have a decent weapon by this time, like an SMG, you might be able to get the drop on Harry. If your character is female, use your feminine wiles, and tell him you want to give him "a little smack." This will give you an initial advantage over the poor guy.
- ⊗ If you've already defeated the Master at this point, Harry and his friends may be so afraid of you that they will run away.
- ⊗ You *may* be able to talk your way past Harry. Try telling him you are not a normal, and when he wonders what you are, tell him you're a ghoul. This will confuse him long enough to let you slip past. You have thirty seconds to leave before he decides to attack.
- ⊗ If you find yourself in a firefight with Harry, remember several key points: he has three large friends nearby, one of whom is armed with a flamer, in a room off the passageway on the east side of the room, and they will come when a firefight begins; if you can get his friends between Harry and you, they will provide cover and may be hit by Harry's laser rifle fire. Your best hope here is superior firepower.
- ⊗ Don't even try getting into a firefight with these guys with anything less than an SMG... and even that's a real long shot!
- ⊗ Superior firepower is going to be hard to come by. Harry has a laser rifle, and one of his friends has a flamer. Try using grenades you picked up in the Hub to whittle Harry down a bit before you start shooting it out.
- ⊗ Stay clear of the guy with the flamer! The weapon is short-ranged, but deadly!

- ⊗ Try getting them to follow you outside and through the alleys behind the small, square building south of the watershed. You might be able to cut them down by sniping and throwing grenades.
- ⊗ You might also try eliminating the two super-mutant guards *outside* the watershed first. One is in the street, the other in the small, square building. Then you'll only have four to face once you meet Harry... not six!
- ⊗ Be sure to get those weapons! A laser rifle and a flamer are among the best firearms you can pack, at least at this point in the game, and you're soon going to need something better than an SMG!

The Water Chip

- ⊗ You're getting closer to your goal. Explore the rest of the building.
- ⊗ Once you've eliminated Harry and his friends, make your way to the far end of the building.
- ⊗ Look for a hatchway going down.
- ⊗ There is a manhole cover in the small room in the southeast corner of the building. Go down two levels to reach the Necropolis Vault.
- ⊗ The Necropolis Vault is to the north of the underground chamber two levels beneath the water shed. Find the elevator.
- ⊗ You want Level 3, and the Command and Control Center.
- ⊗ Find a working computer. Use the Hand Icon on it.
- ⊗ When a message tells you you've easily removed the water chip, you have what you came for!
- ⊗ Removing the water chip stops the flow of water throughout the Necropolis. Most of the ghouls are harmless. Do you want them all to die of thirst?
- ⊗ The ghouls in the ghoul underground—beneath the Hall of the Dead—may have part of the answer.
- ⊗ You must repair the water pumps in the water shed to restore the flow of water to the Necropolis.

Now What?

- ⊗ Once you have the all-important water chip, you'd better get back to Vault 13 as quickly as you can. Time is precious!
- ⊗ After you interrupt the water supply for the ghouls, Set is no longer your friend. Stay clear of him!
- ⊗ Back at the Vault, the Overseer may suggest another course of action.
- ⊗ You have won the first part of the game, but you have also uncovered a number of clues to bigger and darker dangers threatening your people and home. You will not have won the game until you have ended those threats.
- ⊗ Take stock of all you have seen and learned. Consider the following questions:
 - ⊗ Where do the super-mutants, like the ones guarding the water shed in the Necropolis, come from? What is their agenda?
 - ⊗ Did you hear Harry, the super-mutant, say something about taking you to "the Lou?" Who might that be?
 - ⊗ The Deathclaw was not responsible for the missing caravans. Who or what is?
 - ⊗ By now, you've learned of the location of other sites to the south, places like "The Glow" and "the Boneyard." Your new quest will take you there.
 - ⊗ If you have not yet visited the Brotherhood, you should do so. You will learn more there, and through the adventures you will have getting them to accept you.
 - ⊗ Places you must yet visit include The Glow and the Brotherhood (if you haven't already), the Military Base, the Cathedral, and the Master's Vault. Other places you *may* visit, though it is not absolutely necessary that you do so, are the Followers of the Apocalypse, the Gun Runners, Adytum, and the headquarters of a gang called the Blades.
 - ⊗ At this point, your two primary goals—which you *must* achieve to win the game—are the destruction of the Vats beneath the Military Base, and the destruction of the Master in his vault. The various other locations may provide clues, weapons, information, allies, or characters who can help you achieve these goals.

Invasion!

- ⊗ A clock is running. You started it when you entered the Necropolis. Thirty days after the super-mutants guarding the water shed are killed or driven off—assuming the Master is still alive—the Master's army of super-mutants will invade the Necropolis and kill Set and all of his ghouls. A countdown is also proceeding toward the Master's discovery of your home Vault, which has the raw materials he needs to build his mutant super-army... normal humans.
- ⊗ Once the super-mutant invasion begins, it continues to advance north, taking out one location after another. Your home Vault will fall on about Day 500. These timeline figures can be adjusted up or down depending on other events that take place in the game. For example, the destruction of the Master will end the invasion threat; if the military base is destroyed, the mutants will invade each location days earlier. If you arranged to ship water to your Vault at the Hub, 100 days will be taken off the Vault 13 invasion date.
- ⊗ If the super-mutants invade Vault 13, the game ends. You lose.

The LA Boneyard

Adytum and the Blades

- ⊗ The Boneyard, also called "the Angels' Boneyard," is the far-flung rubble of a destroyed city... Los Angeles. There are numerous locations of interest within this area.
- ⊗ Adytum is a potential safe haven.
- ⊗ Jon Zimmerman, the leader in Adytum, will ask you to avenge his son by killing the leader of the Blades.
- ⊗ The situation is not as it appears on the surface.
- ⊗ The gang is not responsible for the murder of Zimmerman's son.
- ⊗ The Blades are tough. If you attack them or their leader, you will find them very hard to kill!
- ⊗ The leader of the Blades has a holodisk that proves who really killed Zimmerman's son.

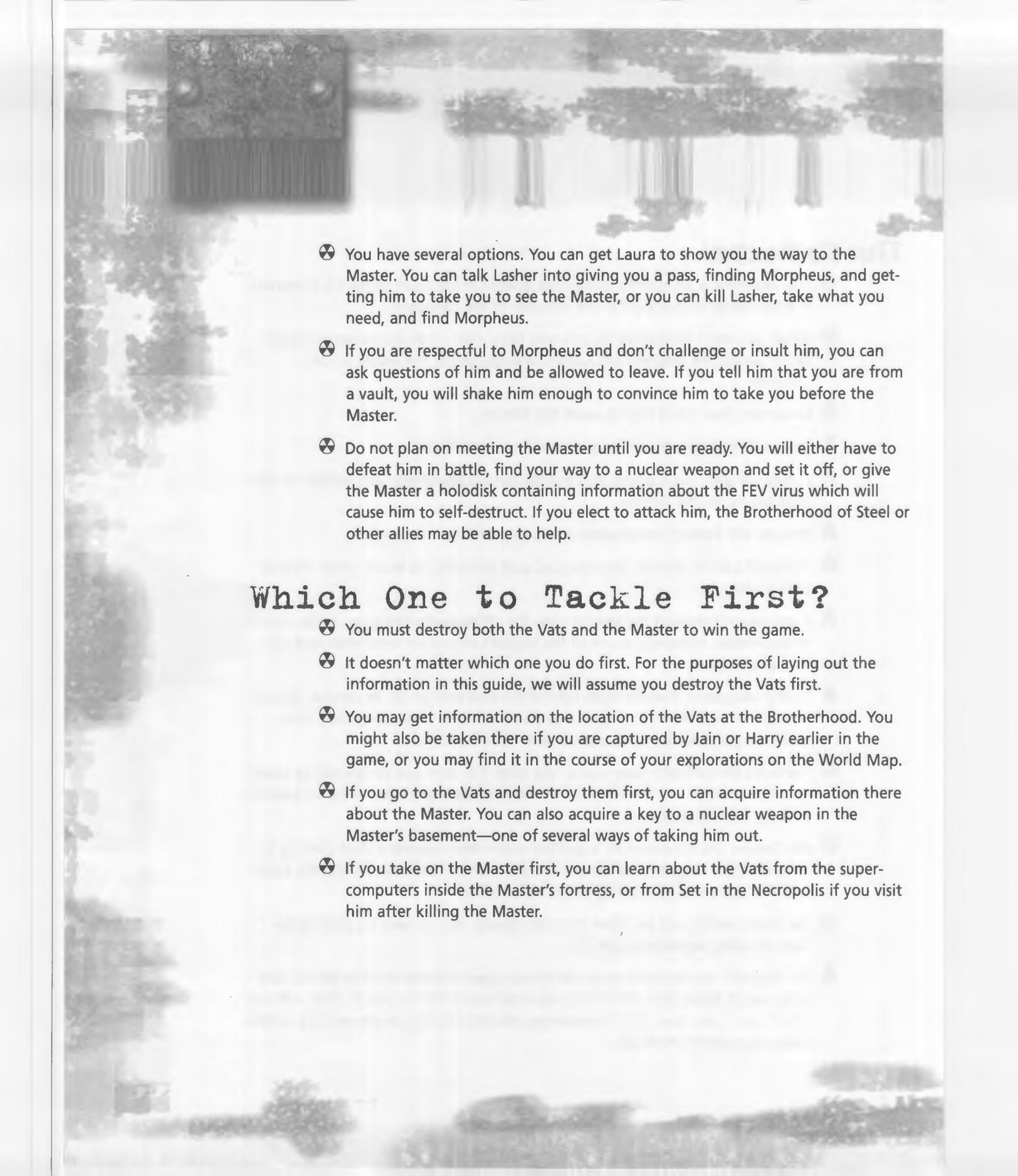
- ⊗ The Regulators hold Adytum in the grip of a vicious dictatorship. They are responsible for the murder.
- ⊗ The Blades will liberate Adytum, *if* they can get weapons from the Gunrunners.
- ⊗ The Gunrunners will provide weapons, *if* the Deathclaw infestation in the large building between the Blades' HQ and the Gunrunners' place can be eliminated.
- ⊗ In the basement beneath the infested building are Deathclaw eggs... and the Deathclaw mother. Both the eggs and the mother must be destroyed to eliminate the infestation. Don't go in there unless you've *very* well heeled!
- ⊗ If you clear out the Deathclaws, kill the Deathclaw Momma, and destroy the eggs, the Gunrunners will give you weapons and ammo in gratitude. After Adytum is liberated, they will leave their old HQ, and you may find valuable weapons left behind there.

The Followers of the Apocalypse

- ⊗ The Followers are former hippies who migrated here from San Diego. They believe in peace.
- ⊗ They believe in peace... but are sworn enemies of the Children of the Cathedral. They will fight for what they believe in.
- ⊗ Nicole is the Followers' leader. You will get good information from her.
- ⊗ Nicole can tell you something about the Cathedral, the Children, and a spy the Followers have inside.
- ⊗ She will ask you to scout the Cathedral, and tell you how to contact the spy.
- ⊗ If Nicole likes you, she will offer you the free use of the Followers' base. There are valuable supplies available in some of those lockers.
- ⊗ She may offer to send some of the Followers with you as a "diversion" to the Cathedral. If fighting breaks out, they will attack the Children and help you capture the place. When you leave the Cathedral, they return to Nicole.

The Cathedral

- ⊗ The Cathedral is an enormous building located in the heart of the LA Boneyard. It is the center of worship for the Children of the Cathedral.
- ⊗ When you scout the Cathedral, you may encounter three characters of importance: Laura, the Follower spy; Lasher, and Morpheus, the leader of the Children.
- ⊗ Laura can show you a way to reach the Master.
- ⊗ Laura will not help you unless you have first seen Nicole.
- ⊗ Lasher can give you a badge that will let you see Morpheus, and Morpheus can take you to see the Master.
- ⊗ You can win Lasher's cooperation by dealing with him respectfully.
- ⊗ If you kill Lasher, you can take the pass, and also take his robes, which may be useful later.
- ⊗ If you haven't guessed the fact by now, the Children are bad guys, in the service of the Master. Morpheus is one of the Master's important henchmen and can take you to him.
- ⊗ To find Morpheus, find the stairs behind the altar and go up. Be careful, though. A couple of Nightkin are on guard up there. You will need the passkey from Lasher to get past them... or a great deal of skill and luck.
- ⊗ The stairs are behind a door east of the altar. The door can be opened by Laura or with a red COC key from Lasher. In a room at the top of the tower, on Level 4, you can find Morpheus.
- ⊗ Also behind the red-pass door is another door which requires a black passkey to enter. The stairs beyond lead down to a room with a bookcase. Behind the bookcase is a secret passage leading to the Master's lair.
- ⊗ The black passkey can be taken from Morpheus. You can also try picking the locks or using explosives to get in.
- ⊗ The Nightkin are powerful and well-armed super-mutants wearing Stealth Boy units, which make them difficult to see and hard to hit in combat. They will not attack you if you have the black passkey, the red passkey, or are wearing purple robes, but cannot be armed.

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- ⊗ You have several options. You can get Laura to show you the way to the Master. You can talk Lasher into giving you a pass, finding Morpheus, and getting him to take you to see the Master, or you can kill Lasher, take what you need, and find Morpheus.
 - ⊗ If you are respectful to Morpheus and don't challenge or insult him, you can ask questions of him and be allowed to leave. If you tell him that you are from a vault, you will shake him enough to convince him to take you before the Master.
 - ⊗ Do not plan on meeting the Master until you are ready. You will either have to defeat him in battle, find your way to a nuclear weapon and set it off, or give the Master a holodisk containing information about the FEV virus which will cause him to self-destruct. If you elect to attack him, the Brotherhood of Steel or other allies may be able to help.

Which One to Tackle First?

- ⊗ You must destroy both the Vats and the Master to win the game.
- ⊗ It doesn't matter which one you do first. For the purposes of laying out the information in this guide, we will assume you destroy the Vats first.
- ⊗ You may get information on the location of the Vats at the Brotherhood. You might also be taken there if you are captured by Jain or Harry earlier in the game, or you may find it in the course of your explorations on the World Map.
- ⊗ If you go to the Vats and destroy them first, you can acquire information there about the Master. You can also acquire a key to a nuclear weapon in the Master's basement—one of several ways of taking him out.
- ⊗ If you take on the Master first, you can learn about the Vats from the super-computers inside the Master's fortress, or from Set in the Necropolis if you visit him after killing the Master.

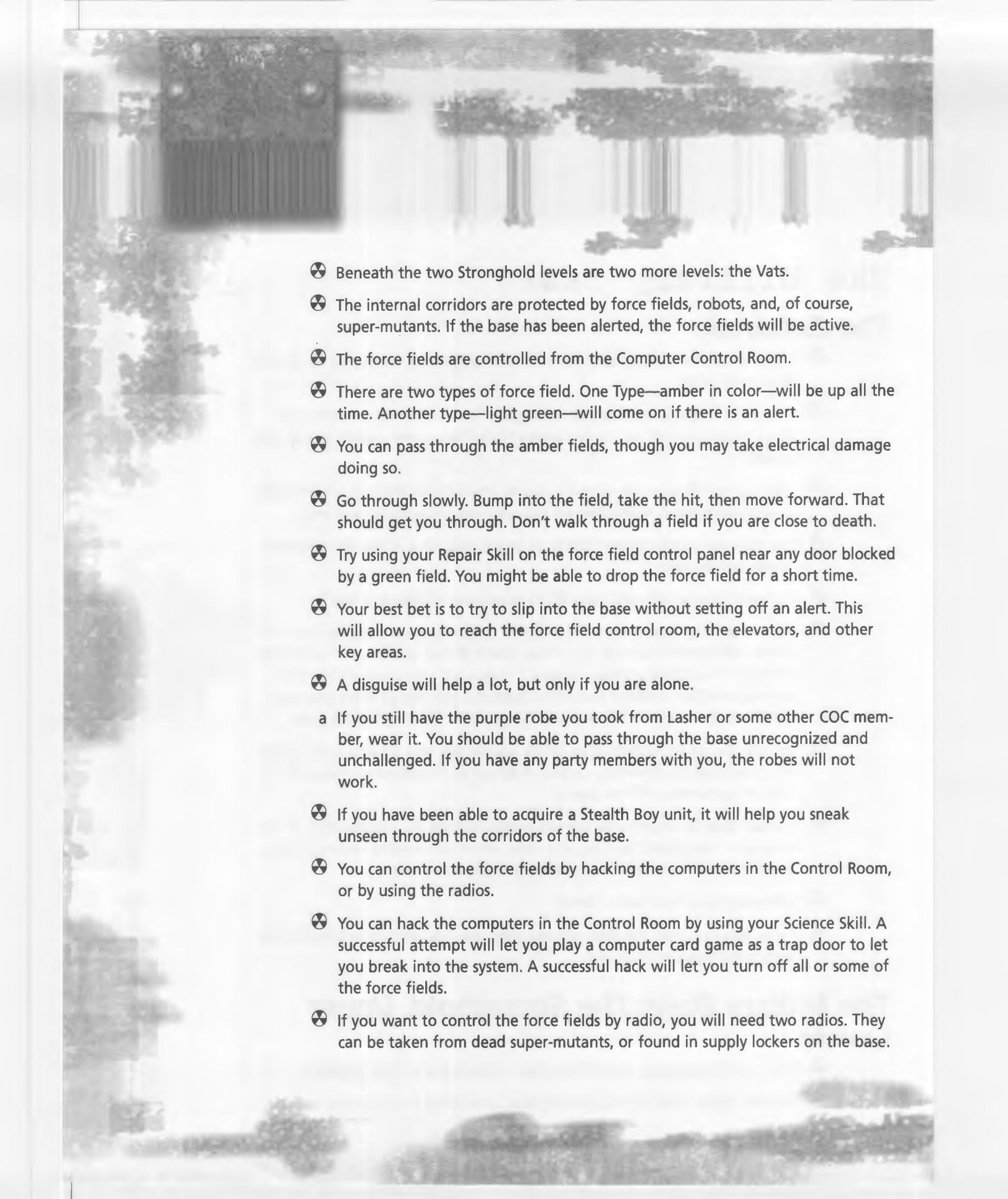
The Military Base

The Entrance

- ⊗ To penetrate the Military Base you will have to get past the guards on the surface, or kill them.
- ⊗ If an alarm is given, more guards will appear from inside the mountain. An alarm will be given if you do not succeed in killing a super-mutant within two seconds.
- ⊗ If you try to talk your way past the guards, try claiming that you are a mutant on a special mission. If they believe you, you can continue on your way.
- ⊗ You will need a code to open the door to the base. One of the super-mutant guards has the code.
- ⊗ If possible, steal a radio from one of the mutants, or kill him and take it.
- ⊗ You can use the radio to trick the mutants. When Command asks for your status, try telling them that you are under attack. If they ask for your coordinates, tell them "four miles, south-southwest." If they ask your purpose, tell them your name is Fred and that you were dazed in a fall. Any of these responses should result in some of the mutants being drawn away from their posts.
- ⊗ You can also try orchestrating an attack against the base by your allies, which will cause a serious diversion. Or you could use explosives on one part of the fence to try to draw off the guards.
- ⊗ You will have to kill or knock out the mutant outside the security door in the mountain. That guard has a security code, which you need to open the door. He will not leave with the other mutants if you trick them.
- ⊗ That guard also has a radio. Take it.
- ⊗ If you have the code, the door will open for you. It is possible to lockpick the door, but it requires great skill.

The Military Base: The Stronghold, Upper Levels

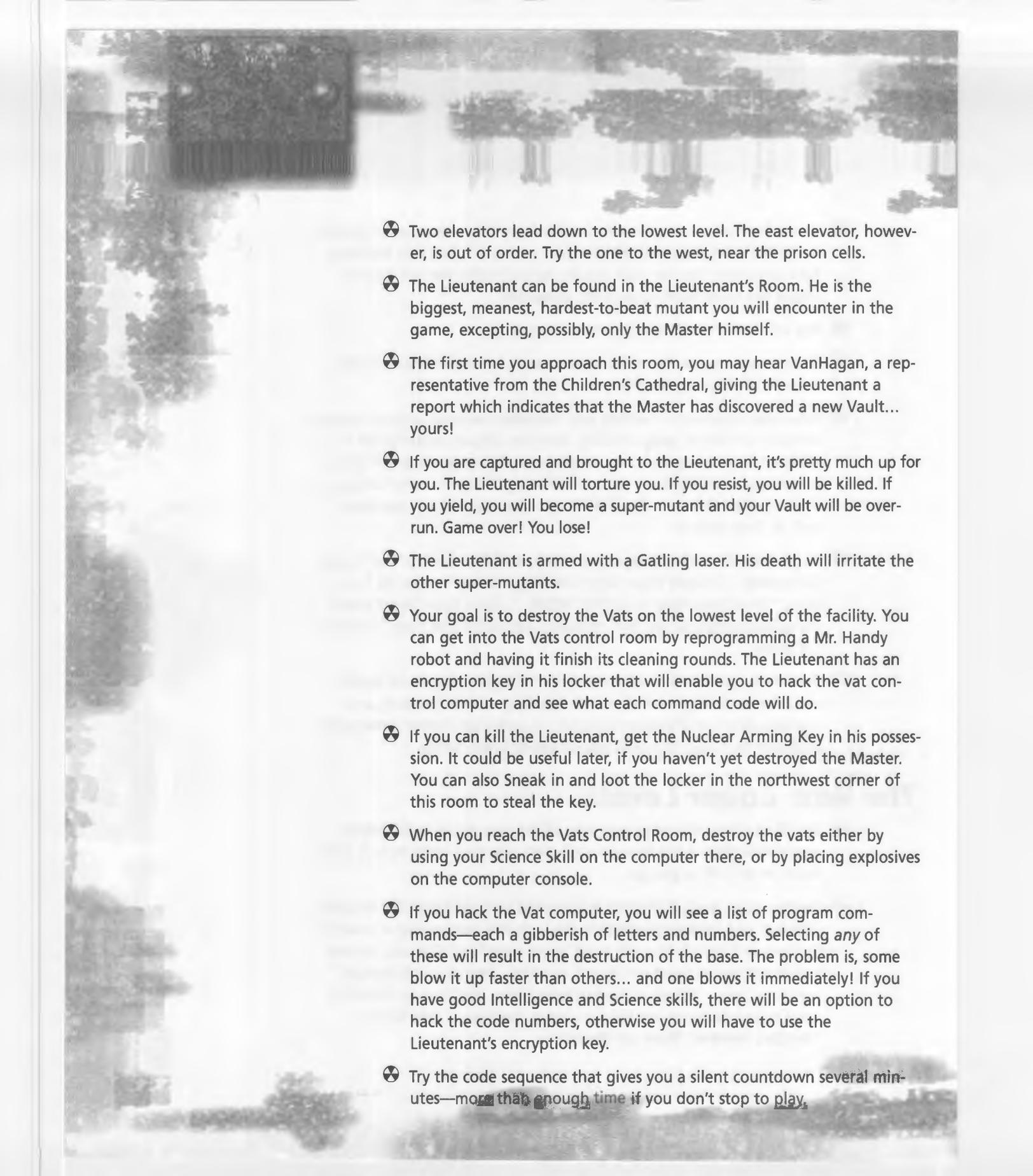
- ⊗ There are four levels to the Military Base beneath the surface entrance.
- ⊗ The two upper levels are the Military Base, also called The Stronghold,

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- ⊗ Beneath the two Stronghold levels are two more levels: the Vats.
 - ⊗ The internal corridors are protected by force fields, robots, and, of course, super-mutants. If the base has been alerted, the force fields will be active.
 - ⊗ The force fields are controlled from the Computer Control Room.
 - ⊗ There are two types of force field. One Type—amber in color—will be up all the time. Another type—light green—will come on if there is an alert.
 - ⊗ You can pass through the amber fields, though you may take electrical damage doing so.
 - ⊗ Go through slowly. Bump into the field, take the hit, then move forward. That should get you through. Don't walk through a field if you are close to death.
 - ⊗ Try using your Repair Skill on the force field control panel near any door blocked by a green field. You might be able to drop the force field for a short time.
 - ⊗ Your best bet is to try to slip into the base without setting off an alert. This will allow you to reach the force field control room, the elevators, and other key areas.
 - ⊗ A disguise will help a lot, but only if you are alone.
 - a If you still have the purple robe you took from Lasher or some other COC member, wear it. You should be able to pass through the base unrecognized and unchallenged. If you have any party members with you, the robes will not work.
 - ⊗ If you have been able to acquire a Stealth Boy unit, it will help you sneak unseen through the corridors of the base.
 - ⊗ You can control the force fields by hacking the computers in the Control Room, or by using the radios.
 - ⊗ You can hack the computers in the Control Room by using your Science Skill. A successful attempt will let you play a computer card game as a trap door to let you break into the system. A successful hack will let you turn off all or some of the force fields.
 - ⊗ If you want to control the force fields by radio, you will need two radios. They can be taken from dead super-mutants, or found in supply lockers on the base.

- ⊗ To use the radios, use one radio on the force field computer. If you are successful, a message will tell you that you have linked into the force field computer. You can then use the second radio that you kept to toggle the force fields on and off, as needed.
- ⊗ You will find a robot storage room on Level 1.
- ⊗ You can use a computer in this area to hack into the robots' control network and reprogram them.
- ⊗ If you are successful in hacking into the robot network, you can change some of the robots' programming. They are already set to TARGET INTRUDER, meaning you. You can change this so that they will target everything including each other, or all living things, or only mutants, or only attackers. You can also disable some aspects of their operation, such as their sensors.
- ⊗ To get the robots to target only mutants, set "Pest Control" to "Large living pests." To have them target nothing, set Pest Control to "no pests," to set targeting to TARGET NONE. To have them target everything (including you, but also including each other) set Pest Control to "all pests."
- ⊗ The Armory on the Second Level of the Stronghold has some useful weapons, including a minigun. It is heavily guarded, however, and requires either an electronic lockpick, or explosives (either three packs of dynamite or two of plastic explosives) to break inside.

The Vats, Lower Levels

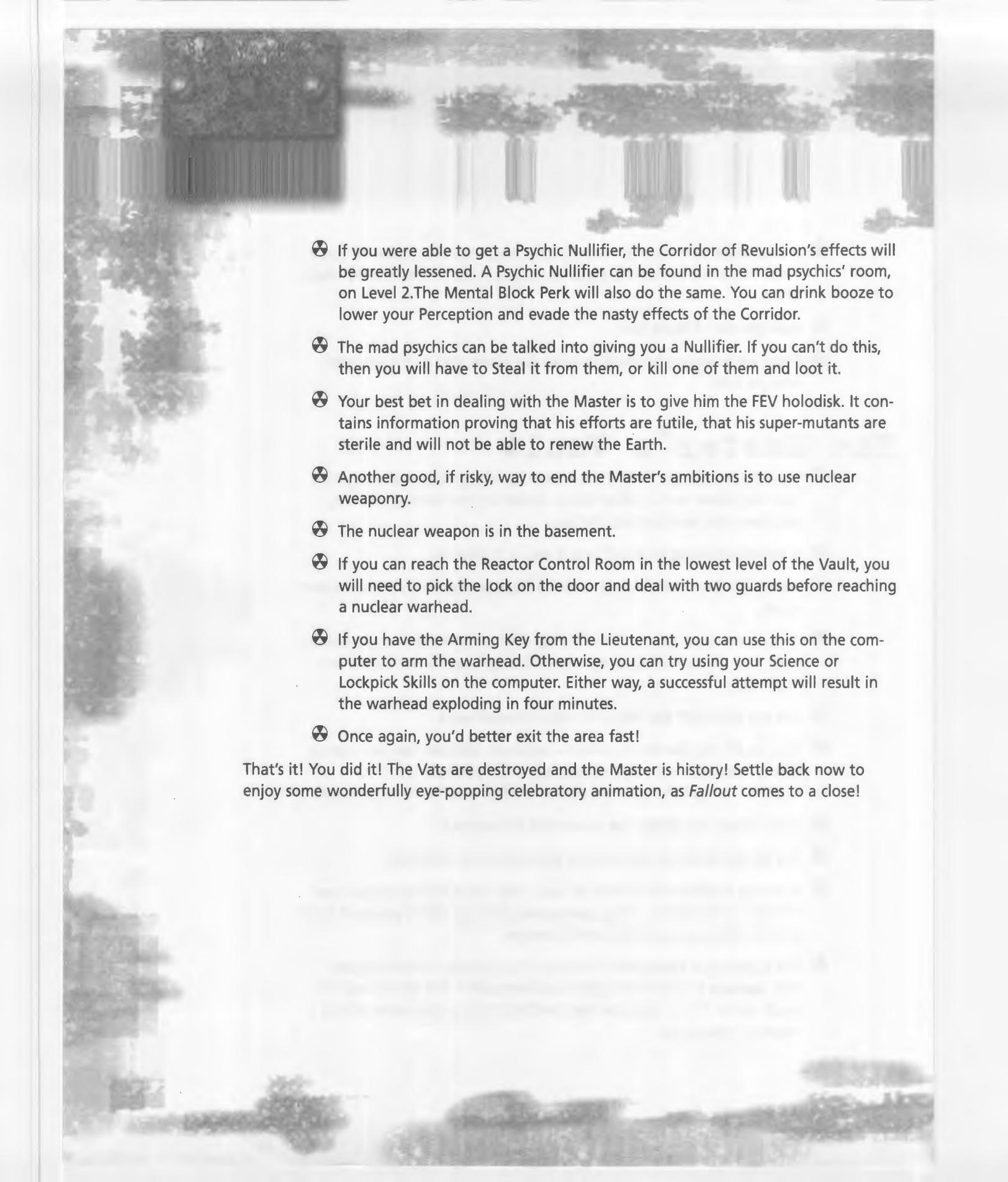
- ⊗ You must ultimately make your way all the way down to the lower level of the Vats. If the base goes on alert, use your radio to turn force fields on and off as you go.
- ⊗ On the upper level of the Vats is a trapped corridor called the Security Corridor. Like Loxley's Gauntlet in the Hub, this passageway is covered by traps and alarms. You will need to use your Traps Skill step by step to get through without setting off an alarm. Trap elements include warnings, lasers, plasma rifles, explosive hexes, and lines of monofilament stretched across the hall just above the floor. Unlike Loxley's Gauntlet, however, these are deadly.

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- ⊗ Two elevators lead down to the lowest level. The east elevator, however, is out of order. Try the one to the west, near the prison cells.
 - ⊗ The Lieutenant can be found in the Lieutenant's Room. He is the biggest, meanest, hardest-to-beat mutant you will encounter in the game, excepting, possibly, only the Master himself.
 - ⊗ The first time you approach this room, you may hear VanHagan, a representative from the Children's Cathedral, giving the Lieutenant a report which indicates that the Master has discovered a new Vault... yours!
 - ⊗ If you are captured and brought to the Lieutenant, it's pretty much up for you. The Lieutenant will torture you. If you resist, you will be killed. If you yield, you will become a super-mutant and your Vault will be over-run. Game over! You lose!
 - ⊗ The Lieutenant is armed with a Gatling laser. His death will irritate the other super-mutants.
 - ⊗ Your goal is to destroy the Vats on the lowest level of the facility. You can get into the Vats control room by reprogramming a Mr. Handy robot and having it finish its cleaning rounds. The Lieutenant has an encryption key in his locker that will enable you to hack the vat control computer and see what each command code will do.
 - ⊗ If you can kill the Lieutenant, get the Nuclear Arming Key in his possession. It could be useful later, if you haven't yet destroyed the Master. You can also Sneak in and loot the locker in the northwest corner of this room to steal the key.
 - ⊗ When you reach the Vats Control Room, destroy the vats either by using your Science Skill on the computer there, or by placing explosives on the computer console.
 - ⊗ If you hack the Vat computer, you will see a list of program commands—each a gibberish of letters and numbers. Selecting *any* of these will result in the destruction of the base. The problem is, some blow it up faster than others... and one blows it immediately! If you have good Intelligence and Science skills, there will be an option to hack the code numbers, otherwise you will have to use the Lieutenant's encryption key.
 - ⊗ Try the code sequence that gives you a silent countdown several minutes—more than enough time if you don't stop to play.

