

# Fallout 3 - Main Quest

Fallout 3 is an action Role Playing Game (RPG). It is the third major game in the Fallout series. Bethesda Softworks released the game in North America on October 28, 2008, in Europe and Australia on October 30, 2008, in the United Kingdom and Ireland on October 31, 2008, and in Japan on December 4, 2008 for Microsoft Windows, PlayStation 3, and Xbox 360. The game has combat typical of a strategy game but includes elements of First Person Shooter (FPS) games.

Fallout 3 takes place in the year 2277, 36 years after the setting of Fallout 2 and 200 years after the nuclear apocalypse that devastated the entire world. International conflicts culminated in a Sino-American war in the second half of the 21st century. The game puts the player in the role of an inhabitant of Vault 101, a survival shelter the size of a small village. The Vault-Tec company designed these shelters to protect a small number of wealthy Americans from the nuclear fallout.

Your father disappears from the vault under mysterious circumstances. You escape from the Vault and travel the ruins of Washington D.C. in search of him. Along the way, a number of other survivors will assist you. Some of them will fight you. You must also battle a variety of mutated monsters that now inhabit the area. The survivors have renamed D.C. the "Capital Wasteland". You start the game just as you started real life, as a bouncing baby boy or girl - your choice...

## The Beginning

The game begins on the day you are born. Here you will choose your gender, name and your future appearance. In addition to your character, the choices you make will also determine how your father looks.

## Baby Steps

Your first quest is easy. After your dad leaves the room, walk up to the playpen gate. Open it by pressing the letter E on your keyboard. Leave the playpen and totter towards the toy box on your left.

Activate the "You're Special" book on the rug next to the toy box. Now you must assign your base Strength, Perception, Endurance, Charisma, Intelligence, Agility and Luck (S.P.E.C.I.A.L.) statistics. Think hard about what kind of character you want to create. The choices you make here will affect the rest of the game. After you are finished with the book, your dad will come back into the room and show you your mother's favorite bible passage. Follow him outside to cue another jump into the future.

## Growing Up Fast

You are attending your tenth birthday party. Your first gift comes from Stanley in the form of your very own Pip Boy 3000. This wrist device will serve as a pause in the game when the Pip-Boy screen is open. It will also let you check your stats, manage your inventory, check maps, and listen to radio broadcasts.

Enjoy yourself by speaking with all your playmates. It does not matter here how nice or nasty you are in your dialog choices. Talk to Amata next. She will give you your birthday present: a Grognaak the Barbarian comic book. Open up your Pip Boy by pressing the Tab key. Click on the Items button, click on the Aid tab and single-click the comic book to get a +1 boost to your Melee Weapons Skill. Continue speaking to everyone in the room. You will get birthday presents from Stanley and Old Lady Palmer: a baseball cap and a sweet roll.

After you have talked to everyone at the party, Jonas, your dad's assistant, will buzz the intercom. Your dad will tell you to meet up with Jonas for a surprise. Head through the nearby door and Beatrice will stop you. She will give you a Birthday Poem that she wrote for you.

Turn right as you exit the dining room and then take the first left. Follow the signs that point towards the reactor. Eventually, find a flight of stairs that lead you down to Jonas. Talk to Jonas and wait for your father to come down. He will lead you into a room where you will find your final birthday present: A BB gun.

Resist the urge to shoot your father or Jonas and concentrate on shooting the three round targets on posts in front of you. Press the right mouse button to bring up your sights and press the left mouse button to shoot. After the targets go down, you will possibly see, and more likely hear, a Radroach scuttling about where the targets are. Shoot the roach as you did the targets, or use the Vault-Tec Assisted Targeting System (V.A.T.S.). Press the "V" key and get some practice with assisted targeting. When the Radroach is dead, move over and stand next to your dad. Jonas will take a picture of the two of you to celebrate the momentous occasion. The flash will cue another jump into the future as you leave your childhood and enter your teenage years.

## **The G.O.A.T. Exam**

The next segment of your life involves taking the G.O.A.T. (Generalized Occupational Aptitude Test). After your doctor/father finishes examining you, rummage the room for whatever valuables you can find. Look for a Medicine Bobblehead on your dad's desk that will increase your Medicine Skill by 10 points.

Go outside the room to find Jonas and Stanley sitting around. If you wait a little while for Jonas to enter your dad's room, you will catch a foreboding conversation between the two. Leave through the southwest exit and turn right. You will see Butch and his gang of Tunnel Snakes irritating Amata. You must now show what kind of a man (or girl) you are. You have a variety of choices.

If you want Good Karma, convince Butch that the Overseer will be upset with Butch for hurting his daughter. Alternatively, convince Butch's friends to abandon him, or fight Butch and win, or fight Butch and lose. If you want Bad Karma, make fun of Amata. Karmic alignment influences many events in the game. After you have resolved that conflict, enter the testing room and speak with Mr. Brotch. You may speak with your classmates. Eventually, find an empty seat in the classroom and then take the test.

The G.O.A.T. is 10 multiple-choice questions. Your answers influence what Skill bonuses you receive. However, it does not really matter how you answer the questions, since you will have an opportunity to change them at the end of the test. Once you are finished, turn your test in to Mr. Brotch. No matter what dialog choices you make, you can adjust your Skill bonuses. Exit the room and jump into the future again.

## **Three Years Later**

Three years later, everything has changed. Somebody has beaten Jonas to death. Your dad has left the vault, under mysterious circumstances. The Overseer has his entire security force looking for you. You must escape, and Amata has a plan. There is a secret access to the vault door - inside the Overseer's room. Accept her help. She will give you a 10mm Pistol, some ammo, and 10 Bobby Pins to pick the lock on the Overseer's door. If you let Amata keep the pistol, she will use it when she gets in trouble later, and will not need your help in that incident. You will get another chance to acquire the pistol later.

When your talk with Amata ends, go to your desk and pick up the Baseball Bat, the BB gun, the Baseball Glove and baseball. Also, open the First Aid Kit on the wall and take the 10 Stimpaks and a Med-X. Leave your room and go out into the main corridor to find Officer Kendall waiting to arrest you. Radroaches will attack him before he gets the chance to do so. Let them fight with each other and then kill the winner(s).

