

FALLOUT 1

This is the original Fallout (Fixt 0.81 Alpha), developed by Interplay and published on September 30, 1997. In the California wasteland, it has been 81 years since a nuclear war devastated the entire world on October 23, 2077. The war lasted two hours, destroying almost everything made by humans and almost all of humanity. A few scattered towns are all that remain of civilization.

You play the part of a survivor, your grandparents having been wealthy enough to buy slots in one of 122 underground vaults, designed to protect people against a nuclear holocaust. All has gone well for the survivors until the water-making equipment in your vault begins to fail, for want of a small electrical part. You exit Vault 13 for the first time, going off in search of a replacement Water Chip. Waiting to kill you are hazards that you can only imagine. Chris@CustomWalkthrough

Create Your Character

After you watch the game's opening video, the Main Menu pops up. Choose New Game, to see the Character Menu. Select one of three stock characters or create an avatar of your own – from scratch. If you choose a stock character, then click the red *Modify* button, so that you have the option to choose your own S.P.E.C.I.A.L. attributes. Good choices to start with are: Strength 7, Perception 7, Endurance 2, Charisma 2, Intelligence 7, Agility 10 and Luck 5. The three skill choices to tag as most important might be Small Guns, Energy Weapons and Lockpick. The Optional Traits all have serious drawbacks, so you might just want to leave them un-chosen. You will be fine.

Exit the Vault

Every vault has an overseer, who makes critical decisions for the rest of the vault inhabitants. Your overseer is Jacoren and he is the first person you see after you create your character. He asks you to leave the vault in search of a new Water Controller Chip. You must find it before the vault dwellers die of thirst. A cut scene shows the vault opening. Then you find yourself standing on the other side of the giant vault door. Right-click your computer mouse button, to switch from the hexagonal Movement Cursor to the pointed Command Cursor. Then click it on the pile of bones, to cause a window to pop up. Take the equipment that the unfortunate deceased was carrying.

Now equip your Colt 10mm Pistol. To do that, click on the *INV* button on your Interface Bar. Inside your Inventory, move the Hand Cursor over the 10mm Pistol. Right-click once to change to the Command Cursor and see a Binocular icon. Left-click on the Pistol to examine its statistics in the window. Then right-click again, to change back to the Hand Cursor. Click and drag the Pistol from the left hand panel, into the box marked *Item 1*. Click on the *DONE* button.

Back on the game screen; notice that your character is holding the Pistol. Any time that you do not see the red hexagonal Movement Cursor, right-click your computer mouse to reset the hexagon. You will be moving your avatar with your computer mouse – no controllers in this game. So, move your mouse so that the red hexagon travels to a different spot on your screen. Then left-click your mouse, to have your avatar walk or run (Shift Key) to that new location...

A large number of Cave Rats inhabit the vault entrance cave. As you move toward them, they see you as a threat. They move to attack you, starting combat. A clock animation shows time passing. Battles in Fallout are turn-based. You have unlimited time to set up your offense and defense. Once you or an enemy start combat, the rules of movement change. Every hexagon of movement now costs you or your enemy one Action Point. A row of dots near the bottom of your screen shows you how many Action Points you have at any given moment. Green dots are *your* Action Points. Red dots are those of your enemy. In combat, hover the red hexagon over any space near your avatar, to see a white number inside the hexagon. The number represents how many Action Points it will cost you to travel that far. You have only a few Action Points, so use them wisely.

Click the leftmost of two small red buttons at the bottom of your screen. This button changes what you see in the large window below the row of Action Points. That window shows what is inside the Item 1 or Item 2 box in your Inventory. One choice will show the Pistol that you have already equipped. When a box does not contain an object, it will show an unarmed option. The Pistol window shows that you need five Action Points to use your Pistol (AP5). So, if you use too many points moving toward the rats, you will not have enough points left over to fire your weapon.

Your objective is to move close enough to the rat, that you have good percentage chance to hit it. Move as close to the rat as you can, while still having at least five green dots visible on your row of Action Points. Then click the Item Box containing the picture of your Pistol. The cursor will turn into a red Targeting Cursor. Hover the cursor over a rat, to see your percentage chance of hitting it. You may be too far away from the rat to *see* a percentage display. Rather than move closer to the rat, have the rat move closer to you. To do this, use all your remaining Action Points to move away from the rat, ending your turn. Now it is the rat's turn to pounce, but it must use some of its Action Points just to get close enough to attack you. By the time it gets to you, it may not have enough Action Points remaining to attack. Now it is your turn to attack. You may or may not hit the rat. The message window on the lower-left tells you what happened. Note that the rat may *not* move toward you after you end your first turn. If so, hit the End Turn button, which forces it to move.

If you run out of Action Points while in battle, your turn ends and you cannot move. If you have any Action Points left, you could move that many hexes and then your turn ends. If you have some Action Points left, but you do not *want* to move, then you can hit the End Turn button on the right side of the Interface Bar. Worth repeating, this can be a very useful tactic because it forces your enemy to move toward you, using up many of its Action Points. This attack and counter-attack continues until you kill the rat or it kills you. Notice that your row of green Action Points refreshes after each round. To reload the Pistol, right-click on the picture of the Pistol until you see the Reload option. This costs you two Action Points. Your 10mm Pistol holds 12 bullets. **Also note that during combat, the Armor Class (AC) display below your Hit Point (HP) display fluctuates up and down. Armor Class is really a dodging score, which adds any unused Action Points to your AC at the end of your turn, but *only* while you are still in battle. Kill all the rats.**

Vault 13 – Level 1

After you have killed all of the rats, advance your Pip-Boy clock 18 hours. To do that, click on the PIP button on your game Interface Bar. In the popup window, you have options to see quests, maps, video archives, the date and a very special Pip-Boy clock. It allows you to rest for a wide variety of time periods. Use it to heal your wounds and move time forward. The note pinned to the Pip-Boy reminds you how many days remain to find the Water Chip before the vault dwellers die. Click on the gold bell to get a list of time periods. Select six hours three times, for 18 hours total.

Activate the terminal next to the big vault door. If the clock has passed midnight, the door opens. If the door does not open, move the clock forward a bit more. In the entrance hallway, use the Command Cursor to open a wall locker. From it, take two Flares. If the rats wounded you badly, the medic in the Emergency Medical Lab (EML) will heal you. On the east wall near there, open a wall locker, to get 2 to 4 Stimpaks, a First Aid Kit and 2 to 4 Flares. **To light Flares and then drop them on the ground: In your Inventory, hold the Command Cursor on the flare and then scroll to select the Hand Icon to light the flare. Then select the Drop-hand Icon to drop the lit flare.**

Vault 13 – Level 2

Ride the elevator down to the living quarters of the vault. Save your game. To do that, hit the Esc key on your keyboard and then press the Save Game button. Double-click the save box and then type a name for the save. Between 8:00 A.M. and 5:00 P.M., speak with red-haired Theresa, in her room along the north wall. Say “It’s going pretty well thanks”. Then say “The Overseer is simply trying to protect us...” With luck, you have convinced her not to leave the vault and be exposed to the dangers of the wasteland. You get 750 Experience Points for your imparted wisdom.

Alternatively, speak with one of three *upset citizens*. Say “Not so good”, to learn that they want to leave the vault. That person suggests that you attend their meeting at 5:00 P.M. So, advance your Pip-Boy clock, but do *not* be more than ten minutes late. Many doors open and close as the group moves into Theresa’s room for the meeting. Enter Theresa’s room and then speak with her. With luck, convince the group that they would be ill-advised to explore outside; that it would be too dangerous. If you tell her that you cannot allow her to leave, the group of conspirators attacks you. The downside of this method is that it takes more time. Your Water Chip quest has a time limit.

In either case, if you fail, reload your save, to try again. With success, you level-up. Open your Character Menu, by clicking on the CHA button. You have your first opportunity to add Skill Points. I suggest you upgrade Small Guns, giving you a greater chance to make a hit in battle.

As the game progresses, build up to an inventory of about 50 Skill Points, spending enough at every level-up to maintain that buffer. The game will not keep track of any Skill Points after the meter gets to 99 points. Skills go all the way up to 200 points. Ride the elevator down to Level 3.

Vault 13 – Level 3

A Water Guard stands outside the central locker room during normal business hours. He will let you take three Water Flasks, but chastises you if you take more. In those lockers, find 46 blue Vault 13 Water Flasks, 2 Stimpaks, a First Aid Kit and a package of Mentats (can raise Charisma).

Overwrite your save and then enter the northwest room. Now click the small red button on the right side of your Interface Bar, to open your Skilldex display. Click on the large button labeled SCIENCE, changing your cursor to a yellow Skilldex Cursor. Use that cursor to activate the closer of two teaching computers. Spend 6 hours getting 350 Experience or reload and try again.

Shady Sands

Exit the vault by stepping on the green shaded area near the vault door on Level 1. Pass through the tunnels until you get outside. Save your game here. Then step on the brown Exit Grid, to open a Vault-Tec map. Just east of the green Vault 13 circle is another circle – the location of Vault 15. However, halfway to Vault 15, you discover a third green circle, marked *Unknown*. Stop there instead, to visit Shady Sands. Note that, partway across the map, the game may thrust you into a random battle situation. Alternatively, you may enjoy a peaceful side encounter.

The game offers you many chances for interaction between points on the map. The wasteland can be a perilous, unstable place. The higher your Outdoorsman skill, the less often you have to stop. If a battle is obviously too hard for you, run to the nearest Exit Grid – or die trying. After you get to the green circle, click on the green triangle to arrive in tiny Shady Sands. *Put away your pistol*. At the entrance to the city, speak with Katrina. Learn about the game and get 250 Experience.

Save your game. Inside the building just to the east, take 100 .223 FMJ ammo from a Bookcase. Ask Ian about Junktown and The Hub, to put them on your map. With luck, he will join you as a companion for 100 Caps or a *piece of the action*. Use the Steal Skill to have them carry treasure. They can use Stims, ammo and weapons. Find a Cat's Paw magazine on the floor of the outhouse.

The Radscorpion Caves

At the entrance to Shady Sands, standing next to Karina is Seth. *Update your save* before you ask him about the Radscorpions attacking the city's Brahman cattle. Ask him to show you the scorpion caves, which teleports you there. The caves are home to nine huge mutated red Radscorpions. You have upgraded your Small Guns Skill and so you have a good chance to defeat all of them. Create a new save. Go through the eastern tunnel first, until you can see the first two scorpions. Only then, creep up on the two scorpions until one of them sees you and scuttles toward you. One of these monsters is enough of a challenge at this point in the game. If both of them follow you, then reload your save. Note that if you have not attacked it before a scorpion detects you; get one turn to attack the giant scorpion and another turn to run away, so you get two turns in a row.

Fire your Pistol once and then use your remaining Action Points to run for the cave entrance. The scorpion will come after you, getting a little closer to you on each turn. Keep firing and then running from the scorpion until you have finally killed it. If it strikes you with its tail, you can suffer much damage and may be poisoned. Overwrite your save as you have success.

Find two packages containing 10mm JHP ammo (Jacketed Hollow Point - 48 to 60 total) on the floor of the cave. Collect the tails of the scorpions as you kill them. If these scorpions seem too hard for you to kill, you can wait until later, when you find some Dynamite to collapse the north wall near the entrance to the cave, trapping the scorpions. "This portion of the cave seems a bit weaker..." To return here later, as long as there is *at least* one Radscorpion still living, speak with Seth about the scorpions. After you have killed *all* of the scorpions, you cannot return to the cave.

Otherwise, continue with the scorpion quest in the northern part of the caves. If Ian is with you but you want to use a stealthy approach, tell him he can leave. He will not leave, but stand where you left him and become a handy scorpion ambusher if you get into trouble. Note that the Laser Pistol you carry deals greater damage than the 10mm Colt, but is accurate only at very close range. Also, the only ammo you have for the Laser Pistol is the 12 rounds in its clip. Kill the remaining seven scorpions, one-at-a-time. Get 500 Experience Points and +6 or +7 Karma. Find a pack of 24 to 30 10mm AP (Armor Piercing) ammo on the cave floor, along with a Stimpak. To use it, open your Inventory and then use the Command Cursor to click and hold on the image of the Stimpak. Scroll down to the Open-hand Icon to inject yourself with the Stimpak. The Shift Key highlights item drops. If, after you kill all the scorpions, you leave Ian in these caves, you never see him again.

Return to Shady Sands

Put your weapon away before you enter the city. Enter the building in the southwest corner of the city, to speak with Doctor Razlo. Tell him that you have a sample of Radscorpion poison. He will use it to make Poison Antidote and give you a bottle of it. Get 250 Experience. Talk to him during business hours, as many times as the number of tails you collected, to get more bottles of antidote.

However, to save time, (important because your vault dweller friends are running out of water) you might just want to drop any extra tails on the ground outside the clinic. To do that, in your Inventory, click and hold on the tails and then choose the Drop-hand Icon. Scorpion tails are too heavy to lug around in your Inventory for long and traders will only give you 10 Caps for them. If you get any serious poisoning during the rest of the game, make antidote with those tails later.

In the back room of the clinic, find a pale wiry young man lying on a cot. Use one of your bottles of antidote to cure Jarvis (Seth's younger brother) of his poisoning. To do that, use the Command Cursor to click and hold on the body of Jarvis and then select the Backpack Icon, which opens your Inventory. Now use the Hand Cursor to click on the image of the antidote. Get +1 Karma and 400 Experience Points. If *you* are somehow poisoned in the wasteland, over time it will dissipate.

Step on the east Exit Grid, to see the eastern part of Shady Sands. Then, just east of where you arrive, speak with a trader who sells ammo and weapons. Note that you can use your keyboard to enter numbers in the trading box when you are moving Caps around. Then speak with Curtis, the weather-beaten farmer standing in the middle of the garden. With Science 40+, have the option to tell him about the advantages of crop rotation. Get 500 Experience Points and +2 Karma. Inside his house, to the southeast, take a rope from his floor. You will soon need that rope.

On a bookcase in the house to the north, find another rope and an Outdoorsman Skill Book. Read the book to raise your Outdoorsman Skill, letting you avoid more wasteland encounters. To do this, open your Inventory and use your Command Cursor to click and hold the picture of the book. Then scroll down to select the Open-hand Icon to get the increase in that skill.

Note: Skill levels between 51 and 91 steadily *reduce* the point gain you get from Skill Books. But, if you temporarily raise the difficulty level of the game, skill levels go down, including Science, Repair, First Aid and Outdoorsman. This allows you to get more points from those Skill Books.

If you choose the Awareness Perk, you can click the Command Cursor on any enemy, to see the weapon they carry, the ammo they are using and their number of Hit Points. You can target the *wounded* ones because now you know who they are. Also good are the Bonus Move Perk, for two more hexes of movement in battle and Bonus Rate of Fire, using fewer Action Points to shoot.

Vault 15 – Level 1

Save your game. Exit Shady Sands north to the Vault-Tec map. Continue east to the next circle. There find a disused shack. Kill the giant Radscorpion guarding it. Inside the shack, find a ladder that takes you down into Vault 15, where you must kill many rats, including a large Pig Rat and a huge Mole Rat. Open a wall locker in the entry hall, to get 6 Flares. A wall locker in the room northeast has 4 Stimpaks and a First Aid Kit. Take two Flares, from the floor near the elevator.

The elevator to Level 2 is broken, so use the rope you found in Shady Sands. Attach it to the elevator shaft. To do this, click on the elevator shaft with your Command Cursor and then scroll down to select the Backpack Icon. In your Inventory, use the Hand Cursor to select the rope, which attaches it to the elevator shaft. Now use the rope to rappel down to Level 2.

Vault 15 – Level 2

Kill another rat infestation, both large animals and small. Enter the room south, to find a Colt Rangemaster Semi-automatic Hunting Rifle in the bathroom. It has excellent long-range accuracy and uses .223 ammunition, a block of which you can find on the floor of the next room to the east. A locker in the next small room east of there has another rope and an old Leather Jacket. To equip it, open your Inventory and then use the Hand Cursor to drag the jacket into the Armor Slot.

The jacket raises your Damage Threshold for Normal, Fire, Laser, Plasma and Explode damage. It will also raise your Armor Class by 8 points. Find a block of 10mm AP *or* .223 FMJ ammo lying on the floor near the north wall. After you have done all that, attach the second rope to the second elevator, as you did on the level above. Rappel down to Level 3 and then update your save.

Vault 15 – Level 3

Kill another large swarm of rats. On the floor northeast, find 24 to 30 rounds of 10mm AP ammo. From a pair of lockers, take 2 Fragmentation Grenades, a block of Dynamite, 24 10mm JHP ammo and a 10mm Submachine Gun to go with it. It holds 30 rounds. The automatic setting of this gun takes 6 Action Points and uses up 10 rounds with every use, so use it sparingly until you get a larger quantity of ammo for it. On the plus side, at close range, full-auto deals stunning damage. Find a First Aid Book lying on the floor near the northwest wall. It raises your First Aid Skill if you read the book in your Inventory. West of there, a wall locker has 40 .44 Magnum FMJ ammo.