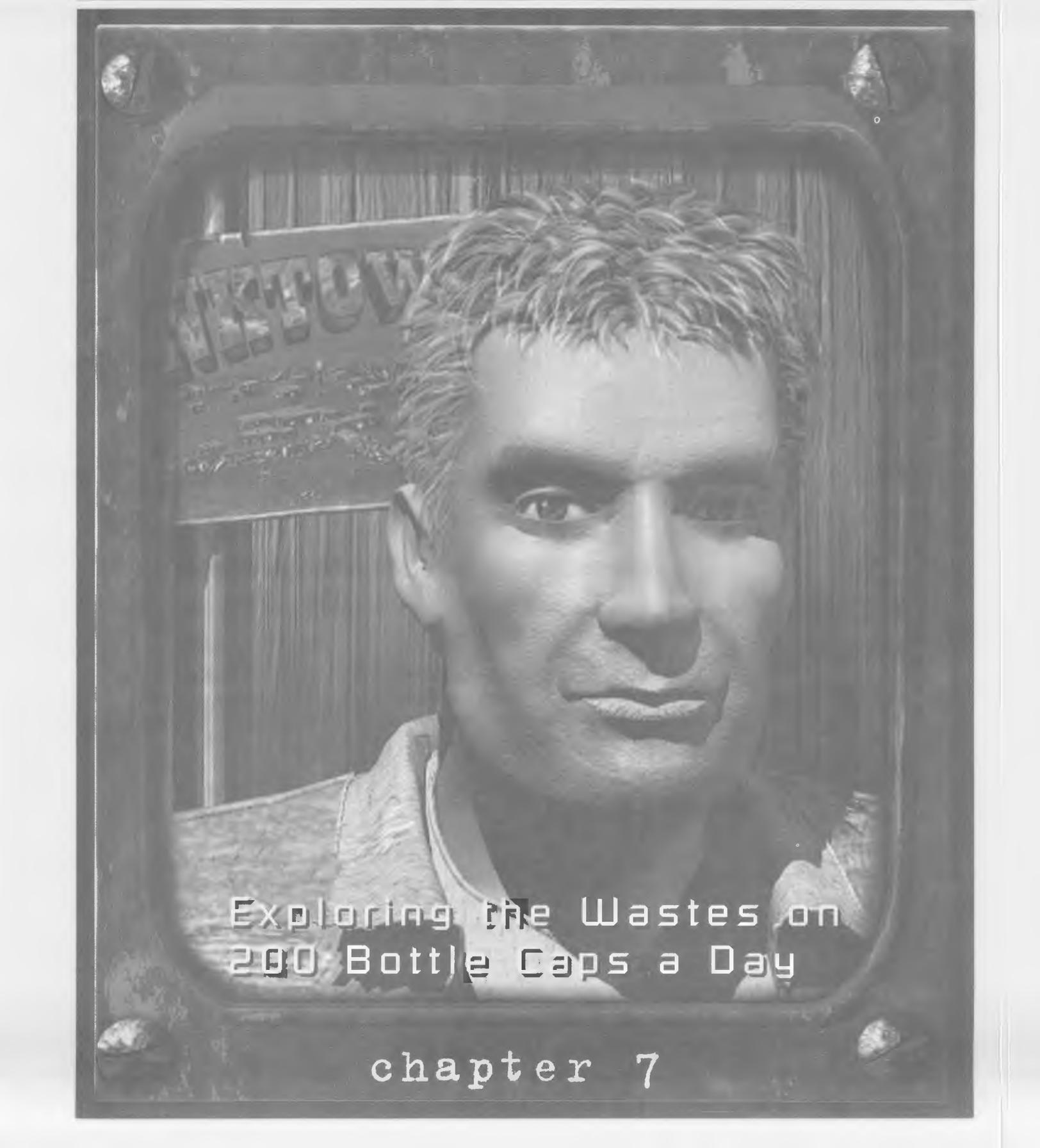
- ⊗ A force field control in the Vats Control Room will shut down all force fields in the facility, allowing you to make a hasty exit before the place blows.
- ⊗ Now get out of there fast!
- ⊗ Don't hang around for the fireworks. Go all the way to the exit grid and get out!

The Master's Vault

- ⊗ You may be brought before the Master by Morpheus, or you may find your way down to his subterranean abode on your own. Either way, you have your work cut out for you.
- ⊗ If you try sneaking in, it will help if you're in disguise.
- ⊗ Purple Children's robes—such as those appropriated from Lasher—serve nicely.
- ⊗ If you have been able to find a Stealth Boy, which renders you translucent, your chances of slipping unseen through the Master's Vault are improved.
- ⊗ You can deal with the Master in any of several ways.
- ⊗ You can kill the Master in combat—extremely difficult, but not impossible—or you can find a nuclear weapon in his Vault and set it to explode... or you can give the Master the FEV holodisk Vree gave you.
- ⊗ If you attack the Master, be aware that he is armed.
- ⊗ The Master possesses two Gatling lasers built into his body.
- ⊗ If you try reaching the Master on your own, you will have to face the Corridor of Revulsion, a long passageway through which you must travel while being assaulted by psychic images.
- ⊗ The higher your Perception, the worse the Corridor's effects will be, with damage to your Intelligence and Perception. The effects will be *much* worse if your character has the Child Killer or Berserker tags or a negative reputation.

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- ⊗ If you were able to get a Psychic Nullifier, the Corridor of Revulsion's effects will be greatly lessened. A Psychic Nullifier can be found in the mad psychics' room, on Level 2. The Mental Block Perk will also do the same. You can drink booze to lower your Perception and evade the nasty effects of the Corridor.
 - ⊗ The mad psychics can be talked into giving you a Nullifier. If you can't do this, then you will have to Steal it from them, or kill one of them and loot it.
 - ⊗ Your best bet in dealing with the Master is to give him the FEV holodisk. It contains information proving that his efforts are futile, that his super-mutants are sterile and will not be able to renew the Earth.
 - ⊗ Another good, if risky, way to end the Master's ambitions is to use nuclear weaponry.
 - ⊗ The nuclear weapon is in the basement.
 - ⊗ If you can reach the Reactor Control Room in the lowest level of the Vault, you will need to pick the lock on the door and deal with two guards before reaching a nuclear warhead.
 - ⊗ If you have the Arming Key from the Lieutenant, you can use this on the computer to arm the warhead. Otherwise, you can try using your Science or Lockpick Skills on the computer. Either way, a successful attempt will result in the warhead exploding in four minutes.
 - ⊗ Once again, you'd better exit the area fast!

That's it! You did it! The Vats are destroyed and the Master is history! Settle back now to enjoy some wonderfully eye-popping celebratory animation, as *Fallout* comes to a close!



Exploring the Wastes on
200 Bottle Caps a Day

chapter 7



chapter 7

Exploring the
Wastes on Only 200
Bottle Caps a Day

RATS:



A definite hazard. Definite contamination of game excitement and suspense.

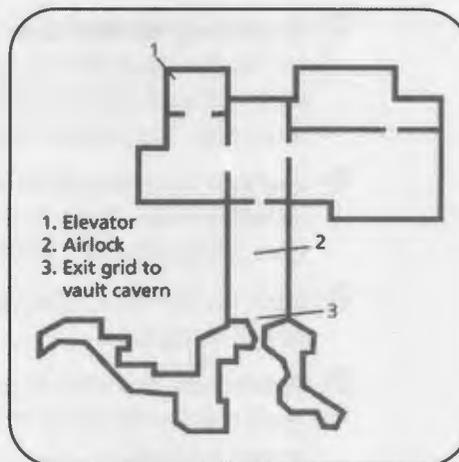
As in **Chapter 3: Places To Go**, this chapter lists each major site encountered in *Fallout*. It gives specific and detailed information on each site, however, and may give away some of the suspense of the game. Look here only if you are having trouble getting out of the place alive.

Vault 13

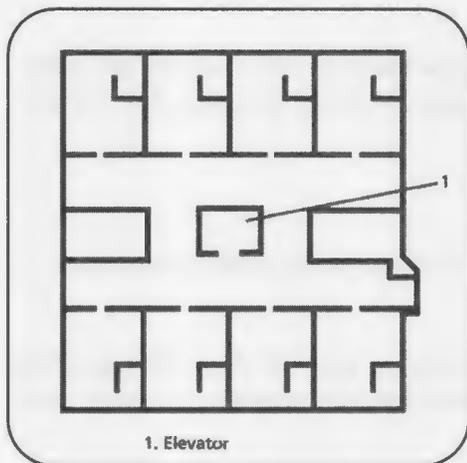
The player character must return with the water purifier chip before Day 150. He or she will begin receiving warnings in the game on Day 40, and the warnings will become more urgent after Day 80. The player can delay the disaster by traveling to the Hub and arranging for water caravans to travel to the Vault. If the caravans are stopped, the countdown to the death of Vault 13 picks up where it left off.



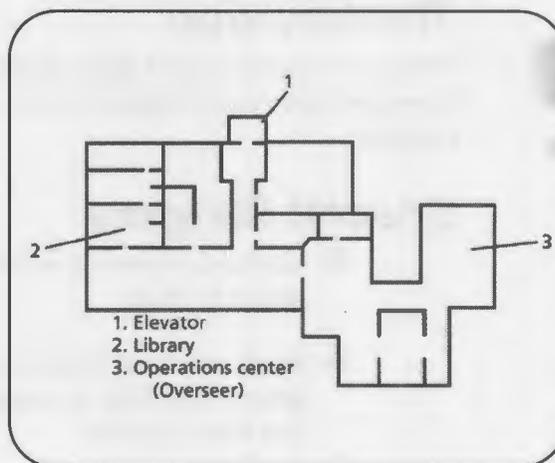
Vault 13 cave entrance



Vault 13 entrance



Vault 13 Level 1



Vault 13 Level 2

Locations Within the Vault

Except for the caverns themselves, none of the Vault interior locations will be accessible to the player until he has been gone for at least one game day.

- ⊗ **Vault 13 Entrance/caverns:** This is where you begin the game proper, in a rat-filled cavern just outside the Vault's main entrance.
- ⊗ **Airlock:** Brightly lit accessway from the entrance to the Vault's interior. You may be able to find some flares in a compartment on the west wall. These will be replenished once every thirty days.

- ⊗ **Emergency Medical Lab:** The player can be healed here for free and can receive treatment for radiation poisoning. Two containers on the west wall each hold two stimpaks. These will be replenished after three days. The Overseer can be found here.
- ⊗ **Lockers:** Some lockers off the main passageway have useful supplies—including water flasks. One of these in your Inventory will keep you from taking hits from dehydration in the desert.
- ⊗ **C&C:** The Command and Control Center is occupied during the day and empty at night.
- ⊗ **Operations Security:** A guard is always on duty here. If you can get a good reaction from him or her, you might get access to the Vault's weapons locker.

The Invasion

Unless other events brought about by the player character intervene, the Vault will be invaded by an army of super-mutants on Day 250 of the adventure. This will end the game.

Special Dangers

- ⊗ Attacking anyone inside Vault 13 makes you an ENEMY (Vault) and subject to attack.
- ⊗ Watch your time! If you don't return to Vault 13 within 120 days of the game's beginning—or somewhat longer if you arrange for water caravans first—you lose!

Vault 15

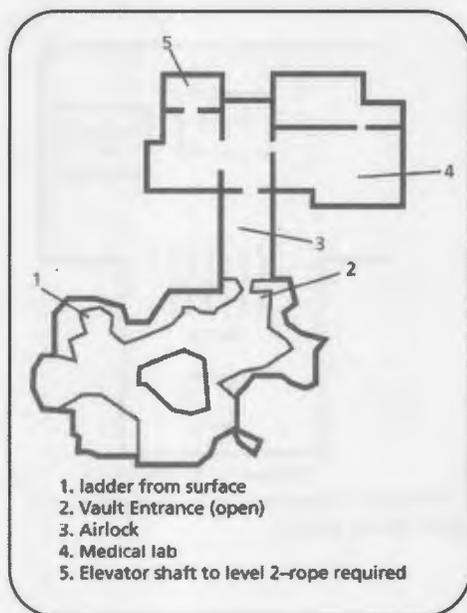
This vault is here to make the player think about what to do next, and to provide the opportunity to rack up some kills and increase his Experience Point total.

Special Locations

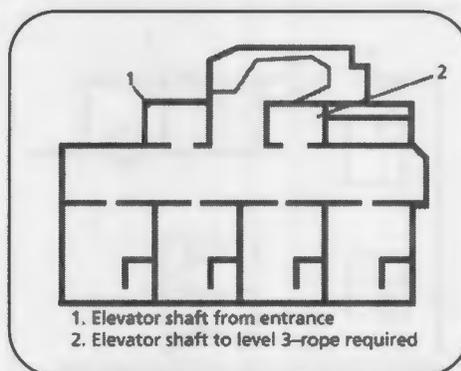
- ⊗ The locations in Vault 15 are much the same as in Vault 13.

Special Dangers

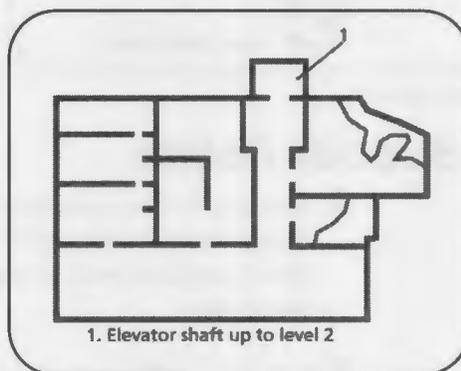
- ⊗ If you are knocked unconscious in Vault 15, you will be eaten alive.



Vault 15 interior, Caverns, and Level 1



Vault 15 interior, Level 2



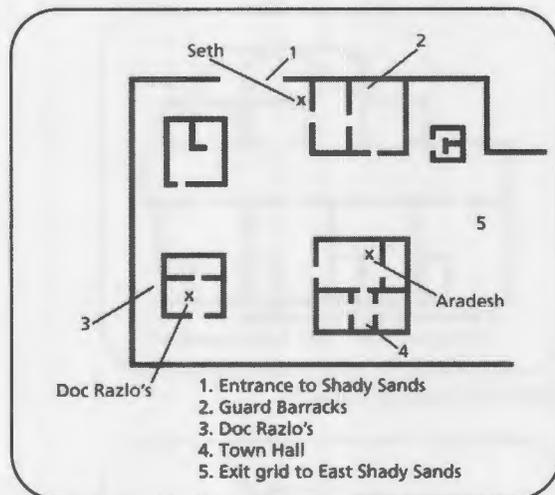
Vault 15 interior, Level 3

Shady Sands

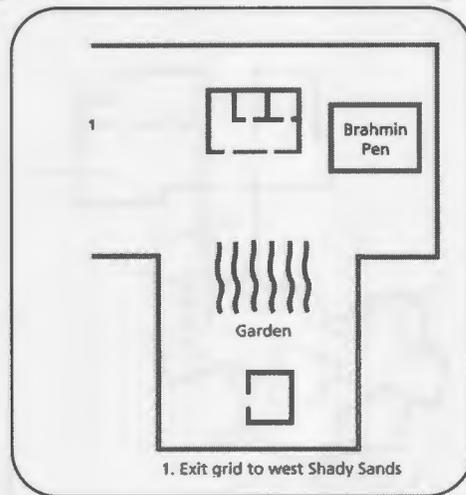
Shady Sands provides the player with his first real challenges and forces him to think about what he must do next. If he talks to the right people, he will learn about the raiders, Junktown, and the Rad Scorpions. Destroying the Rad Scorpions makes the people grateful and gives the player Experience Points.

Special Adventures

- ⊗ The player can get Seth to take him to the Rad Scorpion caves. Killing all of the scorpions will add considerably to the character's Experience Point total.
- ⊗ Two day after destroying the Rad Scorpion caves, go talk to Aradesh again. The player will learn that Tandi has been kidnapped by raiders. You will enormously increase both your prestige in Shady Sands and your Experience Point totals if you can track her to the raider camp and rescue her.



West Shady Sands



East Shady Sands

Special Points

- ⊗ Talk to Ian—the mercenary in a black leather jacket in the guard's house. Ask him about other places in the area, and he will tell you about Junktown and the Hub. These sites will then be accessible on the world map.
- ⊗ Talk to Ian—the mercenary in a black leather jacket in the guard's house. Ask him about other places in the area, and he will tell you about Junktown and the Hub. These sites will then be accessible on the world map.
- ⊗ Talk to Seth at the front gate. He has a rope that you will need later. Offer him a knife and a flare, and take the rope. Alternatively, there is a rope in the garden shack in east Shady Sands.
- ⊗ Talk to Katrina at the gate and ask her all the available questions. You will get 250 XP for learning about the world.
- ⊗ If you are poisoned by a rad scorpion, take a scorpion's tail to Razlo. He will turn it into an antidote that will heal the poisoning. Razlo will make a bottle of antidote for each tail you give him, but it will take four hours each.
- ⊗ If you give the antidote to Jarvis, you will receive 400 XP for curing him.

- ⊗ If you have an Intelligence of four or greater, and a Science skill of 40% or more, you can tell Curtis, the farmer, how to use crop rotation to improve their fields. You will get 500 XP for this. Curtis is out standing in his field.

Special Dangers

- ⊗ If the player begins shooting NPCs, other Shady Sands dwellers will attack. If he kills someone, he will receive an ENEMY (Shady Sands) disadvantage.
- ⊗ If the player is rendered unconscious by the people of Shady Sands, he or she will wake up later outside the town, with all equipment intact.
- ⊗ If the player is rendered unconscious in the Rad Scorpion caves, he or she will be killed and eaten.

Rad Scorpion Caves

Razlo, the doctor back in Shady Sands, is working on an antidote for Rad Scorpion venom. If you can provide him with one or more tails from these creatures, he will be able to complete his work.

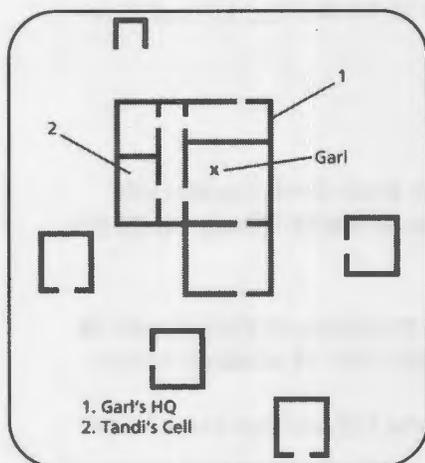
After killing a Rad Scorpion, approach the corpse and left-click on the Hand Icon. You will see a display with your Inventory on the left and the scorpion's tail on the right. Click and drag to move the tail to your Inventory and return it to Razlo. You may collect a number of tails and stack them in your Inventory.

You will win 60 Experience Points for each Rad Scorpion you kill. You will receive 500 Experience Points for killing all of the scorpions in the cave.



Rad Scorpion Caves

The Desert Raider Camp



Desert Raider Camp

The player can find lots of valuable gear here, including weapons, money, and armor. He can also rescue Tandi from captivity, which will greatly increase his prestige with the people of Shady Sands.

Special Adventures

- ⊗ You will have the opportunity to rescue Tandi, the daughter of the leader of Shady Sands. To trigger this subplot, you must destroy the rad scorpion threat and leave Shady Sands for two or more days, then return and talk to Aradesh.

- ⊗ There is a chance that you will be mistaken for the ghost of Garl's father. This can only happen if your luck is 9 or 10 (and then only happens half of the time) and you are male. The Raiders will avoid you[md]this makes rescuing Tandi or stealing from the Raiders much easier. Don't talk to Garl if this happens.

- ⊗ You have the opportunity to wipe out the raiders, which will greatly improve your status with the inhabitants of Shady Sands. Do this after rescuing Tandi for maximum experience points.

Special Points

- ⊗ The refrigerator in Garl's room in the main building contains a shotgun, shotgun ammo, and some dynamite.
- ⊗ The cooler in Garl's room is normally empty, but if the player is captured, his weapons and gear will be kept here.
- ⊗ When you have the chance, check (use the Hand Icon) the bodies of raiders you kill! You will be able to relieve them of armor, weapons, and other useful goodies.

- ⊗ There are several ways to win Tandi's freedom. You can challenge Garl and beat him in hand-to-hand combat. You can intimidate him in a verbal confrontation or offer him \$600 (plus Barter Skill and reaction adjustments) in money or trade goods. You can sneak in and pick the lock to her cell, then try to sneak out of the camp. Or you can wipe out all of the raiders.
- ⊗ The raiders will be destroyed if you kill 75% of them. If you manage to kill Garl, the raiders will flee after you have killed only half of them.

Special Dangers

- ⊗ The player will have the opportunity to impress the raiders and join them, but he will have to murder two peasant women in Garl's room to "prove" himself. This will increase his standing with the raiders and other lowlifes but hurt his reputation in Shady Sands and elsewhere.

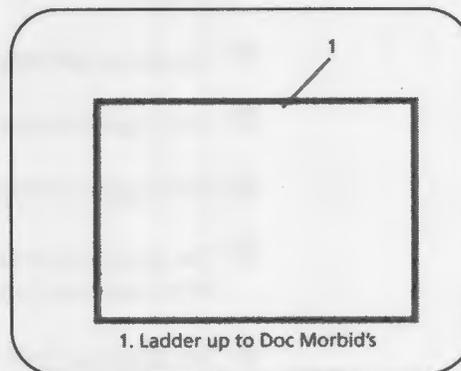
Junktown

Junktown is an important stop for the player. There are weapons to be found or bought here, adventures to become involved in, allies to win, and information to discover. Here you will learn about the Necropolis, the vanishing caravans, and the Deathclaw.



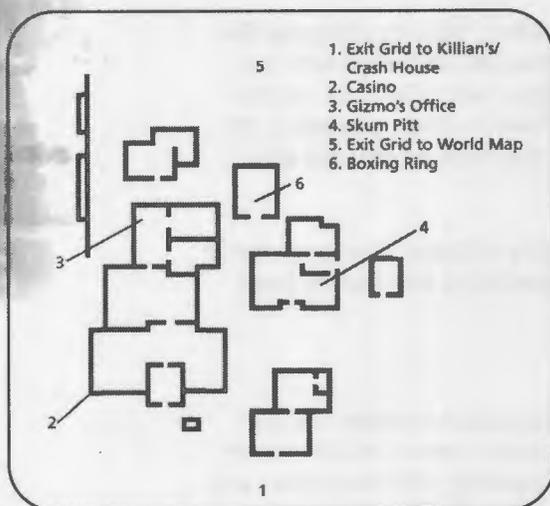
1. Exit Grid to World Map
2. Town Entrance
3. Guardhouse
4. Doc Morbid's
5. Entrance to underground lab
6. Exit grid to Killian's/Crash House

Junktown entrance

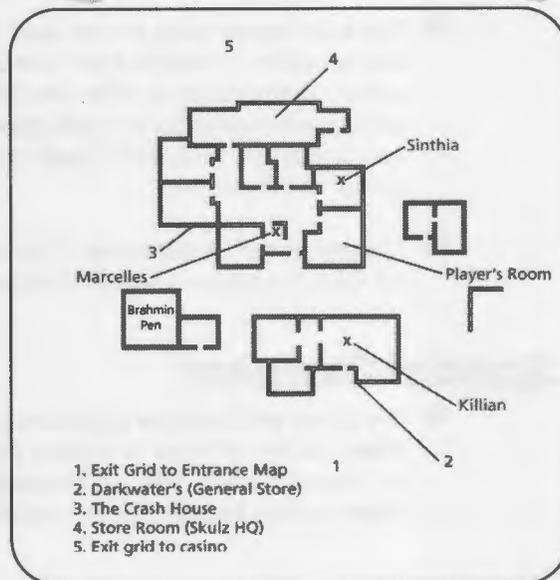


1. Ladder up to Doc Morbid's

Morbid's underground lab



Junktown, Casino



Junktown, Killian's

Special Adventures

- ⊗ The player can rescue Sinthia from a crazed raider who is holding her hostage.
- ⊗ The player can help Killian Darkwater against Gizmo.
- ⊗ The player can help Gizmo against Killian.
- ⊗ The player can help the local guard force against the Skulz.
- ⊗ The player can uncover some unsavory information about Doc Morbid in his basement lab.
- ⊗ The player can help Saul keep his relationship with Trish by giving him good advice.

Special Points

- ⊗ The first time you enter Killian's, a gunman will try to assassinate Killian Darkwater. If you attack the gunman, Killian will thank you and ask for your help against Gizmo.

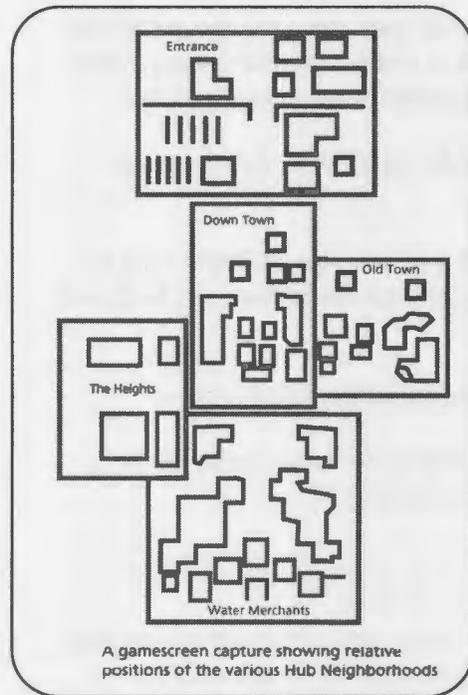
- ⊗ By helping Killian Darkwater get evidence against Gizmo, you will get your pick of weapons at his shop, and ammo to go with it.
- ⊗ The Children of the Cathedral will infiltrate Junktown well before the invasion. They will set up a doctor's office in Junktown 80 days after the start of the adventure. The Children of the Cathedral will provide the player with some important information.
- ⊗ If you can rescue Sinthia from the crazed raider without resorting to violence, you will get 1,000 Experience Points. If you can rescue Sinthia without violence and without putting her life in danger, you get 1,250 Experience Points. If you rescue her by killing or beating up the raider, Sinthia will not be happy with you, but Killian's guards will congratulate you on your victory.
- ⊗ Doc Morbid has a side business in body parts. His underground lab has evidence of this grisly trade, as well as a safe locker containing money, ammo, and a doctor's bag, but it is protected by an explosive trap.
- ⊗ Morbid's assistant, Gretch, has an SMG. Kill Gretch—he's in the lab downstairs—and take his weapon.
- ⊗ The player has a chance to befriend a woman named Sherry, who is a member of the Skulz gang. He can convince her to leave the Skulz and help Killian run them out of town.
- ⊗ There is money and a weapon inside the safe in Killian's store.
- ⊗ With gambling skill, you might be able to win some money at the Casino, either at the slot machines or playing 21.

Special Dangers

- ⊗ When you enter the town, be sure to put away any weapons you may be carrying. Killian's guards will react negatively to you carrying weapons openly, and if you don't obey their orders, you may be attacked.
- ⊗ If the player character is knocked unconscious in a fight with Killian's men, he will wake up outside the town with most of his gear intact. (He or she will lose one weapon and one set of armor.)

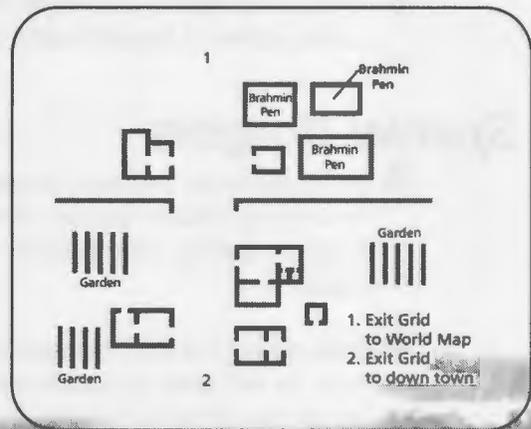
- ⊗ If the player character is knocked out by Gizmo's thugs, he or she will wake up behind the Casino with one to three weapons missing, and one or two sets of armor missing, as well as some money and all drugs stolen.
- ⊗ If the player character is caught in Morbid's underground lab, he or she may be killed, or, alternatively, have one eye forcibly removed. You will probably have to fight your way out of this one.
- ⊗ If you kill Killian for any reason, your reputation with most people in Junktown will become bad.

The Hub

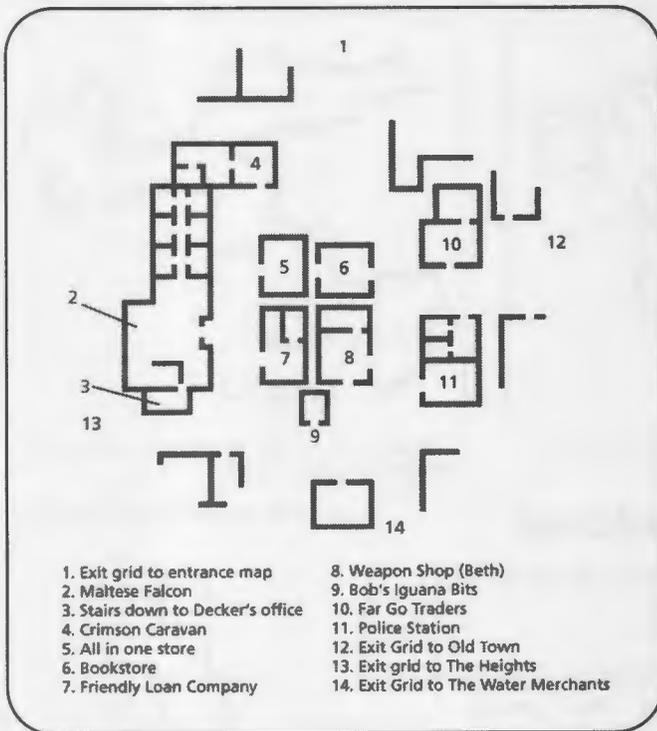


Hub

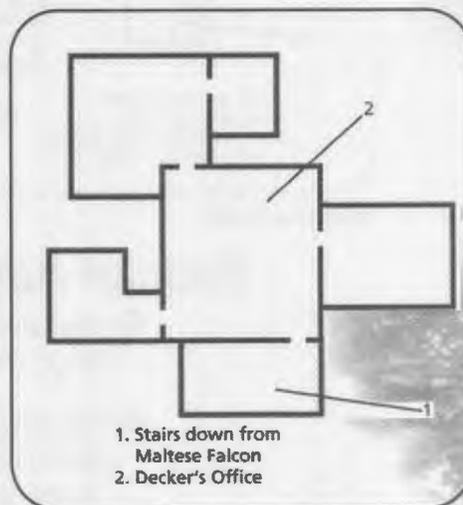
The Hub will take the player much closer to the solution of the game's unfolding mysteries. There are many more characters to meet here than in Junktown, though there are not as many weapons and other pieces of equipment to find. The player will learn here about the Brotherhood of Steel, as well as learn more about the Master and his army of super-mutants. The Hub is an excellent location for the player character's center of operations, as he or she works to save the home Vault and put together the final pieces of the story's puzzles.