It is possible for you to kill Kendall using only the Baseball Bat as your weapon. Do not waste scarce pistol ammo on the Radroaches. If you want to destroy them from a distance, use the BB gun. Otherwise, just run up and whack them with your Baseball Bat.

Loot Kendall's corpse and steal his armor, baton, and helmet. Equip the helmet and armor and save the baton as a backup melee weapon. Be advised that all equipment degrade as you use them, including weapons. Go west and Butch will stop you. He will plead for you to help his mom fight off a pack of Radroaches. **Save your game here** because you might not be able to find Butch's mom on your first try. The corridors can be confusing.

For Good Karma: Agree to help Butch, follow him to his mother's room, and kill the three Radroaches attacking his mother (be sure not to hit the mother). On the other hand, you can use your Speech Skill to convince Butch to take care of the Radroaches himself. Either way, you will be Butch's newest best friend. He will offer to give you his Tunnel Snake Jacket. For Bad Karma: Agree to help, but instead kill Butch's mom, the Radroaches, *and* Butch. Loot their corpses. Be aware that if you kill Butch, he will not be available for a later quest in the game.

After you deal with Butch's problem, leave his room, turn left, and continue down the west corridor. There are some more Radroaches in the dining room in which you had your birthday party. If you want to exterminate some more pests, you will gain those Experience Points. Otherwise, just go past the dining room and continue down the corridor until you reach the stairs that lead to the Atrium.

You will see Officer Gomez ahead. Do not attack him, because he is a friend. Talk to him and choose any dialog option except the third one unless you want Bad Karma. Stanley is another character who will not hassle you unless you initiate a fight with him. Go east and Activate the switch next to the door at the end of the hall, to enter the Lower Atrium.

You will see and hear a young man and woman having a conversation in the next room. They are about to attack the two guards to the east. The guards will kill the young couple. Now you should do the same to the guards. Search their bodies for 10mm pistols, ammo, and more armor.

Turn around and enter the door that will not close because a locker prevents it from doing so. Destroy the Radroaches beyond the door and then climb up the stairs. Go past the window with the angry man shouting at you, and then through the doorway. Loot a dead body and a toolbox along the way. Eventually, you witness Amata's father, and Officer Mack, interrogating her. They want to know where you are. You have options.

You could ignore her and continue on to the Overseer's room, using the Bobby Pins you got from Amata earlier to pick the lock. If you let her keep the pistol, she will take care of the situation herself. You could barge in, kill Officer Mack, and speak with the Overseer. The only way you will get him to give up his key and password without violence is by threatening to hurt Amata. Otherwise, each dialogue choice will end up with you having to fight and kill the Overseer. There is more ammo to find in this room.

No matter how you decide to deal with the incident, eventually continue down the corridor until you reach the locked door that leads to the Overseer's room. If you have his key, you can unlock the door. Otherwise, you must pick the lock. Lockpicking and Hacking give you Experience Points with each success. Activate the computer to enter the password you got from the Overseer, or initiate the hacking minigame. After logging in, select "Open Overseer's Tunnel" to open the secret passage below. Go down the stairs of that secret passageway and through the door on your left.

Activate the switch straight ahead to open the large door leading to the Vault Entrance. Continue walking until you find the Vault Door Control Pad. Activate it to open the vault door. Then Amata will appear. Talk to her before you leave. She will either be angry and upset with you or wish you good luck - depending on how you, or she, dealt with her father the Overseer. Either way, run for the exit, because any officers whom you have not already dealt with will soon be storming into the room to take you into custody. **Save your game.** Once you reach the exit, you will have one last chance to adjust your name, appearance, S.P.E.C.I.A.L. stats, and Skills. If you are satisfied with your choices, select Exit Vault 101, and see the Wasteland for the first time.

## Following in your Father's Footsteps

Now that you are out of the vault, you are free to explore. Within the first couple of minutes all of the DLC's should load and then give you quest messages. However, ignore them for now because you are not strong enough to fight those battles. In addition, you will get your first chance to distribute Level-up Points. If you want to get a house in Megaton right away, get your Explosives Skill up to 25 as soon as you can. There is a bed in the upstairs room of that house. Sleeping in *your own* bed not only heals you, but also gives you a 10% boost to any Experience Points you earn for the next 12 game hours. Every time you end a quest, you get a large number of Experience Points. If you are "well rested" at that time, you gain a big 10% bonus.

**Important Note:** You will soon be collecting lots of treasure and selling it to get currency. Three things you should *not* sell are Nuka Cola *Quantum* bottles (you need 30 for a later quest), the Sniper Rifle (they have a scope to hit enemies from a long distance and that rifle is very rare), and the ammunition for that rifle (.308).

Head down the hill east and follow the road to reach the town of Springvale. Explore this area for a bit and be sure to check all of the mailboxes for some valuable items including a Pugilist Skill Book (click on it, in the Items section of your Pip-Boy to get one Unarmed Skill Point). There is one occupied house. It is part of a later quest. The Springvale School is full of mercenaries if you want to collect some loot. Inside, they are not too difficult and mostly come at you one-at-a-time. There is a pair of them around back that are a little more difficult to deal with. Conserve your ammo. Use a bat or a sword instead. If you find a Chinese Officer's sword, hang onto it. It is one of the better early mêlée weapons.

**A note about weapons:** If you want to run faster, holster your weapon. To do this, hold down the "R" key. A quick click of your "R" key will take a weapon from holstered, to ready-to-fire. A quick click of your "R" key will *also* reload your weapon, without holstering it, if you are pointing it ready-to-fire.

**A note about your Pip-Boy light...** It is not exactly a flashlight, but it will give you a soft light. You can search a dark room. Be aware that the light can obscure details in the distance. **Caution:** enemies can see you better if you have the light on. Turn the light on by holding down the same button that you use to activate your Pip Boy. Keep holding down the button until the light comes on. Use the same method to turn off the light.

After you finish exploring, head back to the main road and travel south past the Red Rocket fuel depot. Keep following the road uphill and look for the signs to Megaton. You will be able to spot it from a distance by looking for the birds flying above it. A friendly robot will greet you outside the gate.

Upon entry to Megaton the town's Sheriff and Mayor, Lucas Simms will greet you. Ask him about your father. Simms will initially say that he does not know anything about him. Get Simms to tell you about the bomb in the middle of town. Offer to disarm it for him and you will get the side quest "The Power of the Atom".