As you approach a Crowbar lying on the floor, you notice that the doorway to the southeast has collapsed, keeping you from entering the room where you might have found a usable Water Chip. You get 500 Experience Points for discovering this fact. So, climb back up both shafts and then the ladder to the surface. Return to Shady Sands disappointed but undeterred. Update your save.

The Raiders

Put away your weapon and then speak with leader Aradesh, in the building east of the clinic. He tells you that his daughter Tandi is missing and he thinks Raiders are responsible. Agree to look for her. Aradesh gives you Tandi's Spear, just in case you did not have a big gun. Take a Stimpak and a Knife from the Bookcase in the southwest room.

Inside the clinic just to the west, speak with Doctor Razlo again. Tell him that Tandi is missing and that you think she was kidnapped. Then say "Many people, including myself". He gives you 2 Stimpaks and, because you gave him at least one scorpion tail, he gives you a bottle of Antidote.

Now speak with Seth about the Raiders. Ask him where they are, to put a green circle on your map, just south of Shady Sands. Walk onto the north Exit Grid and find the Raiders compound. When you get there, see more than a dozen Khans in four tents and inside a large central building, where they are holding Tandi in a cell. Save your game. There are *at least* four ways to free Tandi:

1. Kill all the Raiders, a formidable task for a low-level avatar. In addition, sometime after you begin your attack, the Khans inside the building begin to kill off Tandi and two other hostages.
2. With a high Unarmed attribute, defeat Garl in unarmed combat. The game puts you in a boxing ring with Garl. He has 80 Hit Points and you have nothing in your Inventory. You can die.

3. You may have enough trade goods to barter for Tandi's freedom. Garl is the Khan leader and he hangs about in the central room of the building. He wants lots of Caps to let her go.
4. A safer method is to put away your weapon, stroll into the building like you own the place and then speak with Tandi through the bars of her cell. Tell her that you have a plan to free her. Use Lock Picks (+20 to Lockpick if you have them) to unlock her cell; click your Command Cursor on the cell door, select the Backpack Icon and then select the lock picks; or use the LOCKPICK Skilldex (30 works). The north Exit Grid is four turns away, past a door on the north wall of the building. Open Tandi's cell. The Khans attack. Now run for the north exit. Four turns later, if you and Tandi survive the gauntlet, step on the Exit Grid. Get 500 Experience and +1 Karma. Get another 400 points for returning Tandi to Shady Sands. There, speak with her. Then get 500 Caps from her father Aradesh. Complement the cook. With luck, get +1 to your Karma. Now, if Tandi will not leave you, step back and forth on the east Exit Grid until you delete her.

Junktown

Find Junktown 10 squares southwest of Shady Sands. You could click on the blue button to start your journey there, or hike southwest without the help of the button. On your way there, you might meet a traveler named Patrick. Ask him to sing a Celtic song, to get +1 to Charisma. The first circle you come to is Junktown. Just south of there is the circle for The Hub. At Junktown; as soon as the first dialog with the first guard has finished, you must *quickly* enter your Inventory and then put away your weapon. Otherwise, get into a fight with the whole town. *In addition*, you must not walk through the entrance tunnel before 6:00 A.M. because that will cause a fight as well.

I should note here that you are well armed and *could* defeat all of the guards, but some quests will become unavailable if you do. The guards have better armor than you do and if you kill them, you can equip that armor, but you will soon have that armor anyway. If you kill the guards, the quest line for shopkeeper Killian will still be available and he will still trade with you, somehow not realizing that you have killed off almost every other person in town, but you lose the Experience Points that you would have gotten if you had completed all the quests in Junktown.

At any rate, assuming you put away your weapon quickly and did not slaughter the inhabitants of Junktown, talk to Lars, the guard standing just past the entrance tunnel. Lars is the leader of the Junktown security force. Ask him about the *big picture* and whether you can help. He has been looking for someone who can help to legally overthrow a pair of lowlife residents of the town: gangster Skulz and casino operator Gizmo. Lars then sends you to speak with Mayor Killian in his shop on the next grid north, which is a good opportunity to sell off some of your heavy treasure.

Note that you can reload any weapon from your Inventory. To do this, drag the ammo you want to use for that weapon onto the picture of the weapon, as many times as necessary to fill its clip. This can be helpful in battle if you must enter your Inventory anyway, to heal battle damage.

Junktown – Killian’s Shop

So, cross the north Exit Grid to find Killian Darkwater’s General Store. The store does not open until 8:00 A.M. and the door is locked at night. Inside, do not touch the tables before you speak with Killian, or he *will* become upset. In addition, although one of your Item Slots must remain empty, because of the no-guns policy, be certain you have a powerful weapon in the other slot.

Also, do *not* stand between Killian and the door to his shop *or* between Killian’s inside guard and that door. Otherwise, an assassin may soon catch you in the crossfire when he comes through that doorway and starts shooting. Only after you are standing in the clear, speak with Killian.

Do some trading with him. After that transaction Kenji, a man wearing a red shirt, walks into the shop and uses a Hunting Rifle to attack Killian. Help Killian and his guards slay Kenji. After the assassin dies, get Killian’s thanks, 400 Experience and +2 Karma. Killian asks for your help in collecting evidence against Gizmo, by recording a conversation with him or putting a Microphone Bug device on Gizmo. Accept this contract or go to jail. Put away your weapon. Save your game.

Junktown – The Hospital

Cross the *south* Exit Grid. During normal business hours, enter the Hospital and then climb down the ladder to a very small basement. Speak with the little man named Gretch. Learn that Doctor Morbid is a vendor of human body parts used to make Iguana Bits. Exit the conversation and then kill Gretch. A Submachine Gun on burst works well here. Take Gretch’s Submachine Gun. After you go up the ladder, the doctor goes down the ladder. Follow him down and then execute him, for +1 Karma. The doctor throws a mean punch. Take his First Aid Kit, 2 Stimpaks and a Tool. A table has 3 sticks of Bits. Keep one stick for a use later. *Save your game.*

Disarm the trap on the locker. To do that, with a Traps Skill of *at least* 25, open your Skilldex and then choose the TRAPS button, to get a yellow Skilldex Cursor. Click it on the locker and then check your message window to see that you have discovered a crude explosive device. This could take several tries. If you have a low Traps Skill, it is entirely possible for you to die in a grisly explosion. Then use TRAPS *again*, to disarm the explosive, which also could take several tries.

After disarming the explosive, pick the lock on the locker. You could try to do this by opening the Skilldex Menu and choosing LOCKPICK. Click the yellow cursor on the locker. However, this is a tough lock. Instead, if you have a set of lock picks, use them instead. To do that, click and *hold* your Command Cursor on the locker. Then scroll down to the Backpack Icon, to get into your Inventory. Then use the Hand Cursor to choose the lock picks, which adds +20 to Lockpick. If you are having trouble with this lock, try increasing your Lockpick Skill to 50+. Also, note that it is possible to jam the lock, making the locker impossible to open until valuable time has passed. But, inside the locker, find 96 10mm JHP ammo, 72 10mm AP ammo, a Doctor’s Bag and 837 Caps.

Back upstairs; go around the divider wall to kill the two guards, Flash and Cougar. Lose 1 or 2 Karma. If you kill them outside, the town may attack. The Leather Armor they wear can raise your Armor Class to 25. It will raise your Normal Damage Rating by 2 points and your Normal Damage Threshold by 5 points. It raises your Damage Threshold for Laser and Fire by 5 and 10 points.

From the bookcase, take 2 or 3 Frag Grenades. Note that this bookcase is very close to the south Exit Grid and is therefore a convenient place to store any excess treasure you cannot immediately trade away. Before you exit the Hospital, remember to *put away your weapon*.

Junktown – Gizmo’s Casino

Return north to the Exit Grid and then cross the grid north of that, which takes you to the seamy part of town. A swiveling Gizmo’s sign sits at the entrance to the casino. Oddly, if you attacked the guards at the entrance to the city, only the casino patrons attack you. They are easily dissuaded. The two guards at the door to the back room will only attack you if you attack Gizmo, their boss. Continue through the back room to the back office, where you see the corpulent Gizmo sitting at his desk. *Save your game* at the entrance doorway and then make one of three choices:

1. Say “Well let’s talk about a hypothetical situation...” how he might need a new assassin. Convince him that you are that person. Gizmo tells you to return with Killian’s dog tags. For this, you get 600 Experience and 1,000 Caps. This is only a viable option if you intend to (or already did) kill the guards in Junktown, because all of them will surely attack you. The town’s citizens will, at the least, show you a cold shoulder.

1a. Alternatively, if you speak with Gizmo *before* you speak with Killian and have Intelligence 6+, you can get 1,500 Caps. After Gizmo tells you to sit down, use these dialogs: “What business?” Then say “What do you want me to do?” Then say “How much you willing to pay?” Then follow up with “You call that a reward? If I’m to whack the guy, I’m going to need more than that.” In this scenario, Kenji the assassin does not appear. You can, of course, accept Gizmo’s job and then betray him later. Killian will still give you the bugging equipment.

Either way, if you execute Killian and his guards you *lose* twelve points of Karma and, of course, any chance to trade with him in the future. If you do kill him, you can loot Killian’s well-stocked tables and pick the lock on his back room safe, which gives you 500 Experience Points. Inside the safe, find good random treasure, including Caps. His personal quarters have Hunting Rifle, Rope, a Backpack, a Red Ryder BB Gun and a package of Mentats.

2. Have the same conversation as in #1 above. Because you have the Tape Recorder in your Inventory, the entire conversation is recorded. Return to Killian with the recorded evidence.

3. Plant the Microphone Bug that Killian gave you. To do this, open your Skilldex Menu and then choose the STEAL option. From your saved location at the entrance to Gizmo's office, click the yellow Skilldex Cursor on the body of Gizmo, to access his Inventory. Then drag the Microphone Bug from your Inventory into his. If you are successful, return to Killian. If you fail, Gizmo has his bodyguard attack you. Reload your save and then try again.

If you did not choose to assassinate Killian, let him hear the recording or tell him you planted the bug. Get 500 Experience and choose a reward (5 Stimpaks, a Winchester Widomaker Shotgun with 100 shells for it, Leather Armor or a Doctor's Bag). Agree to help Killian and Lars kill Gizmo. If you did not do so already, pick up Kenji the assassin's Hunting Rifle.

Eject the .223 ammo from Kenji's rifle, so you can use the ammo in your rifle. To do that, open your Inventory and then click and hold the Command Cursor on the rifle. Scroll down to the Eject Icon to add those bullets to your inventory. Equip your rifle and make sure it is fully loaded. Save your game and then speak with Lars, who still stands at the entrance to the city. Tell him you are ready for the fight with Gizmo. A screen fade puts you inside his office with Lars and Killian. The fight begins immediately. When you get a turn, use the Hunting Rifle to take shots at Izo the bodyguard until he dies or runs off wounded. Then target Gizmo. Note that the Submachine Gun sprays too wildly to use in these close quarters, injuring friends and enemies alike.

After combat ends, the game teleports you back to the city entrance. Lars gives you 500 Caps for your help. You get 600 Experience Points. If you killed both Gizmo and Izo, get +4 Karma. Return to Gizmo's Casino to find it completely empty of people. Take Gizmo's 9mm Mauser Pistol and ammo. Pick the lock on Gizmo's bedroom door. Find treasure on the bookshelf, including a bag.

Open the bag in your Inventory to find 100 Caps. Click and hold the Caps with your Command Cursor. Then scroll to the Drop-hand Icon, to drop the Caps on the ground where you can pick them up. Another way to take items from a bag is to open it using the Open-hand Cursor. Then drag the contents of the bag into the window with the tiny picture of the bag. This makes the items inside the bag more accessible, by moving them into your larger inventory.

There are only 10 Save slots in Fallout. After you use the last one, you must overwrite one of those you have already used. This may cause a problem if, for any reason, you want to return to an old save that you have overwritten. To avoid this problem, you *could* copy the entire SAVEGAME folder for the game, storing it away in a place you choose on your hard drive. Then change the name of the *saved* folder to, for instance, "SAVEGAME – from start of game to Junktown". Those names would give you a clue as to what those ten saves contain. You can use them in the game any time you like by copying any save folder back into the game. Read on to learn how...

To put that saved folder back in the game, first copy the current SAVEGAME folder to the same place you stored the first folder. Be sure to rename it. That save represents a later time period for the game, so rename it to, for instance, "SAVEGAME – from Junktown to The Hub".

Now you have *two* stored save folders, representing 20 saves. You could keep doing this all throughout the game, saving many folders. As long as you always copy the existing save folder, you can drag any saved folder back into the game and then rename it back to SAVEGAME.

Junktown – Skum Pit

Sometime after 4:00 P.M., enter the Skum Pit Bar, northeast of Gizmo's. After three members of the Skulz gang enter, speak with Neal the bartender. Ask him "What's that trophy on the shelf?" He tells you it is an urn full of his dead wife Harriet's ashes. Then buy any drink. While you are drinking, one of the Skulz gang members hits Trish the waitress, knocking her to the ground. Neal shoots the gang member dead. The other two gang members walk out of the bar, vowing revenge. This leaves you free to speak with three people. Before you do that, *save your game*.

Ask Trish, the waitress, why she screamed about Saul. Complement Ismarc about his singing and ask him if he performs anywhere else; then how to get to The Hub, the Brotherhood and Adytum. Have a drink with Tycho. Listen to his tale; "How do you survive all the dangers?" After a screen-fade, get +5 to your Outdoorsman Skill. **Note that, if you cannot see Tycho where he is supposed to be, standing next to Trish, reload your last save to jolt the script into placing him on the map.**

Junktown – Boxing Ring

Gustofer runs the boxing matches with Saul, who sometimes stands in the ring. If you have a decent Unarmed Skill, you might want to fight Saul. You can do this only once every three days and today's bout may have already been fought. Even if you decide not to fight Saul, speak with him. Sometimes, Saul is standing next to Gustofer. If Saul is standing *in* the ring, walk to the west edge of the ring to get close enough to speak with him. Ask Saul what he does. If you have Speech 51+, convince him that his boxing profession is causing much stress to his girlfriend Trish. Ask him "What's the deal?" Then "How did you become a boxer?" "What happened to your brothers?" Then "Why do you stay in Junktown?" Then "Yes, I've met Trish." Then, with luck, the key dialog, "She's concerned for your welfare..." Then return to the Skum Pit, to speak with Trish again. Do you know a guy named Saul?" Then "He really cares about you." Continue that line of dialog, saving the relationship. Get 250 Experience Points and +2 Karma for being so empathetic.

Junktown – Crash House Hotel

Enter the hotel and then give Marcelles 25 Caps to rent a room for the night. She leads you to your room and then you choose to get a night's sleep. The next morning, you wake up to a panicked Marcelles begging for your help. A crazed Raider is holding Sinthia hostage in the next room.

Agree to check it out. *Save your game* before you enter. Inside the room, speak with the crazed Raider three times. You are now a hostage negotiator. Learn that she laughed at him. With a bit of luck and Speech 50+, get a good outcome for the girl. If you offer to pay him 100 Caps, he agrees to let her go and you get 1,000 Experience Points. With *much* luck, he will agree to leave without the Caps and you still get 1,000 Experience Points. You could kill the Raider, and get 400 Experience Points, although Sinthia is upset with you for killing the misunderstood Raider. If you annoy the Raider, he shoots and kills Sinthia and then you get nothing.

Junktown – The Skulz Gang

Save your game. You already spoke with Lars about this gang and you already spoke with Neal, the bartender in the Skum Pit Bar, about the urn on his shelf. Now enter the *northeast* door of the Crash House Hotel, to speak with Vinnie, the blue jeans-wearing leader of the Skulz gang. Ask if you can join his gang. With luck, he gives you a test. You must steal Neal's urn from the Skum Pit. Return to the bar. During business hours, stand near the east end of the bar, which is where the urn rests. Open the Skilldex and then choose STEAL. Click the yellow cursor on the urn, to steal it. If you fail, reload the save and try again. Alternatively, *before* 4:00 P.M. the side door should be open even if the front door is locked. During the day Neal is in the back room and the public room is otherwise empty. Just take the urn from the end of the bar.

Return to the Skulz gang and then show the urn to Vinnie. Now that you are a member of the gang, Vinnie asks you to accompany the gang to the Skum Pit for a raid. Tell him that you have some other things to do first. Get 400 Experience, but lose 1 point of Karma. Then betray Vinnie to Lars and offer to help. The game puts you, Lars and four town guards in the bar with the Skulz gang. Fight them to the death, for 300 Experience and +1 or +2 Karma. Vinnie is a tough opponent. Stand near the east door, so you can run for cover if you need to. After the battle, if he survived, return the urn to Neal, for another +2 Karma. Talk to Lars to get another 500 Experience Points and +3 Karma for making Junktown safe.