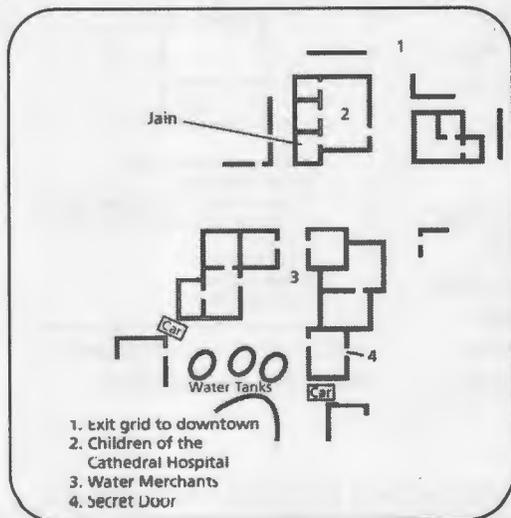
Hub, Entrance



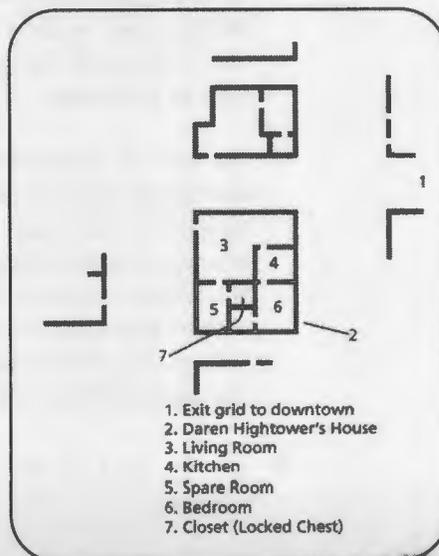
Hub, downtown



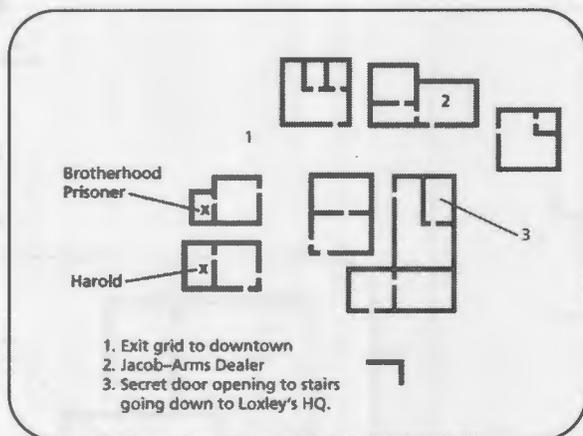
Hub, Decker's underground office



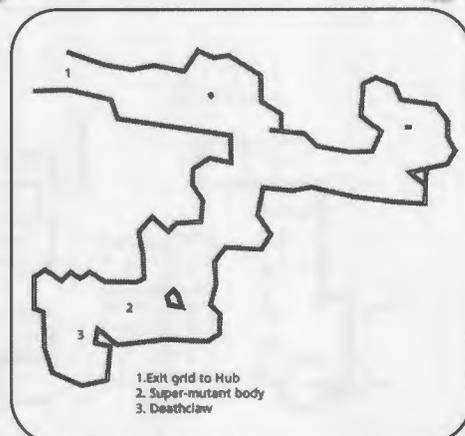
Hub, the water merchants



Hub, the Heights



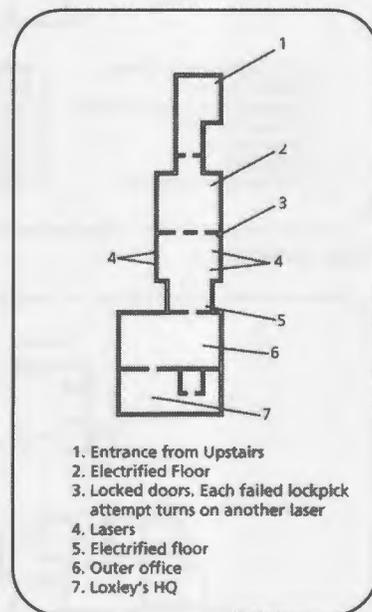
Hub, Old Town



Deathclaw cave (lair)

Special Adventures

- ⊗ You can convince Dan not to be so tough on Billy.
- ⊗ Bob serves both Iguana-On-A-Stick or a "prime cut" with "special ingredients." You can discover Bob's unsavory secret (he has a profitable business connection with Doc Morbid, back in Junktown) and either blackmail him or turn him over to the police.
- ⊗ You can talk to the Water Merchants about sending a water caravan to your Vault. Talk to Martha, a Master Merchant, in the Merchant's Chamber. This will extend your deadline somewhat, though you will still need to find the water purifier chip.



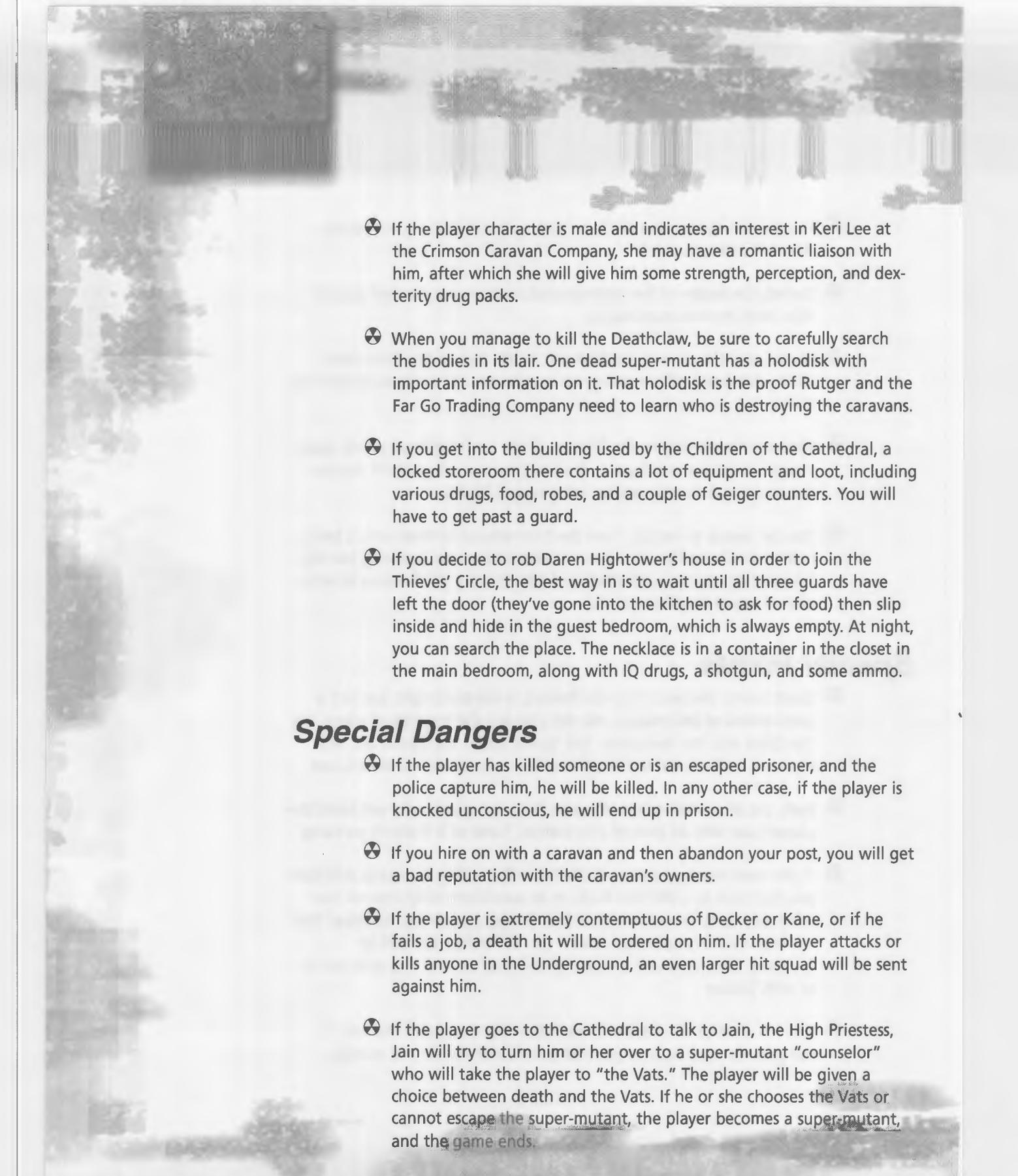
Hub, Loxley's underground office and the Gauntlet

- ⊗ You can get a job from Demeter working as a guard on the Crimson Caravan.
- ⊗ You can get a job from Rutger with the Far Go Traders, to try to learn what is happening to the missing caravans.

- ⊗ You can see Kane in the Maltese Falcon. He will take you to Decker, who will offer you a job.
- ⊗ Decker, the leader of the Underground, will hire you for two special jobs. Both involve assassination.
- ⊗ Harold, the old mutant, can lead you to the cave of the Deathclaw. Killing this beast will enhance your reputation and earn you Experience Points.
- ⊗ You can attempt to join the Thieves' Circle. Loxley will ask you to steal a necklace from a merchant in the Heights to prove yourself. Return the necklace to Loxley, and he will give you \$3,000.
- ⊗ You can rescue an Initiate from the Brotherhood of Steel who is being held in a cell near Harold's shack. Decker's thugs are torturing him for information about the Brotherhood. He will be a good source of information about the Brotherhood.

Special Points

- ⊗ Butch Harris, the boss of Far-Go Traders, is not too bright, but he's a good source of information. He can give you the location of places like The Glow and the Necropolis. Talk to him about the Deathclaw, and then talk to Beth and to Harold in order to reach this creature's cave.
- ⊗ Beth, the proprietor of the Weapon Shop, is a gossip who will bend the player's ear with all sorts of information. Some of it is worth pursuing.
- ⊗ If you need money, Lorenzo at the Friendly Lending Company, will loan you from 200 to 1,000 Hub Bucks at an exorbitant daily interest. He will make up to three loans at a time to you. Be warned, however. This is a loan sharking operation, and if you fail to pay, you will be attacked. Lorenzo is also a source of information and may give you an in with Decker.
- ⊗ You can attempt to sneak into the FLC at night and pick the lock on the safe. You will have to get past guards both inside and outside.

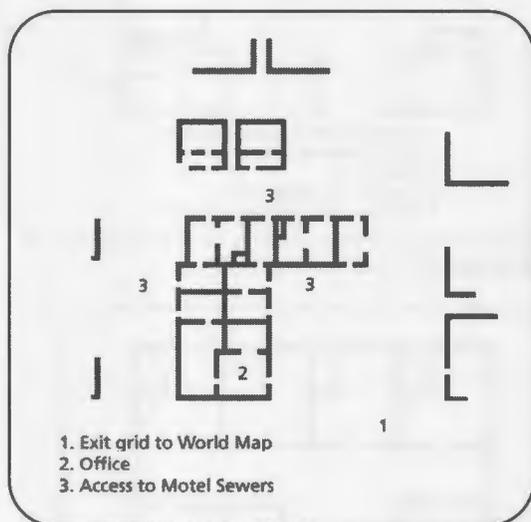
- 
- ⊗ If the player character is male and indicates an interest in Keri Lee at the Crimson Caravan Company, she may have a romantic liaison with him, after which she will give him some strength, perception, and dexterity drug packs.
 - ⊗ When you manage to kill the Deathclaw, be sure to carefully search the bodies in its lair. One dead super-mutant has a holodisk with important information on it. That holodisk is the proof Rutger and the Far Go Trading Company need to learn who is destroying the caravans.
 - ⊗ If you get into the building used by the Children of the Cathedral, a locked storeroom there contains a lot of equipment and loot, including various drugs, food, robes, and a couple of Geiger counters. You will have to get past a guard.
 - ⊗ If you decide to rob Daren Hightower's house in order to join the Thieves' Circle, the best way in is to wait until all three guards have left the door (they've gone into the kitchen to ask for food) then slip inside and hide in the guest bedroom, which is always empty. At night, you can search the place. The necklace is in a container in the closet in the main bedroom, along with IQ drugs, a shotgun, and some ammo.

Special Dangers

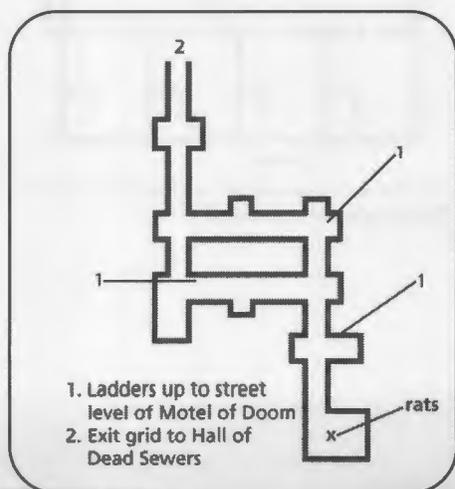
- ⊗ If the player has killed someone or is an escaped prisoner, and the police capture him, he will be killed. In any other case, if the player is knocked unconscious, he will end up in prison.
- ⊗ If you hire on with a caravan and then abandon your post, you will get a bad reputation with the caravan's owners.
- ⊗ If the player is extremely contemptuous of Decker or Kane, or if he fails a job, a death hit will be ordered on him. If the player attacks or kills anyone in the Underground, an even larger hit squad will be sent against him.
- ⊗ If the player goes to the Cathedral to talk to Jain, the High Priestess, Jain will try to turn him or her over to a super-mutant "counselor" who will take the player to "the Vats." The player will be given a choice between death and the Vats. If he or she chooses the Vats or cannot escape the super-mutant, the player becomes a super-mutant, and the game ends.

Necropolis

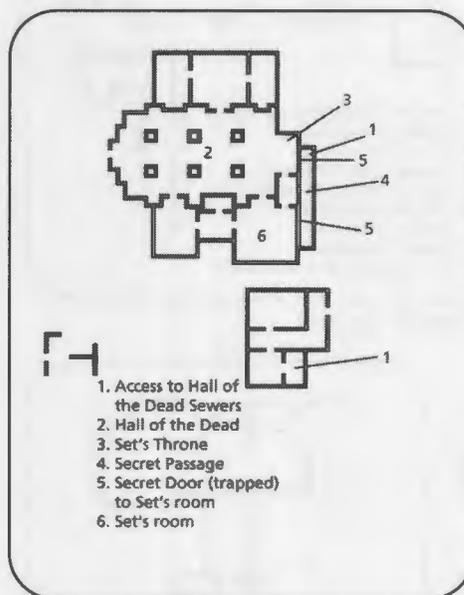
The Necropolis is filled with ghoul-like mutants under the command of a chief ghoull named Set. Set, in turn, is controlled by the Master and his army of super-mutants. Set is under orders to capture any pure humans he finds—such as the player character—and turn them over to the Master.



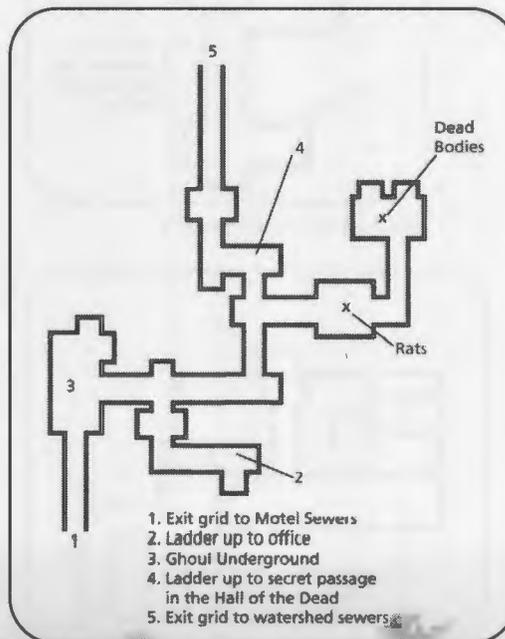
Necropolis, motel



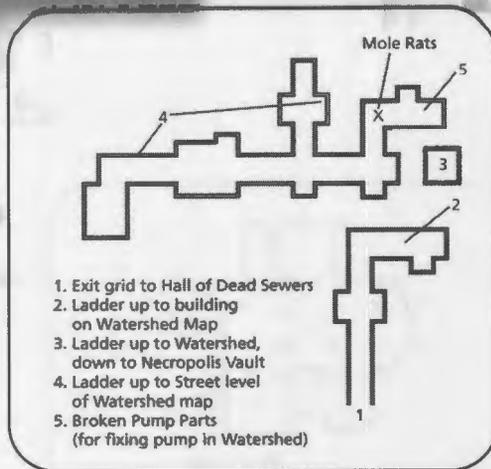
Necropolis, motel sewers



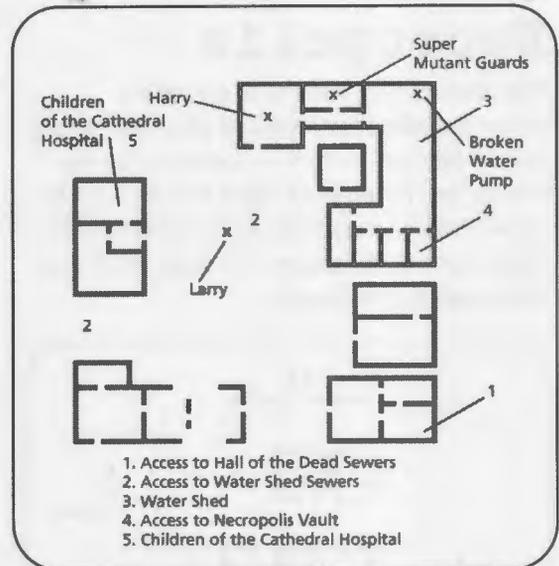
Necropolis, Hall of the Dead



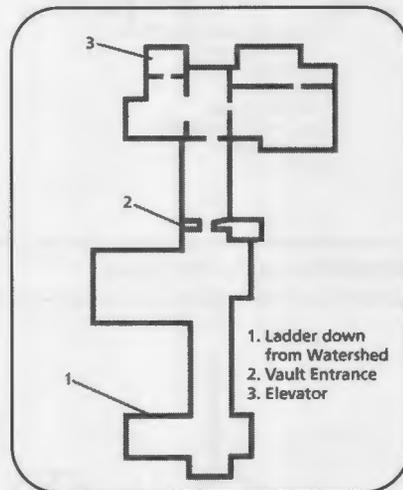
Hall of the Dead sewers



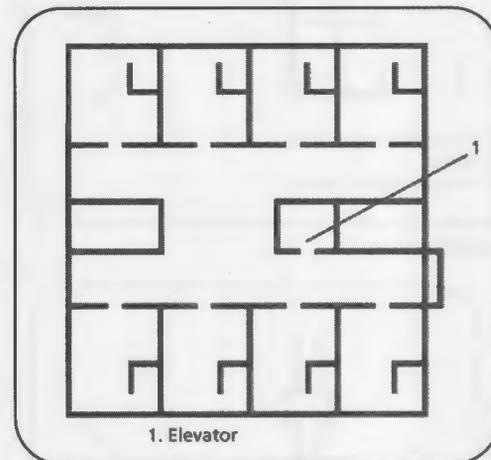
Watershed sewers



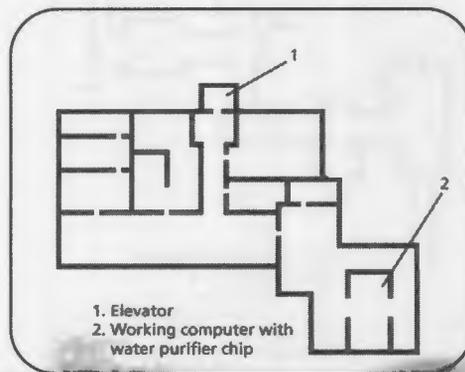
Watershed



Necropolis vault Level 1



Necropolis vault Level 2



Necropolis vault Level 3

The Invasion

If the super-mutants in the town are killed or driven off, the Master, if he is still alive, will invade the Necropolis fifteen days later.

Special Adventures

- ⊗ Set will offer the player a job. He wants to destroy the super-mutants guarding the Watershed.

Special Points

- ⊗ Ghoul guards may have orders to capture pure humans. Most ordinary ghouls, however, will not bother humans unless they are attacked first. Some will be good sources of information.
- ⊗ A secret door lies behind Set's throne in the Hall of the Dead. A hidden corridor leads to his nearby room, where another secret door exists. Traps cover the secret doors. There is also an access to the underground sewers through this corridor.
- ⊗ A storage cooler in Set's room contains a weapon, ammo, and stimpaks.
- ⊗ Garret's room, also in the Hall of the Dead, has a locked refrigerator. Inside is a shotgun, ammo, flares, and soft drink bottles. The player's reward will be drawn from here if he performs Set's job. The higher his reputation with Set, the more he has impressed him, the more he will receive as a reward.
- ⊗ The water chip needed by Vault 13 can be found in the Necropolis Vault. It is located in the vault's Operations Center and can be found by examining one of the computers.
- ⊗ Parts needed to repair the water pumps in the watershed can be found in the ghoul underground, in the sewers beneath the Hall of the Dead.
- ⊗ The player can repair the water pumps in the northeast corner of the watershed, restoring water to the Necropolis.

Special Dangers

- ⊗ If the player does not find the water chip and take it back to Vault 13, his home community will die and the game will end.

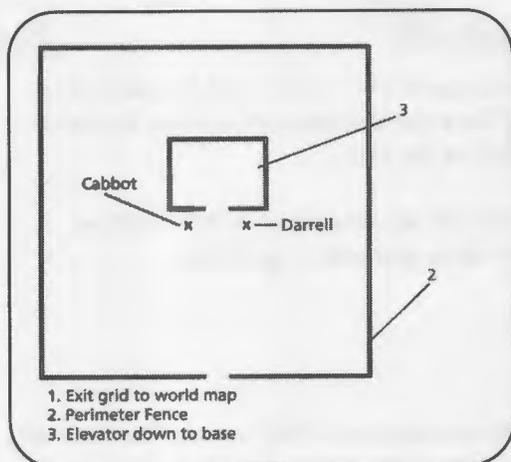
- ⊗ If the player takes the water chip and does not repair the water pump, the Necropolis will die within about one week.
- ⊗ Beware the Glowing Ones. They are radioactive, and close combat can result in the player receiving radiation damage as well as ordinary combat hits.
- ⊗ A family of giant rats living in the Necropolis Vault medical lab are also radioactive, glowing slightly. Their bite can cause radiation damage.
- ⊗ The ghouls under Set believe that they control the Necropolis. The real power, however, lies with the super-mutants and their mysterious Master.
- ⊗ If the player accepts Set's offer of a job, he or she may still be attacked by Set's ghouls, since his control over the creatures is not perfect. If the player is captured, Set will order the human killed.
- ⊗ The secret door behind Set's throne has an explosive trap.
- ⊗ The secret door to Set's room is protected by an explosive trap.
- ⊗ As soon as you enter the Necropolis, you will set a timer that will begin counting off the days until the Master learns the location of Vault 13. Even if you save the Vault by finding the water purifier chip, sooner or later the Vault will be invaded by the super-mutants, and the game will be over.
- ⊗ It is up to you to stop the Master and his legions, or all is lost.

The Brotherhood of Steel

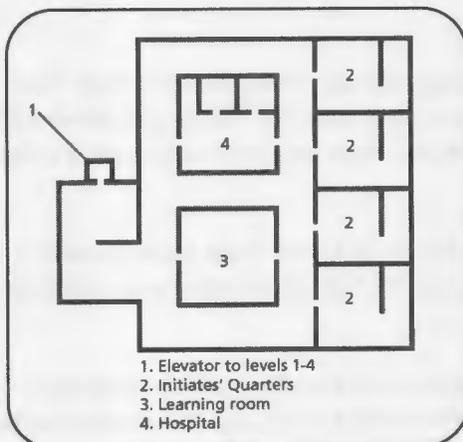
Joining the Brotherhood of Steel gives the player the opportunity to pick up new weapons, ammunition, and equipment, as well as a chance to improve his or her combat skills. It also provides a source of allies in the final showdown with the Master and the Children of the Cathedral.

Special Adventures

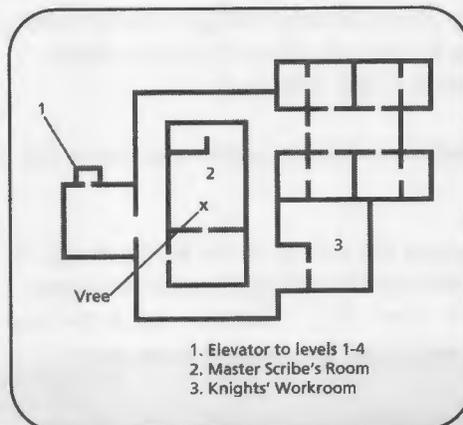
- ⊗ The player will be sent on a quest to recover an artifact in order to prove his or her worthiness to join the Brotherhood. You will have to travel to The Glow to find it.



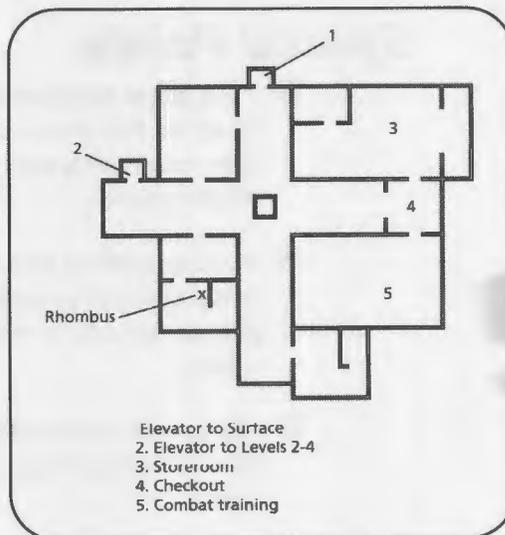
Brotherhood, surface entrance



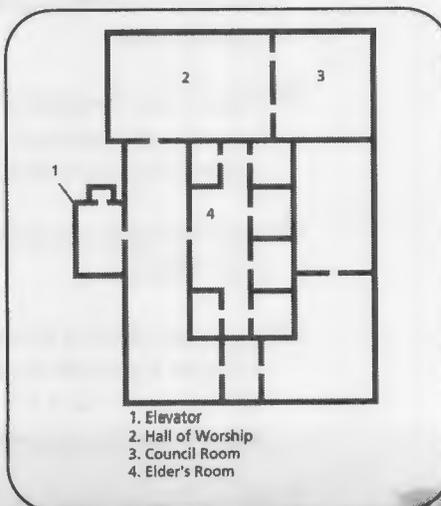
Brotherhood, second level



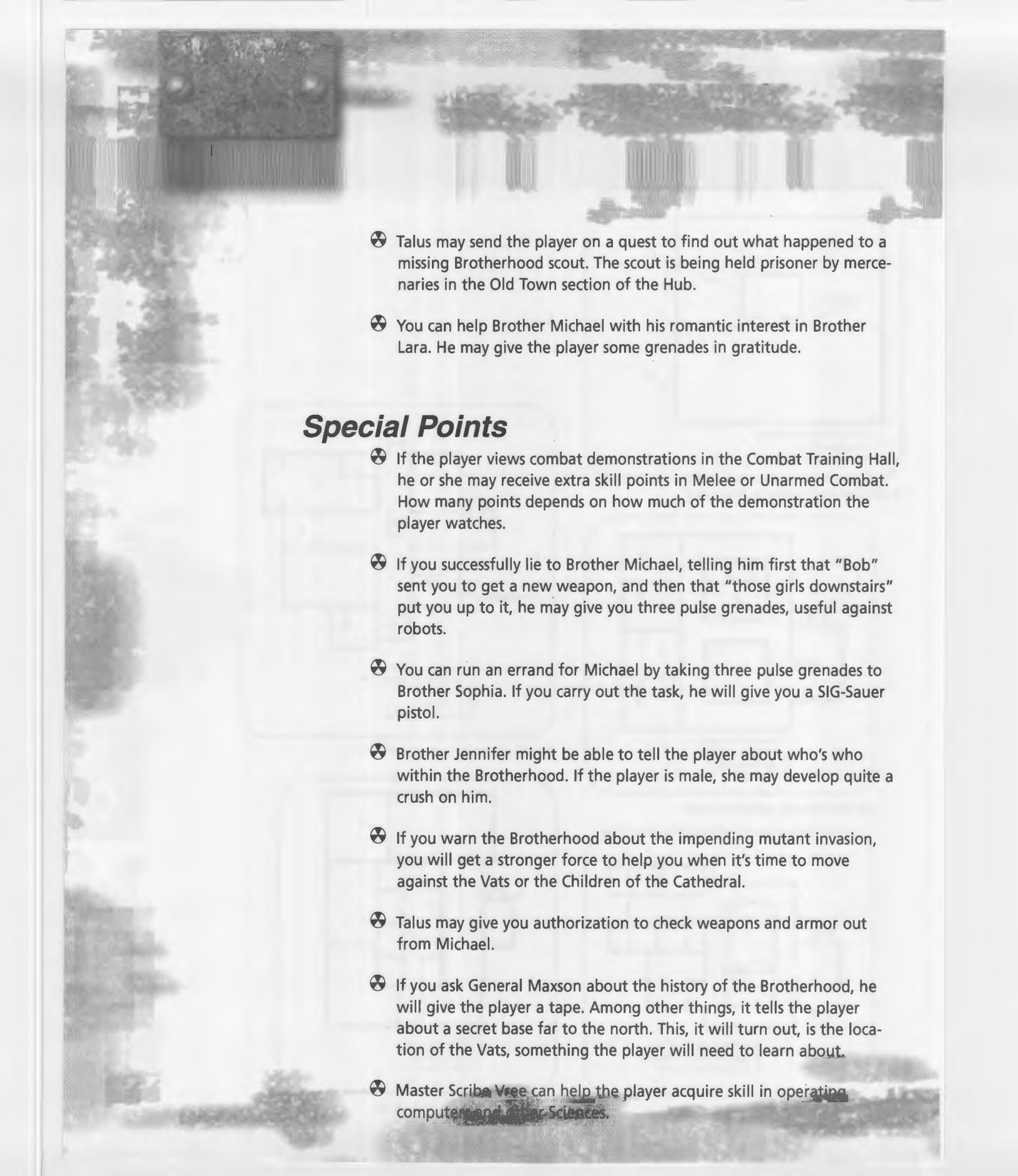
Brotherhood, third level



Brotherhood, first level



Brotherhood, fourth level

- 
- ⊗ Talus may send the player on a quest to find out what happened to a missing Brotherhood scout. The scout is being held prisoner by mercenaries in the Old Town section of the Hub.
 - ⊗ You can help Brother Michael with his romantic interest in Brother Lara. He may give the player some grenades in gratitude.