You can use your Speech Skill here to try to get Lucas to offer a 500 caps reward as opposed to 100 for defusing the bomb. Ask him about your father once again and he will tell you to go and speak with Colin Moriarty about it. After you defuse the bomb, Simms will give you the keys to a house to store your belongings.

While seeking out Moriarty, take some time to explore Megaton. Two areas of interest include the Water Treatment Plant (Walter) for a mini quest involving repairing three leaks around town and the Craterside Supply store for your shopping needs and to pick up "The Wasteland Survival Guide" quest. Visit the Clinic, where you can buy some medical supplies and/or completely heal yourself. When you find Moriarty's Saloon, speak with everyone in the bar. If you are kind to Gob, the ghoul who sells the liquor, he will give you a discount on his merchandise and you will gain some Good Karma.

You have four ways to mine the information from Moriarty. One choice would be to accept his job of "taking care of" Silver, a drug addict who owes Moriarty money. Visit her house (the occupied one across from the school) back in Springvale and talk to her. You can talk her into giving you 100 caps (300 if your Speech Skill is high enough) in exchange for you lying to Moriarty. Tell him that you got rid of her.

Alternatively, you could get Moriarty's information by paying him 100 caps, or using your Speech Skill to tell him that his Dad talked about him all the time, or by not talking to him at all. Instead, hack his computer and read the files when he is not around. His computer is located just inside the back entrance to the saloon. Regardless of what method you use to get the information, you will find out that your Dad's last known location was the Galaxy News Radio building, so that should be your eventual destination.

However, the journey to Galaxy News Radio will be tough, so level up a bit before trying that. Complete some of your Side Quests first, like "The Power of the Atom". Complete part, or all, of "The Wasteland Survival Guide". Learn to jump up onto rocks. Collect weapons and armor for repair parts. Practice using V.A.T.S.

When you are ready to leave Megaton, stop by Lucas Sims's house, next to the entrance gate, and go upstairs. From the desk in his office, take the Medicine Bobblehead. Then go northeast, to the Super Duper Mart. If you have already been to the Super Duper Mart for "The Wasteland Survival Guide" quest, then you can Fast Travel there. Go a little bit south of the Super Duper Mart and you will run into a little boy named Bryan Wilks. Monsters have overrun his home. Tell him that you will help him, initiating a Side Quest, "Those!"

Now go northeast from the Super Duper Mart and cross the river. Remember to check your Pip-Boy quest section to make sure you have selected the quest you want. Then, when you look at your map, an arrow will always show you where your next destination is. You absorb a few Rads by swimming in the Potomac River. On the other hand, you could use the bridge near the bus. A bed under the far side of the bridge has a mine.

On the other side of the bridge, walk up the freeway east. Kill some Raiders and turn southwest when you see a large white statue of a man standing inside a large white hoop. Past it, find the Farragut West Metro Station. Inside the station, go to the blocked end of the wide hallway, past the turnstiles. Go north, through the door, and watch out for Molerats. Go down the stairs of the nearby maintenance tunnel until you get to a stairway going up to a walkway, blocked by a chain link fence. On the other side of the fence is a group of ghouls.

You have several options here. You can shoot the ghouls through the fence. You can pick the lock on the gate and fight them all at once. You can go inside the office behind you and get the key to the gate from the safe. Unlock the safe by accessing the computer. Perhaps the most dramatic way to solve this problem is to use the computer to start a "Gas Test". Then take the laser pistol from the office and shoot through the fence. The beam from the pistol will set the gas alight and burn the ghouls to death.

Downstairs from the room with the ghouls is a locked (average) door to a closet. Inside the closet are several missiles, a Skill Book and some ammunition. Then go back upstairs and through the door on the northwest wall. Follow the hallway to the Tenleytown/Friendship Station door.

Past the door, you *could* go east, down the tracks. You would have to fight several ghouls, including a tough fluorescent green "Glowing One" at a dead end section of the tracks. The upstairs part of the station has a Nuka Cola Quantum sitting on a concrete bench. Up the ramp from there is another exit from the subway.

*Instead*, cross the tracks, get some Nuka Cola from the vending machine and continue south to the next set of tracks. Then go west, up the tracks of the Red Line. At the end of the tunnel, you will find a Super Mutant standing guard in the middle of the tunnel. At lower levels in the game, the Chinese Officer's Sword works well against them, but an assault rifle works just as nicely.

Continue into the station to find two or three more ghouls. Kill them all before you go upstairs, to protect your rear. Then go up the east passage to a gate that exits the subway. Check your time and set the clock ahead to daylight, if necessary ("T" key). You have a big fight coming up. Then go through the gate to the outdoors.

Outside, watch for a Frag Mine in front of the Preservation Shelter northeast of where you emerge. Start walking south. Two Super Mutants will appear near a broken-down building to the southwest. They will begin firing at you. Use cover to avoid their fire while the nearby Brotherhood of Steel squad takes care of the mutants for you. Then walk over and speak with Sentinel Lyons. She is irritated that you have interfered with their operation, but is willing to have you tag along. Follow the group.

The team will stop near one of their dead comrades. You may loot his body for some Power Armor and Energy Cells if you wish. When they start moving again, help them kill the three Super Mutants just ahead. Loot the Super Mutants corpses for hunting rifles and 32-caliber ammo. Soon you will reach a battle outside the Galaxy News Radio building. Run over to the fountain and loot the corpse of a fallen Brotherhood of Steel fighter. He was carrying a Fat Man launcher and six Mini-Nukes. **Save your game** here.

Find some cover. A Super Mutant Behemoth is about to emerge from the east, where Reddin goes. If you use the Fat Man, it will probably take you two or more shots to take down the Behemoth, depending on your skill with Big Weapons. Be at least 30 or 40 feet away from the explosion. However, you need *not* use the weapon. Your assault weapon, plus the guns of the Brotherhood will soon bring the monster down. Once the Behemoth is dead, check the corpse for many useful items. Find Caps, several types of ammo, and Frag Mines.

Fast Travel back to Megaton and then sort through your treasure. Store some of it in your house and sell the rest. Buy Stimpaks, repair your gear and heal up. Fast Travel back to the scene of the battle and do another round of collecting. Do some more trading and come back again.