Junktown – Odds and Ends

East of Gizmo's; Phil and his wife are afraid to enter their house because of a vicious dog. If you have Iguana-on-a-Stick in your Inventory, you can calm Dogmeat and then he becomes a follower. Use your Command Cursor on the dog, choose the Backpack Icon and then choose the Iguana-on-a-Stick. Get 100 Experience. Alternatively, kill Dogmeat, for 35 Experience. Phil thanks you.

The house just to the west of the General Store has a Cat's Paw magazine on the shelves. A man named Bob hangs out near that house. If you speak with him, he tells you that he owes the casino thousands of Chips, after having gambled recklessly. This appears to be an unimplemented quest. The house just east of the hotel has 15 Caps in a Dresser and a TV Dinner on a Bookcase. Now is a good time to load up with as much unsold treasure as you can carry, to trade for Caps in The Hub.

If you were wondering about First Aid Kits and Doctor's Bags; what they do. They add +20 to their respective Skills. So, if you or a companion needs to heal minor damage, then use your Command Cursor to click and hold on him or her. Then choose the Backpack Icon and then the First Aid Kit, for a 20% better chance to do some healing. After three successes, you must wait for 24 hours before you can again use that skill. Each attempt costs a half hour.

If you or a companion took more serious damage, like a broken limb, then do the same thing with the Doctor's Bag. Again, half an hour passes even if you do not have success, so you can waste much time doing this. Time wasted is particularly important early in the game, because you only have a limited period of time to find, and then deliver, the replacement Water Chip to Vault 13.

The Hub Entrance

The Hub is a short distance south of Junktown. This may be the largest settlement in the wasteland and is divided into several distinct areas. The first of those is the assembly area for a pair of caravans, one on each side of the road. Farther south, after 8:00 A.M., speak with Deputy Fry, who warns you about Decker, a mobster who owns the Maltese Falcon bar. Fry also tells you about some missing caravans and suggests that you speak with the people at Far Go Traders.

The Hub – Far Go Traders

Step on the south Exit Grid, to get to the Downtown section. Look for the sign for Far Go Traders. Inside, speak with Rutger, who sends you to surly Butch in the back room. After you speak with him about the missing caravans, return to speak with Rutger again. If you can get proof of what happened to the caravans, he will give you 500 Caps. Ask him about the Brotherhood and Beth, who will now give you a 15% discount when you trade with her. So, go a bit southwest to find Beth's gun shop. It has a big *Guns* sign on the outside wall. Bargain away some of your heavy items. Then keep asking her about Deathclaws until she tells you about Harold and Slappy.

North of the gun shop is a library, where Mrs. Stapleton can sell you five-each of Big Book of Science, Dean's Electronics, First Aid Handbook, Scout Handbook and Guns and Bullets Skill Books. Just west of the library is the All-N-One general store, where Mitch the midget sells a wide variety of goods, including lots of Stimpaks. Trade away some more of your treasure.

Optionally, west of the gun shop find the Friendly Loan Company, run by Lorenzo Giavanni. If you have betrayed Decker, in the Maltese Falcon, then Lorenzo tells you that he will not do business with your kind. If you try to pick the lock on their vault, you get one warning. If you try again, the two door guards attack. If you kill the two guards and the owner, nobody in town cares. To make the fight easier, Steal (70+) their ammo and Stimpaks. Even then, with a critical shot, you can die. Pick the lock on their vault. Check the bookshelf for 15 Flamer Fuel, Mentats, 2 Plasma Grenades, 2 Frag Grenades, a First Aid Kit, a Tool, 3 Flares, Buffout and 2,034 Caps.

Now cross the east Exit Grid, to find Old Town. Be very careful not to walk across the east doorway of the house just south of where you arrive. If the door is open, the lowlives inside will immediately attack you and they are well armed. Look for Slappy stumbling around in front of a door to a building south of the lowlives. Slappy sends you inside the house to speak with Harold.

Former trader Harold tells you that the Deathclaws are real and their weakness is their eyes. If you give him some caps, he also tells you about Mutants; that they seem to have come from a military base northwest. He mentions a traveling companion: "A robot crane crashed into us. Last I saw of Grey, he was flying through the air into some sort of acid bath". What Harold does not know is that Grey spent a month in that bath of FEV virus, mutating into the central villain of the game. Speak with Slappy again. Ask him to show you the location of the cave with the Deathclaw. Get 800 Experience Points for having discovered this location.

The game teleports you to a large, dark cave. The Deathclaw is clearly visible in the southwest part of the cave. If you have the Awareness Perk, you know that the animal has 225 Hit Points. Despite its size, the creature is very nimble. As soon as it sees you, it runs to attack you. Fire one *targeted* rifle shot to its legs. You *must* cripple the creature. Then use up your remaining Action Points to run toward the cave entrance. Unless crippled, the Deathclaw will eventually catch up with you. After you have hobbled it, take targeted shots at its eyes until you have killed the Deathclaw.

After the Deathclaw dies, the game rewards you with 1,000 Experience Points and +1 Karma. Lying on the ground near where you first saw the Deathclaw, find a mortally-wounded Super Mutant. Attacked by the Deathclaw, he is out of his mind with pain. With his dying breath gives you a holodisk. Open your Inventory and then use the Command Cursor to click and hold the image of the holodisk. Then, from the dropdown menu, choose the Open-hand Icon, to get 185 Experience Points. To read the contents of the holodisk, open your Pip-Boy and then look in the Status menu for a file entitled *Mutant Transmissions*, which is a field report from Mutant Scavenger Team 2. They are the ones who have been attacking the caravans and now you have the proof.

Return to the Downtown section of The Hub. Speak with Rutger about the caravans. He sends you to Butch, who appears terrified of your news and sends you back to Rutger, who offers you the 500 Caps he promised, but then ups the reward to 800 Caps. Get 1,000 Experience Points and +5 Karma.

The Hub – Lemmy and the Raiders at Irwin's Farm

Southwest of Far Go Traders, *save your game* before you speak with Lemmy, a *Shifty-looking character* near the entrance to the Maltese Falcon bar. He will try to extort 1,000 Caps for some information important to you. Choose the dialog that lets you show him your muscles. With a bit of luck, Speech 51+ and Strength 7, he will give you the information for no charge. This allows you to buy drugs at a pharmacy in Old Town. Raise your odds by swallowing a green Buffout pill.

Now, inside the partial shell of a house just to the south, speak with Irwin, who tells you that Raiders bullied him off his farm. Offer to help, which puts you just outside Irwin's farmhouse. With your Small Guns Skill at about 150, equip your Hunting Rifle, save your game and then open the door. A Raider will shoot at you. If you did not take too much damage, use *all* of your Action Points to run to the southwest corner. Most of the Raiders will follow you. When it is again your turn, update your save and then use a targeted shot to the eyes of the closest Raider. After a crippling shot, update your save. Then use your remaining Action Points to heal, reload and then move around the corner of the house, in a fighting retreat.

After the battle, find 4 Stimpaks and 48 10mm JHP ammo on bookcases. In addition, find 2 more Stimpaks on a bedroom floor. The back room has a set of very heavy Metal Armor on the floor. Return to Irwin in the Downtown section of the Hub. Your good news yields 500 Experience Points and +2 Karma. Get grandfather Rick's *nice* .223 Pistol (damage 20-30, range 30).

The Hub – Jake and Vance

Walk onto the Exit Grid, east of Far Go Traders, back to Old Town. Enter the center building on the north side of the street, which has Jacob's gun shop. He has some very good merchandise. Do some trading and note the crate lying on the floor in the southeast corner of the shop. It has some Junk parts that can help you later and you can store excess gear in the box to trade with Jacob later. Just to the east of Jake's is the local drug dealer. Enter the building and, because you earlier spoke with the *Shifty-looking character* outside the Maltese Falcon, Vance will trade with you.

The Hub – The Thieves' Circle

A derelict L-shaped building on the southeast side of Old Town has a staircase in the northeast room. At the bottom, go southeast along a corridor to a locked door (31 works). Past that door, in the middle of the room are one or two hidden floor traps. With luck and a high Traps Skill, your character will see and disarm the traps automatically. You get 25 to 125 Experience Points. Alternatively, if you trigger the trap, take some serious damage. To avoid the traps, hug the walls until you get to the next locked door. Past it, be ready for one or two more of the same kind of traps. Again, your character will disarm them or you take damage. Again, you could hug the wall to avoid the traps and then open the next locked door, which opens to the Thieves' Circle. If you do not disarm the traps, you will have to deal with them again on your way out and back.

Speak with Loxley in the back room. Tell him that you want to join his guild. You must complete another test, the first having been the traps and locks. He wants you to steal an object from Daren Hightower. Accept, for 900 Experience Points. Loxley sends you to Jasmine for the details. She tells you that the item is a necklace, stored in a locked strongbox. She also tells you that Hightower has two guards at his house at all times. Jasmine gives you a lock pick set, two Flares and a Nuka Cola. She asks you not to kill Hightower. Return back up the stairs and then west to Downtown.

The Hub – Decker and the Maltese Falcon

Back in Downtown; enter the Maltese Falcon and then speak with Kane, who stands at one end of the bar, just past the entrance. He has heard of your work in Junktown and asks if you want more work like that. Agree to be led to the basement, where you meet Decker. He wants you to kill Daren Hightower and his wife. After you agree to the contract, a screen fade puts you back on the casino floor. Speak with Kane again. He gives you 500 Caps in advance for the job and will give you another 2,500 Caps after the Hightowers have died. Hightower is the same merchant that the Thieves Guild wants you to steal from and so you have the opportunity to complete two quests.

South of the Maltese Falcon, wait until midnight near the derelict building where you spoke with Irwin. Then cross the Exit Grid just west of you, to The Heights. A guard there will stop you and tell you that nobody is allowed there after sundown. However, he will let you go this time.

The big square building south of you is Hightower's. So, go south to the corner and then west to the next corner. Notice the two guards in blue jeans. One of them stands by the door to the building and every now and then he goes to chat with the guard to the north. When he does that, use your Command Cursor to click on the door and open it. Your character will run to the door and then you can easily go inside the building before the guard returns. Even though the door does not close, the guard is not suspicious. Then enter the tiny room next to the bathroom. Use your Traps Skill (30 works) to *find* and then disable the trap on the strongbox. Then pick the lock. Take the necklace and then wait for the guard to again desert his post near the entrance.

To assassinate *both* of the Hightowers, you could shoot them inside their bedroom. However, this immediately starts a battle with the Hightower's five tough guards. Worse yet, you are stuck deep inside the building so that running to the Exit Grid is a risky option. A much better option is to exit the building the same way you entered. Then stand at the window on the southeast corner of the building. There, shoot the couple through the window, End Combat and lose 1 Karma.

A third way is to drop Dynamite near them. In your Inventory, put Dynamite in an Item Slot. Sneak to within two hexes of the couple. In the main window, click on the Dynamite in the Item Slot, set the timer and then choose Done to drop the charge on the ground at your feet. Then run outside to the southeast corner to watch them die in the explosion. Lose *no* Karma.

Back in Old Town; go back down the manhole to speak with Loxley. Get 500 Experience Points. Then he sends you to speak with Jasmine, who gives you 3,000 Caps and an Electronic Lock Pick.

Then return to speak with Kane, who gives you 2,500 Caps. Get 600 Experience, but lose 2 Karma. Ask him for more work. A screen fade takes you to speak with Dexter, who wants you to murder a priestess named Jain inside the Children of the Cathedral Hospital on the south side of town. The job pays 5,000 Caps. Kane will give you 1,000 Caps up front; then send you on your way, warning you not to leave any live witnesses.

The Hub – Water Merchants

In Downtown; cross the south Exit Grid to find a large building in the southeast. In the south part of that building, speak with the Master Merchant, the woman behind the desk. Ask about the Water Chip. She will suggest that you look in a place called Necropolis, putting a shortcut on your map menu. She will also offer to deliver a 100 day supply of water to your vault, in exchange for 500, 1,000 or 2,000 Caps, based on your Speech Skill. If you accept, you get 1,000 Experience Points.

The Hub – Hospital of the Children

Just north of the Water Merchants, find the hospital run by the Children of the Cathedral. The two men lying on the floor are patients. Speak with the child, who wants to give you a flower. If you ask “What’s so special about the flower?” and then “No thanks”, he will exit the building.

Jain is short-tempered and wears purple robes. After you assassinate her, two guards and Doctor Thorndike run to aid her. Sometimes, even the patients enter the room to attack you. But if you can kill Jain, the doctor and the two guards and then end combat before the patients enter, the patients will no longer be aggressive toward you. Lose 1 Karma.

After the battle; unlock the door in the northwest part of the building. Check the bookcase in that room for Leather Armor, 2 Iguana-on-a-Stick, 200 .223 FMJ ammo, 5 Stimpaks, 2 RadAway, a Geiger Counter, Mentats, 2 Fruit, a Crowbar, a purple robe, a Hunting Rifle, 2 Rad-X, Psycho, Buffout and a Super Stimpak. The purple robe has a use later.

Note that if you use a Super Stimpak to heal yourself for 75 Hit Points, after some time has passed it has a withdrawal effect. After a minute, you lose 3 Hit Points. After another minute, lose 6 more.

Return to Downtown and speak with Kane. He gives you 4,000 Caps and you get 700 Experience Points, but lose 2 Karma. You will soon betray Kane and Decker. Save your game and then consider stealing his Stimpaks but, if he catches you, Kane can kill you with as few as two punches from his Spiked Knuckles. Alternatively, you could shoot him through the south corner window and then make a fighting retreat west. After that, a Rocket Launcher from Jake’s evens the odds against this tough enemy. Kane has lots of Stimpaks and *many more* Action Points than you.

Iguana Bob Frazier

In the plaza just west of the downtown police station, find Iguana Bob’s fast food kiosk. Save your game and then speak with Bob about the *secret ingredients* he uses in his Iguana Bits. He becomes agitated, telling you not to speak so loudly. You have the opportunity to blackmail him into giving you a portion of his profit, every five days, from 50 to 200 Caps, depending on Luck and your Speech Skill. You get 500 Experience Points but suffer a loss of 5 Karma Points. You can return to extort even more from him, but lose another 2 Karma Points for every extra deal you make.

After that, if you installed the Half-Purist or Full version of Fallout Fixt, walk over to the police building and then speak with Sheriff Greene about Bob's illegal activities. After a screen fade, you get 500 Experience and +1 Karma. Of course, you lose the weekly extortion payments. If you ask Greene for a reward, you get 250 Caps. If you do *not* ask for a reward, you get one extra Karma.

Betray Decker to the Police

Still inside the Police building; speak with Justin Greene again. Tell him that you want to report another crime and then tell him about either offer that Decker made. Agree to help Greene and Deputy Fry attempt to arrest Decker, who is protected by Kane and four guards. You get 300 Caps in advance. To save your game before the fight, tell him "Okay Bye". After you save, tell Greene you are ready, which causes a screen fade that puts you in the Maltese Falcon basement.

This is a pretty unfair fight for a newly-minted character. So, do *not* just stand there and take damage that will surely kill you. Instead, use your first batch of Action Points to run for the room behind you, the one with the stairway. Stand in the nook just past the door. You *cannot* climb the stairway while in combat. When it is again your turn, take one step to stand in the doorway and then attack the nearest guard. Use your remaining Action Points to again move out of the doorway. In this way, you can fight the battle without all six enemies shooting at you. Be especially careful fighting Kane. He has a powerful offense and defense. Try a targeted shot to his legs, to take away many of his Action Points. After Kane and Decker die, the rest of his people will surrender.

At the end of the battle, click the End Combat button. A screen fade puts you back in the sheriff's office. Speak with Sheriff Greene, to get another 1,000 Caps, another 1,400 Experience Points and +4 or +5 to your Karma, for a successful battle. If both Greene and Deputy Fry died, Deputy Kenny pays you. Return to the Maltese Falcon Bar and then go down the stairs behind the bar. Loot the corpses, for any treasure they carry. Do some more trading before you leave town.

The Brotherhood of Steel

Find the entrance to this facility five squares northwest of The Hub. When you get there, you see a small fenced-in building and two guards wearing Power Armor. Speak with Cabbot, the genial guard on the left. Ask if you can join the Brotherhood. After a radio call, he tells you that you must pass a test first, retrieval of a lost object in The Glow, the ruins of an ancient factory.

The Glow

You learned the location for this place from initiate Cabbot. If you do not now have them in your Inventory, stop by the General Store in The Hub for a Rope, 2 Rad-X and a Tool. As much as possible, stockpile or trade away any excess inventory weighing down your pack. There is much treasure for you to collect at The Glow and you need room for it. You will find plenty of ammo for your guns and too much ammo in your Inventory can weigh you down.

Save your game. Then go southeast from The Hub. This is a long trip. Update your save again at the wasteland square *just before* that circle. If you do *not* stop, then you will begin absorbing huge amounts of radiation as soon as you get to The Glow! About a day later, the game adjusts your stats to the total radiation you absorbed, dropping stats as much as 6 points. If any stat drops to 0, you die, even if you are otherwise healthy. To recover: After you leave the Glow, go to the nearest grid square. If you are still alive, eat all your RadAway. Eat enough Buffout and Mentats to max more stats. Advance the clock 24 hours. If you survive, your stats will eventually return to normal.