Special Points

- ⊗ If the player views combat demonstrations in the Combat Training Hall, he or she may receive extra skill points in Melee or Unarmed Combat. How many points depends on how much of the demonstration the player watches.
- ⊗ If you successfully lie to Brother Michael, telling him first that "Bob" sent you to get a new weapon, and then that "those girls downstairs" put you up to it, he may give you three pulse grenades, useful against robots.
- ⊗ You can run an errand for Michael by taking three pulse grenades to Brother Sophia. If you carry out the task, he will give you a SIG-Sauer pistol.
- ⊗ Brother Jennifer might be able to tell the player about who's who within the Brotherhood. If the player is male, she may develop quite a crush on him.
- ⊗ If you warn the Brotherhood about the impending mutant invasion, you will get a stronger force to help you when it's time to move against the Vats or the Children of the Cathedral.
- ⊗ Talus may give you authorization to check weapons and armor out from Michael.
- ⊗ If you ask General Maxson about the history of the Brotherhood, he will give the player a tape. Among other things, it tells the player about a secret base far to the north. This, it will turn out, is the location of the Vats, something the player will need to learn about.
- ⊗ Master Scribe Vree can help the player acquire skill in operating computers and other Sciences.

- ⊗ Master Scribe Vree can give the player some antiradiation drugs, to be taken when he or she must approach a source of radiation.
- ⊗ Master Scribe Vree can give the player a holodisk describing the FEV virus and its effects. This disk provides the player with one good means of defeating the Master at the end of the game. Giving Vree's disk to the Master convinces him that he has failed in his bid to create a new world.

Special Dangers

- ⊗ Don't pick a fight with Rhombus! If you draw a weapon on him, he will use his gatling laser and kill you on the spot.
- ⊗ Getting caught stealing from Rhombus is a bad idea. The second time you attempt some thievery, they will most likely kick you out, or even attempt to kill you.

The Glow

This used to be a top-secret military facility where some rather unpleasant bioweapon research was being conducted. During the war the surface facility took a direct hit from a nuclear weapon, and the crater is still highly radioactive... hence, the name.

If you have a rope, you can attach it to the steel beam on the crater rim, and lower yourself inside the first level. Further exploration will lead the player deeper and deeper into the underground reaches of the old base. There are six underground levels, and the crater breached only the top two.

Here, the player will be able to uncover certain secrets about the cause of the war and the origin of the mutants. There are also weapons and other equipment to be found here. Be careful, though. The Glow can only be approached by characters who are suitably protected from the high radiation here, and there are other dangers as well.

Special Adventures

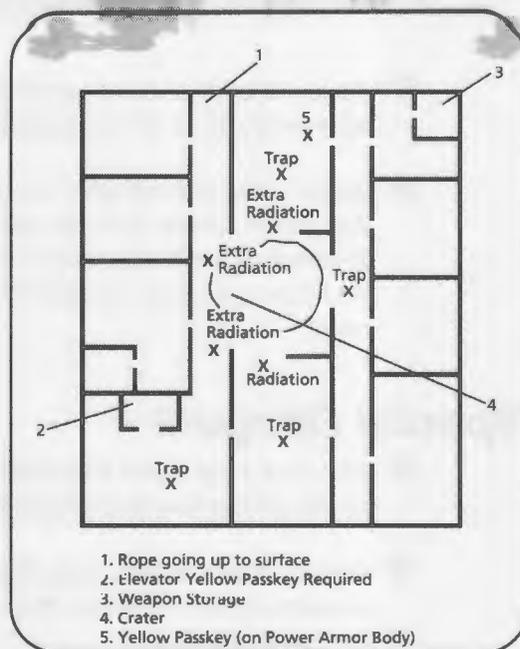
- ⊗ You must visit The Glow to find the holodisk that will gain you admittance to the Brotherhood. This is vital to winning the game, if you wish to defeat the Master by giving him the FEV disk from Vree.

NOTE: There is no Automap available for "The Glow" surface entrance. It's easy to render, however:



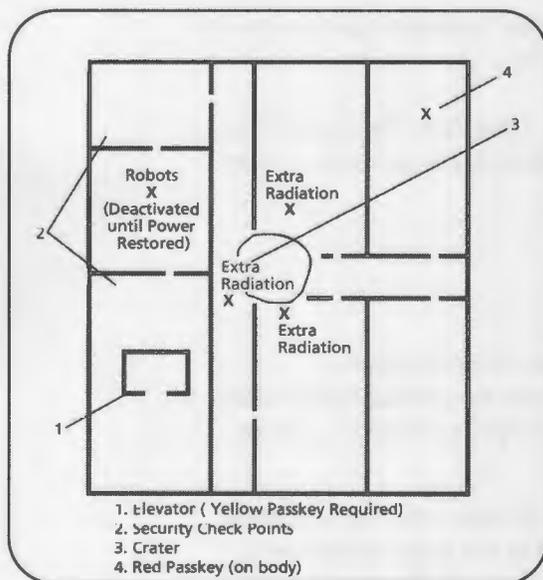
1. Crater
2. Crater Rim
3. Steel beam projecting into crater, rope required for descent.

Glow, surface entrance



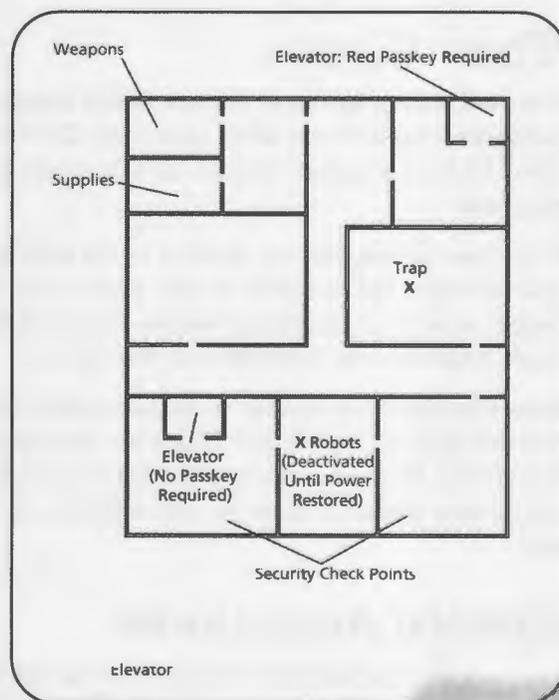
1. Rope going up to surface
2. Elevator Yellow Passkey Required
3. Weapon Storage
4. Crater
5. Yellow Passkey (on Power Armor Body)

Glow, Level 1

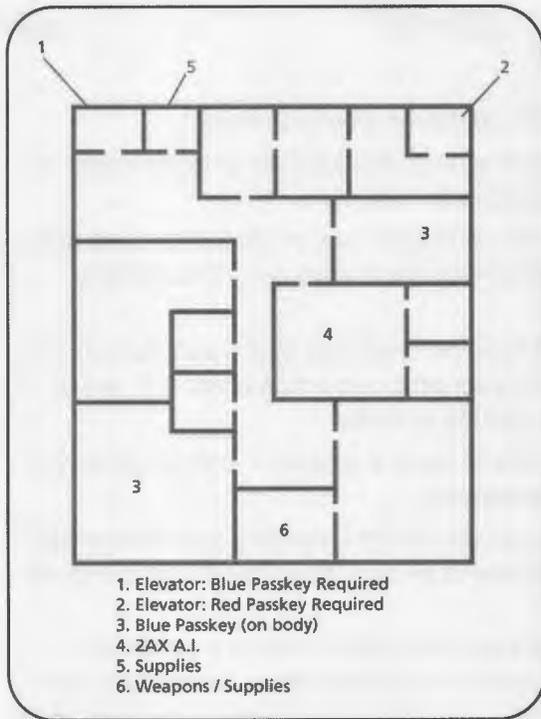


1. Elevator (Yellow Passkey Required)
2. Security Check Points
3. Crater
4. Red Passkey (on body)

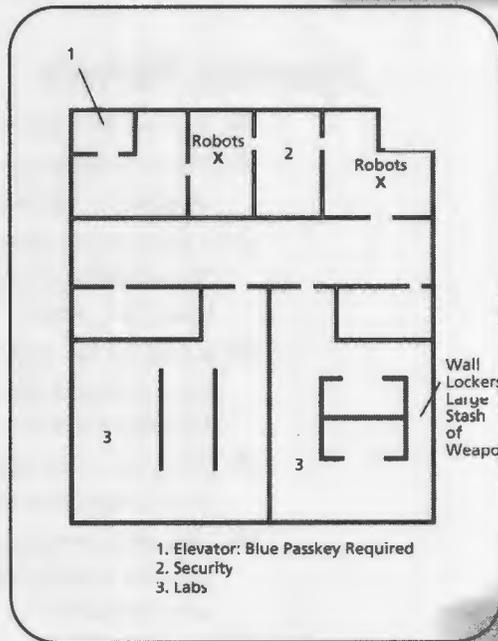
Glow, Level 2



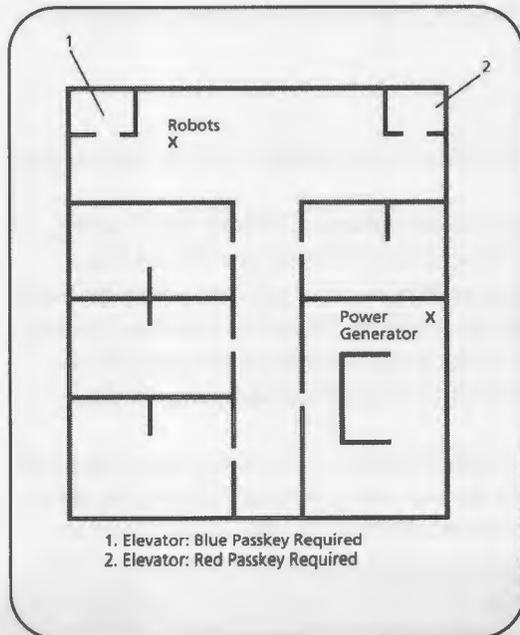
Glow, Level 3



Glow, Level 4



Glow, Level 5



Glow, Level 6

Special Points

- ⊗ You will find the Brotherhood disk on a body on Level 1.
- ⊗ The same body has a yellow security pass key that gives you access to an elevator connecting the top three levels.
- ⊗ A body in the corner of the northeast room on Level 2 has a red pass. This will let you use a red security elevator on Level 3, connecting Levels 3, 4, and 6.
- ⊗ A body in the southwest room on Level 4 has a blue pass that will give you access to a blue security elevator, connecting Levels 4, 5, and 6. The blue elevator is not working currently.
- ⊗ On Level 6, you may be able to repair a generator and restore power to the lights and the blue elevator.
- ⊗ Use every working computer you can find, applying your Science Skill to make it work. You can learn a lot here about the FEV virus and the super-mutants.
- ⊗ Check all lockers, storage areas, and rooms. There is a wealth of weapons and special equipment to be found here. Be especially alert for energy weapons (lasers and plasma guns), Small Energy Cells, Micro Fusion Cells, grenades, and explosives.
- ⊗ A charred body on Level 2 has some dynamite and plastic explosives.

Special Dangers

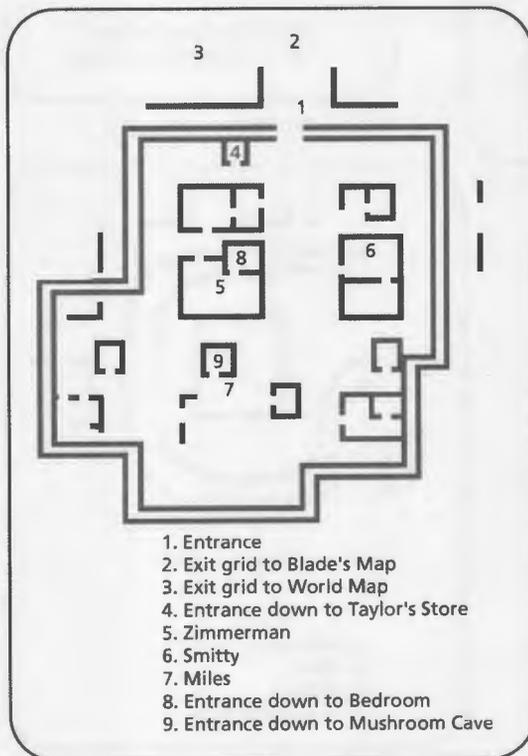
- ⊗ Radiation is the big one here. You will take radiation hits as soon as you arrive at the surface crater. The only way to avoid damage is to take Rad-X, which will increase your Radiation Resistance to 50% for the first 24 hours, then drop it to 25% for the next 24 hours. You can stop before reaching The Glow and take your pills, to avoid that initial hit. Radiation damage can be healed by Rad Away, or by a visit to a doctor. You should not read a book, use the Doctor Skill, or any other lengthy use of time.
- ⊗ Keep an eye out for booby traps throughout The Glow. Your Traps Skill will detect and disarm them. Be especially suspicious of security areas with steel-grid floors... but there are traps on some other floors as well. The elevators will give you a shock if you try to open them without the appropriate pass key.

- ⊗ When you restore power by repairing the generators, you will revive a number of sentry robots, which will proceed to attack intruders... meaning you.

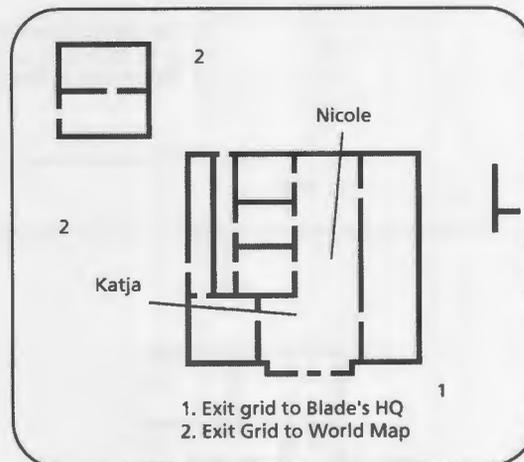
The Angel's Boneyard

The Angel's Boneyard is a vast sea of ruins—the wreckage of what once was the metropolis of Los Angeles. It includes a number of sites, all of potential interest.

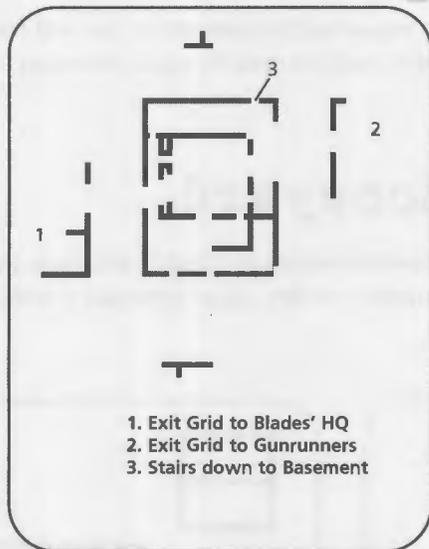
The various locations include:



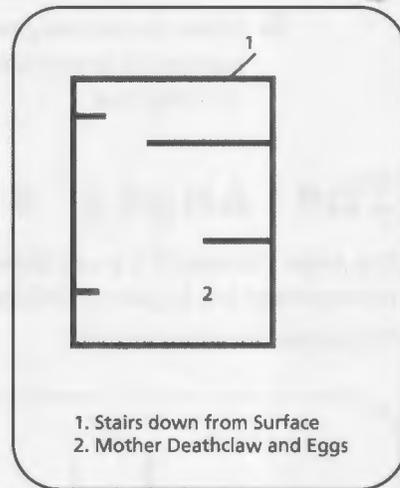
Adytum



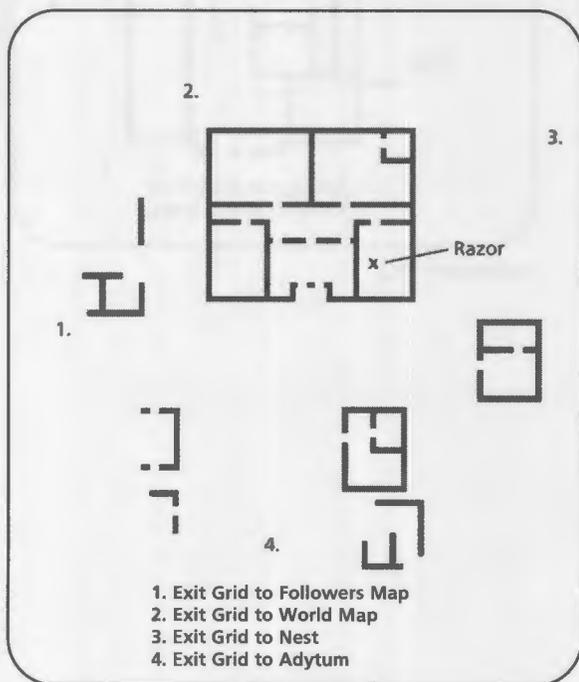
Followers' HQ



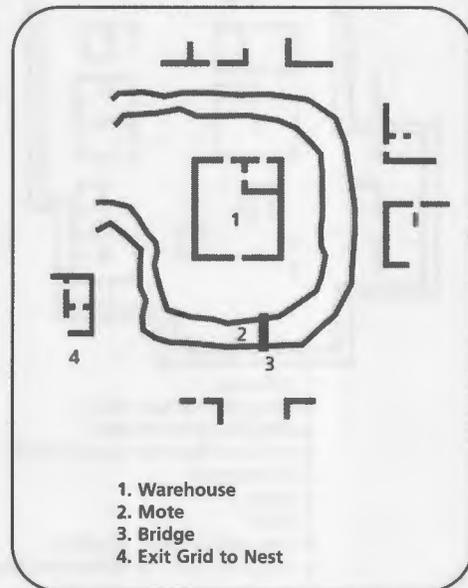
Nest



Nest basement



Blades' HQ



Gunrunners' warehouse

Special Adventures

- ⊗ You can try helping Jon Zimmerman, in Adytum, avenge his son by killing the leader of the Blades. This is *not* recommended!
- ⊗ Alternatively, help the Blades liberate Adytum. To help them, you must clear the Deathclaw infestation—including Momma and her eggs, in the basement—from the deserted area between the Gunrunners and the Blades' HQ.
- ⊗ Help the Gunrunners, and they will give you a choice of weapons and high-tech armor. You can also pick some good weapons up when they leave their base, after Adytum's liberation.

Special Points

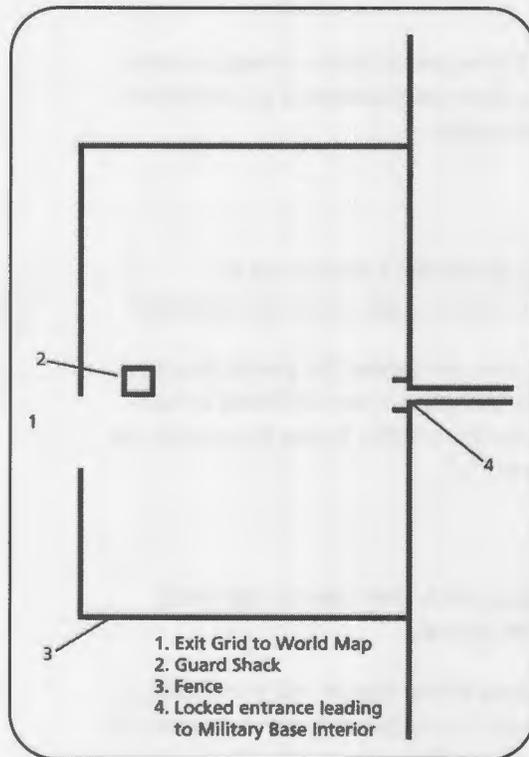
- ⊗ You should make contact with Nicole and the Followers of the Apocalypse. She will be your link to Laura, a spy inside the Cathedral.
- ⊗ The warehouse is a source of weapons and ammo. Be aware, however, that most of the stuff for sale from the gunrunners will have a mark-up of anywhere from 120% to as much as 300%. It may be possible for you to get a 20% discount, however.

Special Dangers

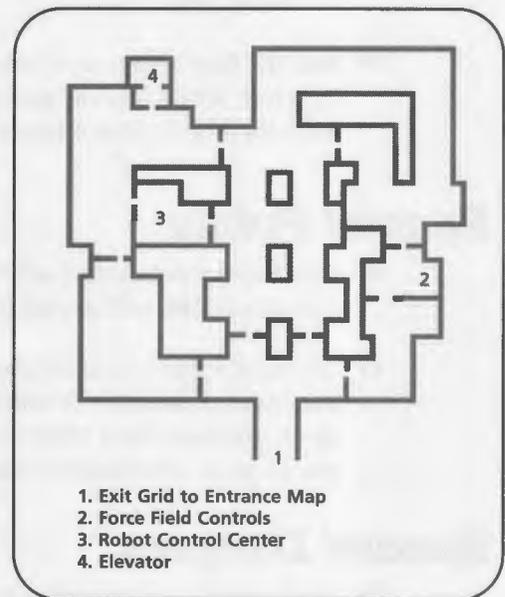
- ⊗ The Blades are tough, and very hard to kill. Don't start a fight with them unless you have a clear line of retreat.
- ⊗ The deserted building in the map east of the Blades' HQ is infested by Deathclaws. A mother Deathclaw and her eggs are in an underground room. The young Deathclaws are not as dangerous as *the* Deathclaw back near the Hub—but Momma is deadly! Watch your step!
- ⊗ Don't approach the gunrunners with a drawn weapon. It could lead to immediate combat.

The Military Base

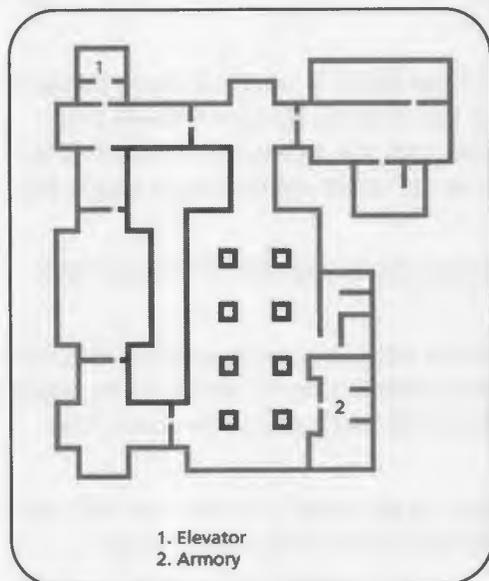
This is the super-mutant stronghold, a former military base ruled over by the Lieutenant, a highly intelligent super-mutant who is the Master's second-in-command. This is the source of the attacks that have been destroying caravans out of the Hub. Pure humans are captured to be "dipped" in the Vats in the lowest level of the facility, transforming them into super-mutants. The rest are killed.



Military Base, surface entrance

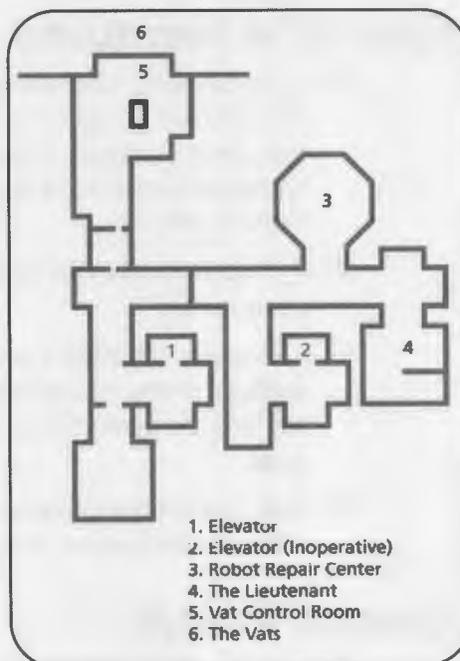


Base (Stronghold), Level 1



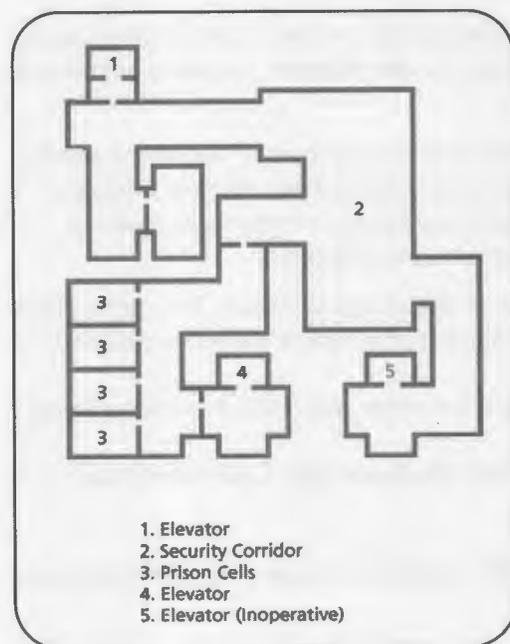
1. Elevator
2. Armory

Base (Stronghold), Level 2



1. Elevator
2. Elevator (Inoperative)
3. Robot Repair Center
4. The Lieutenant
5. Vat Control Room
6. The Vats

Vats, Level 2



1. Elevator
2. Security Corridor
3. Prison Cells
4. Elevator
5. Elevator (Inoperative)

Vats, Level 1

Special Adventures

- ⊗ If you can reach the computer control room on Level 1 of the Stronghold, you will have the opportunity to hack into the Master's network and reprogram his robots. You can also reset the controls for the force field barriers throughout the base. A pair of radios can be used to toggle the fields on and off.
- ⊗ A computer in the Vats Control room will let you turn off all force fields permanently.
- ⊗ A computer in the Vats Control Room will also cause an explosion that will destroy the Vats. You can also place explosives on the Vat Computer, which will have the same effect. Destroying the Vats is one of the goals of the game.
- ⊗ If you can kill the Lieutenant, you can take from his body a key that will arm a nuclear weapon in the basement room of the Master's Lair.

Special Points

- ⊗ The Armory on Level 2 of the Stronghold contains a number of weapons, including laser rifles and laser pistols, one minigun, and some ammo and power cells.
- ⊗ If you can reprogram the robots, you can get them to target one another or even to attack the super-mutants instead of you. Reprogramming a Mr. Handy on the lower Vat level and having it continue its cleaning chores will help you get to the Vat Control Room.
- ⊗ EMP grenades are the weapon of choice against robots. They don't affect living creatures, but they pay havoc with a robot's electronic circuitry!
- ⊗ Blowing up the Vats will reward the player with 5,000 Experience Points.
- ⊗ Killing the Lieutenant will reward the player with 7,500 Experience Points.
- ⊗ Killing the super-mutant Flip will reward the player with 3,000 Experience Points.
- ⊗ If you can listen in on a conversation between the Lieutenant and VanHagan, you will learn that the Master has recently learned about Vault 13 and has plans for it. This gives a new urgency to your mission. To save the Vault, you must destroy the Master.

- ⊗ The weapons locker in the Lieutenant's Room has some extremely useful equipment—a gatling laser, Micro Fusion Cells, and a StealthBoy unit.
- ⊗ In the Vats, the player can learn the Master's location.

Special Dangers

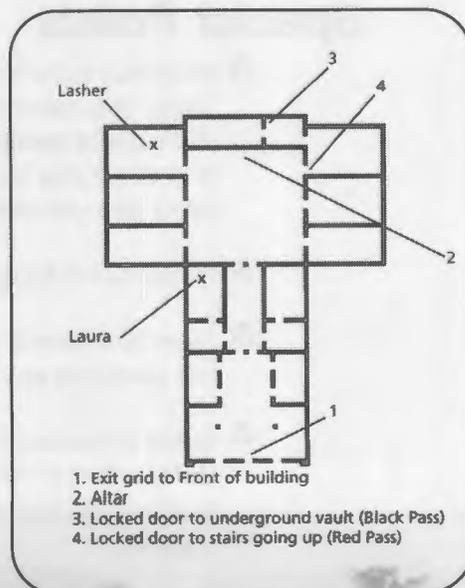
- ⊗ If you are captured, you will be brought before the Lieutenant on Level 1 of the Vats. If you resist, you will be killed. If you yield, you will be turned into a super-mutant and lose the game.
- ⊗ The Security Corridor on Level 1 of the Vats is protected by booby traps, with some floor tiles triggering explosions, laser fire, plasma bursts, or warnings. Monofilament wire is strung across the passageway in two locations. Watch your step!
- ⊗ Once you cause an overload in the reactor system for the Vats (by accessing a computer in the Vat Control Room) you will have only a short time in which to get out of the base. How long depends on which coded command you choose. Choose wisely!

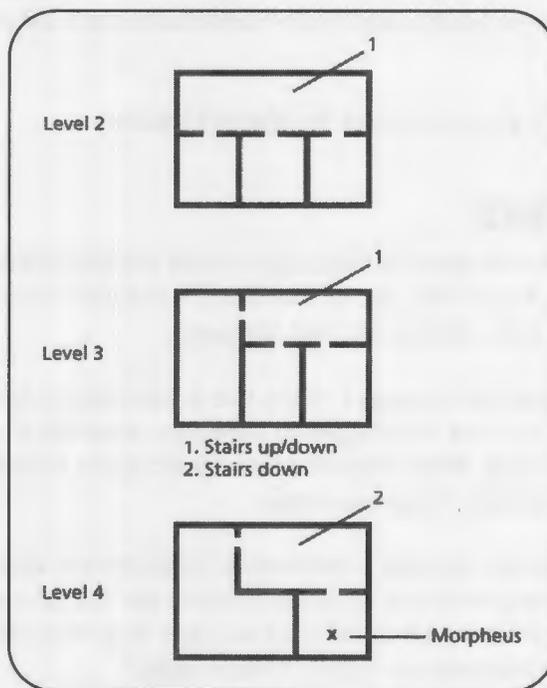
The Cathedral

This is the operational headquarters for the Children. By now, the player will have learned that the Children of the Cathedral are in fact working for the Master. Their immediate head is the dark figure known as Morpheus.

Special Adventures

- ⊗ Morpheus, the leader of the Children of the Cathedral, can be used to get to the Master. You must kill the Master to win the game.





Cathedral tower level 3

Special Points

- ⊗ Morpheus is the key to reaching the Master. He possesses a black badge that opens the doorway leading down to the Master's Vault. With careful handling, and by convincing him that you have information about your Vault which the Master must have, he can be persuaded to take you before this dread creature.
- ⊗ If you can kill Morpheus, you can steal his black badge.
- ⊗ Stairs lead down from the Cathedral to an underground cave. Within the cave is the entrance to another vault... the Master's Vault.
- ⊗ Lasher possesses a red key that will let you reach Morpheus and/or the door leading to the Master's Vault. If you kill him, you can also get the purple robes that will let you move unchallenged through the Master's domain.

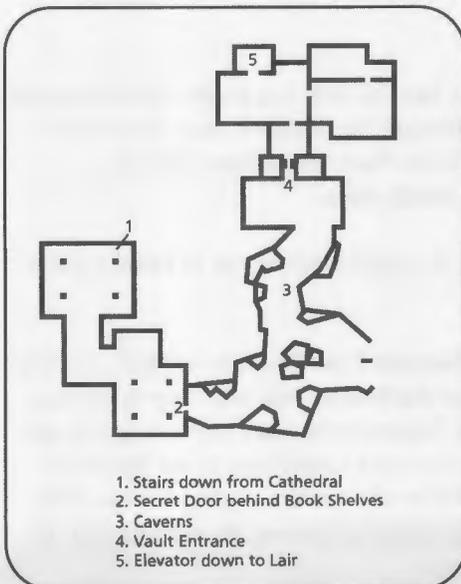
- ⊗ A number of Nightkin guard Morpheus upstairs. If you can kill them, you can take their StealthBoy units, devices that will give you a better chance of slipping undetected past the Master's forces. They also possess some *awesome* firepower!