Then stand in front of the Galaxy News building and press the intercom button. Go up to the third floor and speak with Three Dog. Ask him where your father is. If you have a high Speech Skill, he will tell you. If not, go to the Museum of Technology, get a satellite dish and install it on top of the Washington Monument.

## **Galaxy News Radio**

Assuming that you did not convince Three Dog to give you the location of your father (and even if you did, this quest is worth doing), go down one flight of stairs from where you spoke with Three Dog. Then go through the door on the north wall, down several sets of stairs and through the door at the bottom.

When you get outside, carefully make your way down the rubble and angle to your right. You should see below, two regular Feral Ghouls accompanied by a Feral Ghoul Roamer. They cannot get up to you. If you have found a Sniper Rifle, this is a good time to use it. Use the scope to zoom in on your targets. After you have killed the ghouls, drop down to the road and enter the Collapsed Car Tunnel door on the east wall.

Go south, all the way through the ghoulish-infested Car Tunnel, *or* use the door to the west, at the start of the tunnel, as a shortcut. If you decide to take the southern route, go through the door to your right, after you exit. That will take you back inside DuPont Circle Station. If you take the shortcut, go through the halls to an office. You can activate the security robot, by accessing the computer terminal. The robot will exit the office into the subway station and begin attacking the two Super Mutants there, but they will destroy the robot. Take the same door and kill the mutants yourself. Both routes get you to this location. Check the vending machine for a Nuka Cola Quantum. Then go southwest and enter the door for Authorized Personnel Only.

Go down the stairs and through the door to reach the train tracks. On the other side of the first set of tracks is a sandbag emplacement. Behind it is a sleeping Raider. He will probably wake up and attack you. Defend yourself and then loot the area. Note the bed, upon which you can sleep and heal. If you try to sleep now, the game may not let you, because there is another Raider nearby. Go through the door to the southwest, and down the stairs. The second Raider is guarding a cache of drugs and weapons. Kill him and take his treasure.

Follow the hallway a short distance, until you reach a room with a metal-barred window. Stay away from the window or four Raiders will shoot through it. Just to the left of the open door is a nook with a computer terminal, where you can rest safely. On the other side of that door are two gun turrets and the Raiders. If you have 50 points, or more, in the Science Skill, you may hack the terminal to disable the gun turrets. However, even if you close the door, it will not take long for two of the Raiders to come up and attack you.

If you could not disable the turrets, equip an Assault Rifle and step through the door onto the catwalk. Quickly move to the right along the catwalk to get out of the line of fire of the turret directly ahead, and focus on destroying the turret on the southwestern wall. Then return left along the catwalk to concentrate fire on the turret that is directly ahead, but farther away. Once the turrets are disabled, go back inside the room to reload and/or heal yourself on the bed you found.

You will probably have to run down the tricky staircase to the floor of the tunnel, in order to eliminate the second pair of Raiders. Use V.A.T.S. as you run, because that will help you locate the Raiders hiding underneath the stairs. After you kill the Raiders, go south through the caverns until you reach a Utility Door. Tread carefully in this next area, as there are three Frag Mines and a Trip Rope on the way to the door leading to Metro Central. If your Explosive Skill and Repair Skill are high enough, disarm the traps. Otherwise, stay away from the mines and jump over the rope. Go through the door at the end to reach Metro Central.

In the next room, you will find Raiders and ghouls fighting each other. Watch the fight and kill the winner(s). Then look on the table straight across from where you came in, for some Stimpaks, grenades, and ammo. Exit through the southeast doorway and out to the train tracks, where two ghouls will attack you. Follow the tunnels south until you reach the Northbound Museum Station. Kill some more ghouls and continue south, past that station. Walk along the tracks inside the tunnel marked Southbound Museum Station.

When you get to the section with destroyed subway cars, look for a pack of four Vicious Dogs ahead. Do not let them surround you. Use an assault rifle and V.A.T.S. to kill two or three of them from a distance. One or two may hide and try to ambush you when you get closer. If you have a Lockpick Skill of 50+, open the door to the southeast, for some Stimpaks and other chemicals in a closet.

Exit the tracks through the southwest door. In the room beyond, find some shotgun ammo. When you move on, you may hear a Feral Ghoul Roamer around the corner, although he may be upstairs. Activate the switch to open the overhead door and go up the stairs. The Raider at the top may have killed the ghoul. Find a Grognak the Barbarian comic on the card table.

Exit through the east doorway to reach the next group of tunnels. Beyond the door, a Raider may attack from your right. To the left, hidden around a corner, is another Raider camp where you should kill the two Raiders and loot their camp. Use one of their beds to heal.

Continue south, along the tunnels, until you reach the next station. Go up the escalator and eliminate the Raider standing on top of the train to the southeast, and the one near the train directory board. Open three ammo boxes in the southeast corner of the station. From the second floor, go up the ramp east, to find the exit to the underground tunnel system. Check the time and set the clock to daylight, if necessary.

On the other side of the exit gate, you will find the Museum of Technology just southeast of you. Mutants have dug fortified trenches along the entire length of the D.C. Mall. Several of them will attack you when you walk up the steps. You may kill the entire army of them if you wish, but it will take time and Stimpaks.

When you enter the museum, two Super Mutants will attack you. After you kill them, activate the computer terminal with the plastic dome over it. Read some interesting museum information. The option that reads "#000" is a message written by a man named Prime. He has hidden a cache of treasure. To find it, you must access two more computer terminals in the museum. Click "Back" to return to the main menu and then choose the option that reads "#001". The screen will show four numbers to choose from and you must pick the Prime Number. If you failed math and do not know what a Prime Number is, see below for the answer. Note: Prime mentions that he will be going to a diner. This diner is located across the street from the Jury Street Metro Station. Prime's body is now there, along with a Xuanlong Assault Rifle (damage 48), meds and many caps.

Turn left, from the terminal, and go through the door to find a First Aid Kit containing two Stimpaks. If you have 50 or more Science Skill Points, go through the door opposite the First Aid Kit and then upstairs to find a computer terminal that allows you to deactivate the turrets in the museum.