At the wasteland square just before you reach The Glow, eat two Rad-X, which will grant you 24 hours of 100% immunity to radiation damage. To see if you are irradiated, check your Character Menu or click the Geiger Counter in your Item Slot. Only now, take the last part of the journey to The Glow. When you get there, find a giant black irradiated hole in the ground. An iron girder projects partly across the hole. Attach a rope to that girder and then rappel down to Level 1.

The Glow – Level 1

This is the first level of a six-level research facility, called West Tek. You need to get to the east side of the level, where you can see a dead human wearing Power Armor. The elevator will shock you if you touch it. That elevator also has two traps on the floor in front of it. The dead guard in the room north of the elevator has RadAway, which reduces radiation by 25 points immediately, 25 more points in two hours and 25 more points in four hours. It has a 10% chance of addiction, 10 days after which, you lose 20% to radiation resistance. A locker in that room has a Stimpak. At the elevator, open a door east. Past the door; disable two floor traps. One body there has 150 .223 FMJ ammo. Another body has RadAway and Rad-X. Exit to a hallway that takes you north. Find one or more traps on the way to the room with the Power Armor. That body has a Yellow Pass Key.

The body also has a strange disk. In your Inventory, use Command Cursor>Hand Icon on it, to add it to your Pip-Boy and get an easy 250 Experience Points. You can read the holodisk in the Status Menu of your Pip-Boy. The Ancient Brotherhood Disk tells you that a previous attempt to get down to Level 6 failed because of security robots and high radiation levels. This is the artifact that the Brotherhood of Steel sent you to find.

A second body in this room has an Assault Rifle. A third body has a 14mm Pistol. The locker across the hall has a Tool, a Motion Sensor, Brass Knuckles and a Big Book of Science. However, do not read *any* Skill Books until you have left West Tek unless you have lots of Rad-X, because Skill Books take time to read. Two wall lockers have 2 Assault Rifles and a 14mm Pistol.

Now return to the elevator in the southwest corner of the level. Even though you may already have disarmed the floor traps, the elevator will still give you an electric shock if you touch the door. So, put the Yellow Key Card in an Item Slot. Then activate it as you would a weapon. Click the yellow cursor on the door, to disarm the electric field. Then open the door. Ride down to Level 2.

The Glow – Level 2

The room to the northeast has a dead Male Guard on the floor. You must get there. The room just north of you has one or two traps on the floor. There, destroy five dormant robots, for over a thousand Experience Points. If you do not destroy them on your way down, you will have to face the reanimated robots on your way back up. Two of them have Assault Rifles.

The three lockers on the north wall have 2 Explosive Rockets, 2 Frag Grenades and Leather Armor. Three blackened bodies in the south room have a Frag Grenade, Flamer Fuel, a Plasma Grenade, Plastic Explosives and Dynamite. From the Male Guard in the northeast room, take the Red Pass Key. However, use the *Yellow Pass Key* to open the elevator in the southwest part of this level. If you use the computer near the elevator to disable emergency power, the elevator will not work.

The Glow – Level 3

On your way to the elevator in the northeast part of this level, kill the four robots lying dormant on the floor just east of you, for the Experience Points. Two of the robots have, between them, a Shotgun, 40 Shotgun Shells and an Assault Rifle. Four lockers in the two rooms northwest have 2 Mentats, some Buffout, 2 Stimpaks, a First Aid Kit, 48 10mm JHP, 30 14mm AP, 100 5mm AP, 50 .223 FMJ, 20 .44 magnum JHP and 40 Small E-Cells. Replace the Yellow Pass Key with the Red Pass Key and then use it to disable security on the elevator door northeast. Ride down to Level 4.

The Glow – Level 4

Kill three dormant robots on the floor in the room west of the elevator, for more Experience Points. One of them has an Assault Rifle. In the room to the west, the wall locker has a Rocket Launcher. Some lockers near the elevator northwest have a Geiger Counter, a First Aid Kit, a Tool, a Dean's Electronics, RadAway, Rad-X, 3 EMP Grenades, 50 5mm AP ammo, 2 Rockets AP and an Explosive Rocket. Save your game before you activate the ZAX computer.

Activate the advanced ZAX 1.2 mainframe computer in the central room. With Intelligence 5+ and a bit of Luck, you can tell it "Grant me access to the mainframe". Read the history of West Tek, maker of T51b Power Armor and the FEV Virus. Download personnel records, Power Armor data and FEV data. Read this info in the Status menu of your Pip-Boy. Note that the heading for the Power Armor in that menu is missing, but the blank space for that link still works.

A game of Chess with ZAX takes time and you only get Experience for the first win. You have *no* chance to win in the Purist version of the game. However, in the Full version of Fallout Fict, you have a 33% chance to win. Use Mentats to raise your Intelligence to 10. With Luck, (5 works) beat the computer at chess. Bullet pays 200 Experience, Blitz pays 300, Quick pays 400, a 60-minute tournament pays 450, a 120-minute tournament pays 550 and a 180-minute tournament pays 650. You have enough time to play the longest game. Reload your save if you lose.

In a small room on the south wall, three wall lockers have 2 Rockets AP, a Crowbar, an Assault Rifle, a Big Book of Science, a Leather Jacket, a Tool and a Dean's Electronics. In the southwest room, search the body of a guard for his Blue Pass Key. You would think you could use the elevator in the northwest to get to Level 5, but you cannot because there is not enough extra emergency power to do that. Your only choice is to use the Red Pass Key to again open the northeast elevator. Then ride it down to Level 6.

The Glow – Level 6

Kill two dormant robots for 475 Experience Points. One of them has a Sniper Rifle. On the west side of the level, the first room south of the elevator has a dead body with a Stimpak and 40 Small E-cells. The room south of there has two more dead bodies. They have a RadAway, Knife and a Plasma Pistol. The room south of there has a body with 20 .44mag JHP ammo and 50 5mm JHP ammo. On the east side of the level, the room south of that elevator has a body with a 10mm Pistol.

One computer on this level is still in working condition. Stand near it. Open your Skilldex. Select the Repair button and then use it to repair the generator, left of the computer. Get 1,000 Experience Points for doing so.

Now access the computer and then choose Power Management>Primary Power>Reinitialize Primary Power, which turns on the lights. It also activates any robots you did not already destroy. Now use the Blue Pass Key to disarm the electric field on the elevator in the northwest corner. Update your save and then ride the elevator *up* to Level 5.

The Glow – Level 5

There are seven robots lying on the floor of this level. Because you turned on main power, some of them come to life as soon as you open the door east. This can be a very difficult fight. Target the larger Sentry Robots first, because they do much more damage. Two different tactics can help you with this threat. One requires the package of Dynamite that you might have collected.

If you have Dynamite, put the Blue Pass Key in an Item Slot. Then stand close to that door east. Open your Inventory, use your Command Cursor to click and hold the picture of the Dynamite, select the Open-hand Icon to get a timer window, set the timer to 60 seconds, scroll up to the top of your Inventory. Click and hold your Command Cursor on the ticking Dynamite, select the Drop-hand Icon to drop the charge at your feet. For a second explosion in the same place, set the timer on the Plastic Explosives too. Then open the door. Combat will begin immediately, but the robots use up their Action Points coming toward you. Run to the elevator door. One Sentry Robot will come to stand near the ticking bombs. If it does not, end your turn to force it to move. At your next turn, assuming you survived the first robot attack, use the Blue Pass Key to disable the elevator security and then ride up to Level 4. You should hear two explosions from the level below you.

The Sentry Robot standing at the door should be damaged or destroyed. Heal up and then go back down to Level 5. If you need to, target the damaged Sentry Robot. The smaller robots do minor damage, but it adds up over time. As you move closer to the other robots they will initiate combat. Shoot once, enter your Inventory and then heal and reload your weapon. Repeat this tactic until all the robots are destroyed. Sometimes, after a robot takes enough damage, it runs away from you.

Another tactic you might use is to turn off Primary Power. This will cause any active robots to drop to the floor, dormant again. Then you can destroy them at your leisure. To turn off the power, however, requires that you access the working computer in the room past the east door. To do that, you must first exit combat and the robots will not allow that, except the ones in the far room.

After you have cleared out the robot threat, you have access to a treasure trove of high technology. The Sentry Robots carry a Shotgun, 20 Shotgun Shells and a Sniper Rifle. Two wall lockers next to each other have 3 Stimpaks, a First Aid Kit, 2 RadAway and a Strange-looking Diskette. Access the disk in your Inventory for 110 Experience Points. Read the Alpha Experiments Log in your Pip-Boy Status Menu. It details the Immunity Virus experiments done by West Tek.

An upright locker south of there has a Guns and Bullets magazine and a suit of Combat Armor, possibly better than what you are wearing. The first in a row of seven wall lockers along the east wall has another Strange-looking Diskette. Read it for 110 Experience Points. This is the Delta Experiments Log, but is totally corrupted. The other wall lockers have 200 5mm JHP ammo, 150 5mm AP ammo, 90 14mm AP ammo, an EMP Grenade, 2 Plasma Grenades, 3 Frag Grenades, a Minigun, 2 Assault Rifles, a Radio, 80 Small E-cells, 100 Micro Fusion Cells, a Geiger Counter, a Motion Sensor, a Stealth Boy, a 10mm Pistol, a Laser Pistol and a 14mm Pistol.

There are two potential uses for the Radio at the Mariposa Military Base later. The Stealth Boy fits in an Item Slot, where you can turn it on, raising Sneak by 20 points. It can be used anywhere you need a bit more stealthy approach. This includes using it to potentially steal a part needed to repair a broken suit of Power Armor that you later find inside the Brotherhood of Steel bunker.

An upright locker west of there has 50 Micro Fusion Cells and a very powerful Plasma Rifle. Now is a good time to spend Skill Points on Energy Weapons. A third upright locker, in a small room on the west side of the level, has another Strange-looking Diskette, for 200 Experience Points. This FEV Experiments Disk has details of experiments done using the virus on animals. Two pairs of intelligent raccoons escaped to create The Burrows, an unimplemented game area.

You are now flush with treasure, so return to the surface. Use the Blue Pass Key and then the Red Pass Key. At the surface, get at least one wasteland square away from The Glow before you read the Skill Books you collected. *Use some RadAway* if you absorbed any radiation. Then return to The Hub to sell off your treasures. From there; return northwest to the Brotherhood of Steel base.

The Brotherhood of Steel Bunker

When you arrive at the B.O.S. Bunker, speak with Cabbot, the same guard you spoke with earlier. He asks you if you retrieved the artifact, which was the holodisk that you found on the Power-Armored soldier on Level 1 of The Glow. After you give it to him, surprised at your success, he will open the door. You get 2,000 Experience Points and +1 Karma.

B.O.S. – Level 1

The first thing you should do is get some easy upgrades. Enter the training room in the southeast and then watch Thomas train the recruits. After a minute or so, check the message window for a series of five 1-point upgrades to your Unarmed *and* Melee Weapons Skills. In addition, get 500 Experience Points. Then speak with Talus, the Power-Armored soldier standing next to you. “How do I get better weapons and equipment?” Then “Thanks, what about some high-tech weapons?” Then “I really need some better firepower.” Then say “Sure. What’s the problem?” He wants you to find a lost Brotherhood Initiate. Tell him “I’ll check it out.”

Open the circle-door to find Michael’s desk just on the other side. Ask Michael for a suit of Brotherhood Armor and your choice of several types of ammo. After you get the gear, speak with him again. “Is there anything I can help you with?” He gives you three EMP Grenades to deliver to Sophia on Level 3. Then ride the elevator on the west wall, down to Level 2.

B.O.S. – Level 2

Speak with Doctor Lorri, in the room northeast of where you arrive. She can cure radiation damage and heal you if you are poisoned. Ask her about operations. She charges 2,000 to 6,000 Caps depending on the type of surgery. You may have *only one* surgery. A good choice is raising your Endurance by one point. Extra Endurance gives you more Hit Points ($15 + \text{Strength} + \text{Endurance} \times 2 = \text{HP}$). But if you want to help the ghouls in Necropolis (see page 26) you may want to wait until later for this operation because it takes a week to recover. Perception surgery also takes one week, but Strength, Intelligence and Agility all take three weeks. Lorri can heal *any* other damage too.

One of two lockers behind the doctor has Mentats (15% chance of addiction, but not permanent), RadAway, Psycho, Buffout, Rad-X and 2 Super Stimpaks. Jerry, in the room northeast, is your bunkmate. Find 50 5mm AP ammo and 20 .44 magnum JHP ammo in the two footlockers there. Footlockers in three locked rooms south of there have ammo. Ride the elevator down to Level 3.

B.O.S. – Level 3

Enter the room where you see many scribes wearing purple robes. Speak with scribe Sophia, to give her the grenades. Speak with Sophia again. Ask her “What is this place?” Then ask her where you can find holodisks. Then ask her for a holodisk on Brotherhood history. Read that disk for 100 Experience. In your Status menu, read “Sophia’s Disk”.

In the same room, ask Vree “What’s causing all of the mutations”? She will give you a holodisk named *Vree’s Autopsy Reports*. Open it in your Inventory, to get 135 Experience Points. Also ask her about holodisks; how to read them. Then ask where you can learn computer skills. Vree tells you to spend some time with automated learning courses. After the conversation ends, she runs over to a computer terminal and tells you to use it. After you spend 12 hours of game time at the computer (even though the message window says 6 hours), you get +15 to your Science Skill. Afterward, speak with Vree about preventing radiation poisoning. She will give you a free Rad-X.

Speak with Kyle, a knight in the southeast room. Ask him what he does. He will loan you his tools and give you a manual to repair a set of Power Armor you can see lying in pieces on the table. First though, you must find a working Systolic Motivator. Save your game.

If you have very high Luck, Speech and Charisma, you can convince a Paladin named Rhombus to *give* you the motivator in his locker. His room is on Level 1, just south of the west elevator. Alternatively, late at night when Rhombus is in the back room, put a Stealth Boy in an Item Slot and turn it on. In Sneak mode, with a Sneak Skill of at least 100 (120 is better) open his locker and then *steal* the motivator. If the locker squeaks when you open it, Rhombus will hear it and then confront you. Tell him you are new here and he will let you go.

Another way to get a Systolic Motivator is to speak with Michael on Level 1. First tell him that you delivered the grenades to Sophia, for 300 Experience. Then tell him “I’m looking for a Systolic Motivator”. Then “No I don’t, but it’s imperative that I get that part”. Then “Come on, please? I really need this part”. Then, if needed, “You know Michael; you’re probably one of the brightest guys I’ve talked to here...” Even with Charisma 2 and Speech 55+, he will give you the motivator.

Once you have the motivator, give it to Kyle. He installs it and, after a screen fade, gives you a Dean’s Electronics. Save your game. Use your Repair Skill (55 works) on the largest piece of the armor on the table. The completed 100# suit lies on the floor. Get 500 Experience. You could also do the Kidnappers quest (below), to get Power Armor. In the Full version, companions can wear it.

B.O.S. – Level 4

Enter the conference room to the northeast. Speak with one of the Elders. He motions you closer to tell you that they think their aging General Maxson must be a bit crazy when he talks about an army massing in the northwestern part of the wasteland. The Elder wants you to go there and see if there is any truth to what the General says. Agree to do so.

Then go south a bit to the room where you see Mathia wearing Power Armor. Standing next to him, wearing blue robes, is General Maxson. Speak with him about war. Tell him what you found out about the missing caravans and that you will scout the area north. If you ask for better weapons, a dialog box pops up and then you can ask Mathia for them.

You have a choice of a Sniper Rifle, Rocket Launcher, Laser Pistol, Power Fist or a Ripper. Back on Level 1; if you did not earlier, get 300 Experience from Michael for delivering the grenades to Sophia. Exit the facility through the north elevator. Save your game and then return to The Hub.

The Hub – Kidnappers

Choose to go to Old Town. Set up your ambush of the four kidnappers who are hiding out in the building just south of where you arrive. There are at least two ways to do that:

1. If their door is open, you could stand against the wall of the warehouse across the street, near the broken streetlight. Find the sweet spot where you can target one of the kidnappers through the open doorway. Update your save and then initiate combat. Take a long-range shot at a kidnapper and then use your remaining Action Points to run south along the side of the warehouse. Keep in mind that one critical shot from them can kill you.

If you survive the first attack, enter the warehouse. Once inside the empty building, you can use the walls as cover. Shoot the nearest pursuing kidnapper once and then retreat behind that cover. This should stretch out the line of enemies so that you can pick them off one-by-one. Keep updating your save as you have success. After the battle, kill off any stragglers inside the hideout.

2. A safer way to kill the kidnappers, especially if the door is closed, is to start your attack from the window on the south side of the hideout. Take one shot through the window and then run west, to the corner of the building where you met Harold. When it is again your turn, shoot once and then run south toward the next corner. In this manner, you force the kidnappers to use their Action Points chasing you around the building. In addition, you can use the corners as cover.