Special Dangers

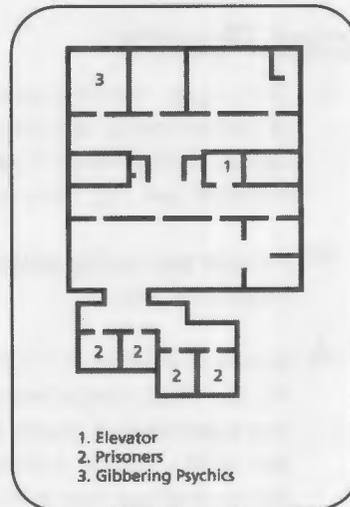
- ⊗ If the player at any time leaves the Cathedral after talking to Morpheus, he or she will be attacked by several thugs who bring greetings from Morpheus.
- ⊗ The Nightkin are deadly, stronger than ordinary super-mutants, and possess high-tech devices—StealthBoys—that make it hard to hit them in combat.

The Master's Vault

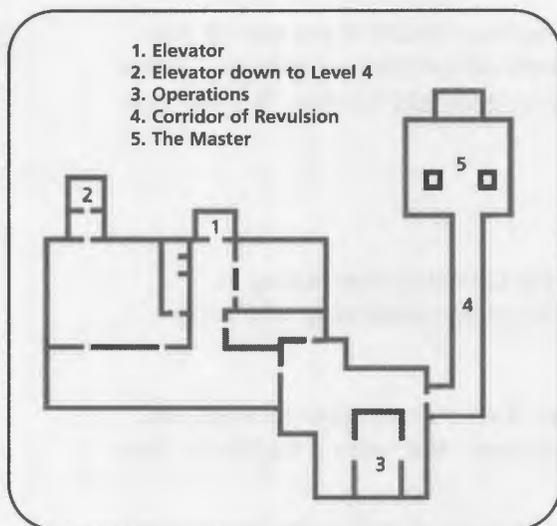
This is it, the final mile, the end of the line. Take out the Master, as well as the Vats, and you've won the game. Doing so is not easy, however. The Master is a strange hybrid of computer and mutant, his body part machine and part bodies assimilated by the creature as it grew.



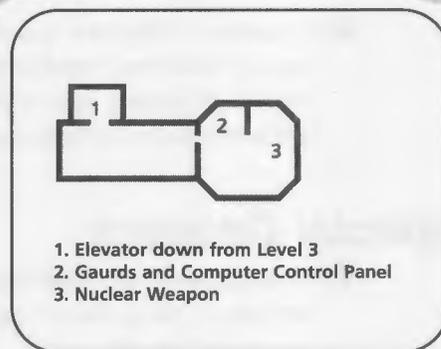
Master's Vault, Level 1, and Caverns



Master's Vault, Level 2



Master's Vault, Level 3



Master's Vault, Level 4

Special Adventures

- ⊗ This is the payoff, the head villain, the Boss. Cap this guy and you've won the game.

Special Points

- ⊗ Once again, the Children's robe, like the one you might have taken off of Lasher's body, will get you through the Master's Vault unnoticed—usually. A StealthBoy, if you got one from the Military Base or a Nightkin, can also come in real handy here.
- ⊗ A locker next to the elevator in the northwest corner of Level 2 has a Stealthboy unit.
- ⊗ A nuclear weapon in the vault basement can be set to explode, destroying the Vault, the Cathedral, and the Master. You will have to get past two super-mutant guards in the basement to reach the bomb. You will also need a nuclear arming key from the Lieutenant to set this off or else have to use your Science Skill on the bomb's arming device. Once the bomb is set, you have four minutes to get out. Run! Don't stop to play with your new-found friends!

- ⊗ The player can give the Master the holodisk given to him by Vree at the Brotherhood, which proves to him that the mutant race he created is sterile. This unpleasant information causes the Master to blow a fuse.
- ⊗ The Corridor of Revulsion will cause some problems for characters with high Intelligence and Perception. These effects can be reduced considerably by carrying a Psychic Nullifier in your Inventory. A Psychic Nullifier can be found in the mad psychic's room on the upper level of the Vats.

Special Dangers

- ⊗ Oh, come on! You're about to face the biggest, baddest boss in the game—and you want to know about special dangers?
- ⊗ The Master possesses two gatling lasers built into his body. He is brilliant, capricious, and insane, and one wrong word can end in the player's death or forceful conversion to the ranks of the mutant army.
- ⊗ If you fight the Master, you will also have to face the Horde... a large group of super-mutants that will rush to join you in battle. They will attack from the rear, coming up through the Corridor of Revulsion. They are armed with a variety of weapons.
- ⊗ Whether you choose to set off the nuclear weapon or use the holodisk to talk the Master into destroying himself, you will have a limited amount of time to get out of the Master's Lair, through the cavern outside, up the stairs to the Cathedral, through the Cathedral, and out at last to the travel grid across the street. If you don't make it, you'll die with the Master, so for Pete's sake don't stop on the way to play with strangers!

Advice From Ol' Slim

The Master, huh? Ayuh, I heard o' him. Bad news. Crazy as a sun-struck rad scorp, an' a hell of a lot more dangerous. I tell ya. If'n it was me, I'd take him down by giving him that there holodisk thingie. Your only other choices are an all-out assault or tryin' for the bomb in the basement. The assault's real risky, though. You know how many big, bad super-muties there are inside



that vault? A lot, lemme tell ya! As fer the bomb, well, if you can get past the force fields, an' if you can get past the guard, an' if you can use a nuke-det key that you got from the Lieutenant or are a real whiz at science, then, fine, set of the bomb.

But I assume you want to get out and enjoy the fireworks afterward, and that's gonna take some doin'!



Danger! Radioactive!

chapter 8



chapter 8
Danger!
Radioactive!

RATS:



You're glowing. Extreme contamination of game suspense.

This chapter gives it all away... what happens at each site, and why. Read this chapter only if you don't mind having the major secrets of *Fallout* described in detail.

Locations in *Fallout*

The following places and plot points are where most of the action takes place in *Fallout*. If you're wondering what's supposed to happen in a given spot, or why you should risk your neck in there, check it out on the list below.

The Vault (Vault 13)

Description: An underground vault, your home for as long as you've lived.

Vault 13 is where you start the adventure. A chip controlling the water purification machinery has failed, and in four months, the water here will be too foul to drink. Your whole purpose in the game is to save Vault 13.

Once you leave the Vault, the entrance will seal automatically and cannot open for one day.

Size: Medium sized

Rating: Vitally important

The Point: This is the whole point of your adventure. The caverns outside the door offer relatively easy opponents (the cave rats) against which to practice your martial skills.

Secrets

- ⊗ You can return here occasionally to get some medical supplies—stimpaks and the like. You can also return the Vault 13 to talk to the Overseer if you're undecided what to do next. Be sure to save your game first before returning for advice; that way, you can pick up the game where you left off later, without having lost any time.

The Buried Vault (Vault 15)

Description: A three-level underground vault, including living quarters, a command center, and a cavern.

Vault 15 is located some distance east of your starting point. The Overseer suggests that you might begin your search there. In fact, there's not much to find there except mutant pig rats, greater mole rats, and other unpleasant vermin.

Size: Very small

Rating: Unimportant

The Point: Since most players encounter this vault early in their adventure, the location provides some challenges for them to sharpen their skills against... larger, meaner varmints than the cave rats back home, and a chance to try manipulating things (using the Hand Icon) like the sewer entrance, computers, and an elevator. Also, players are liable to stumble across the village of Shady Sands while traveling from Vault 13 to Vault 15.

Secrets:

- ⊗ The only way in is through a sewer hole in a small shed in the desert. You'll have to use the Hand Icon to gain access.

Shady Sands

Description: A small, desert village. Sites include the town itself and the garden and Brahmin pens to the east.

Shady Sands is a small, quiet village in the desert between Vault 13 and Vault 15. Its leader is Aradesh, and here the player will have his first chance to interact with non-player characters. There is a doctor in town—Razlo—who can heal the player character's wounds, if necessary, and a leather-jacketed man named Ian whom you can recruit to join your quest if you have the money. Talking to the right people, especially Aradesh and his daughter Tandi, will provide important information about the world.

Size: Medium sized

Rating: Important

Point: Shady Sands provides the setting and motivation for several relatively easy starting adventures, including destroying the rad scorpion nest and rescuing Tandi from kidnapers. These adventures will help the player sharpen his skills and will also gain him the beginnings of a reputation. Here he will have to decide how to treat the locals—with politeness and respect, or with arrogance and gunfire. He can make some valuable allies here if he can win the townspeople to his side.

Secrets

- ⊗ Be sure to barter with Seth for his rope. Offer him a knife and a flare for the deal. The rope is vitally necessary later in the game to enter Level 2 of Vault 15. Later in the game, you will need a rope to enter the crater known as The Glow.
- ⊗ If you return to talk to Aradesh two days after destroying the Rad Scorpion threat, he will ask you to save Tandi, his daughter, from desert raiders. This subplot adventure will give the player experience points, a good reputation, and a fair amount of loot—money, weapons, and armor—taken from the raiders' bodies or the bookshelf, desk, and fridge in Garl's room.

Rad Scorpion Nest

Description: A maze of underground passageways and caverns infested by giant mutant scorpions.

Wiping out the scorpions inside will let you test your combat skills and impress the people of Shady Sands. Seth, the guard at Shady Sands' front gate, will take you here if you ask him. It is not necessary to go here to win the game, but the experience can be valuable. Careful, though. Those scorpions can kill you with the poison-laden stingers on their tails.

Size: Very small

Rating: Unimportant

Point: Killing rad scorpions will give the player experience points and help him sharpen up his combat skills.

Secrets

- ⊗ When you kill a scorpion, use the Hand Icon on the corpse. You will be able to click and drag on the scorpion's tail, placing it in your Inventory. Later, you can give these tails to Doc Razlo in Shady Sands, and he will prepare an antivenin... which will be especially useful if you took damage from the scorpions in the battle.

Desert Raider Camp

Description: A camp in the desert not far from Shady Sands inhabited by a nomad warrior clan known as the Khans. They are led by a warrior chief named Garl.

The Khans are a constant nuisance to nearby towns like Shady Sands. While the player does not need to investigate the camp, it does offer a chance of learning something about the surrounding area and provides the player with a good source of enemies to overcome... and the resultant loot and Experience Points. The subplot involving the kidnapping of Tandi, Aradesh's daughter, is resolved here and can also gain the player points and an enhanced reputation. Use caution, however. The nomads are easily angered, and it's not wise to challenge them on their home turf without careful preparation.

Size: Small

Rating: Unimportant

Point: The Raiders are generic bad guys for the player to negotiate with or fight. There are Experience Points to be won, and loot to be taken.

Secrets

- ⊗ The safest way to rescue Tandi is to offer Garl a ransom. He will accept 600 caps (modified for your Barter Skill and Garl's reaction to you) for her release. Do not attempt to fight the raiders unless you are well-armed and, ideally, have an ally or two. You might consider hiring the mercenary you will encounter in the Shady Sands guard quarters.
- ⊗ Consider returning for this subplot adventure *after* you've been to Junktown and picked up a submachine gun from Gretch. It's long odds against you indeed if you try to take on Garl's bad boys and girls with nothing but a pistol!

Junktown

Description: A town—larger than Shady Sands—with several important sites, including a general store, a hotel called the Crash Pad, and a casino run by a thug named Gizmo.

Junktown is an important stop on the player's itinerary. Here, he can get weapons, armor, equipment, and recruits for his band. The player can learn about the Necropolis, the disappearing caravans, and the Deathclaw here, and he can pick up some important allies.

Size: Medium

Rating: Important

Point: Junktown is an important plot point that will set the character on the right path and prepare him for what's happening next.

Secrets

- ⊗ Doc Morbid has a sideline in used body parts in the basement of his clinic. An interesting subplot can have the player taking Morbid and his henchmen down. One of the henchmen, Gretch, has a submachine gun, which will be a far better weapon for the player than a pistol or shotgun.
- ⊗ Doc Morbid has a safe in his lab. Inside is money, ammunition, and a doctor's bag. The safe is protected by a booby trap; if you fail to pick the safe's lock three times in a row, the trap will explode and destroy the contents. Use your Traps skill to detect the trap, then use it again to disarm it.
- ⊗ The trick to rescuing Sinthia is to offer the raider \$100, or talk him down without threatening him.
- ⊗ You may be able to acquire an unexpected ally in town. Try wearing leather jacket when you help a man who is trying to get into a building but can't because a dog is keeping him out. If you can get the dog to follow you, you will have a companion in your travel... and an ally who will attack your opponents in combat. You can also feed him an iguana-on-a-stick.

The Hub

Description: A large trading settlement.

The Hub is a large and important trading settlement based in a town relatively untouched by the war. Caravans of various goods travel between here and LA, Junktown, Shady Sands, and even the Brotherhood of Steel. The player will meet a number of important characters here, learn some important information, and set off on several important adventures from here. Centrally located to a number of other important sites, the Hub could easily serve as a base of operations.

Size: Large

Rating: Very important

Point: The Hub is a good place for the player to take stock of his current position and decide what to do and where to go next. Like the hub of a wheel, the Hub gives access, through numerous spokes, to a large number of locations and adventures throughout the surrounding area, many of which are vital to the game's successful resolution. It can serve as a base of operations for the player, as well as a source of supplies and weapons. The various subplots provide the player with a great deal of experience, and the jobs he can take here will earn him money. If he signs on as a bodyguard for a caravan, he will be able to reach important sites such as the Brotherhood of Steel or Adytum, and he will probably pick up some useful combat experience and loot along the way. Finally, some encounters—especially the encounter with Harold, the old mutant—will let the player acquire some extremely useful information.

Secrets

A number of interesting subplots can be opened and run here, including “jobs” for Decker, joining the Thieves’ Guild, blackmailing Bob, and either robbing or taking out a loan from Lorenzo.

- ⊗ An initiate of the Brotherhood of Steel can be rescued in Old Town by some mercenaries, improving the player’s reputation with that group.
- ⊗ A deal can be struck with the Water Merchants, providing for water shipments to the Vault. While this will not solve the water problem, it will delay the end long enough to allow the player additional time to find the water chip. It will also increase the chances that the Master will discover and invade your Vault.
- ⊗ Bob is getting human body parts from Doc Morbid in Junktown and selling them as Iguana Bits (tastes just like chicken). It may be possible to blackmail him.
- ⊗ Borrowing money from Lorenzo is probably a bad idea. Stealing from Lorenzo is better, though difficult. You will need to get past his two mercenary guards outside, either by killing them quietly or doing some very good sneaking. A third guard is inside. Deal with him, and if you can pick the lock on the inside door, you’ll be able to get several thousand caps.
- ⊗ If you want to have Kane take you to see Decker, do not claim (or admit) to being a member of the Thieves’ Circle. If he asks you what kind of work you’re looking for, tell him, “Anything. If it pays well, I’ll do it.” You might also be able to get in if you say that Lorenzo sent you. If this isn’t true, he *might* still believe you.
- ⊗ If you kill Jain, the High Priestess, at Decker’s orders, Decker and his people will be killed shortly thereafter by the Children of the Cathedral in a retaliatory strike. If you kill her even without Decker’s orders, Kane will give you 1,000 caps in gratitude.

The Deathclaw Cave

Description: An underground cavern, home to the infamous Deathclaw.

These caves are where the player will encounter the legendary Deathclaw, which hunts living prey by night and is believed to be responsible for the vanishing caravans.

Size: Small

Rating: Unimportant

Point: Killing the Deathclaw will give the player still more Experience Points and will also make him a hero in the Hub. The caves will also give the player a hint about what might have happened during the war. Finally, the caravans will continue to disappear, letting everyone know that the Deathclaw was *not* responsible and that a monster of another kind is abroad.

Secrets

- ⊗ To open the way to the Deathclaw, talk to Butch Harris at the Far-Go Traders and ask about the vanishing caravans... then talk to Beth at the weapons shop about the Deathclaw, and finally, at her suggestion, talk to Harold in Old Town.
- ⊗ The dead body of a super-mutant in the cave contains a disk, called the Mutant Transmissions Disk. It contains information about the war and the appearance of the super-mutants.

The Brotherhood of Steel

Description: A camp housing a religious brotherhood.

The Brotherhood is extremely close-knit and suspicious of outsiders, and getting at all close to them is difficult. If you can open channels with them, however, they can provide a wealth of information vital to the further development of the story, including the location of the Vats, something of the history of the war, and a story about something called "the Forgotten Base." The player will also be able to obtain some radiation chems here, vital if he is to explore The Glow.

Size: Small

Rating: Important

Point: The Brotherhood provides crucial information, including the location of the Vats. Vree can give the player a holodisk with which he can defeat the Master at the end of the game. It is also affords an excellent opportunity for the player to improve his skills and to acquire new and better weapons.

Secrets

- ⊗ To join the Brotherhood, the player must go to The Glow and retrieve the Brotherhood holodisk from a body on the upper level of that facility.
- ⊗ Once the player is an Initiate, he or she can pick up lots of character-building extras. Stop by the unarmed combat demonstration on Level 1, and listen in. Your character will get extra unarmed and melee combat skill points. Talk to Vree on Level 3. She can help you improve your Science Skill, will give you some antiradiation drugs and, if you've made a good initial impression, will give you the holodisk which, given to the Master when you meet him later, will cause him to ~~not~~ destroy

The Glow

Description: On the surface, nothing is present but a large hole in the ground, plus enough radiation to make you quite sick in a short period of time. At first glance, there is no way to enter the crater. Below the crater, however, are six underground levels of a military base or research center destroyed by a direct hit during the war. The upper levels were penetrated by the warhead, but the lower levels are all intact... though still highly radioactive.

Once a military base, there is nothing left on the surface but a radioactive crater. If the player can reach the underground levels, he will find a holographic disk which is the artifact Cabbot at the Brotherhood of Steel told him to find. If the player retrieves that disk, he will be admitted to the Brotherhood. Also present is a research laboratory with a large, broken flask or glass container. The deadly FEV virus was contained here until the nuclear strike, when it was accidentally released. The virus is responsible for the mutation that creates the super-mutants. Also available on these levels are some of the most powerful weapons and armor available in the game. In addition, information gathered here will tell the player what caused the Apocalypse and let him learn the truth about of the mutations.

Size: Large

Rating: Very important

The Point: Key information must be gathered here. The disk, found on a dead body on the upper level, will let the player join the Brotherhood, where key weapons and information can be acquired. Computers and holodisk recorders can be accessed to learn a great deal of background information. And finally, this is a good opportunity to stock up on the really heavy arms and armor for the big push to the story's climax.

Secrets

- ⊗ To enter The Glow, the player *must* have ropes acquired by barter from Seth early in the game, at Shady Sands, or elsewhere along the way. Use the rope on the steel beam on the west edge of the crater.
- ⊗ There are numerous secrets to be uncovered in The Glow. Check every computer, every level, every room, every body. Be alert for color-coded pass keys with which to operate the elevators, for holodisks that contain useful information, and, of course, for weapons and energy cells.
- ⊗ The holodisk that will admit you to the Brotherhood is on a body on Level 1.
- ⊗ A yellow pass that operates the yellow elevator is found on a body on Level 1.
- ⊗ A red pass that operates the red elevator to Levels 3, 4, and 6 can be found on a body in the northeast room on Level 2.
- ⊗ A blue pass for the blue elevator to Levels 4, 5, and 6 can be found on a body in the room in the southwest corner of Level 4.

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- ⊗ The generators in the Operations Center on Level 6 can be repaired to restore power to the blue elevator and the lights.
 - ⊗ Holodisks containing important information can be found in various lockers.

The Angel's Boneyard

Description: A vast area of ruins that includes several specific sites: Adytum, the Gunrunners, the Blades, and the Followers.

Each of these sites introduce subplots that can spill over to other sites. The Followers can give you access to a spy inside the Cathedral and can provide you with allies for an attack on the COC. The Gunrunners are a good source of high-end weapons. Momma Deathclaw provides a chance—a dangerous one—for building up your Experience Points before your last big push. None of this is absolutely vital to the successful completion of the game, but the various subplots can keep you busy here for a long time!

Size: Each individual site is small. Collectively, they cover a large area.

Rating: Unimportant

Point: These areas provide the player with recruits and allies, new weapons and equipment, Experience Points, and a chance to rest and recuperate before the last big battles.

Secrets

- ⊗ There is a Followers spy inside the Cathedral named Laura. She can only be approached if you first contact Nicole, the head of the Followers. Nicole will tell you how to contact Laura, using the code phrase "Red Rider."
- ⊗ Jon Zimmerman, in Adytum, will ask you to avenge the death of his son by killing the leader of the Blades. In fact, the Adytum Regulators killed Zimmerman's son, and the Blades are innocent.
- ⊗ Warning! The Blades look like ordinary people, but they are tough, extremely hard to kill. Don't pick a fight with these people unless you want a *real* battle on your hands!
- ⊗ Instead, you can help the Blades free Adytum from the tyranny of the Regulators. To do this, you must enter the game map east of the Blades' HQ and west of the Gunrunners' warehouse and eliminate all of the Deathclaws you find there... including the mother Deathclaw and her eggs in the basement level of the large room. This allows the Gunrunners to arm the Blades for their attack on Adytum.
- ⊗ Fans of the movie *Aliens* will know what to expect. If you don't kill Momma, more Deathclaws will appear every time you return to this map.

- ⊗ If you wipe out the Deathclaw infestation, the Gunrunners will reward you by letting you choose a weapon or some good armor from their stock or you can arm the Blades. You can also return to their old location after Adytum is liberated and pick up whatever they left behind.

The Cathedral

Description: A huge and gloomy cathedral controlled now by the Children of the Cathedral.

The Cathedral is the headquarters of the notorious Children, who, in fact, are servants of the Master. Morpheus, the head of the Children of the Cathedral, is one of the Master's most important officers.

Size: Small

Rating: Vitally important

Point: The Cathedral provides the player with his sole access to the Master and is, therefore, vital to the successful completion of the game. It also offers a chance to rack up some more Experience Points by killing Lasher and Morpheus, as well as some weapons, equipment, and a purple robe that you can use later as a disguise.

Secrets

- ⊗ The Followers spy inside the Cathedral is named Laura, and she can only be approached if you first contact Nicole, the head of the Followers. She has a red pass key to the door behind the altar and can get you in to see Morpheus.
- ⊗ Lasher has a red pass key also. If you kill him, you can get the key and his robes, which are very useful as a disguise later on. You can also talk him into giving you the key.
- ⊗ You can also get a purple robe from the Followers.
- ⊗ If you can kill Morpheus, you can get his black pass key, which gives you access to the secret door leading to the Master's Vault. If you do not contact Laura, you will have to either kill Morpheus and take the key, or talk him into taking you to the Master.
- ⊗ The secret passage leading to the Master, which can only be accessed by the black pass key, is hidden behind a bookcase in a room behind the altar.
- ⊗ The secret passage leading to the Master, which can only be accessed by the black pass key, is hidden behind a bookcase in a room behind the altar. There is a hidden Nightkin in the corner, armed with a really big gun. If you are not wearing robes, or have one of the COC badges, then you will be attacked as soon as you walk in the room.

The Master's Vault/The Master

Description: A vault hidden beneath the Cathedral. It can only be accessed by way of doors hidden behind the Cathedral's altar.

This is the headquarters of the Master, the mutant human-computer hybrid who plans to turn all pure-strain humans into an army of super-mutants, with which he intends to conquer the world. He once was human but was transformed into what he is now through exposure to the FEV virus.

Size: Small

Rating: Vitally important

Point: Though you must also destroy the Vats, the central point of the game is to penetrate this vault and kill the Master.

Secrets

- ⊗ One level down from the entrance to the vault is a room to the northwest containing several gibbering, obviously insane psychics. A psychic nullifier, taken from the psychics, can be used to protect the player from the effects of the Corridor of Revulsion.
- ⊗ The Master can be destroyed in any one of three different ways: Give him the holodisk from Vree; go to the basement and use the Lieutenant's arming key or your Science Skill on the bomb controls; or kill the Master in combat. If you choose the third course, it is best if you attack with a number of allies, if you use the most powerful weapons you can muster—Gatling lasers or miniguns are best—and if you wear a StealthBoy unit to make it difficult for the Master to use his Perception to acquire you as a target. You should make targeted shots to increase your chance of doing some serious damage.
- ⊗ If you elect to use the nuke in the basement, you will need to slip through a room filled with super-mutants to find a hidden switch and turn off a protective force field in front of the elevator. You will then need to kill two heavily armed guards outside the room where the bomb is kept.
- ⊗ Once you've set the bomb or destroyed the Master, you have about four minutes. Run! Remember that every turn in combat is a waste of five seconds.

Military Base/The Vats

Description: A former military facility now taken over by the super-mutants and used for their purposes. The upper two levels are known as the "Military Base," while its lowest two levels comprise a former secret research facility now known as "the Vats."

From this base, the super-mutants launch their raids against passing caravans. The "untainted," meaning pure humans, are captured, while all others are killed. The pure humans are kept in cells until they are dragged to the Vats for their metamorphosis into mutants. The

super-mutant base is a serious danger to all surrounding communities, as well as the caravans. The player will have to destroy this base to eliminate the threat.

Size: Medium

Rating: Vitally important

Point: This is one of the two key locations vital to winning the game. Destroying the Vats and the Master both are necessary for achieving a complete victory in *Fallout*. Eliminating the Lieutenant and the Vats also let the player accumulate a lot of Experience Points and acquire numerous good weapons and equipment.

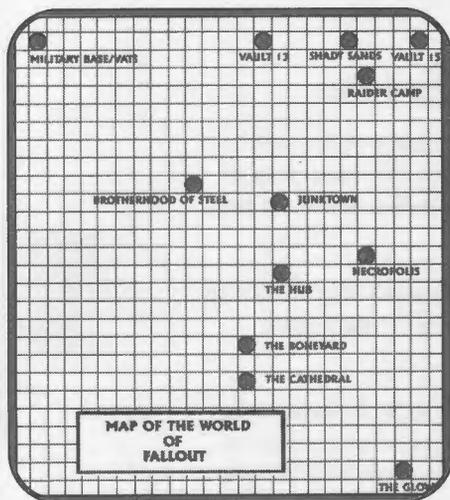
Secrets

- ⊗ The Lieutenant has his headquarters on the lowest level of the Vats.
- ⊗ Robots on the Military Base upper level can be reprogrammed to fire on one another or on super-mutants, while a Mr. Handy robot on the lowest level of the Vats can be reprogrammed to continue its cleaning duties, which can help the player enter the Vat Control Room.
- ⊗ A conversation between the Lieutenant and VanHagan reveals that the Master knows about Vault 13 and will soon take steps to capture the pure-strain humans there.
- ⊗ A great many useful weapons and items of equipment can be acquired in the base and Vats levels; radios can be used to confuse the super-mutants and to turn force fields off, while StealthBoy units can make the player all but invisible.
- ⊗ There is a nuclear arming key in the locker beside the Lieutenant that you will need if you decide to destroy the Master by setting off the bomb in his basement.

Note:

It doesn't matter which you destroy first, the vats or the Master. In terms of the logic of working your way up the hierarchy of evil, it seems to make more sense to save the Master for last, taking him out in a fiery, nuclear holocaust after killing his Lieutenant and destroying the vats. On the other hand, it may make more logistical sense to go to the cathedral as soon as you talk to Nicole at the Followers' headquarters, contact Laura, find your way to the Master's vault and destroy him, and only then to make the long trek out to the Military Base to kill the Lieutenant and wipe out the vats.

Your choice may largely be dictated by what information you have, and what course of action you decide to follow. You will need to kill the Lieutenant first if you want to take the arming key to set off the nuke in the Master's basement. On the other hand, the Master's vault contains a great deal of information about the Military Base and the Vats, information that would be extremely useful in your efforts there.



The World of Fallout

Presented here is a map of the world of Fallout, showing the relative locations of each site. On foot, you'll be able to travel across the terrain at the rate of roughly one square per day... a bit slower in the mountains, and a bit faster in the cities.

Fallout: A Quick and Dirty Walkthrough

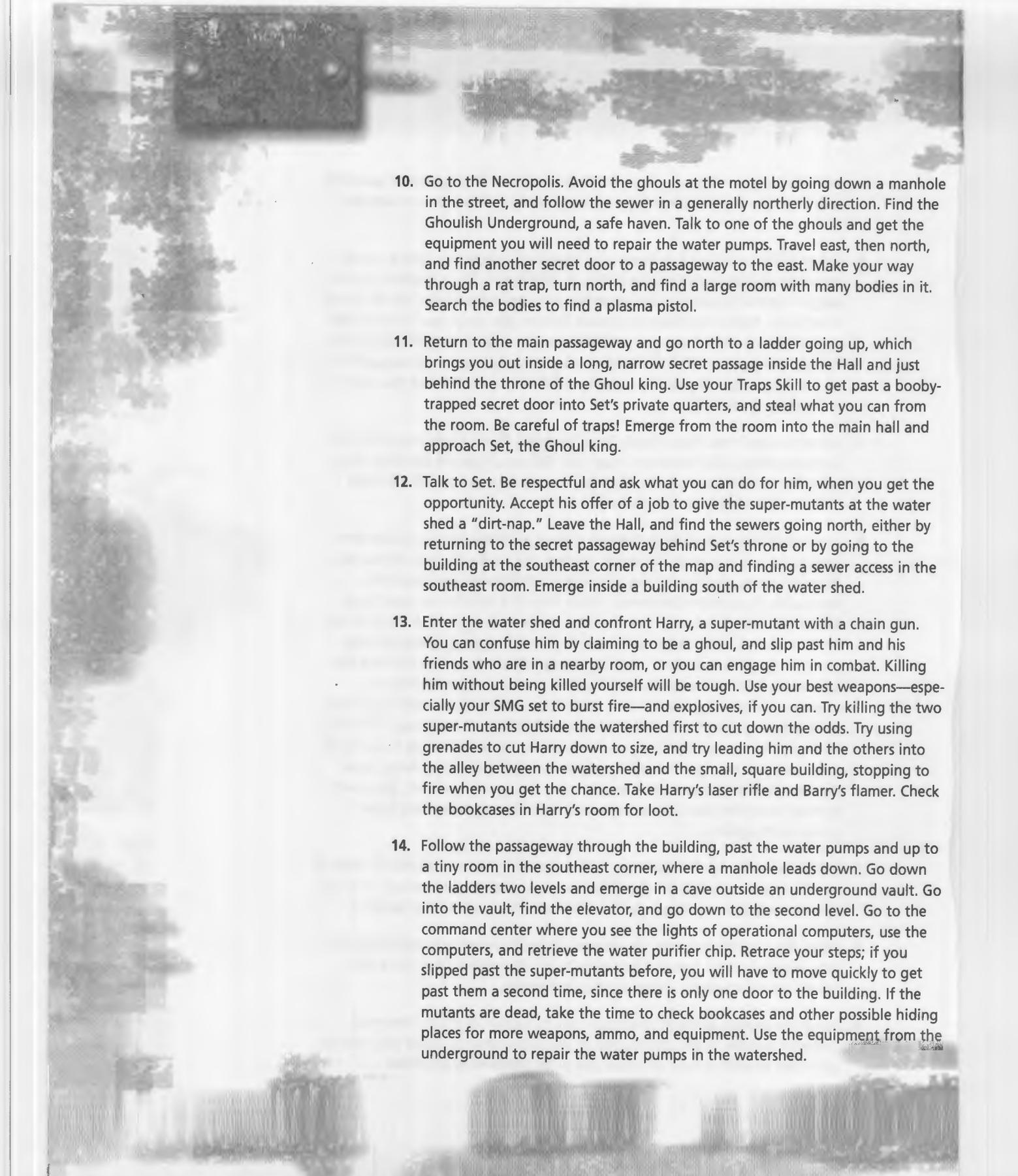
The following section provides an extremely brief and unadorned walkthrough of the entire story line of *Fallout*. Note, first of all, that this is only one of a number of possible different story lines

that can result in victory of the player. Note, too, that a player who has not spent sufficient time honing his or her combat skills or improving such skills as Small Gun Combat or Speech is not going to be able to face opponents like the Deathclaw, super-mutants, or the Lieutenant.