Return to the lobby and then climb the stairs. Follow the balcony around to reach the Vault-Tec Tour. Walk through the vault, press the buttons to activate some audio descriptions, and enjoy the displays. When you reach the end of the tour, follow the balcony to reach the double doors that lead to the West Wing.

Past the door, find two computer terminals side-by-side. Access the one on the right for the next part of Prime's puzzle. Choose #002 from the main menu and then select the next Prime Number from the given choices. Go through the south door and then continue until you reach the Delta IX Rocket exhibit. You must fight many Super Mutants, so be prepared to defend from all directions. Use V.A.T.S. not only to target, but also to *find* hard to see enemies, even if you have no Action Points left.

Explore everywhere. Kill and loot the Super Mutants, open gore bags and find other treasures. At the bottom of the exhibit is the final Prime computer terminal. The three Prime Numbers for the three computer terminals are 19, 53, and 113. Prime Numbers are divisible by only the number 1 and themselves.

While you are still on the bottom floor, go through the door to the west and then go all the way up the ramp until you reach the Virgo II exhibit. Kill the Super Mutant above you, and the Super Mutant Brute who comes in from the left. Activate the exhibit, to take the satellite dish.

Exit down the hall on the north wall and then take the first left. Go through the Authorized Personnel Only door. Take the stairway up to the security room. Use the password from Prime's puzzle to unlock the safe. Activate the terminal at the end of the room. Inside the safe, find a gun locker key, meds and many Caps.

Go back down the stairs and continue to follow the tunnel north, to reach the Planetarium. Once you activate the Planetarium, you will alert two Super Mutants who barge in through the south entrance, so be prepared. Enter the eastern door to find the Planetarium office. On your left, open the gun locker, for which you now have the key. Take a bottle of Nuka Cola Quantum from the shelf. Retrace your steps back to the Atrium.

Outside again, run northwest, to the Washington Monument. Access the computer terminal to open the gate. Ride the elevator to the top. Swivel your camera as go up, for a better sightseeing ride. Install the satellite dish, Fast Travel back to Galaxy News Radio, and speak with Three Dog to find out where your father went.

## **Scientific Pursuits**

Check your Pip-Boy world map to see the marker for Rivet City. Find this renamed Aircraft Carrier at the southeast corner of the map. If you have not been there yet, read on. Otherwise, skip down to the next page for the description of **Rivet City**.

Fast Travel to the Museum of Technology and then turn west, toward the Washington Monument. Enter the Museum Metro Station. You used this same station to get to the Museum of Technology on your first visit. Inside, follow the wide concourse to the tracks and turn left when you reach the station. Go downstairs and through the south tunnel that reads "Southbound Anacostia Crossing".

Follow the tunnel all the way down until you reach a broken door on the left (east) that will take you to a small room that has an exit door leading to Anacostia Crossing Station. On the other side of that door, follow the tunnel a short distance west. When you reach an opening on the right (north) side, find two Raiders guarding a makeshift camp. Kill them, take the Stimpak on the table, and use a mattress if you need to heal.

Continue following the tunnel west until you reach the station. Kill any Raiders on the lower floor and then go upstairs to eliminate the rest. At the north end of the station, you should find Mentats, Buffout, a Pugilism Illustrated Skill Book (card table) and a Nuka Cola Quantum in the vending machine upstairs. Exit west and follow the hallway to the "Metal Gate to the Capital Wasteland". Set your clock to daylight before you exit.

Outside, walk up the escalators and you will likely find three Talon Mercenaries to your right. They may not attack you immediately, but when you approach them, you will learn that there is a bounty on your head because you disarmed the nuclear bomb in Megaton. Defend yourself and, when all three are dead, you can relax. You are at the entrance to Rivet City. Walk south and hike up the stairs to reach the top of the metal structure. If this is your first visit, press the intercom button to have the guard rotate the gangway. Harkness will stop you. Tell him that you are there to see Doctor Li.

Enter through the marketplace entrance, straight ahead. Buy some ammunition or do other business. While you are on the ship, several quests may start, or continue. For the quest "Those!", Vera Weatherly can give Bryan Wilks a home. One of your targets for the quest "You Gotta Shoot 'em in the Head" is here. Start or complete "The Replicated Man" quest by speaking to Dr. Zimmer in the Science Lab. Start the quest "Stealing Independence" by talking to Abraham Washington in the Capitol Preservation Society room.

Find the Science Lab by following the signs. Go down to the bottom level of the lab and speak with Doctor Li. Ask her where your father went and she will point you to the Jefferson Memorial. Take the Intelligence Bobblehead from the desk in the Science Lab. Go back outside, cross the gangway and go west.

Super Mutants will begin to snipe at you from their camp. One of them has a Minigun. Try to kill him from long range and then go up the ramp and inside the camp to kill the three remaining mutants. Speak with the Wasteland Captive. Save him/her for Good Karma. You have the option to accept a gift of some treasures that the captive managed to steal from his/her captors. You get Bad Karma if you kill the captive. Open some First Aid and ammo boxes. Then continue west and up the ramp-way that surrounds the Jefferson Memorial.

Follow the elevated steel structure around to the end, killing any live Super Mutants you find. Go down the ramp at the end and then face west. You should see the door to the Gift Shop. Go through the door and down the tunnel to the intersection. Around the corner to your right is a computer monitor that controls the turret in the next room. Access the terminal if you have 50+ in Science, to turn off the turret. Otherwise, shoot the turret on the ceiling in the middle of the room. Open the vending machine to look for a Nuka Cola Quantum.

Two doors leading out of this room give you access to the Rotunda. Fight two Super Mutants in that confined space. This is the abandoned Project Purity venture. After the war, your dad and his group of scientists tried to turn the Rotunda into a water filtration system. Go up the stairs and listen to the three holotapes on top of the filtration unit. You will learn that your dad has gone to Vault 112, and you should too. You will be coming back here later and will have to clear the rest of the facility of mutants. You can do that now or later.

Then Fast Travel as far to the west as you can. Follow your compass arrow west until you reach Smith Casey's Garage. Be aware that there are always a large number of enemies around this location. So, notice the large rock formation at one corner of the building. You can use it for cover and/or climb up on top of it to escape critters chasing you. Near you, right now, are Rad Scorpions, hostile robots, Raiders and other enemies.