After the battle, get 500 Experience and +1 Karma. Use the bookcase to store any excess inventory for use later. Unlock the door to the small back room and then speak with the Brotherhood Initiate, who thanks you and then walks away. Collect the dropped weapons and ammo and then trade them for something you want. Save your game and then return to the Brotherhood of Steel.

Return to the Brotherhood of Steel

On Level 1, enter the training room and then speak with Talus, who thanks you for rescuing Brother Jonathan. Get 1,500 Experience Points and +1 Karma. If you have good Karma (16+), Talus offers you a choice of rewards: a Laser Pistol, Rocket Launcher, Super Sledge or Power Armor. Pick up that reward from Michael, at the desk just outside the circle-door. If you chose Power Armor, it will raise your Armor Class to 35, add 3 to your Strength, give you +75 to your carry capacity and raise resistances to damage. Normal resistance goes up to 12/40, Laser to 18/80, Fire to 12/60, Plasma to 10/40 and Explode to 20/50. Note that the Plasma Damage Threshold (40) is the only one of these resistances that is less than that of Combat or Brotherhood Armor.

Necropolis

If you still have the Junk parts you found inside a crate in Jacob's gun shop in The Hub, take them and 4 Mentats, to keep options open. Find this ghoulish city, just northeast of The Hub. If you arrive before March 25, 2162, its population of ghouls is alive. You can save Necropolis if you continue to let them live. But do not interact with the short-tempered ghouls or try to take their possessions.

Inside the lobby of the Motel of Doom, stand behind the counter. Use your Science Skill on the monitor to find a wiring fault. Use your Repair Skill (70) to fix it. The monitor lights up. Boot the *Macrossoft Wyndoze 99* operating system, an excellent Easter Egg. Open the *CD Fallout*. The first file is the full version of *Fallout*, which gives you 100 Experience the first time you play and 25 the next three times. The second file is the *Scrapheap Demo* version, which gives you 25 Experience.

If you get to Necropolis *after* March 25, 2162, you should find almost all of the ghouls lying dead, victims of an invasion by three Super Mutants. This part of the game is buggy though, so some ghouls may still be standing. If they *are* dead though, scroll down this document to the following heading: **Necropolis – (if you arrive after March 25, 2162)** Otherwise, continue below.

Open a manhole on the west side of the motel. In the tunnel at the bottom of the ladder go north to the next Exit Grid, where you find four Undergrunder Ghouls. Speak with the nearest one. Ask him about Set, who controls the water supply. Until recently, these ghouls pumped their water. Now their water pump is broken and they have to rely on Set for water. The ghoulish asks if you are going to steal their Water Chip. Ask why and then ask whether their water pump can be fixed. If you brought the Junk from Jacob's gun shop or went down into the sewers to get it, show the parts to the ghoulish. If your Repair Skill is *less than 60*, he gives you 3 Dean's Electronics.

If you did *not* bring Junk parts with you, offer to go down into the sewers to get the parts need to repair their pump, otherwise the ghouls will all die from lack of water after you take Set's Water Chip from his water pump computer. If you take the chip before you fix the pump, all the ghouls will attack you because, without water, they have no reason to live.

So, zigzag north. Bypass one ladder, continuing north instead, to the next Exit Grid. Now find a ladder that takes you up to the surface – near the Watershed. West and then north of there, Super Mutant Larry will not harm you. Near him is a manhole that will take you down to the sewers if you need the Junk. Down there, kill many rats until you can get to the Junk parts lying on the ground to the northeast. Now exit up the same ladder and get ready for Super Mutant Harry.

North of where Super Mutant Larry stands, is the building with the pump that needs repairing. If you have good Luck, Charisma (6 works) and Speech (75 works), Super Mutant Harry will let you to inside, because you convinced him you are a ghoulish or a new type of robot. Women can sweet-talk him. Mentats can help – raising Charisma. Save your game before you speak with him.

If you can get Larry to believe you, then later you will get an extra 1,500 Experience Points for taking the Water Chip without killing mutants. If your skills are lacking, then Harry will take you to see Lou the boss mutant, who is wearing a bionic eye. You can have a long polite conversation with him. He will tell you that they are on a mission to physically convert all humans into Super Mutants, by dipping them into vats of green FEV virus. They follow the teachings of the Master.

Harry interrogates you on the location of Vault 13, so that all your friends can be converted too. Each time you refuse to tell him, Harry knocks you to the ground. If you *do* tell him, a very good cut scene shows your mummified body being lowered into the vat of FEV. You become a mutant. Then you go with a squad of Super Mutants to kill all the humans inside Vault 13. The game ends.

Of course, because you saved your game, it can continue. Now you know your skills are lacking, do not even speak with Super Mutant Harry. You can kill the mutants or still get the extra Experience Points by allowing them to live – luring them away from the building.

1. A frontal assault on these mutants is suicide. They carry Mini-guns and a Rocket Launcher. So, circle around the east side of the Watershed until you get to its north side. Then use your Plasma Rifle to snipe one of the four mutants through one of the windows on the north side. After one shot, use your remaining Action Points to move toward the northeast corner of the building, keeping you out of range of the Mini-guns. Here, a long-range Sniper Rifle can help you.

Take targeted shots at the mutants. They may still take shots at you, but will usually not damage you, except for the Rocket Launcher, which can kill you even if you are wearing Power Armor.

2. To get inside the Watershed without killing any mutants takes quite a bit of time but it can be done. Run along the east side of the largest building until you get to its north side. Then use your *least* powerful weapon to shoot one of the four mutants inside, through one of the windows on the north side. After one shot and without having killed the mutant, use your remaining Action Points to move toward the northeast corner of the building, keeping you out of range of the Mini-guns and the terrible long-range Rocket Launchers. Keep going south, to the vicinity of the building with the manhole, where you entered the map. After the mutants get to the east side of the big building and you are far ahead of them, End Combat, which leaves the mutants standing there.

Use a similar method to lure away mutants Larry and Jerry. This time though, take them as close to the southwest or northwest Exit Grid as you can. Then step on that grid. Choose to return to the Necropolis Motel. Go through the sewers again, back to the small room south of the Watershed. Enter the Watershed, without having killed any mutants, worth a full 2,500 Experience Points later.

Repair the Water Pump

After the fight (or luring the mutants away), inside the Watershed building, check two bookcases for 72 10mm AP ammo, 48 10mm JHP ammo, 20 .44mag JHP ammo, an Assault Rifle and 2 Rockets AP. Then walk to the northeast corner of the building, to stand near the big water pump.

Repair the water pump by clicking and holding your Command Cursor on the water pump. Then scroll down to the Backpack Icon and then choose the Junk that you found in the sewers or scavenged from Jason's gun shop in The Hub. Get 1,000 Experience Points and +1 Karma for repairing the pump. This may take several tries. Then walk to the south part of the building.

Speak with the ghoul locked in a cage. Tell him that you are there to release him. Unlock his cell door and then open the door, to get 500 Experience Points and +1 Karma. In the room east of his cell, find a manhole that takes you down to a small room with a second manhole. Climb down the next ladder to find Vault 12, which is now inhabited by Glowing Ghouls. Save your game.

Necropolis – (if you arrive after March 25, 2162)

In all but the Purist version, only if you change `FalloutFix\DATA\DATA>VAULT13.GAM` to `NECROPOLIS_INVADED_DATE :=110`; (or a number much less than the default 64000).

You arrive at the Motel of Doom and most of the ghouls lie dead on the ground. Kill the three Super Mutants inside the motel. The motel desk has 4 Flares and Dynamite. Ammo and meds lie about on the floors of the rooms. Surrounding the motel are three manholes. Choose one and then kill four Greater Mole Rats in the southeastern corner of the sewers below. Then work your way north to a room where four Undergrounder Ghouls lie dead. Find a First Aid Kit on the floor.

Kill a group of rats and two Greater Mole Rats in a dead-end tunnel to the east. Then zigzag north. Bypass one ladder, continuing north to a second ladder, which takes you up to a small building. Outside, you see Larry and three more Invading Super Mutants standing near a large building. This Watershed contains a water pump that you can repair, if you have some Junk parts. Inside the building are four more Super Mutants. Terry, a ninth Super Mutant hides inside the building east of Larry. None of them will talk with you. Get more Experience later if you kill fewer mutants.

1. A frontal assault on these mutants is suicide. They carry Mini-guns and a Rocket Launcher. So, circle around the east side of the largest building until you get to its north side. Then use your Plasma Rifle to snipe one of the four mutants through one of the windows on the north side. After one shot, use your remaining Action Points to move toward the northeast corner of the building, keeping you out of range of the Mini-guns and the longer-range Rocket Launchers. Here, a Sniper Rifle can help you, because it too has exceptional range. Use it to take targeted shots at the mutants. They may still take shots at you, but will usually not damage you, except that the long-range Rocket Launcher can kill you with one hit, even if you are wearing Power Armor.

2. To get inside the Watershed without killing any mutants takes quite a bit of time but it can be done. Run around the east side of the largest building until you get to its north side. Then use your *least* powerful weapon to shoot one of the four mutants inside, through one of the windows on the north side. After one shot and without having killed the mutant, use your remaining Action Points to move toward the northeast corner of the building, keeping you out of range of the Miniguns and the terrible long-range Rocket Launchers. Keep going south, to the vicinity of the building with the manhole, where you entered the map. After the mutants get to the east side of the big building, End Combat, which leaves the mutants standing there.

Use a similar method to lure away the rest of the mutants. This time though, take them as close to the northwest Exit Grid as you can. Then step on that grid. Then choose to return to the Necropolis Motel. Go through the sewers again, back to the small room south of the Watershed. Then lure the next group of mutants to the west Exit Grid. Again step on the Exit Grid. Return to the motel and then through the sewers. Lure any remaining mutants to the southwest Exit Grid. Now you should have access to the water pump inside the Watershed, without having killed any mutants.

If you did not bring Junk parts with you, then go down a manhole just south of the Watershed, where mutant Larry was standing. A ladder will take you down to the sewers. Down there, kill rats small and large until you can get to the Junk parts lying on the ground to the northeast. Now exit up the same ladder. Then enter the Watershed building.

Two bookcases in the first room of the Watershed have 72 10mm AP ammo, 48 10mm JHP ammo, 20 .44mag JHP ammo, an Assault Rifle and 2 Rockets AP. Repair the water pump by clicking and holding your Command Cursor on the pump. Then scroll down to the Backpack Icon and then choose the Junk that you found in the sewers or got from Jason's gun shop in The Hub. Despite the fact that almost all of the ghouls have been killed by the Super Mutants, you get a message that the ghouls are thankful that you have repaired their water pump and +1 Karma. You also still get the 1,000 Experience Points that you would have gotten if the ghouls were alive.

The ghoul inside the cell in the south room has also been killed, so you miss the 500 Experience Points you would have gotten if you freed him. East of the cell, open the door and then go down the manhole, to find *another* manhole. Climb down to find a tunnel that leads to a hidden vault.

Vault 12

At the two manholes, the game continues the same whether the mutants invaded or not. Kill the first two Glowing Ghouls you see, before they can irradiate you. Ride the elevator down to Level 2, where you find six more ghouls. The three ghouls in the room northwest are guarding a wall locker where, if you need it, you can take 2 Rad-X, but the ghouls in that room will object.

Your main reason for being in Vault 12, however, is down on Level 3. So, ride the elevator down and then cross the room to the southeast corner, where you see a working computer with blinking red lights. The ghouls will not stop you from going there. In fact, if you have repaired the water pump, they will not try to stop you leaving either. However, if you have not repaired the pump, then all the ghouls on Level 3 will attack you after you take the Water Chip from the computer. For getting the chip, you get 1,000 Experience if you killed six mutants, 1,500 if you killed four mutants, 2,000 if you killed two mutants, 2,250 if you killed only one mutant and 2,500 Experience if you did not kill *any* Super Mutants. Get +3 Karma too. Now return to the surface.

Kill the Mutants for Set

If you arrived before March 25, 2162 and you did not kill all of the mutants, you could, if you wish, do that now. In fact, killing the mutants is the *only* way to get the good ending for Necropolis and +7 Karma. You also get a small reward from Set, the ghoul who controls water deliveries from a large building in the Halls of the Dead. If you arrived after March 25, 2162 then Set should have been killed by the invading mutants and Necropolis will have a bad ending no matter what you do. However, you can still get much Experience for killing the mutants if you have not already done so. Three invading mutants are inside Set's building, formerly a church. Then, if you earlier let the Watershed mutants live, you could kill them as well, which maximizes your Experience.

To get to the Halls of the Dead; use the brown Exit Grid west of the Watershed, which takes you to the Vault-Tec map. Choose Necropolis and then choose the Halls of the Dead. If it is daytime, the guard will tell you to come back at night. To use your Pip-Boy clock, use the Exit Grid again, to go to a nearby patch of desert. Change the clock and then return to the Halls of the Dead.

Open the door and then go all the way to the east end of the building, where Set stands with two of his guards. Tell him that you are there to speak with the boss; to collect a bounty for killing the mutants. Set tells you to follow Garret to a room. You could speak with Set ahead of time to get the contract to kill the mutants and then return here later.

Garret gives you 50 Caps, 4 Nuka Cola and 4 Flares. If you are insulted by this meager reward, you could kill Set, which causes about a dozen of his guards to assault you. This is a long fight and another location where the Bonus Move Perk can help you escape your pursuers.

In either case, whether you kill all Set's ghouls or the three invading Super Mutants, you can loot several containers. Two Ice Chests in the building have 3 Frag Grenades, 100 5mm JHP, an Assault Rifle, 2 Stimpaks and 40 5mm AP ammo. There are two Desks in the building, containing 2 Stimpaks, an empty Backpack, a Tool, a Lock Pick set, a Guns and Bullets magazine and 100 .223 FMJ ammo. There are two easily-accessible Bookcases in the room, holding 2 Beers and 60 14mm AP ammo. There is a Dresser in the room with 2 Mentats, Buffout and a dose of Psycho.

There is also a trapped and locked hidden door in the room southeast. Past it, a Bookcase has a Club, a Shotgun and 40 shells for it. A locked refrigerator has 4 Nuka Cola, 4 Flares, another Shotgun and another 40 shells for it. The smaller building east, has a locked door. Past it, two Bookcases have a Lock Pick set and two bottles of Booze. If you arrived here after March 25, 2162 then the sole remaining ghoul left alive stands behind a bookcase in the building on the southeast corner of the map. He will describe the massacre to you.

Return to Vault 13

You have been away from home a long time. Vault 13 is far to the northwest. After you arrive, go down to Level 2. Save your game and then speak with red-haired Cindy in the southeast room. She asks if you have found the Water Chip yet.

Answer her "No luck yet, but I know I'll find it..." Then "What happened?" Then "That's terrible! What can I do?" Then "I'll take a look around". Save your game. Set the clock to midnight, when most everyone is in their room. If your Charisma is not 6+, eat Mentats. Now go down to Level 3 and stand around the corner southwest of the storage room that holds the Blue Water Flasks.

A sleepy vault-dweller walks around the corner and stops near where you stand. Wait for the man to return the way he came. He should enter the storage room and take water from a footlocker. Then he walks to the elevator. Stop him before he gets to the elevator. Ask him what he is doing.

He tells you he had a nightmare and is out for a walk. Tell him that you must search him. The water thief becomes upset with you. Threaten him and then search him. With Charisma 5 or 6 and Speech 60+, find the stolen water. Get 1,000 Experience for catching the water thief.

If he walks to the elevator without going into the storage room, run to the elevator, to open it yourself, before he does. This may trigger the correct script. If you get into a fight with the vault-dweller and then kill him, you only get 500 Experience Points.

Now stand *close* to the Overseer's console to speak with him. Give him the Water Chip. He installs it and then checks that it is operating the way it should. Then he tells you to download the data you have collected in the wasteland. A screen fade takes you to the library computer and you automatically get 7,500 Experience Points. Then return to the Overseer. He has read your report and is concerned about all the mutants you saw. He believes that someone must be creating Super Mutants. The safety of the vault is still at risk. He sends you to destroy a Mutant Lab.

Return to the library and then use your Science Skill to access the computer on the north wall. Get 350 Experience Points. This might be a good time to stop off at the Brotherhood if you delayed that operation from Lorri on level 2. Time is no longer much of a factor in the game.

Return to the Raider Camp

If you did not destroy the Raiders earlier, because you were too weak to do so, now would be a good time to do that. This gives you a more upbeat ending to the game. The base is southeast of Vault 13 and Shady Sands. Many of the 19-20 Khans have only Spears with which to attack you. Kill all the outside Khans before you enter the building because, unless you earlier rescued them, the Khans may kill the two battered women captives (worth 400 Experience) in the center room.

After the battle, get +6 Karma. Collect 20 .44 Magnum FMJ ammo from a tent and Fruit against the west wall of the main building. If you did not take it earlier, find a Guns and Bullets Skill Book in the outhouse. Behind it, find a Frag Grenade. Inside the building, find 2 Molotov Cocktails on a Bookcase. The Desk has 80 .44 Magnum FMJ ammo and 40 Shotgun Shells. The Refrigerator has Dynamite, 5 Shotgun Shells, a Shotgun, a Leather Jacket, 93 Caps and a set of Lock Picks.