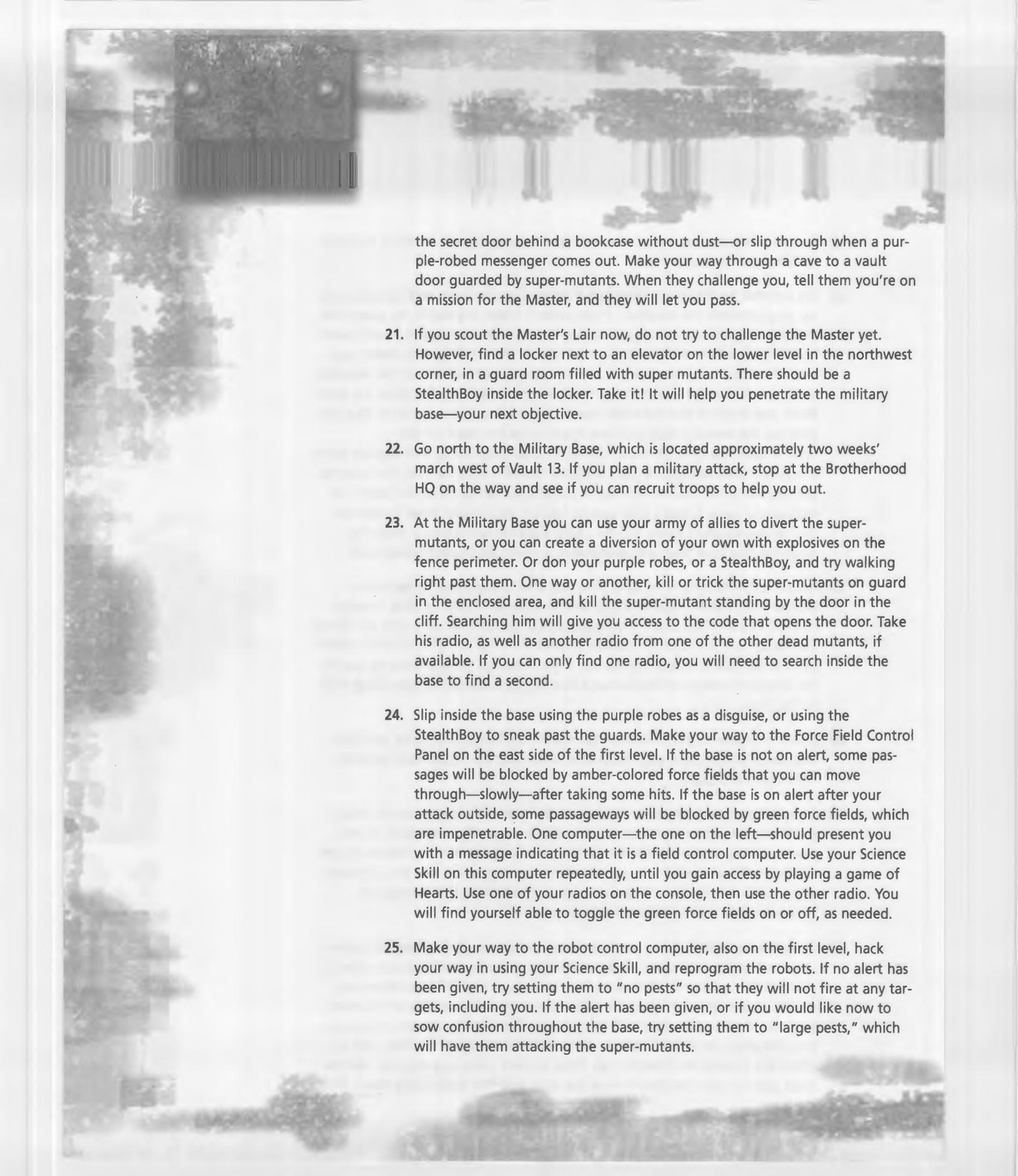
1. Leave Vault 13 and proceed to Shady Sands, in the desert between Vault 13 and Vault 15.
2. See Aradesh, and talk to Seth at the front gate. Get Seth to take you to the Rad Scorpion caves and kill the Rad Scorpions. Return to Shady Sands and give the tails to Dr. Razlo. Take the antidote if you need to heal poison damage after the fight. Barter a knife and a flare for a rope from Seth. Talk to the mercenary in the guard house, in order to learn the location of Junktown and the Hub.
3. Go to Junktown. Go to Doc Morbid's and sneak, talk, or fight your way past Cougar and Flash, the two mercenary guards. Find the secret lab in the basement and explore it, taking what you can. When Gretch finds you, kill him and take his submachine gun. Kill Doc Morbid if he finds you, or if you enter his lab.

while he is present. Use your Traps skill and Lockpick skill to open the locker and take what you can. Sell some of your excess loot for bottle caps, but keep the SMG.

4. Talk to Killian and help him thwart the assassination attempt. Take the assassin's hunting rifle. Agree to help Killian against Gizmo. Go to Gizmo's, use the bug on the desk or use the tape recorder, and get Gizmo to hire you to assassinate Killian. Return to Killian and reveal Gizmo's plot. Take your reward, then go find Lars near the front gate and volunteer to help him against Gizmo. Kill Gizmo. Barter some of the loot you've acquired so far, such as the assassin's pistol, for bottle caps. Go back to Gizmo's and check the bodies and the lockers in the bedrooms for loot.
5. Go to the Crash Pad. Take a room from Marcelles. When a raider tries to hold Sinthia hostage, talk him down or pay him 100 caps, if you've got them. Play out other subplots, such as the Skulz and Trish, to improve your Speech and Combat skills and to increase your reputation.
6. Leave Junktown and travel to the Hub. Talk to all of the people you can and learn what you can, especially Butch Harris at the Far-Go Traders, Beth at the Weapons Store, and Harold, the old mutant in Old Town. Ask about the Necropolis, if you have the chance, to get that city's location on your Travel Map. Visit Butch Harris and sign on with a Caravan as a guard on a run to the Brotherhood of Steel. While you're waiting for the caravan, spend the time completing various subplots, including Loxley and the Gauntlet, Bob and the Iguana-On-A-Stick concession; and, if you feel up to it, try breaking into Lorenzo's and stealing the contents of his safe. Use your Traps skill to get past the booby traps, both in the Gauntlet and at Lorenzo's Friendly Loan Company. Meet with the Water Merchants and arrange for water shipments to the Vault, but remember that each caravan going to your home Vault will bring closer the day the Master discovers its location. Use the money you earn, blackmail, or steal to buy the best weapons you can, including explosives and hand grenades, if possible.
7. If you feel ready for the challenge, talk to Harold again and get the location of the Deathclaw cave. Kill the Deathclaw, using explosives and the best weapons you can muster, and retrieve the holodisk from the super-mutant skeleton.
8. When the day comes to join the caravan, do so. If you are attacked along the way, use your newly acquired firepower to kill the raiders, then check all of the bodies for weapons, ammo, money, and armor.
9. Leave the caravan at the Brotherhood. Talk to Cabbot at the Brotherhood entrance in order to get the location of The Glow, which is where you have to go to get an artifact that will allow you to be admitted to the order.

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10. Go to the Necropolis. Avoid the ghouls at the motel by going down a manhole in the street, and follow the sewer in a generally northerly direction. Find the Ghoulish Underground, a safe haven. Talk to one of the ghouls and get the equipment you will need to repair the water pumps. Travel east, then north, and find another secret door to a passageway to the east. Make your way through a rat trap, turn north, and find a large room with many bodies in it. Search the bodies to find a plasma pistol.
 11. Return to the main passageway and go north to a ladder going up, which brings you out inside a long, narrow secret passage inside the Hall and just behind the throne of the Ghoul king. Use your Traps Skill to get past a booby-trapped secret door into Set's private quarters, and steal what you can from the room. Be careful of traps! Emerge from the room into the main hall and approach Set, the Ghoul king.
 12. Talk to Set. Be respectful and ask what you can do for him, when you get the opportunity. Accept his offer of a job to give the super-mutants at the water shed a "dirt-nap." Leave the Hall, and find the sewers going north, either by returning to the secret passageway behind Set's throne or by going to the building at the southeast corner of the map and finding a sewer access in the southeast room. Emerge inside a building south of the water shed.
 13. Enter the water shed and confront Harry, a super-mutant with a chain gun. You can confuse him by claiming to be a ghoul, and slip past him and his friends who are in a nearby room, or you can engage him in combat. Killing him without being killed yourself will be tough. Use your best weapons—especially your SMG set to burst fire—and explosives, if you can. Try killing the two super-mutants outside the watershed first to cut down the odds. Try using grenades to cut Harry down to size, and try leading him and the others into the alley between the watershed and the small, square building, stopping to fire when you get the chance. Take Harry's laser rifle and Barry's flamer. Check the bookcases in Harry's room for loot.
 14. Follow the passageway through the building, past the water pumps and up to a tiny room in the southeast corner, where a manhole leads down. Go down the ladders two levels and emerge in a cave outside an underground vault. Go into the vault, find the elevator, and go down to the second level. Go to the command center where you see the lights of operational computers, use the computers, and retrieve the water purifier chip. Retrace your steps; if you slipped past the super-mutants before, you will have to move quickly to get past them a second time, since there is only one door to the building. If the mutants are dead, take the time to check bookcases and other possible hiding places for more weapons, ammo, and equipment. Use the equipment from the underground to repair the water pumps in the watershed.

15. Return to Set and claim your reward. Leave immediately for Vault 13 and give the Overseer the water chip.
16. Set out now for The Glow. Take Rad-X along, if you've been able to pick some up, to counteract the radiation. If you haven't found any Rad-X, try going first to the Boneyard, and make your way to the Followers' Hang-out. There's some Rad-X in one of the lockers on the west side of the building. Stop before you reach The Glow and take the pills to lessen the harmful effects of the radiation when you first arrive at the crater. Use the rope from Shady Sands on the steel beam and descend into the crater. Search the bodies on the top level. One will give you the message that you have found what you need for the Brotherhood. Go through the entire base. Check every body, and operate every computer. Learn everything you can about the FEV virus, the war, the mutants, and anything else you can turn up. A yellow pass can be found on Level 1, a red pass on Level 3, and a blue pass on Level 4. You'll need these to operate the various elevators in the facility. Check armories and storage closets for weapons. Use your Traps skill everywhere to warn of possible booby traps.
17. Return to the Brotherhood. Give them the Brotherhood disk to become a Brotherhood initiate. Stay with the Brotherhood for a time, talking to everyone you can and learning everything possible. Talk to Vree and warn her about the Master and the coming invasion. Receive from her the FEV disk with which you will be able to defeat the Master. If you have not already done so, accept the mission to return to the Hub and free the Brotherhood initiate being held in Old Town.
18. Spend time at both the Hub and with the Brotherhood, improving your skills and acquiring weapons and equipment. When you are ready, head south to the Angel's Boneyard.
19. Depending on how you want to play out the end of the game, spend time in the Boneyard, acquiring information and/or members for your party. If you plan a military attack against the Children of the Cathedral, find Nicole at the Followers' HQ and enlist her help. Agree to her suggestion that the Followers can provide a "diversion." When you get to the Cathedral, a number of Follower scouts will be on hand to help you out.
20. Go to the Cathedral. If you go alone, scout the place out. Find and kill Lasher in a room in the northwest corner, and take a red pass and his purple robes. If you go with some of the Followers, they will attack the Children when you attack Lasher. Wipe out all of the COC chanters and mercenaries on the main level, but don't attack the forces in the tower. Try slipping upstairs in disguise, find Morpheus on Level 4, kill him, and take his black pass. You may wish at this point to scout the Master's Lair. Wear Lasher's robes as a disguise. Use the black pass to open the door behind the altar, and find stairs going down. Find



the secret door behind a bookcase without dust—or slip through when a purple-robed messenger comes out. Make your way through a cave to a vault door guarded by super-mutants. When they challenge you, tell them you're on a mission for the Master, and they will let you pass.

21. If you scout the Master's Lair now, do not try to challenge the Master yet. However, find a locker next to an elevator on the lower level in the northwest corner, in a guard room filled with super mutants. There should be a StealthBoy inside the locker. Take it! It will help you penetrate the military base—your next objective.
22. Go north to the Military Base, which is located approximately two weeks' march west of Vault 13. If you plan a military attack, stop at the Brotherhood HQ on the way and see if you can recruit troops to help you out.
23. At the Military Base you can use your army of allies to divert the super-mutants, or you can create a diversion of your own with explosives on the fence perimeter. Or don your purple robes, or a StealthBoy, and try walking right past them. One way or another, kill or trick the super-mutants on guard in the enclosed area, and kill the super-mutant standing by the door in the cliff. Searching him will give you access to the code that opens the door. Take his radio, as well as another radio from one of the other dead mutants, if available. If you can only find one radio, you will need to search inside the base to find a second.
24. Slip inside the base using the purple robes as a disguise, or using the StealthBoy to sneak past the guards. Make your way to the Force Field Control Panel on the east side of the first level. If the base is not on alert, some passages will be blocked by amber-colored force fields that you can move through—slowly—after taking some hits. If the base is on alert after your attack outside, some passageways will be blocked by green force fields, which are impenetrable. One computer—the one on the left—should present you with a message indicating that it is a field control computer. Use your Science Skill on this computer repeatedly, until you gain access by playing a game of Hearts. Use one of your radios on the console, then use the other radio. You will find yourself able to toggle the green force fields on or off, as needed.
25. Make your way to the robot control computer, also on the first level, hack your way in using your Science Skill, and reprogram the robots. If no alert has been given, try setting them to “no pests” so that they will not fire at any targets, including you. If the alert has been given, or if you would like now to sow confusion throughout the base, try setting them to “large pests,” which will have them attacking the super-mutants.

26. Take the main elevator down to the Vats, Level 1. Use your Traps Skill to make your way through the Security Corridor. Go to Security Elevator A and take it down to the Vats, Level 2. Go to the outside of the Lieutenant's room and listen in as VanHagan tells the Lieutenant that the Master has discovered a new source of pure-strain humans—Vault 13. Kill the Lieutenant, using the heaviest firepower you have. Be sure to search his body and take whatever you find... especially a nuclear arming key.
27. Find and repair a Mr. Handy robot. Program it to continue its cleaning detail, and follow it as it opens the force field to the Vats Control Room. You can either use the Vats computer to destroy the Vats, or you can place a charge of explosives on the control panel. Give yourself six minutes to make good your escape. If you try hacking your way into the system, use the option to continue hacking to get a detailed explanation of the codes. If you don't have an option for more hacking, your Intelligence or Science skill is not good enough. Use the explosives instead. Either way, leave as quickly as you can. Escape by taking the Exit Grid outside the base entrance. Don't hang around to watch the fireworks!
28. With the Vats destroyed, return to the Cathedral again. You should still be wearing your robes as a disguise. If you haven't done so, find Morpheus at the top of the tower—up the stairs behind the red-pass door—and kill him, taking the black pass. If you've already scouted the Master's Lair, you know the drill. Return to the lair, taking the most powerful weapons you have. A rocket launcher, with lots of rockets, is a good choice.
29. Go to the underground vault and go inside. Take the main elevator to the first level. Find the room of gibbering psychics in the northwest. Talk a psychic into lowering the force field and giving you a psychic nullifier unit.
30. Take the main elevator down to the second level. Go through operations and up the Corridor of Revulsion. The psychic nullifier should minimize the corridor's effects on you. If you couldn't get a nullifier, keep pushing ahead, taking hits.
31. Meet the Master at last. Engage him in dialogue, give him Vree's holodisk, and let him realize that all of his work has been in vain. Exit the base quickly as the Master spectacularly self-destructs. Alternatively, you can make your way past the waiting super-mutants in their quarters and take the reactor elevator down to the reactor level. Kill the guards, then use the nuclear key taken from the Lieutenant to arm the bomb you find there. Set it to explode in six minutes, and then get out before all hell breaks loose!

Congratulations! You've made it all the way through *Fallout*!

Now go back and try again, but this time, see if you can find *another* path that will get you to the same victorious conclusion!

Some Advice From Ol' Slim

So, y'wanna know which skills t'focus on as Tag Skills? Well, your first decision has to be based on what kind of character you want to play. If you like gunplay or brawling, obviously you should have a look at your Combat Skills. If you'd rather talk your way outta a bad spot, maybe you should think about making Speech a Tag Skill.

The other thing to think about is whether your character is good at Agility-related skills, like firearms, or, if you want to take the intellectual route, if he's better at things requiring smarts. Tag Skills can help offset a lower basic stat or raise even higher one that's already good. You can be a generalist or a specialist. Your choice.

Me, I like to take my Agility to start with and jack it up as high as I can, which gives me an advantage with all of the Combat Skills. Then I like to choose Small Guns as a Tag Skill. Big guns do a lot more damage, of course, but you're probably not going to find any big guns early in the game, and that's when you need to be sure you win your combats with unpleasant critters and two-legged vermin.

Speech is another good Tag Skill, especially if you sacrificed some of your Charisma to get a better Strength or Agility. Keep in mind that it's almost always better t'talk your way outta tight spot than t'come out shootin'.

Other favorites are First Aid--since you can't always stay outta trouble--Science, and Repair. And Big Guns become lots more important toward the end of the story, when you actually find some t'play with.

It is amusing, though, to have Unarmed be your Tag Skill when you start with a character with a Strength of 9 or 10. This character can really clean house when he has to! You might picture him in a leather jacket, with mirrored shades and a tendency to say, "I'll be back" in a thick accent!

Fallcut Journal

One Woman's Path
through the Desert

Chapter 9



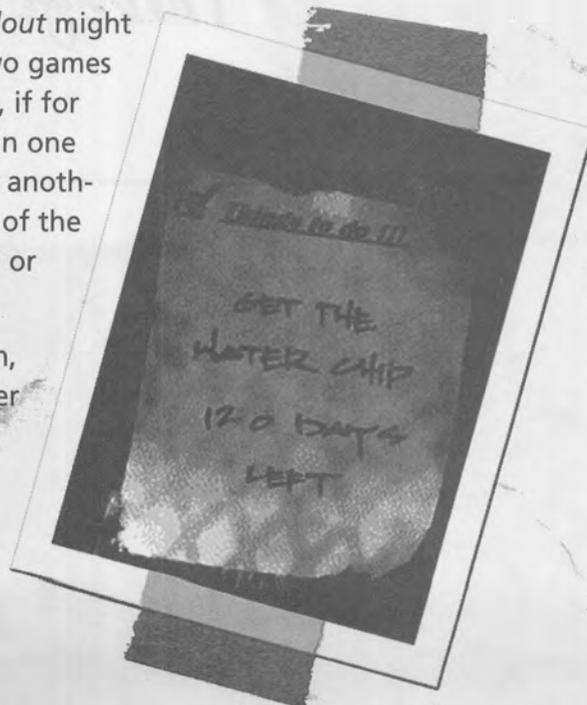
chapter 9

One Woman's Path Through the Desert

The problem with walkthroughs in this kind of computer role-playing game is that what worked for the authors of this guide may not work for you... or you may have your own ideas about how things will best work out. And you could very well be right.

This chapter is provided to give you a feel for how a "typical" game of *Fallout* might unfold. Keep in mind that no two games are going to come out the same, if for no other reason than that a hit in one turn of combat may be a miss in another... and on such chance throws of the electronic dice do characters live or die, succeed or fail.

The character is Tanya MacMillen, better known as "Blade," and her stats can be found in **Chapter 2** of this book.



Day 1

5 December, 150 days to go

Well, I've got to start this journal somewhere, and it might as well be in the beginning. I'd thought I was ready, after all the training and lectures and mental preparation and stuff, but when the time came at last and the Overseer told me just what it was I had to do Outside, I damned near gave up right then and there. I mean... *Outside!* No one who's ever left the Vault has ever come back to tell us what it's like out there, but everyone knows that Outside is a place of radiation and sickness, of death and horrible mutant monsters. Living Outside, with the sun beating down on you, and weather and storms and untreated water and no Vault Law... it's... it's *unnatural!*

Day 8

12 December, 143 days to go

The desert stretches on forever, it seems, with the sun blazing down at you out of the sky until you wonder how your ancestors ever could have lived Outside. I mean, the old records all say that they did, but how they ever ventured out of their safe, sheltered Vaults to do whatever they had to do out here is beyond me. Certainly, no sane person could *want* to live like this.

I had a real scare last night. Travel in the cool of the evening seemed a better bet than braving that blistering sun, and I was making good progress, too, until the... the *thing* appeared out of nowhere.

I've studied books about life on the Outside, of course, as part of my preparation. This thing looked like a scorpion... except for the size. God, except for the size! If someone had described that black, armor-plated monster to me last week, I would have said she was nuts, or brain-jittered from IQ boosterdrug withdrawal. The thing had to be five meters long, with another couple of meters in that tail with its deadly, poison sting curled high over the back.

I didn't think creatures with an exoskeleton could grow that big, and I suspect that there must have been some really radical mutations to allow that kind of growth. It skittered toward me on clicking, jointed legs, with great, black claws waving in front of its face, each almost half as long as I am. I suppose Max Stone or Arnie or one of the other warrior-

types back in the Vault could have stood toe-to-toe with that monster and dispatched it with a few well-aimed shots, but I elected to choose the better part of valor. I mean, the Vault is counting on me to find that water purifier chip, and I'm not going to be able to help them if I'm reduced to a pile of scorpion-gnawed bones in the sand. I ran... and I used every stealth trick I've been taught to blend in with my background and slip away. The monsters let me go. Maybe they figured there wasn't enough meat on my carcass to be worth the effort of a chase. I'll never know.

What I do know is that this is a terrifying world out here, one that's gone through a lot of changes in the past eighty years. My survival [and] with it, the survival of my Vault — hangs on the slenderest of threads.

Day 10

14 December, 141 days to go

Today I reached Vault 15, the vault nearest my own, and the place the Overseer suggested would be a good place to start my search. The place was completely buried; I found a kind of sewer hole with a ladder inside a corrugated tin shack in the desert that led to a cavern, and not far from the ladder was the vault.

I didn't find much... unless you count the infestation of mutated rats and... other, more disturbing creatures. There's one thing about half as big as I am that looks like a hideous combination of rat and mole, but far bigger than either of those creatures. It was waiting for me inside the smashed-open airlock when I stepped through, and its bite was savage and painful. I pumped four rounds into the thing before it stopped trying to reach me, and two more bullets did a number on the wall somewhere in the darkness. I killed it, though, before it killed me. Despite the wound, the knowledge that I could deal with a monster like that mole-rat helped me pull my head together and keep going. I used one of my stimpaks to help the healing along.

The vault was a total wash-out, though. The outer door was broken off and lying on the cavern floor. It looked like this place was abandoned a long, long time ago. All the supplies were gone, and the dust and spider webs and rubble suggested that no one has been in here for many, many years. No water purifier chip, either. All the computers are long dead, and the water pumps are buried under debris from an old cave-in. I searched as long as I could, tiptoeing cautiously past mutant rats and a few close kin to the mole-rat thing that jumped me in the airlock.

Well, Tanya, you didn't think it was going to be that easy, did you? One thing. On my way here through the desert the other day, I thought I noticed something off in the distance, just south of my line of march and about halfway back to Vault 13. I couldn't see much detail, but it looked like buildings, and there might have been some smoke rising from the place. Smoke could mean cook fires, and people.

I think I'll try to reach the place on my way back to the Vault. It's all I have to go on now

Day 14

18 December, 137 days to go

The name of the place is Shady Sands. It's a quiet little place, where dirty children run and shriek in the broad, dusty streets, and the people go about their business with a stolid acceptance of fate. I don't know for sure, and the residents of Shady Sands can't help me much, but I can't help but wonder if these people are the descendants of folks who left Vault 15 many years ago.

The leader of the community is Aradesh, a nice enough old guy with a sing-song voice and a healthy mistrust of outsiders. His daughter, Tandi — the future ruler of Shady Sands, from what I hear — is lively and outgoing and bored stiff with life in this quiet oasis settlement.

Life here really doesn't seem to be too bad. They face two main problems. Rad scorpions — apparently the same as that God-awful walking nightmare I encountered in the desert — occasionally kill and eat some of their brahmins, the odd-looking, two-headed cows they use for food and transport. And there are some human predators nearby, raiders calling themselves the Khans, who sometimes come to carry off brahmins or women, and there's not a lot the local guard can do to protect the place.

I talked for a while with Seth, who was standing guard at the front gate. He told me something about the rad scorp, and I got the feeling he might be willing to take me to the cave where they breed to help him clean them out, if I offered. He also indicated a willingness to bargain. I traded him a knife and one of my flares for a couple of lengths of rope. I thought that if I was going to be scrambling around inside of caves, some good strong rope might come in handy. I'm just about recovered from the wounds I suffered from the mole-rat; Razlo, the local doctor, took a look at me and said all I needed was some rest. So maybe tomorrow...

Day 15

19 December, 136 days to go

I can't help wondering why I volunteered for this. Maybe it's just that I need to face my own fears, and my own measure. Dunno, and questions like that are for the mind-tweakers anyway. But I decided to ask Seth to take me to the rad scorpion caves.

It makes sense, in a way. I need these people's cooperation and their help if I'm to get another line on a water purifier chip. If I help them with their problem, maybe they'll help me with mine.

The cavern reminded me a lot of the caves outside my home Vault, but I could hear the clicking and scuttling of large, clattering things, living things moving inside as I drew my pistol and plunged into the gloom. At least I didn't have to worry about rats. All of the rats living in this cave must have been eaten by the scorps ages ago. Or maybe it's just that rats are smart enough not to go into places like that.

The scorps, actually, weren't as bad as I thought. I walked up close to one, fired twice, then ducked as that barb-tipped tail slashed through the air and narrowly missed my head. I fired twice again, and in a moment, the great, black, armored hulk was scuttling for safety, a hideous, stinking ichor leaking from a dozen wounds. I followed.

I will never forget that desperate, tangled combat in the bowels of the earth. At one point, four of the monsters were closing on me. I took a couple of hits, a nasty slash on my arm and another on my leg, but I wasn't poisoned, thank God, and I kept blasting away at those monstrosities as they closed in.

I was badly wounded by the time I dragged myself from that cave, but my second stim-pak kept me going. The scorps were dead, all of them, and I also had a bundle of rad scorp tails sliced from their loathsome carcasses with my knife. Razlo, I'd heard, was trying to get a scorp antivenin, and maybe these would help.

Day 16

20 December, 135 days to go

I was kind of a minor celebrity around Shady Sands after I returned from the rad scorp cave. The people were friendlier and more open, and they told me about some other cities down south of here... Junktown, and a place called the Hub. It definitely looks like I'll

have to check those places out if I'm going to find that purifier chip. Shady Sands, I finally learned, gets its water from a well out in the garden, so they don't have the faintest idea what I'm talking about when I ask about a chip.

So I guess Junktown is the next stop on my itinerary, just as soon as my wounds are healed.

Day 17

21 December, 134 days to go

Possibly the happiest person in Shady Sands after my return from the scorp caverns was Dr. Razlo. The poison I'd taken had been eating at me, making me weaker and weaker, and I knew it wouldn't be long before I wouldn't even be able to stay on my feet. I handed the Doc those hacked-off scorpion tails, though, and he said something about needing the sacs for the antidote he was working on. Before too long, he handed me a bottle of golden liquid and told me to drink up. Tasted like... well, I won't say what it tasted like, but it's stuff like that that's the reason God invented water purifier chips for the Vaults. In an hour or two, I was feeling better, though, and today I feel just about back to my old self. Razlo's a curt and curmudgeony sort, a funny old duck, but he sure as Vault locks knows his rad-scorp antidotes!

Day 25

29 December, 126 days to go

Junktown's bigger than Shady Sands, and faster paced. There were a couple of armed guards at the front gate who warned me not to wave my weapon around in town. They were there, they said, to maintain the law, and I could tell they meant it.

First place I went was a joint named Killian's, a kind of general store. Turned out to be run by Killian Darkwater, the local "mayor" — a silly word that seems to mean about the same as "Overseer." He seemed like a nice enough sort, in a dark and kind of reserved way. While I was talking to him about the local sights and attractions, though, another character walked into the place, gave me a sneer that chilled my blood, then pulled out his pistol and started blazing away at him.

Killian and I both had our weapons out in an instant, and the sudden crossfire confused the guy, I think. He fired again at Killian, missed, then went down in a spray of blood as

the two of us concentrated our fire on him.

God, were people in the Outside just plain schizzed off? Reaction set in and I started shaking. Killian just shook his head. "Thanks for saving my life," he said. "Mighty brave thing to do."

Brave? I didn't feel brave, not then, not when I'd drawn my weapon. I'd just... reacted.

"Looks like we got ourselves a situation here," Killian went on. "I know Gizmo's behind this, but I need proof. Interested in helpin'?"

I asked who, or what, a Gizmo was, and learned he was a two-bit crime boss with delusions of grandeur, a petty criminal who wanted to eliminate Killian and take over the town. He ran a casino, Gizmo's, and was behind most of the crime and shady operations in the place.

I thought about it. I'd been impressed by Killian Darkwater and more impressed still by the guards he'd trained to maintain law and order. "I'm in," I told him.

He gave me a couple of gadgets, a bug and a portable tape recorder. The idea was that since Gizmo didn't know me like he knew all of Killian's people, he might be willing to open up in front of me with a bit of bragging... or maybe the offer of a job. The crime boss, it turned out, was always in his office in the big casino on the west side of town.

He was a great, fat, pig of a man, three hundred pounds at least, with beady little eyes that showed both greed and suspicion from deep within the fleshy folds of his face.

Casually, I leaned forward on his desk, carefully slipping the bug beneath the corner as I did so. "I'm here to tell you your assassin failed," I told him without preamble.

Gizmo pretended that he didn't know what I was talking about, at first, but bit by bit I drew him out, until he flat-out offered me a thousand caps to whack Killian. "As proof I want the dog tags Killian wears around his neck," Gizmo said with a greasy chuckle.

Back at Killian's, though, I told him I'd planted the bug. Killian left for a moment to listen in, and came back all smiles. "That's the first time I've been glad to hear his voice!" he said.

As reward, he let me pick what I wanted from his shelves, and I selected a shotgun, a real beaut, with a box of shells.

He grinned. "Thanks again!" he said. He was kind of handsome when he smiled. He offered me a chance to go along with him and some of his boys when they ran Gizmo out of town. I accepted, of course. I figured it would be worth it, just to see that bloated toad try to walk ten feet without assistance.