Go through the door of the garage and eliminate all the Mole Rats and Radroaches inside. Get the Nuka Cola Quantum at the trash can in a corner. Get the Tumblers Today from on top of the safe. Activate the switch to open the floor panel and then go down the steps to the Vault 112 door. Inside the vault, accept the jumpsuit from the friendly Robobrain. Explore the surprisingly clean vault, but you will find little treasure.

The computer terminal on the downstairs floor requires that you have a high Science Skill. The door it opens will give you access to a room that contains four Stimpaks, an Assault Rifle with ammo, a Laser Rifle with Micro Fusion Cells and the password to the computer that opens the door to the Overseer's Office upstairs.

Find the one Tranquility Lounge that is not occupied or broken, and get inside it. You must wear the Vault 112 jumpsuit to avoid damaging the machine. It will transport you to a world unaffected by the war.

## **Tranquility Lane**

As soon as you arrive in Tranquility Lane, you will notice many strange things. The automobiles are all undamaged by war, the world has turned to shades of gray, your Pip-Boy 3000 has turned into a Pip-Boy Wristwatch, the houses are neat and clean and you are now a small child. A circular group of houses surrounds a circular park in the center of this bizarre little village.

When you speak with the townspeople, with the exception of Betty the child and Old Lady Dithers, they will give you no quest-specific information. You must find a way to activate a portal back to Vault 112. Every decision that you make in Tranquility Lane has Karmic consequences.

If you want Good Karma, then ignore Betty altogether and speak with Old Lady Dithers. She will tell you that none of what you see is real. She will plead with you to free all of them from their suffering by activating the Failsafe hidden in the abandoned house. If you want Bad Karma, play Betty's games. If you want neutral Karma, then play some of Betty's games, but finish by activating the Failsafe.

## **Tranquility Lane - Good Karma**

Enter the one abandoned house. Notice five objects in the living room with which you can interact. Touch them in a *specific order* to force the computer mainframe to become visible. Each object makes a different sound when you touch it. Touch the objects to play a tune. This is the tune that you hear Betty whistling. It is also the musical soundtrack to Tranquility Lane. Experiment for a while to discover the correct sequence.

If you become bored and frustrated doing that, try radio, pitcher, gnome, pitcher, cinder block, gnome, bottle. Learn from the computer about Tranquility Lane, Dr. Braun, and the consequences of turning on the Failsafe. Select the "Activate the Chinese Invasion Program" option, and then go back outside to watch. A squad of Chinese soldiers will kill all of the town's residents permanently. It may seem as though this option should give you Bad Karma. But an all-powerful being (Betty) would otherwise force the residents to repeat the endless cycle of living and dying. Although, if you think about it, that may be what happens to us all.

Speak with Betty. Listen to her whine about how you have ruined everything. Use the new door to exit the simulation. Once the lounge opens, you will reunite with your father. Speak with him to complete the quest.

## **Tranquility Lane - Bad Karma**

Speak with Betty in the playground surrounded by the houses. She has several "games" that she wants you to play with her, before she will let you leave Tranquility Lane. Your first task is to make Timmy Neusbaum cry. You could walk up to Timmy at his house or his lemonade stand and beat him. You could use your Speech Skill to tell him that his parents are getting divorced. You could get the military academy pamphlet from the kitchen table of the Neusbaum house. Then give Timmy the pamphlet to convince him that his parents are sending him away. When he starts crying, go to Betty. She will answer one question.

Your next "game" requires you to break up the marriage of the Rockwells. Walk up to Janet and use your Speech Skill to tell her that you saw her husband kissing another woman. Alternatively, go into the Simpson residence and take the lacy underwear from the bed upstairs. Now go down into the Rockwell basement, put the garment on the desk, and then tell Janet Rockwell. A third option is to go upstairs in the Rockwell house and read Janet's diary. You will learn that she would like to kill Mrs. Simpson. Take the rolling pin from the kitchen of the Rockwell house. Then go and kill Mrs. Simpson. Lie, and tell Mr. Rockwell what his murderous wife did. Report your success to Betty when you have finished.

Your third task is to kill Mabel Henderson in a creative fashion. One way to kill Mabel is to activate her oven and tinker with the pilot light. This will fill the kitchen up with flammable natural gas. Then ask Mabel to bake you one of her delicious pies. She will happily preheat the oven and blow herself up. Another way to kill her is by activating her chandelier, which will cause it to fall on her when she gets close. You could also activate the roller skate on the second floor so that she steps on it and falls down the stairs.

Finally, you could activate the computer terminal in the kitchen, turn on the Mister Handy security system and then *deactivate* its security screening. Then it will kill anyone it detects. Note that if you choose to use the robot, it may try to kill you too. Stay out of sight until Mabel enters the house.

Return to Betty for your final task. This time she wants you to get the knife and mask from the doghouse near the abandoned house. Put on the mask and go on a killing rampage. Kill every resident of Tranquility Lane except for Doc (the dog) and Betty. After you have completed your gruesome task, return to Betty. She will open a portal to let you out of the simulation. Exit through the door to return to *reality*. When you are back in Vault 112, speak to your dad to complete the quest.

If you were wondering what is on the other side of the fence, there is a way to find out. Two of the houses have high boulders next to the fence. Grab one or both of the tricycles and drop them between the fence and the boulder. Then jump from the boulder to the bike and over the fence, but you must use a **save** to get back.

## **The Waters of Life**

After your conversation with your dad is over, leave Vault 112 and Fast Travel back to Rivet City. Join your father and Doctor Li downstairs in the Science Lab and listen in on their conversation. Then speak with your dad. Then, leave Rivet City and go back to the Jefferson Memorial. Note that if Super Mutants still infest the route to the Jefferson Memorial, you will need to eliminate them now to ensure that the scientists remain safe.

Once you reach the Gift Shop, speak with your father. He will tell you to cleanse the memorial of all Mutants. You may already have done so during the Scientific Pursuits quest. Search all of the Gift Shop, Rotunda, and the sub-basement to make certain that no Super Mutants remain. When the area is safe, report to your dad. Then the scientists will go inside the memorial. Enter the memorial and find your dad, who is in the Rotunda. Ask him what you need to do. He will give you the task of turning on the power to the Flood Control Pump. Exit the Rotunda and go down into the sub-basement.