The Mariposa Military Base

To leave all your options open, take a Radio, Electronic Lock Pick and purple robes along with you to this former military base, 13 squares west of Vault 13. When you first get there, it is marked Unknown. You see four Super Mutant guards. Save your game. If you do not holster your weapon, they will attack you as soon as you approach. You have several ways to enter the base:

1. Wearing Power Armor; put away your weapon. Speak with the mutant near the guardhouse. He will insist that you follow him to his Lieutenant, who will interrogate you on Level 4 of the base. The Lieutenant wants to know the location of Vault 13. If you tell him, then the mutant army invades the vault and the game ends. If you refuse to reveal the location, then he beats you.

After three beatings, he sends you off to be mutated in a vat of the FEV virus, also ending the game. However, during the beating, if you are quick, just after he knocks you down, you have the opportunity to get up and then run to the west part of the level.

The elevator there will take you up to Level 3, where there are three more mutants. If you kill them, then you can use the Level 3 elevator to ride up to Level 1 and then fight your way to the exit on the east side of the level. Outside, the four mutant guards are still waiting and the door to the base will lock behind you. This is an interesting diversion, but is not the most efficient way to go through the base, because you have now alerted the Lieutenant and the other mutants on Level 4.

2. A more efficient way to get inside the base is to equip the Radio you brought with you. Put the Radio into an Item Slot and then click on it as you would a weapon. A dialog box pops up, giving you three choices. Choose "Command, we are under attack..." and then "Four miles south-southwest". Get 1,500 Experience Points for tricking the mutants into leaving their posts.

Three of them walk off the map southeast. Now you have only one mutant to kill. Then use the code scratched on his holodisk, your Lockpick Skill or an Electronic Lock Pick to unlock the door to the base. Save your game. Inside, unless the fight outside was very brief, three mutants have likely been alerted to your presence.

3. You could instead kill all four outside Super Mutants. Two of them are Nightkins, wearing black armor. They carry long-range 12-shot Laser Rifles that use Micro Fusion cells. They can shoot you, even past the holes in the black chain link fence, but your weapons may not have the range to shoot back unless you have a Sniper Rifle or your own Laser Rifle. If you move toward them, they will use their Action Points to shoot you down. If you move *away* from them, they will use up their Action Points chasing you, eventually coming within range of your weapon. When that happens, you have a slight advantage. This battle *will* set off the alarms inside the base.

After the fight, find a damaged holodisk on the corpse of one of the mutants. Activate it in your Inventory to see a message scratched on the disk – KODE 010597. Also collect 250 Micro Fusion Cells, EMP Grenades and a long-range Laser Rifle. You will likely make good use of it inside the building. Even though you killed all four outside mutants, you can still use the radio to get the 1,500 Experience as mentioned above. Unlock the door to the base, using your high Lockpick Skill, an Electronic Lock Pick or read the code on the disk and then click on the door. Save your game. Inside, see flashing red emergency lights and three Mutants. Yellow Force Fields block your path.

4. Equip the purple robes and then drop your Power Armor on the ground near the Exit Grid. Optionally, use the Radio to trick three of the mutants to leave the map. Get 1,500 Experience. Speak to the Nightkin guarding the door “I’m with the Cathedral. Let me by”. He will allow you to pass. Use the Electronic Lock Pick to unlock the door to the base and then enter. If you fail three times, the Nightkin(s) will attack you. Inside; the base will *not* be on alert. The force fields are down, the robots are in their recharging stations and all the electric floor plates are inactive.

Mariposa Military Base – The Quick and Easy Way

If you are wearing purple robes, then ride the elevator down to Level 3. Note that you take damage when you walk through Orange Force Fields, so keep track of your health. The first guard you meet will tell you to leave. Tell him “Ok” and then walk past him to the elevator south of where he stands. Flip, the black-clothed Krupper mutant will not stop you.

Ride down to Level 4 and get 2,000 Experience Points for not getting caught. Save your game and then walk to the corner east, near Van Hagan and Lou the Lieutenant. From the corner, take one or two steps south and then wait for a conversation between the two. In white floating text, they reveal the Master’s plans for Vault 13 and you get 1,000 Experience for successful eavesdropping. You could activate the Mr. Handy robot and take it with you – see option #1 on page 42.

Enter the Control Room northwest. Use your Science Skill on the VATS computer on the north wall (or steal a key card from one of the technicians and use that). Then activate the computer to get a set of choices. Download logs for Captain Maxon and Richard Grey. Read those audio logs in your Pip Boy later – to learn their back story. Then *Display Security Codes*, to see a list. Then *Attempt to hack through the firewall....* (Science 80) which gives you a description of what all the codes mean. Choose *Silent self-destruct in three minutes* (31914-1041-1251514). The Full version has 5 and 10 minute timers in addition. You have 180 seconds or more to leave the facility and then step on the Exit Grid before the military base explodes.

Mariposa Military Base – A Bit More Difficult

If you lured three of the four outside mutants away from their posts and then had a very brief fight with the remaining mutant, then he may not have had time to alert the base. Take his damaged holodisk and then read it, to learn the entrance code that unlocks the door. Click on the door to unlock it and then open the door. Find yourself in an entryway with no immediate enemies waiting for you. The security lights are not flashing. All the Yellow Force Fields are off.

The room on your right has four mutants, two with Rocket Launchers and two with Miniguns. For the moment, they are not a problem for you. However, on your way back from the levels below, they may have moved to the entryway, blocking your exit. If you attack them now, the base will go on alert and all the mutants will be gunning for you, including those standing in a group in the room on your left. So avoid alerting them by going north, to the room with three computers.

To disable a Yellow Force Field, use Repair. If you have a high Science Skill (80 works), then access the center computer. It tells you that it is a WLAN Artificial Intelligence, responsible for the operation of all three of the General Atomics International industrial robots on this level. It also controls the Robobrain on Levels 2 and 3. Ask the AI what programs it is running. You get three *Terminate* choices: Movement, Sensors and Pest Control. Choose one, to see your options:

For Movement, you can choose Maximum, Half or Minimum. These settings affect how many Action Points the Robobrain can use in any single combat turn. For Sensors, you can choose Full or Minimal, which affects how far away the robots can detect you. Note that these round-topped Robobrain stay in their recharging stations unless the alert is given. For Pest Control, if you choose All Pests, Small Living Pests or Large Living Pests and if you have not already killed them, three mutants suddenly fall dead in the room east of the entrance. If you tell the computer that it has the wrong date, it becomes confused and then locks up.

Exit the computer room and then stroll to the elevator. Ride it down to Level 2, which is an optional area with much treasure and the best place in the game to collect rockets for your Rocket Launcher. Two Yellow Force Fields appear disabled. You could destroy two robots first and then 14 or so Super Mutants but, as soon as you start combat, security activates.

After you have dealt with the robots, some of the mutants are alerted and come toward you. Set up an ambush for them. After that battle, end combat and then continue south to the next force field. Abel, the Super Mutant just on the other side of the field will speak to you. "You are not supposed to be here." Even though the Yellow Force Field may look disabled, for the purposes of this conversation the Yellow Force Field is up and working. Neither of you can shoot at the other. Your cocky dialog suggests that you think you are safe behind the field.

After he makes a threat, you say "How can you do that? What about the force field?" He says "Abel take care of that. Then Abel kick your ass". Then he turns off the field and attacks you. Kill him and the other twelve or thirteen mutants one-by-one, although no matter how careful you are, sometimes two of them attack you at the same time. Use doorways and corners as cover. Stand near corners during the battle, shoot once and then dodge behind that cover. Be aware that, although rare, there is a chance that a single attack by a mutant can hit you critically, killing you. One mutant hides by himself against a wall to the northeast.

After the battle, there is much treasure you could take, if you were not already overloaded with it. The wall locker to the northeast has: 4 Stimpaks and 2 RadAway. The three upright lockers to the north have: 2 Buffout, 2 Psycho, 2 Rad-X, 8 Stimpaks, 4 Super Stimpaks, 2 First Aid Kits, Booze, 4 RadAway and a Doctor's Bag.

The southern section of the level has eight Footlockers with: a Knife, 51 Caps, 2 Frag Grenades, 3 Stimpaks, 40 Small E-cells, 24 10mm JHP ammo, 30 14mm AP ammo, 50 5mm AP ammo and one EMP Grenade. If you have space for them and a high Throwing Skill, keep some EMP and Plasma Grenades to use in the fight against the Master. The two upright lockers in this bunkroom have 40 Caps, 50 Micro Fusion Cells, 50 .223 FMJ ammo, a Sledge, a Club and 2 Rockets AP.

The twelve upright lockers in the locker room have: 7 Plasma Grenades, 7 EMP Grenades, 7 Frag Grenades, 30 Flamer Fuel, 2 Flamethrowers, a Rocket Launcher, 2 Explosive Rockets, 3 Rockets AP, a Plasma Rifle, 4 Laser Pistols, 150 .223 FMJ ammo, 480 Small E-cells, 48 10mm AP, 2 Rippers, 96 10mm JHP ammo, a Minigun, 500 5mm AP ammo and 500 5mm JHP ammo.

Alternatively, skip this level entirely and instead ride the elevator down to Level 3 where, if security is off, you see three mutants inside a small room south of the elevator. The door is closed and they are not yet a threat to you. However, Flip, the black-clothed mutant in the south room will begin walking toward the elevator. Prepare to ambush him. After that battle, the other mutants do not seem to notice that you have killed him, and the security is still off. Notice the huge empty room to the east. There are at least 25 floor traps in that room between you and the elevator in the southeast, but if security is off, so are the traps. In fact, there is not good reason to go to that elevator. It has a sign on it telling you the elevator is out of service. So, you are forced to use the southwest elevator. If security is on, all mutants are alerted and the floor plates are active.

If security is off, only one mutant guards that elevator. Walk close to him and then ambush him. After you kill him, security activates. Somehow, the three mutants in the room south of the elevator have become aware of you. One of them will come after you. Ambush him and then return to the elevator to take care of the other two mutants. Otherwise, they will slow you down as you try to escape the destruction of the facility. After that fight, on your way to the south elevator, Flip's girlfriend speaks to you. She is waiting to be dipped in a vat of the FEV virus, to become more like her lover and is very upset with you for killing him. Ride the elevator down to Level 4.

If security on Level 3 is *on*, because you caused trouble on Level 2, then the three mutants have left the small room south of the elevator and are waiting for you. After you have dealt with them, walk east and then south to turn off the Yellow Force Field. Kill Flip and a second mutant. Then disable the second Yellow Force Field. Ride the elevator down to Level 4.

On Level 4, sneak north, away from the three mutants in the south room. Alternatively, kill them. Sneak around the corner east, through the Orange Force Field and then to the corner near where you can see three Super Mutants and purple-robed Van Hagen. Save your game. From the corner, even wearing Power Armor, sneak one or two steps south and then wait for a conversation between the two. In white floating text, they reveal the Master's plans for Vault 13 and you get 1,000 Experience for successful eavesdropping. You do not need to attack them. Backtrack to the hallway just south of the room full of purple-robed technicians. Enter that room.

If you killed the three mutants south of the elevator, you have the option to repair the collapsed Mr. Handy robot. *Save your game.* Use your Repair Skill on it. After it rises from the floor, use your Science Skill on the robot, to learn that its Radio is broken. To repair its Radio, click and hold your Command Cursor on the robot, choose the Backpack Icon and then click on *your* Radio. Now the robot can communicate with you in a dialog window. If you ask Robot #462 what his incomplete task is. He tells you that he has not finished cleaning this level. If you then tell him to complete his task, he restarts that task and then rolls off north, straight into the force field emitter, exploding the robot and, if it is active, the force field.

On the other hand, if you ask the Mr. Handy about his self-defense mechanisms and then what he means by deadly force, you can ask him whether his system can be reprogrammed to a combat system. Then you have an opportunity to hack into his system, in an attempt to bypass his current protocols. This requires a bit of luck (5 works). If you are unsuccessful, the robot will attack you. If you crack its codes, the robot will follow you, attacking with its Minigun any aggressive enemy. If you repair the self-healing robot *after* you set the destruct code, you immediately die in the explosion of the military base, so don't do that. The Mr. Handy can be your wasteland companion, but will eventually run out of ammo and then can only bump into enemies, doing minor damage. In addition, the Mr. Handy can follow you so closely that he blocks your movement, forcing you to load a previous save. Find two packages of Plastic Explosives inside the Footlocker in this room.

Inside the Control Room, use your Science Skill on the VATS computer on the north wall (or steal a key card from the technician standing in front of the computer). Then activate the computer to get a set of choices. Download logs for Captain Maxon and Richard Grey. Read those audio logs in your Pip Boy later – for some back story. Then *Display Security Codes*, to see a list. Then *Attempt to hack through the firewall....* (Science 80) which gives you a description of what all the codes mean. Choose *Silent self-destruct in three minutes* (31914-1041-1251514). The Full version has 5 and 10 minute timers and you might want to choose the 10 minute option because you may have to fight your way out of the building.

Ride the elevator up to Level 3, disable the two Yellow Force Fields and then ride the next elevator up to Level 1. Sneak or fight your way out of the building, depending upon how the mutants have deployed. You must step on the Exit Grid before the military base explodes.

Mariposa Military Base – The Hard Way

If you attacked all four of the outside mutants then, as soon as you enter the base, three Super Mutants wielding two Miniguns and a Rocket Launcher attack you. The entire base has been alerted to your presence. After you have defeated the three mutants, notice six or seven more mutants in a room to the west. Force fields both yellow and orange separate you from the rest of the mutants. Be aware also that there are three round-topped Robobrain aiding those mutants. They represent an extra level of danger because, unlike the mutants, the robots can hide, by standing against the walls. Sometimes though, they run into the orange force fields and destroy themselves. Do not lose track of these robots.

I like to attack this mob from behind, by going east and then north, giving me more room to retreat if necessary. Walk to the Yellow Force Field Emitter just to the east. Use your Repair Skill to disable the yellow field – for ten seconds only. Walk through the opening, but *not* past the corner, because just north of that corner, a lone Super Mutant with a Rocket Launcher waits to ambush you. Initiate combat and then take one step past the corner. Shoot the mutant once and then step back behind the corner. The mutant will walk toward you, using up his Action Points and giving you the opportunity to shoot him at least once more before he can attack you.

After you kill the mutant, walk north to the Orange Force Field. These have fallen into disrepair but you can step through them, taking minor damage. East of there, use your Command Cursor to play a game of Blackjack with the computer. With luck, you win, which is a sly trick to hack the computer, giving you 800 Experience Points.

If you have a Radio in your Inventory, link your Radio to the force fields. To do that, click and hold your Command Cursor on the same computer and then choose the Backpack Icon. Then choose the Radio. Watch your message window for confirmation that you now have linked the radio into the Force Field Control.

To disable the Yellow Force Fields from your Inventory, use the Open-hand Icon on the Radio to toggle the force fields on or off. Be patient though, because the on/off sequence takes a few seconds to complete. You can also toggle the force fields if you put the radio in an Item Slot. Note that the mutants too can turn the force fields on and off.

Now you have access to the large empty northern part of the level. If you did not bring a Radio, walk through the Orange Force Field to the north, taking some minor damage. Near the center of the level, notice a small room with three computers. Disable the Yellow Force Field (Repair Skill or the Radio) and then use your high Science Skill (80 works) to access the center computer.

It tells you that it is a WLAN Artificial Intelligence, responsible for the operation of all three of the General Atomics International industrial robots on this level. It also controls the Robobrain on Levels 2 and 3. Ask the AI what programs it is running. You get three *Terminate* choices. Movement, Sensors and Pest Control can all be reset.

For Movement, you can choose Maximum, Half or Minimum. These settings affect how many Action Points the Robobrain can use in any single combat turn. For Sensors, you can choose Full or Minimal, which affects how far away the robots can detect you. For Pest Control, choose All Pests, Small Living Pests or Large Living Pests. This causes three mutants on Level 1 to fall over dead, unless you already killed them. If you tell the computer it has the wrong date, it locks up.

Now the room full of Super Mutants is to the south of you. Creep toward them until you can target one of them. Shoot him and then retreat. He will follow you but the rest of the mutants do not, which is a huge advantage. Whittle them down one-by-one. Watch for the round-top Robobrain which may hide next to the walls, lying in wait for you. The superior range of the Laser Rifle can help you here. A Rocket Launcher can blow them to bits. Then take the elevator down to Level 2.

Mariposa Military Base – Level 2

This level is optional, the best place in the game to collect rockets for your Rocket Launcher. You can use the Radio on the force fields here too. There are two robots and many Super Mutants. Most of these enemies have weapons and ammo you can take. A good place to start is in the room south, with two or three Super Mutants. After you have dealt with them, continue south to the next force field. Abel, the Super Mutant just on the other side of the field will speak to you.