I found the head of Killian's town militia, a guy named Lars, and together we took out Gizmo. Lars gave me 500 caps as a kind of reward... and I was able to sell a bunch of stuff back to Killian — including the antique pistol Gizmo had been carrying.

Bottle caps. That's the currency they use out here — that and straight barter. I'm going to have to collect a bunch of these things to get along, I can tell.

Day 29

2 January, 122 days to go

It took another four days to reach the bustling little metropolis they call "the Hub." I was starting to get worried, because I've only got three months left to find that water purifier chip, and time was trickling away like water on the hot sand of the desert floor. I was beginning to hope, though, because I'd been hearing about people at the Hub called "Water Merchants." Maybe they would be able to help me with my quest.

As soon as I hit town, I began looking around, making acquaintances, finding out who to talk to. Beth was the manager of a place called the Weapons Store, and she was full of gossip and rumors. She was also able to tell me a lot about the Water Merchants... who turned out to be the biggest of the big three trading caravans based at the Hub. All three caravans — the Water Merchants, the Crimson Caravan, and the Far Go Traders — were in a real whirl of worry at the moment, because someone or something had been making whole trading caravans simply disappear. Beth was convinced that it was a local monster known as the Deathclaw... or possibly the predations of some kind of religious cult called the Brotherhood of Steel.

When I asked about the Deathclaw, she put me on to another interesting town character, an old mutant named Harold who lived in a shack in Old Town.

Harold, apparently, had faced the Deathclaw once, so I went there to talk to him about it. I thought that if I could help the caravans out with their little Deathclaw problem, maybe they could help me track down the chip.

I was in for a real shock, though.

Harold looked human enough, except for what could have been a really nasty skin condition. I wondered what had happened to him. You see, I'd learned about mutations back in the Vault. Radiation causes mutations when it damages a person's eggs or sperm, or the organs that produce them... and then only in the person's offspring. Those old thrillervids

and holoflcs showing people zapped by radiation and getting turned into horrible monsters were all pure nonsense.

But Harold seemed to be the proof that the books were wrong, that direct mutations could occur, and did. He claimed that hed been a merchant — a fully human merchant — after hed emerged from his vault decades and decades ago. Hed been exploring a place up in the mountains to the northwest, someplace, when something had happened to him... his expedition wiped out and him nearly killed. After that, it was almost as though hed been subjected to some kind of cancer that slowly took hold as the cells of his body reproanced, changing him from a human into... this.

Contamination. Something, radiation, possibly, or a bacteriological agent, existed out there in a form that could contaminate a person and change him into a mutant, despite everything the textbooks claimed was possible.

It was not at all a pleasant thought.

Day 30

3 January, 121 days to go

I am all too aware of how many other lives are riding on my life. Each day's survival on the Outside is a victory, and I don't dare take unnecessary chances that will cost us everything.

One thing I decided was necessary was a source of income. This was never something I had to worry about in the Vault, where everyone worked at their assigned task in exchange for food, clothing, and shelter. There, if you don't work, you don't eat, a simple and practical survival philosophy that I and all my fellow Vault dwellers were raised on from the cr che. Here on the Outside, survival is often a hardscrabble, hand-to-mouth affair. I've seen lots of people who manage a marginal existence by begging, living off the scraps and charity of passersby. That's not for me. I intend to earn my keep out here.

At the center of the Hub's downtown area is a pole on which are posted job offerings. One posting in particular caught my attention. Butch Harris, head of the Far Go Traders, is determined to find out who or what is responsible for the disappearances of all those caravans.

I remembered what several people had told me and considered trying to find the Deathclaw cave, but I didn't feel ready for that challenge yet, not by myself, at any rate. I decided instead to hire on with a Far Go caravan that is leaving next Tuesday for a place called the Brotherhood of Steel.

In the meantime, I considered taking out a loan at the Friendly Loan Company, but the boss there, Lorenzo, struck me as a thoroughly oily slecker, bad news all around. The interest he charged on his loans would have put me in debt deeper than my Vault's sub-cellar. He did give me one useful tip, though, by telling me that a guy named Decker pays good for certain services. Decker, I gather, is the real power around here. He could be found at a local watering hole called the Maltese Falcon.

Day 31

4 January, 120 days to go

I decided to pass up Mr. Decker's offer. It took some doing to get past Cain, Decker's assistant in the Maltese Falcon [elsewhere it's Kane], but Lorenzo's name seemed to open the door. The job Decker had in mind, though, involved killing a merchant and his wife over in the Heights District of the Hub. It would have paid 3,000 Hub Bucks if I'd accepted, but I decided that cold-blooded murder-for-hire just wasn't the best possible career path for me. Decker said he was disappointed and gave me a rather strong warning that his offer was confidential, but it doesn't look like I'm on his hit list or anything.

The episode has given me a new understanding, though, of life on the Outside, without law. Sometimes I yearn for my safe, secure old life back in the Vault.

But then, other times...

I have to admit that I enjoy the freedom, the sense of responsibility that comes with life on the Outside. I just hope I can live up to the trust the Vault and the Overseer have placed in me.

Day 37

10 January, 114 days to go

Now I see why they hire on extra guards for these caravans. They jumped us today, just before we were due to reach the Brotherhood of Steel, a pack of raiders and human rejects who spread out across the desert pass we were moving through and opened fire without even a challenge. They outnumbered us, but we, fortunately, had the better weapons. I had that shotgun I'd gotten from Killian, and when I ran out of shells, I switched to my faithful Colt 10-mike-mike. Running to the left, I managed to circle around to the bad guys' flank, and that seemed to confuse them. At one point, one of their people fired at

me and hit one of his buddies, and the next thing we knew, several of the raiders were blazing away at each other. Half of them had spears anyway, instead of firearms, and before too long, they were all dead, with only two casualties on our side.

Life on the Outside must be pretty damned tough to drive people to act this way, though. Still, I checked each of the bodies, distasteful as that was, and came away with extra 10mm ammo, two more pistols, an ancient rifle held together with wire, and several bags of bottle caps. I have over a thousand in caps, now, enough to keep me going for quite a while, on top of the caps I'm getting for this caravan gig.

I also picked up a black leather jacket — hot outerwear for the desert, I admit, but better protection than my blue Vault coveralls. Besides, black leather makes me look killer cool....

Day 38

11 January, 113 days to go

I'd been curious about the Brotherhood of Steel. Some of the folks back in The Hub obviously didn't trust them, but they sounded like interesting people with a penchant for high technology — like they worshipped the stuff, almost. Well, as a Vault brat, I could sure relate to that. If technology is all that keeps you alive with the howling wastes at your Vault door, then you tend to think of it in respectful terms... or even with just a touch of reverence and awe.

The guys who met us inside the wire enclosure were obviously tech-heavy and maxed on the hardware. Armored suits that made them look like walking tanks... if you know your pre-War military tech. Big rifles that had a businesslike look to them. I talked to one of the guards, a cute and almost shy young guy named Cabbot, who told me quite a bit even though he said he wasn't supposed to talk to "outsiders" like me. I was so surprised at being though an "outsider" that I nearly laughed at him, but I managed to control the instinct. Cabbot is nice, in a puppy-dog kind of way.

The way I figured it, the purifier chip is high-tech, and that means the people I have to talk to should be the highest-tech folks I can find. From what I've learned so far, that's the Brotherhood.

Unfortunately, they won't take in just anybody. I asked Cabbot if I could join, and he got so excited at the prospect of a new face in the Brotherhood that he ran off to talk to his elders. He came back a bit later though to tell me that I would have to pass a little test first. Several days travel to the south, he said, were the ruins of the Ancient Order. Go

there and find... something. He didn't tell me what. Just something that would prove to his elders that I'd been there.

Okay, but what? Cabbot wouldn't say... or he didn't know. Maybe I'll know when I see it. If I see it.

If I can even figure out what it is I'm supposed to be searching for.

Day 43

16 January, 108 days to go

It seems like I've been walking forever. After failing to get in with the Brotherhood of Steel, I elected to hire on with the caravan for the trek back to The Hub. We were attacked again midway, and again we killed our attackers at a relatively small cost to us. I took a couple of rounds in my leg which slowed me down, but I killed two of the cave rats... and one of them was carrying an ugly little submachine gun that ate 10-mike-mike and fired in flesh-splattering bursts.

I scavenged more ammo, of course, another three hundred bottle caps, some more pistols — I figured those would be useful as trade-ins and barter back at The Hub — and something else. The guy with the subgun was wearing body armor, heavy gray stuff that provided decent protection from small arms fire on his upper torso; I know that because I had to shoot him five times while someone else shot him four before he went down and stayed down. The armor wasn't too dinged up, so I packed away my jacket — with just a small sigh; the leather looked so good on me — and, ignoring the wet, rusty stains, put on the armor.

It was heavy, but not as clumsy as I thought it would be, and, believe me, I felt lots safer.

Besides, this stuff looks max-killer highfash, too. And, better yet, now I have a machine gun...

Day 51

24 January, 100 days to go

Well, business is good, even if I don't know exactly where to go next. After I returned to the Hub, I sold off a lot of the stuff I picked up in the desert — all of the extra knives and firearms, the leather jacket, and even the shotgun I'd gotten from Killian. Ammo was

getting to be a problem for that thing, and both my Colt and the SM6 take 10mm, either full metal jacket or hollow points, so that simplifies my reload logistics considerably.

As for where to go next, well, I've been hearing lots of stories. There's the Deathclaw that Harold claims to have seen and everyone else thinks is just a wild story. I have to decide whether that option is worth the risk, though. There's talk of places down south, which made me think about what Cabbot had said. It's called "the Angel's Boneyard," and it's supposed to be enormous, a whole, vast city big enough to swallow a hundred Hubs. There's something else down there called "The Glow," and most people give a little shudder or a scared roll of the eyes when they talk about it... if they talk about it. Sounds like another superstition to me. I think, though, that The Glow is where the Brotherhood wants me to go. The place is supposed to be radioactive.

Well, I'll find out soon enough. I'm beginning to think I could set up in business for myself here in the Hub, just hiring on as an extra gun for the outbound caravans and selling off the loot I collect from unpleasant strangers along the way... but the reminder on my PIP tells me I've only got 100 days before my Vault-kin start dying of thirst.

I can't abandon them. I can't abandon my quest.

So, first thing tomorrow, I've decided, I'm striking out on my own.

I'm going south.

Day 55

28 January, 96 days to go

Well, Adytum was pretty much a bust. It's a safe enclave, so-called, in the midst of the vast wilderness of stark ruins called the Boneyard. The people there weren't hostile, exactly, but they weren't friendly either. From what I was able to gather, they've been having problems with a local gang, the Blades. The coincidence of that name, the Blades, with my *nom de voyage*, made me wonder if that was why the Adytumites were so guarded in their reactions toward me.

Nah... They were watching me suspiciously before I said my name was "Blade." In any case, they made it clear that I would be welcome if, and only if, I did something to help them with their gang problem.

Sounds good. But how do I do I pull it off?

Day 56

29 January, 95 days to go

I have a sense that all is not as advertised. I get a bad feeling at Adytum, and something tells me the Blades aren't the evil characters Jon Zimmerman, at Adytum, claim they are. I did some exploring, wandering around the Blades' hangout, then heading east... where I nearly got scragged by some big, orange nightmares that I'm pretty sure are vault-kin to the Deathclaw Harold told me about. East of that was a warehouse occupied by heavily armed folks with some killer-cool hardware and weapons. Most of the stuff was too expensive for my tastes, but it's good to know they're there. I was able to pick up six fragmentation grenades and several plasma grenades, as well as some ammo.

I double-timed it back past the Deathclaws. A pack was out hunting and I almost didn't make it, even with the grenades to help. Took some damage... and decided to stay with the Blades for a day or two until I recovered.

I don't think I'm going to pursue the thing with Zimmerman's vendetta.

Day 58

31 January, 93 days to go

Today I found another group of survivors, a kind of vault on the Outside. They call themselves the Followers of the Apocalypse, and they're a group of people, mostly pretty young, who came here from somewhere further south and settled down in the Boneyard ruins.

The Followers do seem to have a hopeful outlook on life, which is more than I have sometimes. They're also not entirely sweetness and light; from what I've been able to gather, they hate the Children of the Cathedral with a black passion, and they're not afraid to fight them if they have to. They keep talking about the time when they will have to fight the Children and their "dark god."

The leader of the Followers is a capable-looking woman named Nicole. She told me a lot about her group, and about the Children as well. They see the Children as evil, as a threat to everyone. Their leader, Morpheus, seems to have been a member of the Rippers before he was "enlightened" by the "dark god." There's talk about how people who don't share the Children's vision tend to disappear.

Chilling stuff. I've seen the Children before in my travels; there was a hospital in the Hub. The Children I met always gave me the cold shivers when I met them, them and their robotic, glassy-eyed interjections about peace and unity. I'm not sure how much I believe of Nicole's version of things, but it's clear that I'm going to have to check the Children out sometime soon. If half of what I've heard is true, they could be as great a threat to the vault as a lack of fresh water.

But that lack of fresh water is my major problem right now, not religious fanatics in robes handing out flowers on street corners. I told Nicole I'd help her, and find out what I could about the COC, but I'm going to have to find that water chip first.

One good piece of news, though. Nicole told me I could make free use of the Follower base. In a locker there, I found some pills which I gather are called Rad-X. Those should protect me from the radiation I'm likely to encounter at The Glow.

Day 70

12 February, 81 days to go

I'd been hearing for a long time — back in The Hub, and elsewhere — about the place known as the Necropolis. The City of the Dead? I would have thought that it was just another pack of superstitions and myths, except that I'd already seen enough to convince me that, here on the Outside, just about anything was possible.

And the stories I'd heard didn't prepare me for the reality of the place by half. The Necropolis was inhabited all right, and by... by things that might have once been human, and might now just as well be dead.

Ghouls. Zombies. Gaunt, cadaverous beings they were, the skin rotting from their bones; my first thought was that they'd contracted some terrible wasting, disfiguring disease, and with a wild, heart-thumping terror I wondered if it was contagious.

I encountered the first of these creatures when I started exploring a building — the sign called it a "motel," whatever that was — and before long I was being chased by a pack of the things. They made such hopeless, easy targets, I held my fire at first. As they shambled out of the shadows, I wasn't even sure they had more intelligence than some kind of animal, but then I heard them calling to one another in low, garbled, unpleasantly liquid voices. Something about the way they kept emphasizing "fresh meat" wiped away any compassion I might have had for them. I killed a dozen at least before their numbers

finally forced me into a sewer hole in the street.

The sewer system was a maze, dimly lit passageways zigzagging through the subterranean night in seemingly endless branchings of intersections, blind alleys, dead ends, and dank rooms filled with decaying, fetid tumbles of things I really didn't want to take a closer look at.

Mole rats. There were mole rats down there, shaggy, mat-furred crawlers like the monsters that had attacked me in Vault 15, though by this time I would gladly have faced an army of those crawling things instead of the shambling horrors I'd just escaped on the surface.

And there were corpses, too; the sewer's air was clogged with the foul stench of their decay, a smell so sickly and sickening I had to force myself to take each new breath. I tied a rag around my face to try to cut the smell; the effect was probably more psychological than anything else, but, at least, I was able to press on. The walls seemed to give off a soft, green-blue organic glow that made me wonder if I was exposing myself to deadly radiation down here, but I finally convinced myself that what I was seeing was the natural phosphorescence of decay, or possibly of some kind of fungus growing on the walls and floors and corpses. I was too glad of the light to question its source much. Had those tunnels been completely black, I know I never would have found my way clear of them.

Some time later, I encountered more ghouls.

I drew my SMG but held my fire at first, unwilling to blindly waste precious ammo. Instead of advancing on me, though, these pitiable creatures cowered; I tried talking to them and eventually convinced myself that all they wanted was to be left alone.

Interesting. I'd jumped to the conclusion that since the ghouls on the surface had attacked me on sight, all ghouls must be cannibalistic sociopaths looking for their next easy meal. It hadn't occurred to me that the ones I'd seen on the surface might have had some sort of agenda. I decided not to question too closely how they lived down here, how they survived, what they ate; so long as I didn't seem to be on their menu, live and let live was my motto... or, in this case, perhaps, it was live and let un-dead.

Day 74

16 February, 77 days to go

The underground passageway led me at long last to a slime-covered ladder heading up to the surface once more. I emerged — shoving aside a heavy, steel cover — inside a curiously long and narrow room. A few moments' investigation convinced me that this was some

kind of secret passage; the only ways out were the sewer and two doors, well-concealed and protected by small explosive trap devices of some kind. Through a narrow slit in the wall, I was able to look out into a vast chamber beyond, the main room, apparently, of an enormous building — a church or cathedral, possibly, that had since been taken over for more secular purposes.

It looked like a throne room, a palace for the King of the Ghouls. The king himself was seated with his back to the first of the two trapped doors, and I decided that the room I'd emerged in must be a secret passageway giving the monarch a quick escape in times of need.

The king was flanked by several ghouls that I took to be his advisors; a ghastly, pale, shifting radiance nibbled at the shadows filling that huge room, and it took me a while to realize that the light was coming from a number of brightly glowing, once-human creatures imprisoned in cages to either side of the aisle leading to the foot of the monarch's raised dais. Their moans provided a macabre but somehow suitable background music in that palace devoted to death and cancerous decay.

I certainly couldn't leave my hiding place through that door; carefully deactivating the trap, I slipped through the second hidden doorway, entering a small room that appeared to be private quarters of some sort — possibly those of the Ghoul King himself. I searched the room carefully — I was becoming quite an accomplished thief by this time — rifling it of some ammunition and a rifle before looking for another way out.

The only trouble was that the only way out was a doorway leading into the throne room itself; I wouldn't be able to leave without confronting the king himself.

There was no other way out of that room. Of course, I could have crept back to the secret passage and gone down the sewer pipe again, but I had a feeling that this king was an important link in a far larger puzzle. There were only three ghouls out there that I could see — though others, no doubt, were within a short distance and would appear if an alarm were given — and I had my SM6 fully loaded, the chamber charged. I decided to confront this ghoulish monarch and see what else I could learn.

The King's name was Set.

"There'd better be a killer reason for standin' in my shadow," he said. His voice was clear, the words distinct... but so strangely phrased and turned that I had trouble at first following them. "Does 'next on the menu' ring a bell for you... normie?"

I told him that I must've found the head man. "Simple time," he told me. "I'm Set. I'm in charge. Get it?"

I was more than happy to grant that he was in charge... especially when he indicated that he had a job that needed doing. "The mutants at the water shed need dirt-naps," he told me. "Makes my shadow grow. You slice 'em and rewards run to you. Info, too."

Water shed? I felt a sudden, sharp thrill. A water works in this city of the dead! Perhaps there I might find the end to my quest!

I readily agreed to King Set's terms. I would help him with his problem — the mutants guarding the city's water plant. There was something a bit demoniac, however, in the way he assured me that he would not tell his ghoul legions about my mission, so that word would not leak back to the mutants. I would be on my own, against ghouls looking for "normals" like myself, and against the mutants as well.

No matter. I left the King on his throne, walking down that eerily lighted central aisle as those glowing, imprisoned things gibbered and moaned at my passing.

I found the water shed eventually, by finding another manhole. This one took me a short distance underground and came up inside a small building in a different part of the city. Moving stealthily, unwilling to give myself away in a premature firefight, I worked my way toward the largest building I could see, an L-shaped structure to the north. There was, it appeared, only one way in.

The creature facing me inside was monstrous, a towering, green-skinned horror of a living mountain at least ten feet tall, with muscles bulging through taut, leathery skin. It was carrying the biggest damned gun I'd ever seen, a laser rifle that gave this monster the firepower of a small army.

"Hey! You not look like Ghoul!" the creature demanded. "How come?" This guy might be as big as a house and as strong as a brahmin, but he wasn't very bright. I thought I would try to talk my way past him.

"That's because I dressed up really snazzy today," I told him. When he had problems with the word "snazzy," I asked him what he was doing there.

"Lou tell me watch place. Not let no one in. Not normals most. Take normals to the Lou." He looked at me as though an idea were trying to hammer its way through a foot or two of solid bone. "Hey..."

"But I'm not a normal!" I told him.

"Harry confused. You not ghoul. You not normal. What you?"

"I'm a new race of super mutant."

Well, it was worth a try. "No!" he boomed, and I knew that I wasn't going to be able to string this mutant-mountain on any further. "Harry know you not. Not like you."

Whipping up my subgun, I squeezed the trigger and sprayed the monster with half a clip. He shook himself as though I'd sprayed him with water. I dove for the doorway leading off to my right, hoping to put some wall between myself and that high-powered weapon.

A portion of the wall to my left exploded in whirling chips and fragments; splinters sprayed from the doorjamb; bullets snicked and cracked past my head, and I felt a double hammerblow in my back and side, lifting me up and flinging me forward into the narrow hallway beyond the door like a broken doll. My combat armor absorbed most of the impact, but I felt hot blood on my side, and the pain clawed at me like a living thing. I hit the floor hard, rolled, and came up shooting, emptying my clip into the advancing monster, but it seemed to have no more effect than before.

Still, I might have been able to scramble clear, but then I heard a noise behind me. Turning, I saw three more of those mutant-mountain monsters emerging from a hallway off of the room.

I tossed a grenade at Harry, then dashed outside, pausing once to reload. I had a feeling that I'd just bit off more than I could comfortably chew. Harry and his friends ambled after me — and one of those other mutants was toting a gun damn near as big and nasty-looking as Harry's laser.

I ducked into a nearby alley, the pack of monsters close behind. I managed to clobber Harry again with a plasma grenade and get in another burst from my SMG, but they kept on coming!

Worse by far, I realized now that I was trapped. While four super-mutants had chased me into the alley, two more were coming in the other entrance, catching me between two lumbering masses of mutant flesh.

I thumbed the mag release on my subgun and snapped home another clip. The alley was too damned narrow to dodge this fresh attack, and I couldn't go back the way I'd come without running full-tilt into a deadly hail of laser fire. But there might be a way....

The lead super-mutant made a grab for me. I ducked and rolled, slipping beneath his clumsy blow. I was now surrounded by the two new mutants, who closed in on me as my back hit the cold unyielding wall.

Then Harry, the one with the laser rifle, exploded into the hallway, his weapon shrieking as bolts of energy buzzsawed through his close-packed relatives.

I fired a burst into one of the nearer mutants, and the monster screamed. Then I shifted my aim to Harry, who seemed so caught up in the bloodlust of the moment that he didn't care who or what he was shooting. One of the mutants went down like a toppling

tree; I emptied another magazine into Harry, who was visibly hurt now... badly wounded, with blood streaming down his chest and arms even as he hosed down that closely packed hallway with wildly shrieking death. Another of the unarmed mutants died in a hideous dance of shredding flesh, blood, and muscle; I kept firing at Harry, by far the most deadly of the monsters, and at last he gave a shudder like an earthquake, swayed, then toppled over backward with a tremendous clatter of military hardware. I caught the other armed mutant with my last plasma grenade blowing his grotesque body to bloody pieces.

The last super mutant was almost dead, one arm chewed to a bloody pulp. A final burst from my SMG put him down for good, and the silence that followed was almost as shocking as the scream of the laser had been. For a long time, all I could do was slump back against a wall, trying somehow to recover some shreds of strength and rational thought. Set would be pleased, with the super-mutant guards "taking a dirt-nap." At the moment, all I could be happy about was the fact that I was still alive.

At last, though, I was able to move. The very first thing I did was divest Harry of his deadly toy. The weapon was heavy, of course, but not as heavy as I'd feared. I had to drop some of the accumulated trade goods I'd been lugging about in my pack... all but one of the knives, and all of the extra pistols. With the lightened load, I was able to manage the laser; the extra weight, I thought, was going to drag at me, but the firepower that incredible weapon offered was just too damned wonderful to pass up. I managed to stow the other weapon as well... a short-ranged flamer, with a supply of fuel.

After that, I began to explore the building.

The water tanks and equipment I found deeper into the building didn't seem to be working. I eventually found another manhole cover in a small room at the far end of the building, and a ladder leading down.

Two levels down was something like a Vault, airlock standing open to the echoing silence of a cavern. I explored carefully. There were ghouls here, and several of those tragic, shambling, radiant creatures I thought of as "glowing ones." I found an elevator that took me down two more levels.

There was a computer there. And it was still operational!

In a very few moments, I'd found a schematic of the water distillation and purification system, traced a key circuit... and found at long last the purifier chip that I'd been seeking for so long. With trembling fingers, I reached into an open access panel and plucked the chip from its motherboard.

My quest, at last, was done.

As I prepared to leave the City of the Dead, my precious treasure safely stowed deep in my pack, I wondered if I hadn't simply replaced one quest for another. For decades, my Vault-kin had lived out their lives in the safety and seclusion of their underground fortress, with no news at all of developments on the Outside. Now, I was returning from that unknown world beyond the steel walls of their tiny, isolated haven; I was bringing with me not only life, but news of a world Outside they'd never even imagined.

And some of what I'd learned out here was deeply disturbing. The Children of the Cathedral and their disturbing allegiance to an unknown Master. The "Lou" who commanded super-mutants like Harry, directing them to hunt down "normals" and bring them to him. I could not escape the conclusion that all of these were united somehow, part of the same shadowy problem, and a threat to all "normals" on the Outside.

How long could my home Vault maintain its precarious isolation and safety hidden in the mountains? Not long, I thought. If the super-mutants conquered the Outside — and that, I was increasingly convinced was their goal — then it wouldn't be long before they rooted out at last every last hidden stronghold of normals and did... whatever it was that they did with them, in furtherance of their own agenda. I knew that I'd left a more than adequate trail already, with hints to the location of the lost Vault in the mountains to the north. Sooner or later, hostile forces would find the Vault and end forever its peaceful solitude.

My first duty was to see the water chip safely back to Vault 13, but I knew already that I would be returning to the outside world, to find the rest of the pieces to this increasingly complex puzzle, and end the threat to my people once and for all.

Day 89

3 March, 62 days to go

Home.

I'm having decidedly mixed emotions now. Here I am, after almost three months of traveling on the Outside, home.

Why doesn't it feel that way?...

To say that the Overseer was glad to see me was something of an understatement, and the celebration last night in the Vault was unlike anything I'd ever known.

Still, the old place just didn't seem the same as I'd remembered it. It was so small... psychologically cramped, as well as cramped space. And dark...

Hardest of all were the questions, some good ones, some appallingly simple-minded. "Is it true that food isn't rationed out there?" "Is it true the water is glowing?" "Is it true that people eat each other?" "Is it true that there are still cities out there, with maybe a hundred or even two hundred people living in them?" "Is it true that the air is poisoned, that the ground is red-hot?"

"Is it true that people on the Outside all have two heads?" Well, the brahmins do, I told them, but those are food and draft animals, not people. I hadn't seen any human with two heads.

I answered the questions as completely and as honestly as I could, but I could tell that my answers often weren't satisfying, that in some cases they simply were not going to believe me. If you've believed something for all of your life, and someone, even someone you've known since they were a baby, comes up and tells you that they've seen it with their own eyes and that what you believed just isn't so... well, it's easier to disbelieve the messenger than to change your mind.

Maybe, though, some of the young ones would start thinking about leaving the Vault someday and exploring the Outside for themselves. I was more convinced than ever that we were going to have to leave our little steel-swaddled haven in the mountains. Life, the world, was Outside, and we would be left behind if we stayed in our hidden fastness.

All of that was for the future, though. For the present, the Vault had more serious problems. The water crisis had been averted, but the Vault's leaders had been deliberating over the information I'd brought back with the chip, and they were convinced now, as I'd been for some time, that a greater threat than death by thirst loomed over us all.

"The mutant population is far greater than could be expected by natural growth or mutations," the Overseer told me. "It looks like someone's generating new mutants. And at a startling rate."

So I'm going Outside once again, to find the lab or whatever it is that is creating new mutants. Again, the survival of the Vault is at stake.

Somehow, strangely, I'm not at all unhappy to be leaving the place that used to be my home....

Day 121

4 April

They call the place "The Glow." From the sound of it, it's ground-zero of a major war-head strike dating back to the War, a whopping big, black hole in the empty desert still giving off rads and poisoning the area for miles around. I was glad I had the Rad-X I'd picked up from the Blades' hangout in the Boneyard.

I'd first heard of it, I think, in the Hub, though it was the Brotherhood that had given me actual location. I got to thinking about it after I left the Vault. Radiation is supposed to cause mutations, right? And I was looking for the source of mutations. And a place called "the Glow" must have its share of radioactivity. Not that it was actually glowing; the way I figured it, people who returned from the crater were so hot everyone figured they'd been getting 1000-rad suntans, and any place that hot had to glow.

The sides of the crater were so sharp-cut and steep, the ground so crumbly, that there didn't at first appear to be any way down. At one point, though, something like a twisted steel beam extended a short way out into the crater, and in the shadows below I could just make out what might be a ledge of hard stone, offering firm footing.

That length of rope I'd picked up so long ago in Shady Sands offered me my way down. Attaching it firmly to the steel beam, I took hold, swung my legs over the pit, and slowly lowered myself down into the darkness.

It was a base, a military facility of some kind. When I touched down on a solid floor of cracked concrete, I saw that I'd entered the upper level of a subterranean command center or office. It was dark down there, but not as dark as I'd expected. Some light came from the gaping hole in the ceiling, while the deeper levels still had some emergency lighting going.

There were bodies down there. I began searching them... a matter-of-fact reflex for me by now, despite its being a distasteful one. Almost at once I hit paydirt... a flat, shiny disk with a hole in the middle, like the holodisks we'd had in training back in the vault. This one had something scrawled on one side, and with some effort I managed to decipher it — something about "the Brotherhood." I didn't know what was on the disk, or why it was here in this underground complex of the dead, but I knew with absolute certainty that this was what the guard at the Brotherhood had sent me to find.

I didn't leave immediately, though. The base was large and infinitely promising. I searched it top to bottom, finding a number of useful pieces of equipment.

So... next stop, the Brotherhood. I think they'll let me in now. I hope so, because I think

they may have the answers to some important questions.

Day 149

2 May

The Brotherhood is... How shall I begin? They're an interesting group, close-knit and a bit standoffish, at first, though I found myself soon welcomed into the daily life here. In their own way, they're as isolationist as the leaders of my Vault. They all but worship high technology, and claim to be from an Ancient Order that sprang from the ruins known today as the Glow.

The Brotherhood disk I found on the corpse in the Glow was, indeed, my passport to the order. Before long I was attending training sessions in hand-to-hand, running simple errands, and even being allowed to check out some interesting weapons, like rocket launchers and laser pistols. On one mission, I got to return to the Hub, where an initiate of the Order was being held prisoner by Decker; the skuz was torturing the guy for information about the Brotherhood. I rescued him, then went to the Hub police to tell them about Decker's attempt to assassinate someone. The scene ended in a shoot-out in Decker's office beneath the Maltese Falcon.

I killed both Decker and his chief henchman Kane myself.

The most important thing I could do, though, was tell them all I'd learned or suspected about the mutant problem. Vree was most interested in my information. She is the Brotherhood's master scribe and the keeper of all of the Brotherhood's knowledge.

One day, our conversation turned to the super-mutants I'd encountered, and which the Overseer claimed were being produced somewhere at an alarming rate. "All the mutants have been sterile," she told me. "They can't breed with another creature, mutated or otherwise, and produce living offspring. If we could clean up the mutation sources, we should be able to simply outlive the mutants."