Follow your compass and use the intercoms, if necessary, to help you find the Power Switch. It is located on the bottom floor of the sub-basement. Once you have it Activated, return to your father. Speak with him about fuses, to get a new task. You must insert three fuses into an electrical panel in order to provide power to the mainframe computer. Once again, go down to the lower floor of the sub-basement and follow your compass to reach the electrical panel. It is in the northwest corner of the local map.

After you place the fuses, go back up to the first floor of the sub-basement and open the large metal door. Activate the mainframe Power Button. Then turn to your left and use the intercom to speak with your dad again. Your next errand involves draining some pipes.

Go past the Gift Shop and enter the grate leading to Pump Control. Find it on the other end of the long hallway where you first entered the memorial. Go down the long pipe until you find a valve to turn. This will trigger an event where Enclave helicopters land near the memorial. You will hear the helicopters. When the lit sign over the northern grate turns from red/locked to green/unlocked, go through and drop down through the pipe system until you end up back in the Sub-Basement. Watch out for an Enclave guard.

Go back to the Rotunda. Eliminate any resistance from the Enclave soldiers. These elite troopers are smarter than a Raider or Super Mutant. They will take cover and use special tactics to try to overwhelm you. Once you reach the Rotunda, the game will force you to watch helplessly as your dad faces the Enclave leader.

When the cut scene ends, leave the Rotunda with Doctor Li. Follow her through a manhole cover in the Gift Shop that leads to the Taft Tunnels. Your objective here is to get Doctor Li and her fellow scientists through tunnels infested with ghouls and Enclave soldiers. You must reach the Brotherhood of Steel stronghold.

You do not have to save all of the scientists. Doctor Li is the important one, and even if she does lose all of her health, she will merely become unconscious. If you keep Garza alive, that choice will trigger a Karma-based decision later on. If you want them all to survive, then use game saves liberally, or have the scientists wait.

Walk into the large space ahead. On your left is a First Aid Kit on the wall. It contains a Stimpak. You will also find some Buffout to the southwest, on top of a radioactive barrel. Now go down the tunnel to the west and enter the doorway on your right. Go a short distance through a tunnel to a south facing door. Open the door and crouch to remain hidden. You may see an Enclave Soldier or two walk across the balcony in front of you. You may let them pass unmolested.

Once they leave the room, continue until you come to a tunnel patrolled by an Eyebot. Go north to reach a locked door. Doctor Li will tell you that she can open the door if you buy her some time. Fend off the Enclave soldiers in the room beyond, while she works the computer. Take the Stimpaks, inside the First Aid Box.

Enter the now-open doorway; kill the two (or more) ghouls at the bottom of the ramp. Then continue through the northern door and the next (western) door. Beyond that door, if Garza is still alive, Doctor Li will stop, until you do something to help Garza. You have several options here. You could give Garza five Stimpaks, for a Good Karma reward. You could convince Garza to remain behind, while the rest of the group moves on. You could try to convince Doctor Li that all Garza needs is some Buffout. You could kill him, and get Bad Karma. You could continue without them. When you return, you will find that Garza is dead.

After you have dealt with the Garza problem, go through the northern door. At the end of the hall is another door. Tell the scientists to wait here, before opening the door. **Save your game** here. Go through the door and prepare for an Enclave ambush. You will find them on the balcony, above and behind you. The railings that they stand behind offer them good protection. They move around a lot. You must stand out in the open just to get a shot at them. You might use several Stimpaks. After you have cleared the room, go back and tell the scientists to follow you. If they have fled, retrace your steps down the corridor to find them.

With your party together again, go up the stairs into a supply room. Search the room for ammo and then go up more stairs, where you must fight a few more ghouls. Continue up the stairs until you reach an intersection. Detour left, into a room where you can find a First Aid Kit on the wall, containing Stimpaks. Return to the intersection and now turn right. Continue along, killing the ghoul that tries to surprise you when you round the corner. Climb the stairs to arrive at another tunnel.

Pick up the Nuka Cola Quantum on your left. Continue to follow the tunnel north. Find a large door on your left and a locked door on your right. If you have a high enough Lockpicking Skill, get those Experience Points. Run through that large door on your left. A Brotherhood of Steel member will greet you. Quickly get behind the sandbags and turn around to help him fight off the ghouls that emerge from the locked door, whether you opened it or not. You do not really have to do anything because your Brotherhood friend and his turrets are more than enough to defend the room, but try to get some shots in for the Experience Points.

Check the shelves for ammo and meds before proceeding. When you are ready, follow the tunnel north until you reach a ladder that takes you up through a manhole cover, to the outside Wasteland. You are near the front door of the Citadel. Walk up to the gate and wait for Doctor Li to arrive so she can convince the Brotherhood to open the huge gate and let her in. When the gate opens, follow your group inside the Citadel.

## **Picking up the Trail**

Go southwest from the gate to reach the door into the Citadel Courtyard. You will witness a conversation between Elder Lyons and Doctor Li. Speak with Elder Lyons when you can. Ask him who you can speak with to learn how to wear Power Armor. He will tell you to find Paladin Gunny, who should be wandering around somewhere in the courtyard. Explore the Citadel. You may find a follower by the name of Star Paladin Cross.

Eventually, follow your compass to the laboratory. Go down the steps and witness the conversation between Elder Lyons and Scribe Rothchild. Speak with Rothchild. Ask him about the G.E.C.K. He does not know where you can find one, but will give you access to a Vault-Tec Computer in the A-Ring of the Citadel. Return to the courtyard and then go through the northern door to reach the A-Ring. Follow your compass arrow and local map to reach the terminal, of which Rothchild was speaking.

Log onto the computer and select "DC Area Vault Listings". Here you will see data regarding all of the vaults in the DC area, although much of the information is classified or corrupted. Read about diabolical experiments on humans. The vault you should be most interested in is Vault 87. Check its Equipment Issuances to see that it received a G.E.C.K.

Follow your compass back to find Rothchild. Tell him that you need to find Vault 87. He will lead to you a wall map that shows the location of the vault. He will also tell you that lethal amounts of radiation will prevent you from getting close to the vault. Ask him if there is any other way to get into the vault. He tells you that it might be possible to enter the vault from the Lamplight Caverns.