“You are not supposed to be here.” Even though you may have disabled the field, for the purposes of this conversation the Yellow Force Field is up and working even if you cannot see it. Neither of you can shoot at the other. Your cocky dialog suggests that you think you are safe behind the field.

After he makes a threat, you say “How can you do that? What about the force field?” He says “Abel take care of that. Then Abel kick your ass”. Then he turns off the field and attacks you.

Kill him and the other twelve or thirteen mutants one-by-one, although no matter how careful you are, sometimes two of them attack you at the same time. Use doorways and corners as cover. Stand near corners during the battle, shoot once and then dodge behind that cover. Be aware that, although rare, there is a chance that a single attack by a mutant can hit you critically, killing you. One mutant hides by himself against a wall to the northeast.

After the battle, there is much treasure you could take, if you were not already overloaded with it. The wall locker to the northeast has: 4 Stimpaks and 2 RadAway. The three upright lockers to the north have: 2 Buffout, 2 Psycho, 2 Rad-X, 8 Stimpaks, 4 Super Stimpaks, 2 First Aid Kits, Booze, 4 RadAway and a Doctor's Bag.

The southern section of the level has eight Footlockers with: a Knife, 51 Caps, 2 Frag Grenades, 3 Stimpaks, 40 Small E-cells, 24 10mm JHP ammo, 30 14mm AP ammo, 50 5mm AP ammo and one EMP Grenade. If you have space for them and a high Throwing Skill, keep some EMP and Plasma Grenades to use in the fight against the Master. The three upright lockers in this bunkroom have 40 Caps, 50 Micro Fusion Cells, 50 .223 FMJ ammo, a Club, a Sledge and 2 Rockets AP.

The twelve upright lockers in the locked room have: 7 Plasma Grenades, 7 EMP Grenades, 7 Frag Grenades, 30 Flamer Fuel, 2 Flamethrowers, a Rocket Launcher, 2 Explosive Rockets, 3 Rockets AP, a Plasma Rifle, 4 Laser Pistols, 150 .223 FMJ ammo, 480 Small E-cells, 48 10mm AP, 2 Rippers, 96 10mm JHP ammo, a Minigun, 500 5mm AP ammo and 500 5mm JHP ammo.

Mariposa Military Base – Level 3

Save your game. At the bottom of the elevator, shoot through the Orange Force Field, to kill three Super Mutants. Keep in mind that they can shoot through the field too, but there is a corner near the elevator that you can use for cover. After that battle, notice the huge empty room to the east. Though it appears there is no danger, security is active and there are at least 25 live floor traps in that room between you and the elevator in the southeast. In fact, there is no good reason to go there, except for the Experience Points you get for disarming the traps. That elevator has a sign on it telling you the elevator is out of service. So, you are forced to use the southwest elevator.

Guarding it, are two Super Mutants. Turn off the force field and then shoot the first mutant dead. Flip, the Krupper wearing black is the boyfriend of Sarah, the woman with blonde hair. She will become very upset with you if you kill her best friend and lover. She is waiting for her chance to be dipped in a vat of the FEV virus, to become more like her lover. If you kill her, lose 1 Karma.

If you speak with him instead of killing him, the Krupper takes you to Lou his lieutenant, who is the same one you might have met when you were in Necropolis. Lou still wants to know the location of Vault 13. If you refuse to tell him, you get three torturous beatings. If you survive those knockdowns, he throws you into a room to wait your turn to be dipped in the FEV virus.

Your room is just south of Sarah's room. You have no possessions except for your vault suit. A pile of bones in the cell has a 10 mm Pistol that you do not need and three Stimpaks that you probably do need, to heal up from the beating you took. The door is not locked because you obviously cannot defeat Flip, the Krupper guard who stands just outside the door of your room. The mutant is over-confident. Go into Sneak mode. Then open the door and sneak all the way north to the small room near the elevator. Inside that room, the locker has all of your possessions. Re-equip your gear. Now return to kill Flip or sneak past him to the elevator, although he may detect you upon your return from Level 4 and at that time you may be in a bit of a hurry.

Mariposa Military Base – Level 4

There are no immediate enemies at the base of this elevator shaft. The level has three Robobrain, Van Hagen, a purple-robed leader of the Children of the Cathedral and six Super Mutants. Your Radio will *not* affect the force fields on this level. The room north has six Children of the Cathedral technicians, who are no threat to you. There are at least two ways to go from here...

1. Kill all the mutants and the Purple-robed Van Hagen. Start with the three Super Mutants in the southwest. As usual, one lucky critical shot from them can kill you. Do not destroy the collapsed Mr. Handy robot, because you have an option to make it useful to you.

Now destroy the three Robobrain to the east. Sometimes they are running around loose. At other times they are recharging in their stations to the north. If they are patrolling, you can probably hit one of them by shooting through the Orange Force Field.

To get the other two, you may have to force your way past the Orange Force Field. If, on Level 1, you told the security computer to slow the Robobrain, then they move only a short distance with each turn. If you set the robots to minimal sensors, then they have trouble detecting you.

The three Super Mutants, Lou the lieutenant and Van Hagen may not react to your destruction of these robots, but after they do detect you, they sometimes all come after you at once. If they have not yet detected you, sneak one or two steps south of the corner nearest them and then wait for a conversation between Van Hagen and the Lieutenant. In white floating text, they reveal the Master's plans for Vault 13 and you get 1,000 Experience for successful eavesdropping.

After the fight begins, use targeted shots to the Lieutenant's bionic monocle and try to stay within a few Action Points of a corner, where you can retreat as you feel the need. Here, you could arm an explosive, setting the timer for 20 seconds and then drop it at the corner. Ideally, the explosive detonates just as an enemy reaches the corner. If you manage to kill Lou the lieutenant, then the other mutants may lose their will to live, standing still while you snipe at them. Lou dies in a unique and bloody simulation.

After all your enemies have died; take a Security Card and an Encryption Decoder Disk from the corpse of the lieutenant. Read it in your Inventory, for 90 Experience Points. The two upright lockers have a Geiger Counter, an Electronic Lock Pick, Plastic Explosives, 2 Dynamite, 2 Stimpaks and a Special Key that has an optional use in the Cathedral later.

You can repair the Mr. Handy. First, *save your game*. Restart the robot using your Repair Skill. After it rises from the floor, use your Science Skill on it, to learn that its Radio is dead. To repair its Radio, click and hold your Command Cursor on the robot, choose the Backpack Icon and then click on *your* Radio. Now the robot can communicate with you in a dialog window.

If you ask Robot #462 what his incomplete task is. He tells you that he has not finished cleaning this level. If you then tell him to complete his task, he restarts that task and then rolls off north, straight into the force field emitter, exploding the robot and shutting down the force field.

On the other hand, if you ask the Mr. Handy about his self-defense mechanisms and then what he means by deadly force, you can ask him whether his system can be reprogrammed to a combat system. Then you have an opportunity to hack into his system, in an attempt to bypass his current protocols. This requires a bit of luck (5 works). If you are unsuccessful, the robot will attack you. If you crack its codes, the robot will follow you, attacking with its Minigun any aggressive enemy. It becomes a wasteland companion. However, it follows so closely that it may block you, forcing you to load a save. Find two packages of Plastic Explosives inside the Footlocker in this room.

When you enter the FEV virus control room north, the five technicians offer no resistance. Put the Security Card you took from the Lieutenant into an Item Slot and then use it to access the VATS computer on the north wall. After your message window tells you that you successfully opened an interface screen, activate the computer to get a series of choices.

Download logs for Captain Maxon and Richard Grey. Read those audio logs in your Pip Boy. Then choose *Display Security Codes*, to see a list of them. Then *Attempt to hack through the firewall....* The Encryption Decoder Disk can aid you here, or Science 80+. A successful hack gives you a description of what all the codes mean. If you did not yet set off the alarm, choose *Silent self-destruct in three minutes* (31914-1041-1251514). The Half-Purist and Full versions have 5 and 10 minute timers. If you slaughtered everyone in the facility, then the alarm does not matter. Now you have at least 180 seconds to exit the facility to the Exit Grid outside. Quickly go up the elevators to the surface. Step on the Exit Grid before the timer gets to zero or die in the explosion.

2. When you arrive on Level 4, Sneak north and then use Repair to disable the Yellow Force Field. Enter the Control Room and then steal a Security Card from one of two Children of the Cathedral technicians. Use your Command Cursor to select the computer, then select the Backpack and then choose the Security Card. Alternatively; use your Science Skill (80+) to access the VATS computer.

Download logs for Captain Maxon and Richard Grey. Read those audio logs in your Pip Boy later when you have a free moment. Choose to display the security codes. Attempt to hack the firewall. Then choose the three minute (or 5 or 10 minute) silent self-destruct (31914-1041-1251514) and then sneak back to the elevator.

In all cases, back outside; after you step on the Exit Grid, watch the facility explode and get 10,000 Experience Points and +10 Karma. If you return to the base, find the entrance blocked by debris. You can never enter it again, at least until you play the sequel to this game – Fallout 2. If you return to Vault 13 and then tell the Overseer that you have defeated the mutants, he just tells you to kill the Master. Return to The Brotherhood and then go down to Level 4 to speak with General Maxson, you get 1,500 Experience Points for having scouted the desert.

The Los Angeles Boneyard

The LA Boneyard is four squares southwest of The Hub on the California coast, part of old Los Angeles. This is another of those places where they get very upset if you do not quickly put away your weapons after you arrive in the settlement called Adytum. To the left of the where you stand, enter the small shack to find a manhole that takes you down to a small shop where a cheery merchant named Tine can sell you Dynamite and Plastic Explosives.

The second building to the south houses Mayor Jon Zimmerman, who wears a green shirt. Ask him for work and he will tell you he has a gang problem. He says he will give you 2,000 Caps if you can somehow kill the leader of the Blades gang, to stop them sneaking in at night to kidnap the children of Adytum and creating general mayhem.

In the southeast part of town, enter a tent to find Chuck, a Tarot Card reader. If you ask for advice, he gives you a Tarot reading. Ask for advice a second time and then watch your message window to see that you have gained +1 to your Luck Attribute. Note that if you tell him that Tarot reading is just superstition, he will no longer interact with you.

Miles, a chemist, is standing in front of a small metal shack west of Chuck's tent. Miles and a man named Smitty make bullets for the town, because it is the only way to make a living since the hydroponic farms fell into disrepair. He needs some parts to get the farms working again. Offer to help and then Miles sends you to Sammael, who stands inside the tent just to the east. Ask him about the parts and Sammael will tell you that the person who went in search of the parts is long overdue. Offer to search for the missing merchant.

Cross the north Exit Grid. Equip your weapons, save your game and then cross the east Exit Grid. There, kill two or three Deathclaws, collecting 1,000 Experience Points for each one; and one or two Karma. The desk in the large building has 40 Shotgun Shells and 3 Booze. Search the corpse of the missing merchant, lying just east of the building. Take his bundle of Junk.

Note that the Mother Deathclaw is guarding a brood of eggs in the basement. Until you kill her, the ground-level Deathclaws keep regenerating. If you step on the Exit Grid, then wait one hour, then return, see two or three more of them. This can be very useful if you need several thousand more Experience Points to level-up. Kill as many as you like, over and over again.

Now kill the Mother Deathclaw, who lurks in the basement, guarding four eggs. Look for the stairway in the northeast part of the building, update your save and then walk down to a very dark cellar. You will not have to move very far before the female Deathclaw notices you. She is much tougher than the other Deathclaws, but after you whittle her health down, get 1,500 Experience Points and +1 Karma. Then destroy the four eggs. Dynamite can do this in one lovely explosion. The only treasure is a Club and a set of Lock Picks, both on the floor.

The next Exit Grid east of the Deathclaw grid is home to the Gunrunners. Speak with the guard who is blocking the bridge. He will grant you access to the building. Put away your weapon and then save your game. Enter the warehouse to speak with Gabriel, the man in green Combat Armor. Ask him about Deathclaws. Then speak with him again to tell him that you killed all the Deathclaws. If you forgot to kill the Mother Deathclaw in the basement, Gabriel says that he appreciates your effort but tells you that the Deathclaws have a tendency to regenerate over time. He tells you to come back and check back with him in a few days. If you killed all the Deathclaws, there are two separate dialog paths. Either one, but *not* both, gives you 1,000 Experience Points.

1. Ask Gabriel "What is it you do here?" After you tell him that you have killed all of the Deathclaws, you have the option to tell him that the reward you want is all the weapons and ammo you can carry. You get 1,000 Experience Points, but you cannot later get weapons for the Blades and because of that, they will not help you defeat the army of Regulators in Adytum. However, the midget Zack will trade with you and, if you ask for one, he gives you a discount. He sells Micro Fusion Cells and Small E-Cells, along with a nice selection of weapons.

2. After you tell Gabriel that you have killed all of the Deathclaws, you have the option to tell him that you want to think about it or that he does not need to thank you. This leaves the option open to later get weapons for the Blades and at that time you get the 1,000 Experience Points. Then Razor and the Blades will attack the Regulators in Adytum and you can help them with this battle if you like, giving you 2,000 Experience Points after its conclusion. You can also then get +5 to your Unarmed Skill *and* +5 to your Melee Skill from MacRae, the guard at the Blades building.

Return across the two west Exit Grids and then south one Exit Grid, to return to Adytum. Tell Miles that you found the Junk. He will send you to Smitty with the parts. Before you speak with Smitty, enter the tent to the east and then speak with Sammael, to tell him that you found the merchant dead. Sammael gives you 200 Caps for your effort.

Find Smitty in the tent or nearby building just northeast of where Miles stands, near the main entrance to Adytum. After you ask him to fix the parts, you get a screen-fade and then you have the parts back. Return the parts to Miles, who rewards you with 6 Stimpaks and 250 Caps. Speak with him again. He offers to upgrade your Power Armor to Hardened Power Armor, but first he needs journals from Mrs. Stapleton in the library at The Hub. Before you return to The Hub, speak with Smitty again. He tells you that if you have a Plasma Rifle, he can upgrade it for you. Tell him you have one and then let him tinker with it. After you get it back, your Plasma Rifle uses one less Action Point per shot, ups min *and* max damage by 5 points and adds 10 to range.

Now return to the entrance of Adytum. Just to the west of there, step on the brown-colored Exit Grid, which takes you out of town. Choose to return to the downtown Hub, which is just to the northeast of Adytum. Enter the library, which is just east of the General Store. Speak with Mrs. Stapleton about chemistry journals. She will sell them to you for 750 Caps.

Return to Adytum and then give the journals to Miles. He will take your armor and upgrade it. After the screen-fade, re-equip your armor to find that both your Damage Rating and your Damage Threshold have increased for Normal, Laser, Fire, Plasma and Explode damage.

The Blades

The map north of Adytum is occupied mostly by one large building. Standing in front of it is MacRae, who is too busy to teach you anything. Run through the crowded building until you can speak with Razor, the beautiful woman wearing black who is standing in the southeast room.

When you accuse her of murdering Josh, who was Zimmerman's son, Razor goes ballistic, telling you it was the Regulators who killed Josh. He used to be her lover and lived with her because the Regulators threatened to kill him if he ever returned to Adytum. However, Josh sneaked into Adytum one night to speak with his father and the Regulators followed through on their threat. Razor recorded the incident on a holodisk. You can ask to see it. Read it, for 75 Experience. Offer to give Zimmerman this evidence, Razor asks you to get some weapons from the Gunrunners.

So, go east two grids, back to the Gunrunners and then speak with Gabriel again. The key dialog is: "I have some friends who can really use some of your weapons". Because you earlier did *not* take weapons as a reward, you get 1,000 Experience Points and you get the weapons that the Blades need for their assault against the Regulators of Adytum. If you earlier *did* take weapons and ammo as a reward, that dialog is missing and the Blades will not help fight the Regulators.

If you return to Adytum to speak with Mayor Zimmerman and then let him listen to the holotape that Razor gave you, the Regulator guard standing nearby will kill Mayor Zimmerman. He will die in the upcoming battle anyway and you never get the 2,000 Caps he promised, unless you really do kill Razor; then the Blades will turn hostile. You lose much Experience and 15 Karma.

Instead, return to Razor with the good news. She tells you that they are now going to invade Adytum and would you like to help. Agree to go along to assist in a major battle with a dozen Regulators. The town inhabitants help in the fight. After the battle, you get 2,000 Experience Points and +3 Karma. Now if you cross the north Exit Grid and speak with MacRae, he will train you in unarmed combat. After a screen fade, you get +5 to your Unarmed Skill *and* +5 to your Melee Skill, along with another 250 Experience Points.

Note that a Bookcase in Mayor Zimmerman's house has 4 Beers. In his basement, find an empty Bag, and empty Backpack, a First Aid Kit, a First Aid Skill Book and a Doctor's Bag.

The Followers of the Apocalypse

Just west of the Blades grid, find the Exit Grid to the Children of the Apocalypse. This is a library, from which you can take no books. In the entryway of the building, find Katja, a thief. She will join you as a companion if you ask her – 200 Experience. "I don't plan to stay around this place..." She can wear your extra suit of Power Armor and use a Submachine Gun if you give it to her.