"Interesting theory," I said. "Any proof?"

She gave me a holodisk. "It's got copies of my autopsies on mutant corpses," she said. "It clearly shows that no mutant could possibly reproduce successfully."

I accepted the disk. I would want to study it carefully, later on. The information seemed to support the Overseer's worries. If the mutants weren't being born, someone had to be creating them.

And that someone had to be stopped.

Day 187

9 June

The Cathedral. It's got to hold the answer.

I'd been thinking about the Cathedral a lot, ever since my interview with Nicole and the Followers. I'd promised to investigate the activities inside that vast, grim, and forbidding edifice. As I entered the forbidding, deep-shadowed portals, I was more certain than ever that I would find here the key to the riddles I faced. Nicole had mentioned the "Nightkin," Morpheus and his "dark god," and hinted at goings-on behind the altar that might very well have a bearing on my new quest.

I elected to take the direct approach. I considered trying to find Laura, the Follower spy, but decided to investigate on my own, first. If I ran into trouble, I could always look for her then. When I was challenged by someone in purple robes, in an out-of-the-way library near the back of the Cathedral, I killed him, using my laser rifle to keep the sound down. My victim, a thug named Lasher, carried a red pass key that I knew would be useful. Useful, too, were the purple robes he wore. I found I could carry my minigun concealed beneath them... and the purple might well let me pass unobserved through places where an outsider would not normally gain admittance.

The red key, it turned out, opened a door behind the altar. At the top of a long flight of stairs, I encountered my first Nightkin, a hulking, powerful super-mutant armed with a minigun... and apparently enmeshed in some type of field that made it difficult to see him. I tried sneaking past but then encountered Morpheus himself, who turned out to be more than a little suspicious about my presence in his private chambers. I killed the former gang member... and then found myself in a furious firefight with two of the hideous Nightkin.

I killed them. It wasn't easy, and I was badly wounded... but I killed them, maneuvering between them at one point so that they fired into each other. A couple of plasma grenades I'd picked up from the Brotherhood helped, too. When the monsters were dead, I checked their bodies, relieving them of ammo and other goodies. Most intriguing were their StealthBoy units, handy little gizmos that seemed to bend the light around the wearer somewhat, making him difficult to see. The design suggested that they were powered by something like Small Energy Cells and that they would run dry after a time, but I thought they would be extremely useful in the mean time. I took them both.

I also found another pass key, a black one, on Morpheus's body. That must open something interesting, I thought.

It did. I found the door downstairs, and steps leading down to a small room with a bookcase. When I investigated the shelves, something clicked and the bookcase swung out of the way, revealing a secret door.

Checking to see that my minigun was fully loaded and ready beneath my purple robes, I started down.

Day 188

10 June

I wrote that last entry in the secret room at the bottom of the stairs. I spent some time there preparing, and it was well into the next day, by my PIPBoy, when I moved on.

A cavern led to a vault entrance. Inside, beyond the airlock, I found the elevator and took it down to the first level.

Strangeness upon strangeness. There were rooms with mad, gibbering people who seemed to read minds, a laboratory filled with tables and hideously dissected corpses, cells with prisoners and radioactive rats. I cannot begin to detail the horrors of that time, or of my explorations within those nightmare passageways and rooms. The elevator took me down another level, and here were more rooms, one filled, I could see, with waiting supermutants. Pulling my robe close about me, I slipped past, finding myself at last in an operations room of some sort, a high-tech place of computers and instrument consoles.

I spent a long time there, unnoticed by the other technicians present. I accessed computer after computer, learning everything I could.

I knew, now, where the mutants were coming from. There was a base, a hidden military base from before the war, and in the deepest recesses of that base were the Vats.

I'd heard the term before. Now I knew, without a doubt, that the Vats were the source of the mutants.

I also knew something about the Master. I would have to kill him, this "dark god" of the Children. First, though, I would have to reach him.

A long, narrow passageway stretched from the Operations Center to my destination. My very first step made me feel dizzy... and sick to my stomach. A headache throbbed with my quickening pulse. There was nothing physical about that passageway that I could detect... but I could sense a kind of psychic hammering at my brain, a mental assault that savagely tore at my perception and awareness of who and what I was, a cold and vicious rape of my

mind and memories. It was as though I was sensing, feeling, experiencing the sins and nightmares and mental anguish of myriad others, and the feeling increased a hundred-fold with every step that I took. The walls of the corridor were covered with raw and bleeding flesh; it was as though I was walking into the very bowels of some hideous and bloated beast. With each step, I thought my knees were going to buckle. Somehow, I kept going.

And then I stood before the Master.

How can I describe this being? Twisted and malformed, huge, infinitely evil... the... the thing appeared to be a blasphemous blending of flesh and metal, of organic and computer, of life and death. I knew from my researches thus far that the Master once had been human, but that exposure to the FEV virus in the Glow had changed him somehow, and in the years since, had somehow absorbed other bodies besides his own and meshed, somehow, with the machines that now supported him atop a high pedestal in the center of the room.

Robots watched impassively from either side, but I knew the principal danger in this room was the Master himself. There were weapons — Gatling lasers, I thought — built into his undercarriage.

But deadlier still was the vicious, demoniac mind within that nightmare assemblage of flesh and steel.

“So, what shall it be?” the Master demanded. Do you join the Unity, or do you die here?” The creature’s speech was as terrifying as his appearance. As he spoke, other voices seemed to chime in, a fearful chorus that echoed his main theme. “Join! Die! Join! Die!” Most of the voices sounded more or less human, but I heard, too, the inhuman and grating tones of a machine.

I demanded proof that his Unity was best for humanity. At first, he insisted that he didn’t need to prove anything, but when I told him that I couldn’t know that he represented the future unless he proved it, he began talking.

The Unity, he claimed, would bring about the master race and end the fighting that had torn humanity throughout history and ended at last in the holocaust of nuclear and biological war. Mutants, he claimed, were best equipped to deal with the modern world. Normals would be turned into mutants... or allowed to live out their days under Unity control and protection.

Those surviving normals would not be allowed to breed, of course. They would be the last of the human race, replaced at last by the super mutants.

I told him that his mutants were sterile. I thought he was going to blow a circuit at first, and he insisted that the FEV-2 virus didn’t harm the reproductive organs of those it mutated.

“Maybe the virus didn’t sterilize people once,” I told him, as reasonably as I could. “But it does now.”

He demanded proof... and I gave him the FEV disk that Vree had given me.

At first he thought I was trying to trick him with a forgery, but when I told him he was denying the facts in front of him, he started to crack.

"But it cannot be! This would mean that all my work has been for nothing!" The multiple voices chimed in, chilling and terrifying, a cacophony of death and despair. "It can't be! Be! Be! Be!..."

"Your race will die out after this generation," I told him.

"I don't think that I can..."

"Continue," the computer part of him completed the thought. Once-human voices echoed it. "Continue?"

"It was madness...."

"Madness?"

"There is no hope. Leave now, leave while you still have... hope."

"Hope...."

It was a human voice speaking now... or a voice that once had been human and was finding now perhaps some small shred of that humanity, still alive, trapped inside the monstrous bulk before me.

A machine voice — not the Master's, but another computer voice from somewhere above me — announced six minutes remaining. Clearly, the Master had decided to end his gruesome, terrible experiments in biology and the social sciences in some definite and spectacular way...

I ran for the elevator as fast as I could manage.

I barely made it out of the Cathedral in time....

Day 223

15 July

I'd learned everything I could about the military base from the computers in the Operations Center of the Master's vault. Now, I was about to put it to a test. I had a number of allies now, and I considered calling upon them, but the plan I'd formulated would only work if I could slip into the Military Base without setting off an alert. If my plan

didn't work, well, I'd have to back off and try another tack... and maybe a frontal assault would be the only option we would have.

As it was, I had surprisingly little trouble getting past the first set of guards. The robe and the StealthBoy let me slip inside the gate, and I was able to kill one super-mutant with a swift, sudden burst of flamer fire from the back when he wandered off away from the rest. I found a radio on him and took it.

One guard, though, just stood in front of the door leading into the face of the cliff. I knew I had to kill him fast to avoid alerting the base; two hard, full bursts from my flamer took him down before he could sound the alarm. The gate security code was on him, along with another radio and a laser, and I was able to slip in through the front door.

I knew from my studies of the Master's computers that there were force fields in this base blocking off key corridors and positions. If the base went on alert, those fields would be up and I would find my movements sharply restricted. With the fields down, and my face and body comfortably anonymous within my purple robe, I made my way through the base's upper level, searching for the Computer Control Room. Eventually, I found it... and there I found the force field control console. With two radios, I was able to pull a quick Mr. Fix-it, by wiring one of the radios into the force field control console's input circuit, and setting the other to the same frequency. Now, even if the alert sounded, I should be able to toggle the base force fields on or off.

Deeper into the facility, then, a high-tech wraith in purple robes. On the upper Vats level, I had to negotiate a security corridor, a fiendish piece of work that included lasers, explosive mines, plasma weapons, and strands of monofilament wire all set to wreak havoc on the person of any incautious intruder.

I was more than cautious, however, and I'd been warned about what to expect. I took the security passage slowly and step by step, analyzing each patch of floor in front of me carefully before moving further.

I passed through the security corridor at last, making my way to Security Elevator B. That took me down one level more, to Vats Level 2.

The Lieutenant wasn't as tough or as weird as his now-defunct Master, but he was quite a piece of work. He confronted me just outside his room, and I had to open up with my flamer. No time for finesse now. I blazed away, sending a stream of crackling flames searing across his misshapen body. He fired back, a burst from his energy weapon leaving a smoking scar on the wall behind me as I ducked and twisted to escape his return fire. I fired again, and tossed a plasma grenade that staggered him with its blast, knocking him back a

step. I fired a final time, emptying my shrieking weapon into his chest.

And then the Lieutenant was dead.

There was only one remaining task now. With the firefight, of course, the entire base was now on alert. A final force field barred my way into the Vats control room, and, down here, my jury-rigged radio control didn't work.

There was another option, though. A great, hulking Mr. Handy maintenance robot stood inoperable in a passageway. Examining its control board, I soon got it back in operation. Its function was cleaning... and it had not finished its assigned task. Giving it the order complete its task, I then stood back, grinning, as it slammed into the force field, shattering... but opening the way!

Inside the Vats control room, a dozen technicians or so were scrambling about in obvious confusion and disarray. I found one control that shut down every force field in the base — a good idea if I wanted to sprint for safety when this was through — and then I identified the control panel that controlled the Vats themselves, the tanks where so many pure-strain humans had already been “dipped” in the Master's FELV solutions and transformed into monstrosities like Harry or the Lieutenant.

My last pack of dynamite went onto the control panel, with the timer set for six minutes. It was time to leave.

I got into one firefight on the way out, when a particularly obnoxious super-mutant decided to challenge my right to run the 100-meter dash in under twenty seconds. I hit him with a laser burst and kept on going, slipping into the elevator just ahead of the answering burst from his minigun.

I've never known an elevator to crawl so slowly....

I emerged on the surface just ahead of the rumbling thunder that announced that my handiwork had been executed.

The Master was dead, and now his legacy, the lab where the super-mutants had been created, was destroyed.

It was time to go home.

Day 242

3 August

Is this what it's like to be a hero? That's what they called me, you know.

"There's no way the people of the Vault can ever thank you for what you've done," the Overseer told me the evening I returned again to the Vault. "You've saved all our lives. Who knows, maybe even saved the human race. That makes the rest of this even harder..."

I wasn't sure what he was getting at. A moment before, he'd seemed so happy, so excited at the news that the Vault, his precious Vault, was safe from the mutant army.

"Everyone will want to talk to you," he went on. "Every youngster will look up to you. And want to emulate you. And then what? They'll want to leave. What happens to the Vault if we lose the best of a generation?..."

My head was whirling. He wasn't! He couldn't!

"I've made a lot of tough decisions since I took this position," he said, sadness pulling at his voice. "But none harder than this one. You saved us, but you'll kill us.

"I'm sorry. You're a hero... and you have to leave."

I was being exiled from the only place that had ever been home to me.

Still, though I was shocked and angry at first, I'm beginning to think that maybe, just maybe, the Overseer is right. This Vault can't hold me any longer. It's too small, the horizons too narrow, the possibilities too... limited. Once, I know — I've been paging through this journal, trying to remember the feelings behind the words I wrote months ago — I know I've changed. Grown. Once, I was terrified of the Outside. Now, well... Outside is more of a home to me now than these gray and claustrophobic walls. It's time that I moved on.

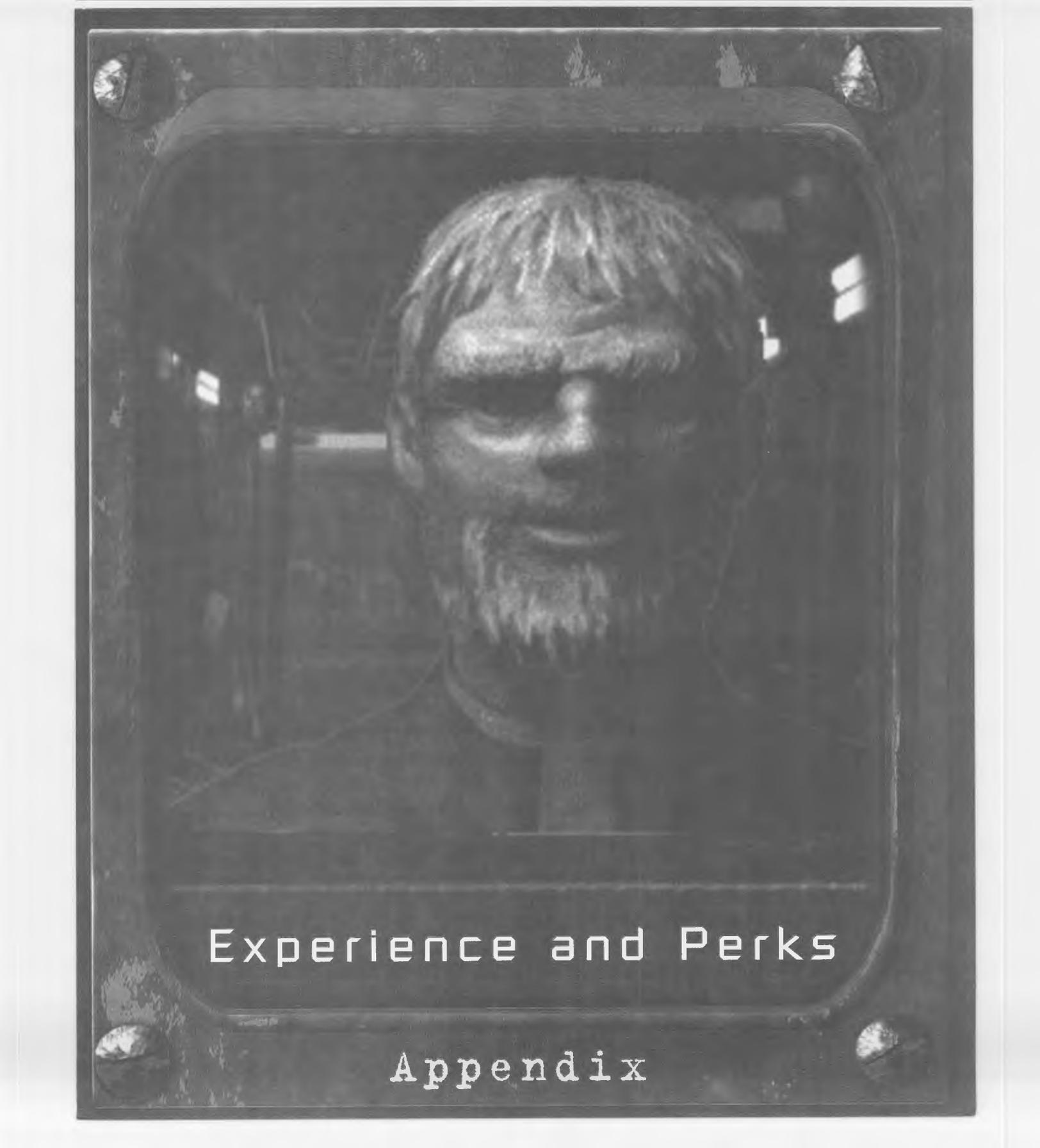
Change is the only constant. The world Outside has changed — drastically — from the world of eighty years ago. Now, the survivors of humanity are beginning to work to change things again, for the better, this time. I can help them.

And maybe change will even come to the tight little box of life that is Vault 13. It will have to. They can't live in that box forever.

I know I can't.

I'm going Outside, where I can breath free, non-recycled air, and help build a new world.

It will be there waiting for them when they overcome their fear, smash the shackles and bars in their minds, and come out of the prison that they've manufactured for themselves beneath the sands of the desert...



Experience and Perks

Appendix



Appendix Experience and Perks

Experience

The longer your character survives in the world of *Fallout*, the more experience he will accumulate. Each time he or she succeeds at a task or wins a battle, the character will receive a number of Experience Points, or XPs. When you have enough XPs, your character will gain a level, winning certain advantages.

Almost everything you do in *Fallout* will add to your Experience Point total. For example, killing a mutant rat or giant scorpion will give you 60 points; wiping out all of the rad scorpions in the cave near Shady Sands will give you 500 XPs. Using your skills can also increase your experience point total. For example, if you successfully Steal from an NPC, you will gain a number of XPs based on the difficulty of the Steal (the more you steal, the more XPs you get). First Aid, Doctor, Lockpick, Traps, and Steal will all give you a small amount of XPs when you successfully use the skill. If you are very close to going up a level, then you might keep this in mind.

Reaching each new level requires a certain number of XPs, with each level a little harder than the last to reach.

Level:	# of XPs:	Title:
1	0	Vault Dweller
2	1,000	Vault Scion
3	3,000	Vault Veteran
4	6,000	Vault Elite
5	10,000	Wanderer
6	15,000	Desert Wanderer
7	21,000	Wanderer of the Wastes
8	28,000	Elite Wanderer
9	36,000	Strider
10	45,000	Desert Strider
11	55,000	Strider of the Wastes
12	66,000	Strider Elite
13	78,000	Vault Hero
14	91,000	Wandering Hero
15	105,000	Striding Hero
16	120,000	Hero of the Desert

17	136,000	Hero of the Wastes
18	153,000	Hero of the Glowing Lands
19	171,000	Paragon
20	190,000	Living Legend
21	210,000	Last, Best Hope of Humanity

As you reach new levels, you receive:

- ⊗ For each level, additional Hit Points, equal to 2+1/2 of your Endurance.
- ⊗ For each level, additional Skill Points, equal to 5 plus your Intelligence times 2.
- ⊗ For every three levels, one Perk.

There are Traits and Perks that will modify these numbers.

The new Skill Points can be used to "buy" additional skill percentage points. For each Skill Point you can increase a normal skill by 1%, or you can increase a Tag Skill by 2%. To increase your skills, go to the Character Screen, where the current number of Skill Points is listed. You can increase any skill to a maximum of 200%. Spend them all in one place, or spread your available points among many Skills. It's your choice!

Some Advice From Ol' Slim

So, how ya gonna spend those Skill Points once ya get 'em? My advice is to start off specializin', and then later think about generalizin'. When you're down in the first, oh, one or two levels, concentrate on building up a few skills... especially on your Tag Skills, since that 2% per point bonus can add up.

Later on, though, by the time you're up to level four or five, think about spreading out and improving all of your skills. Sooner or later, you're gonna need 'em!



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12	66,000	Strider Elite
13	78,000	Vault Hero
14	91,000	Wandering Hero
15	105,000	Striding Hero
16	120,000	Hero of the Desert

Better Criticals: Your chance of getting a Critical Hit does not go up, but the hits you do get are more damaging. This adds +20% to the critical hit tables, almost ensuring that you will do a better than average critical hit, and increasing the chances you will get the best criticals.

Number of Ranks: 1
Requirements: Perception: 6; Luck: 6; Agility: 4
When Available: Level 9

Bonus Hand-to-Hand Attacks: You can punch faster. Each hand-to-hand attacks costs 1 AP less to perform.

Number of Ranks: 1
Requirements: Agility: 5
When Available: Level 6

Bonus Hand-to-Hand Damage: You are more experienced in hand-to-hand combat now. Each blow with hand or foot inflicts 2 additional points of damage on the target.

Number of Ranks: 3
Requirements: Agility: 6; Strength: 6
When Available: Level 3

Bonus Movement: For each new level of Bonus Movement you get 2 APs per combat turn that can *only* be used for movement. With three levels of this Perk, for instance, you could move six free hexes during a firefight.

Number of Ranks: 3
Requirements: Agility: 5
When Available: Level 6

Bonus Ranged Damage: With each level of this Perk, you get 2 additional points of damage with each ranged weapon hit.

Number of Ranks: 2
Requirements: Agility: 6; Luck: 6
When Available: Level 6

Bonus Rate of Fire: You're becoming a bit faster on the trigger. Each ranged weapon costs 1 AP less to fire.

Number of Ranks: 1
Requirements: Agility: 7; Intelligence: 6; Perception: 4
When Available: Level 9

Cult of Personality: Your reputation is always positive with NPCs.

Number of Ranks: 1
Requirements: Charisma: 10
When Available: Level 12

Perks

As your character improves, he or she will be able to acquire new skills and abilities, called Perks. You will have the opportunity to select a new Perk every three levels, unless you have Skilled Trait, which gives you a Perk every four levels.

The Perks you are offered are based on your character's skills and stats. Some Perks can be selected several times, improving that Perk's rank. Perks have requirements; Awareness, for example, requires a Perception of at least 5. Most are not available before a certain minimum level.

Finally, you do not have to take a new Perk when it is offered, but if you wait until the next time you are granted a Perk, you will not be offered two. You should accept Perks when they are offered.

Below is a list of available Perks. Listed for each is the number of times you can receive that Perk (ranks), a list of any requirements your character must have before that Perk becomes available, and what level of experience your character must have before the Perk is offered.

Action Boy: Each level of Action Boy gives you an additional AP in each Combat Turn.

Number of Ranks: 3
Requirements: Agility: 5
When Available: Level 12

Animal Friend: Animals will not attack characters or friends of characters with this Perk, unless they are attacked first.

Number of Ranks: 1
Requirements: Intelligence: 5; Outdoorsman: 25%
When Available: Level 9

Awareness: You are better able to notice small details. Awareness will show the exact hit points remaining and the type of weapon carried when you Examine a creature.

Number of Ranks: 1
Requirements: Perception: 5
When Available: Level 3

Fortune Finder: You have a particular talent for finding money. The amount of money you find in random encounters is doubled.

Number of Ranks: 1
Requirements: Luck: 8
When Available: Level 6

Friendly Foe: In combat, friendly characters are outlined in green instead of red, making it a bit easier to tell friend from foe. A red outline, however, does *not* necessarily mean the NPC is hostile.

Number of Ranks: 1
Requirements: Perception: 4
When Available: Level 6

Ghost: You are very good at sneaking around at night. Your Sneak Skill is increased by 20% in the dark.

Number of Ranks: 1
Requirements: Sneak: 60%
When Available: Level 6

Healer: You've got the healing touch. Each increase in rank adds 2 to 5 more Hit Points replaced when using First Aid or Doctor skills.

Number of Ranks: 3
Requirements: Perception: 7; Agility: 6; Intelligence: 5;
First Aid: 40%
When Available: Level 3

Heave Ho: With each rank increase, you get a +2 increase in Strength for determining the max range of thrown weapons only.

Number of Ranks: 3
Requirements: None
When Available: Level 6

Lifegiver: With each additional increase in rank, you receive 4 additional Hit Points for each level of this Perk.

Number of Ranks: 3
Requirements: Endurance: 4
When Available: Level 12

Master Thief: You receive an increase of 5% to Sneak, Lockpick, Steal, and Traps.

Number of Ranks: 1
Requirements: None
When Available: Level 12

Dodger: You are less likely to be hit in combat. Each rank adds +3% to your Armor Class.

Number of Ranks: 2
Requirements: Agility: 4
When Available: Level 9

Earlier Sequence: Your Sequence is increased by +2, making it more likely that you will move first in combat.

Number of Ranks: 3
Requirements: Perception: 6
When Available: Level 3

Educated: Each level adds +2 Skill Points when you gain a new Experience Level. Your Skill Point Levels increase more quickly, a particular advantage earlier in the game.

Number of Ranks: 3
Requirements: Intelligence: 6
When Available: Level 6

Empathy: You can pick up a lot about people when you talk to them. Each time you open the Dialogue Screen, you will see their reaction to you.

Number of Ranks: 1
Requirements: Perception: 7; Intelligence: 5
When Available: Level 6

Explorer: During your travels, you have a greater chance of encountering special locations or people.

Number of Ranks: 1
Requirements: None
When Available: Level 9

Faster Healing: For each increase in rank you get a +1 on your Healing rate.

Number of Ranks: 3
Requirement: Endurance: 6
When Available: Level 3

Flower Child: You are 50% less likely to become addicted to drugs. Withdrawal after addiction lasts only half as long.

Number of Ranks: 1
Requirements: Endurance: 5
When Available: Level 9

Night Vision: You can see better in the dark. Each new rank of this Perk will reduce the overall darkness on the screen by 10%.

Number of Ranks: 3
Requirements: Perception: 6
When Available: Level 3

Pathfinder: You are able to find the best and shortest route when traveling. Travel time on the World Map is reduced by 25% for each increase in Rank.

Number of Ranks: 2
Requirements: Endurance: 6; Outdoorsman: 40%
When Available: Level 6

Pickpocket: You can ignore size and facing modifiers when using your Steal skill against another NPC.

Number of Ranks: 1
Requirements: Agility: 8; Steal: 80%
When Available: Level 9

Presence: You have that certain... something. The initial reaction of another character is improved by 10% for each level of the Perk.

Number of Ranks: 3
Requirements: Charisma: 6
When Available: Level 3

Quick Pockets: You're better able to store your gear while traveling. For each increase in Rank, it costs 1 AP less to access your Inventory.

Number of Ranks: 3
Requirements: Agility: 5
When Available: Level 3

Rad Resistance: Improves your ability to resist radiation and helps you overcome its effects more easily. Each level improves your Radiation Resistance by 10%.

Number of Ranks: 3
Requirements: Endurance 6, Intelligence 4
When Available: Level 6

Master Trader: You're especially skilled at bartering. You receive a 25% discount when purchasing items from a store or another trader.

Number of Ranks: 1
Requirements: Charisma: 7; Barter: 60%
When Available: Level 9

Medic: This Perk adds 20% to your First Aid and Doctor Skills.

Number of Ranks: 1
Requirements: None
When Available: Level 12

Mental Block: You are able to tune out mental interference. This is only useful in one of the final levels of the game.

Number of Ranks: 1
Requirements: None
When Available: Level 15

More Criticals: You are more likely to cause a Critical Hit in combat. Each increase in Rank adds 5% to your chance of getting a Critical Hit.

Number of Ranks: 3
Requirements: Luck: 6
When Available: Level 6

Mr. Fixit: This Perk adds 20% to your Science and Repair skills.

Number of Ranks: 1
Requirements: none
When Available: Level 12

Mutate!: You've been outside the shelter of your Vault for too long, and the radiation is starting to affect you. One of your Traits changes into something else.

Number of Ranks: 1
Requirements: None
When Available: Level 9

Mysterious Stranger: From time to time, a Mysterious Stranger will appear out of nowhere to help you. He does not appear again if he is killed in combat.

Number of Ranks: 1
Requirements: Luck: 7
When Available: Level 6

Smooth Talker: Each level of this Perk increases your Intelligence by 1, for purposes of dialogue with other characters only.

Number of Ranks: 3
Requirements: Intelligence: 4
When Available: Level 3

Snake Eater: This Perk increases your resistance to all poison by 25%.

Number of Ranks: 1
Requirements: Endurance: 3
When Available: Level 6

Sniper: Head shot! Your ability to hit targets at long range and cause critical hits is improved. With luck, any successful hit in combat is upgraded to a critical hit.

Number of Ranks: 1
Requirements: Agility: 8; Perception: 8; Small Guns: 80%
When Available: Level 18

Speaker: You are good at using your speech skills. This Perk immediately increases your Speech and Barter skills by 20%.

Number of Ranks: 1
Requirements: None
When Available: Level 12

Strong Back: This Perk allows you to carry 50 pounds extra of equipment, over and above that allowed by your Strength.

Number of Ranks: 3
Requirements: Strength: 6; Endurance: 6
When Available: Level 3

Survivalist: You've gotten very good at surviving in the wilderness. Each level of this Perk adds 20% to your Outdoorsman skill level.

Number of Ranks: 3
Requirements: Endurance: 6; Intelligence: 6; Outdoorsman: 40%
When Available: Level 3

Swift Learner: This is a good Perk to acquire early in the game. Each level adds 5% to your Experience Points as you acquire them.

Number of Ranks: 3
Requirements: Intelligence: 4
When Available: Level 3

Ranger: You are better able to slip undetected through the desert. Your chance of a random hostile encounter is decreased.

Number of Ranks: 3
Requirements: Perception: 6
When Available: Level 6

Scout: You can see further on the World Map, increasing the area of your explorations by one square in each direction.

Number of Ranks: 1
Requirements: Perception: 8
When Available: Level 3

Scrounger: You are better able to find useful items in unlikely places. The amount of ammo you find at any given location is doubled.

Number of Ranks: 1
Requirements: Perception: 8
When Available: Level 9

Sharpshooter: You are very good at hitting targets at greater distances. Each level of this Perk gives you a +2 bonus to your Perception for the purpose of determining range modifiers.

Number of Ranks: 2
Requirements: Perception: 7, Intelligence: 6
When Available: Level 6

Silent Death: While using Sneak skill, if you attack another character from the back, your hand-to-hand damage to that character will be doubled.

Number of Ranks: 1
Requirements: Agility: 10, Sneak: 80%
When Available: Level 18

Silent Running: This Perk allows you to run while remaining in Sneak mode.

Number of Ranks: 1
Requirements: Agility: 6, Sneak: 50%
When Available: Level 6

Slayer: You are truly deadly at hand-to-hand combat. All of your hits are automatically upgraded to *critical* hits.

Number of Ranks: 1
Requirements: Agility: 8, Strength: 8, Unarmed Combat: 80%
When Available: Level 18

Fallout

A POST NUCLEAR ROLE PLAYING GAME

community will be destroyed...unless you get this essential guide to saving Vault 13!

EXCLUSIVE
FEATURES!

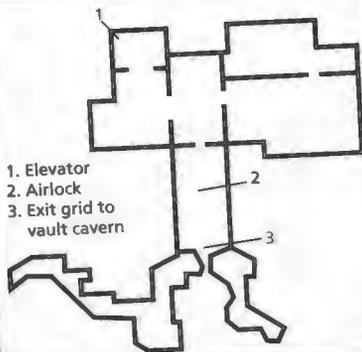
R.A.T.S.

The authors of this guide have developed the patented Radiation Trefall System (R.A.T.S.) to warn you that a chapter might give away more information than you want. Each R.A.T.S. meter indicates whether you're in for extreme contamination of game suspense, or something in-between.



Maps

Find your way around every area in the enormous *Fallout* world!



Ol' Slim is an old-timer from the *Fallout* world who provides you with honest, frank advice based on his vast experience. You'll find his notes from time to time throughout this book!

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