In the central part of the library, find Nicole. Have a long conversation with her. She welcomes you and tells you that they are trying to make a difference in the wasteland, by reminding people how the war began. One of her greatest concerns is a faction called the Children of the Cathedral. Nicole believes that their Dark God is not what he seems and that Morpheus and the Nightkin are performing some kind of evil. If you ask for clues, she tells you that the Followers' Scouts have learned that something important is happening in the back room of the Children's temple.

Offer to give Nicole updates as you investigate the inner workings of the Children of the Cathedral. Get to a dialog that lets you ask who their leader is "Can you help me destroy them?" This gets you a contact name, Laura, and a passphrase *Red Rider*. However, it also gets you four Follower Scouts that meet you at the Cathedral. If you prefer to work alone, do not ask for help.

The fridge has 3 Stimpaks, 2 Fruit and a Doctor's Bag. One Ice Chest has 6 Stimpaks and 6 Rad-X. Another Ice Chest has 2 Clubs and 4 Knives. A third Ice Chest has 2 10mm Colt Pistols, a Desert Eagle Pistol, 48 10mm JHP ammo, 48 10mm AP ammo and 40 .44 Magnum JHP ammo.

Now walk down the stairway in the northeast corner of the building. Have a long conversation with Talius, the ghoul in the southeast corner of the basement. He used to be one of the humans residing in Vault 13, the same vault as yours. The Overseer sent him to look for parts to repair the water pump, just like you. When he arrived in Necropolis, the Super Mutants dipped him into the FEV vat, as they do with every human. However, he did not turn into a Super Mutant, but instead turned into a ghoul. Unable to complete his task, Talius ended up here. If you find the dialog line "I will go kill them for you then", he gives you a Flamethrower and fuel for it.

If you accuse Talius of being a spy for the Children of the Cathedral, he denies it, but believes there is a spy somewhere among the Followers of the Apocalypse. Ask what he knows about the spy. He tells you that it must be one of the Scouts, because they are the only ones allowed to spy on the Children of the Apocalypse. The Ice Chest has 3 Knives.

Back on the ground floor; walk to the southeast corner and then speak with Heather. Tell her that you are “Just looking around”. Then say “I’m looking for a spy”. She tells you that she has heard of that *bothersome pest*. Tell her that you keep hearing that it was a female spy. She suggests that it must have been that braggart Neil, but she has no proof. If you at any time accuse her of being the spy, she attacks you, because she is the spy.

The Cathedral

Before you go; to keep all your options open, put into your Inventory a Stealth Boy, EMP and Plasma Grenades, Mentats and the Special Key that you may have found in Lou’s locker on Level 4 of the Mariposa Military Base. Find this replica of a Christian church just south of the LA Boneyard. If you asked Nicole for help, four of their Scouts are waiting for you in the courtyard.

You can get some idea of what this place is all about by speaking with some of the people milling about the entrance to the Cathedral. When you decide to enter the building, be sure to put away your weapon, or the entire congregation inside will attack you and your four Scout companions. Find the last trader in the game inside a room on the east wall of the church nave.

In the fourth small room on the left, notice two people in brown robes. One of them is Laura. If you asked for help, she is your contact inside the Cathedral. Speak with her and then give her the passphrase. She asks you to follow her to a more private room across the hall. There, ask her about a secret entrance to the Inner Sanctum. She tells you that the sanctum is not where you need to go. Instead, follow her to a locked door on the east side of the church nave. If you did not ask for help, then use a Lock Pick set to open that door.

Otherwise, Laura unlocks that door and then leads you to a second locked door. To open that door, you need a very high Lockpick Skill (with Luck and a skill of 110+, you should be able to do it). The door is slightly hidden in the hallway behind the video screen on the right.

Another way to open the door is to get a Black COC Badge from Morpheus, who wears a purple robe and sits in his office on the fourth floor – up the stairway east. However, he is guarded by several very tough Nightkins. Still, if you cannot beat them, then you may have a tough time on the lower levels. Up the stairway, find a second-floor landing that gives access to three small rooms. Two of them have Nightkins and the other room has a confused man in purple robes. You can usually continue up the next stairway if your Scouts do not open any of the doors on this level. Otherwise, you must fight the three enemies. The desk has 218 Caps and a Frag Grenade.

On the third floor, find three more rooms. One Nightkin waits at the top of the stairway, so there is no way to avoid a fight. These are very tight quarters for a fight. It is very possible for you to accidentally hit one of your Scouts, but they will probably die here anyway. One Nightkin has a deadly Flamethrower, which can kill you in only one turn. After that battle, look on a Bookcase for a First Aid Skill Book and an Outdoorsman Skill Book. The center room has a Big Book of Science, a Dean's Electronics and a Guns and Bullets magazine. A Footlocker in that room has a 10mm Colt Pistol, a Club, a Crowbar and 48 10mm JHP ammo. A second Footlocker has a Submachine Gun, a 10mm Colt Pistol, 48 10mm AP ammo, 48 10mm JHP ammo, 60 14mm AP ammo, 100 .223 FMJ ammo, 100 5mm JHP ammo, 100 5mm AP ammo, Dynamite and 3 Flares.

Up the final stairway, you find Morpheus and three Nightkins. This battle begins immediately. One of the Nightkins may have a Flamethrower and the others Miniguns. This battle can cripple one of your arms. If this happens, you can see your weapon, but not use it. To repair the damage, go back down the stairway. Use your Doctor Skill to heal the arm and/or the rest of your body.

After you kill Morpheus, take his Black COC Badge. One of his Bookcases has a First Aid Kit, 2 Stimpaks, 2 Fruit and a Tool. A second Bookcase has an Electronic Lock Pick. A footlocker has a Power Fist and a suit of Tesla Armor. On the way back down, you might find the head of the stairways hard to find. They are hidden between the two longest posts that hold up the stairways.

Speak with Morpheus (optional shortcut)

You can speak with Morpheus after you have killed his guards, as long as your companion did not follow you to his floor. If he will not stop attacking, go downstairs and then come back again to reset the scene. At this point, you could steal his black COC Badge. Alternatively, speak with him. Say "Because I have such a deal for you". Then "I'm from a vault. You know what that is, right?" Then "I have some information for the Master about my vault". Then "Ok, fine".

Morpheus transports you to the lair of the Master, bypassing Level 2 and Level 3. This meeting is described below: **Level 4 – Destroy the Cathedral**. You can kill the Master, explode the nuke or convince him of the critical flaw in his plan. Either way, you will only have four minutes to exit the Cathedral before it explodes and you may be unfamiliar with the layout. Rather than fight your way out, run for the exit. Fight only those battles you must. This is where the Bonus Move Perk comes in very handy, making this option feasible because you can outdistance your enemies.

A second way to speak with Morpheus is to first speak, *alone and unarmed*, with Lasher, who wears purple robes. His room is at the northwest corner of the ground floor. Tell him "I just want to speak with the man in charge." Then "Could you persuade the Nightkin to let me pass?" He gives you a red COC Badge which is a pass and also key to the *first* locked door. However, you may not take a companion with you or the Nightkin will ignore your pass. You could tell your companion to wait, steal the black COC Badge from Morpheus and then return without fighting.

The Cathedral – (no shortcut)

Back down on the ground level; if you killed Morpheus (1,000 Experience, +1 Karma) all of the nearest worshippers and guards will attack you, so do not try to open the locked door until you can end combat. At any rate, whether or not you killed Morpheus, if you have his Black COC Badge, put it in an Item Slot and then use it to unlock the door on the ground floor, behind the video screens. If you did not confront Morpheus, use your high Lockpick Skill to unlock the door.

After you have unlocked the door, go into combat mode and then open the door. In that way, you get the first shot in a battle with the Nightkin, who is standing at the end of the short hallway past that door. Otherwise, as soon as he sees you, he immediately starts shooting at you. If the hooded worshippers and guards have not yet attacked you, they will do so as soon as you begin the fight with the Nightkin or as soon as you equip a weapon. After you have dealt with them, find the stairway, near where the Nightkin was standing. It takes you down to a small basement.

The Cathedral – Level 2 Basement

This basement is very dark. There is no treasure except a Big Book of Science lying on the floor. Wait near the southeast corner. After a minute or so, a purple-robed man named Jeremiah opens a secret door and walks past you. If he sees you, he asks you what you are doing there. No matter what you answer, he calls for the guards and then attacks you with a Laser Pistol. You can avoid him by hiding, behind the southwest pillar, but if he sees you on the levels below, he will attack.

No guards come, but two of the Master's Pets, a Floater and a Centaur, come at you from past the door, whether Jeremiah saw you or not. A stealthy approach has no effect, but it takes some time for them to get to you. If you did not bring any robes, you could take those Jeremiah was wearing. Past the secret door, find a rock tunnel that leads to a vault entrance guarded by more Floaters and/or Centaurs and two Super Mutants who are immune to a stealthy approach. One of them will speak to you if you like, but then attack. Inside a locker, find 3 Stimpaks, a First Aid Kit and an empty bag. You can get 50 Experience Points for using your high Science Skill (81) to hack the computer near the elevator. Enter the elevator and choose to ride down to Level 3.

The Cathedral – Level 3

You could actually bypass this level, on the way to Level 4. Other than the excitement of a battle against five Super Mutant guards and five Mad Scientists, there is no real reason to stop here, *except* for acquiring a device that will let you avoid psychic damage on Level 4. The damage is not only to Hit Points, but can also cause a point of *permanent* damage to Intelligence and Perception. To get the Psychic Nullifier, you need Charisma 5+. Mentats can raise your Charisma by one point. The four people in the room northwest are psykers, people who were dipped in the FEV virus and now have psychic powers. One of them, Gideon, wears a green shirt and has a Psychic Nullifier. Speak with him. He will give it to you and you get 1,000 Experience Points. The key dialog is:

“Nullified? Are they somehow restricting your psychic powers by those devices you are wearing?”
The nullifier works to protect you as long as it is in your Inventory.

You could also kill everyone in the room and then take a nullifier from any of the psykers. If you access the small computer on the wall near the force fields, the inmates escape, but die in seconds, due to the fact that they are all wearing explosive collars. Even though you killed them by freeing them, you get 2,000 Experience Points. A footlocker in the northeast room has 2,082 Caps, not that you need it now, unless you choose to continue playing the game after you have destroyed the Cathedral. To open the footlocker without a fight, Sneak past the Nightkins in that room.

Level 4 – Destroy the Cathedral

You have three options. Choose one of them and get 10,000 Experience Points.

1. To confront the Master while you are wearing Power Armor and well-armed, walk to the door on the east wall, but beware the *Roving Mutant*. He patrols and then returns to the narrow room with many lockers that have: 5 Rockets AP, 6 Explosive Rockets, 4 Plasma Grenades, 4 EMP Grenades, 100 5mm JHP ammo, 100 5mm AP, 80 Small E-Cells, 100 Micro Fusions, 4 Stimpaks, 2 First Aid Kits, 2 RadAway, 2 Buffout, 2 Psycho, 2 Rad-X, 4 Super Stimpaks and 305 Caps.

Wait until the Roving Mutant enters that room again. The other mutants are inside a room with a closed door or have their backs to you and will not bother you, at least not until after you speak with the Master. Past the east door, find a long corridor filled with psychic energy that would injure you if you did not have the Psychic Nullifier that you picked up on Level 3.

At the end of the hallway, seated upon an overseer pedestal, is the Master, a corrupted former human who used to be Harold’s friend Grey. He was the only other person to survive the earlier expedition to the Mariposa Military Base. Knocked by a crane into a vat of the FEV virus, Grey was transformed into the monster you see before you. He is now integrated into the Vault Overseer’s Computer. Speak with him automatically as you pass the pair of square concrete pillars. These can provide you with excellent cover in the upcoming battle.

The grotesque Master speaks to you in the distorted voices of his many victims – about his vision for the wasteland. He sees it filled only with Super Mutants, the highest form of life he can imagine. At the end of the conversation, he attacks you with an automatic weapon. Take cover behind a pillar. Fight off a pair of Floating Eye MkII robots that do minor damage. Then take one step past the pillar, use a targeted shot against the eyes of the Master. Then, to avoid the Master’s return fire, step back behind the pillar and then reload. You could throw EMP or Plasma Grenades at the Master. Because he is part-machine, they do quite a bit of damage to him.

While you battle the Master though, Super Mutants, technicians and Mr. Handy robots in the entrance room slowly make their way down the long corridor, giving you enough time to engage them before they can gang up on you. Also be aware that the Master has a dozen Soldiers of the Master waiting to the northwest, barely visible in the darkness. They magically appear one-at-a-time, halfway down the long hallway. You can see them clearly if you start combat.

After the Master dies, a countdown clock starts. You have four minutes to evacuate the facility. As soon as you are able to, End Combat, even though there may still be enemies on this level. Sneak past the Roving Mutant. Then ride the elevator up to Level 1. Exit the Cathedral and then step on the Exit Grid to see a cut scene that shows the entire building explode. Get +10 Karma.

2. Alternatively, enter the elevator inside the room west of where you enter Level 4. Unless you are wearing the purple robes you brought or took from Jeremiah, you have a tough fight in a room full of Super Mutant Soldiers guarding that elevator. If you are wearing robes, the mutants will not bother you. The three lockers in this room have a pair of Stealth Boys, a Motion Sensor, a Geiger Counter, a Gatling Laser, a Minigun, a Rocket Launcher and a Flamethrower. Unlock the door in front of that elevator and then unlock the elevator door as well. A Lockpick Skill of 100+ is sufficient. Then enter the elevator to ride down to a very small Level 5.

A short corridor leads to a locked door, behind which is a pair of Super Mutant guards. After you unlock the door, *wearing Power Armor*, start combat, open the door and then shoot the nearest mutant. It is possible to speak with them. They will tell you that you are not supposed to be here. With Luck, you can convince him that you have permission from the Lieutenant to carry a weapon or convince him that you have a pass; you left it in your robes. However, as soon as you touch the computer connected by cables to the Nuclear Warhead, that Super Mutant will attack you anyway.

The Special Key that you may have been carrying since you found it at the Mariposa Military Base, can be used to access the computer. To do that, click and hold your pointed Command Cursor on the computer and then select the Backpack icon, to open your Inventory. Use the Hand Cursor to select the Special Key. Alternatively, use your Science Skill (80+ works). This begins a four minute countdown to detonation.

Put your robes back on. Watch out for the Roving Mutant. Then ride the elevators to ground level and exit the Cathedral. Step on the Exit Grid. Watch the Cathedral destruction. Get +10 Karma.

3. A third way to destroy the Cathedral is to convince the Master to trigger the self-destruct. Walk in like you own the place, taking care to avoid the Roving Mutant. Find the Master at the end of the hallway past the east door. Then, with a bit of luck and a *Speech Skill of 101+* and because you previously *read Vree's Autopsy Report*, use the following dialog:

"If you can prove to me that your Unity is the best course for humanity, then I will help you."
Then "I can't know you represent the best future, unless you prove it to me".
Then "So tell me".
Then "That race being the mutants, of course".
Then "You mean to change all the others into mutants, as well".
Then "You've got a problem with your master plan".
Then "I happen to know that your mutants are sterile".
Then "Perhaps the virus didn't sterilize people once, but it does now".
Or follow the line of dialog about talking to the mutants and then talking to the female mutants.
Then "Of course, I do! Here it is..."
Then "You're lying! You're denying the facts in front of you!"
Then "Sorry, this isn't an option for you. Your race will die out after this generation".

The Master sets the four-minute countdown and tells you to save yourself. Sneak (55 works) past the Roving Mutant. If you left anyone alive on the ground floor of the church then remain in Sneak mode and ride the elevator up to ground level. Get +10 Karma. Leave the Cathedral and then step on the Exit Grid before the countdown expires. Watch the explosion of the Cathedral.

Fallout 1 Epilog

After the cut scene showing the destruction of the Cathedral, a narrated slide show tells you what happened later to the inhabitants of the wasteland, depending on the choices you made in the game. After that, a screen fade takes you to the door of Vault 13, where you again speak with the Overseer. He tells you how grateful he is to you for saving the human race. However, because of your fame, he believes that the vault dwellers will now want to leave the safety of the vault.

He cannot allow that and tells you that you must leave and never return. Then he enters the vault and locks the door. Get +10 Karma. At that point, the game asks you if you wish to continue playing the game. If you say no, then a cut scene shows you limping slowly away from the camera, wearing your tattered Vault 13 jumpsuit, to some sort of new life in the tortured desert wasteland.

If you say yes, then you could return to the Cathedral to see that it is now only a huge crater. You could also join a caravan at the Crimson Caravan in The Hub. Speak with Demetre Romara and then Keri. If you have Charisma 7+, she will have intimate relations with you (Full version).

In the future, no one remembers your name. You are known only as the Vault Dweller but a statue has been raised in your honor. If your curiosity about the eventual fate of the Vault Dweller is too great to bear, then I highly recommend that you play the [New Fallout 2 Restoration](#), by Killap.

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