Before you leave the laboratory, go through the door on the north wall and then through the door on the other side of that small room. You will find yourself in the Brotherhood Armory. Speak with the surly Captain Durga and she will tell you that you cannot trade there. Go and speak with Elder Lyons about "Permission to Trade". Now you have another place to buy weapons and ammunition.

Return to the courtyard and Fast Travel as far west as you can. It may happen that the closest you can get is Smith Casey's Garage since you must have discovered it in order to complete the "Scientific Pursuits" quest. Be prepared for battle as soon as you arrive. Casey's is a dangerous place every time you go there.

Then follow your compass northwest and be ready to fight Yao Guais (mutated bears that are very fast and like to wait behind objects and ambush you), Radscorpions (regular and giant), and Super Mutants along the way. Eventually you will reach a cavern entrance decorated with colorful holiday lights. The game will add Little Lamplight to your world map. **Save your game** here. Enter the door to Lamplight Caverns and follow the trail down. You will reach a gate constructed of pieces of sheet metal and other debris nailed together.

Approach the gate and Mayor Macready, a child with an attitude, will greet you. Ask him if you may come in and the game will present you with two choices. If you have a high enough Speech Skill, you can convince Macready to believe that you are trustworthy. If you are successful, you may skip the "Rescue from Paradise" quest and go straight through Little Lamplight, on your way to Vault 87.

If you do not succeed with your Speech Skill, you must complete a separate quest before you can continue this one. Ask Macready how you may gain his trust, to begin the new quest "Rescue from Paradise".

**IMPORTANT NOTE: In order to maintain the continuity of this walkthrough, the following section will continue the quest "Picking Up the Trail". If you failed to convince Macready to let you in, you will need to skip ahead to the next quest in this walkthrough "Rescue from Paradise" (below), complete it, and then come back to this point to continue "Picking Up the Trail".**

Once you get inside, talk to Mayor Macready once again. Tell him that you are not here to start any trouble and then ask him how to get to Vault 87. He will tell you that you will have to go through Murder Pass. If you ask him if there is another way, he will mention a door that nobody has opened since he has been there. If you have a high enough Science Skill, you can open this door and bypass Murder Pass. If you tell Macready that you want to use Murder Pass to get to Vault 87, he will lead you to the gate. Decide whether you want to go through Murder Pass or through the broken door. If you want to hack the locked door, find Joseph and tell him you are trying to get to Vault 87. Follow him into the area called "Nothin" and then he will access the computer terminal next to the door. Only he can repair it.

If you want to (or must) go through Murder Pass, you will find a cavern complex filled with Super Mutants. This route is good for gaining Experience Points, but you will use more ammo and Stimpaks. Find the Souvenir Shop and look behind it to find a winding trail that will take you to the Murder Pass gate. Macready and Princess will open the gate for you. Past the gate, at the first intersection, you can go left or straight. Going left leads to an extremely tough battle against many Super Mutants. Go straight, instead, because you can ambush most of those mutants from behind, when you get a bit farther down the trail.

You will reach an open area with a shack to your right. Kill all three mutants living there and then search the shack and the toilet behind the shack for treasure. Find a "Tales of a Junktown Jerky Vender" Skill Book, along with several ammo boxes.

Continue through the cavern, past the broken gate and flaming barrel until you reach another flaming barrel. From here, take the left fork to return to the area you bypassed earlier. All of those Super Mutants, all of those Experience Points and many treasures are still waiting. However, now you have the advantage of better cover. In addition, the clutter from this angle limits the Super Mutant with the Missile Launcher.

Afterwards, return to the second flaming barrel and go north. Be ready to fight a Super Mutant Master. When you reach the next intersection, take the right fork. The left fork has traps. When you reach the next open area, watch out for a trap on the ramp to your left. It can drop a grenade cluster. If you have a high enough Repair Skill, you can disarm the trip rope and if you have a high enough Explosives Skill, you can disarm and recover the Frag Grenades.

Go through the next gate and fight a sledgehammer-wielding Super Mutant Master. Then go through a pair of doors with a small antechamber in between. There are goodies on the left, but a pressure plate on the right that will detonate a grenade cluster, inflicting limb damage. Follow the linear path to reach the door leading to the Reactor Chamber. Just beyond there, you will reach the door leading to Vault 87.

**NOTE:** The next part of the Main Quest is "Finding the Garden of Eden", below.

## **Rescue from Paradise**

**NOTE:** This quest is optional if you managed to convince Mayor Macready to let you into Little Lamplight using your Speech Skill. This quest is *mandatory* if you could *not* convince the mayor.

If you have found Arefu through exploring or through the side quest "Blood Ties", you can Fast Travel there and then go just a bit north to reach Paradise Falls. If you have not explored any of the area north of Vault 101, you should Fast Travel to that vault and begin the long hike north. When you reach the front gate of Paradise Falls, a Slaver named Grouse will greet you. There are four possible ways to gain entry into Paradise Falls. First, if you have Bad Karma, walk right in.

Second, kill Grouse, for more Good Karma. If you choose this option, you will have to destroy the entire Slaver population of Paradise Falls (3 outside and 11 beyond the main door). A good tactic to use here is to equip a good Assault Rifle (with lots of ammo) combined with V.A.T.S. As soon as you get inside the main door, target the Minigun up on the platform to your left. Then clear the courtyard and then clear the rooms. Take the key from either Forty's or Eulogy's corpse after you have killed them, to unlock the gate that holds the kids. Once they are free, meet them southwest of Paradise Falls and talk to Penny to complete the quest.

A third option requires you to use your Speech Skill. Convince Grouse to accept a bribe of 500 caps. A fourth option involves completing a side quest "Strictly Business", rounding up slaves.

However you finally gain entrance, search the entire town. Visit the Barracks, the Lock and Load gun shop, and the Clinic. To the southeast, find Eulogy's house. Inside, is a Speech Bobblehead, sitting on the desk next to the computer terminal. At the south end of the town is the Slave Pen, where you will find the children.

If you do not massacre all the slavers, you have two good options to release the kids from jail. First, you could talk to the chief slaver, Eulogy, and ask to buy the kids from him. His asking price is 2000 caps but if you have a high Speech Skill you can bargain him down to 1200. You must have the 2000 caps in your inventory when you speak to Eulogy even if you eventually bargain him down to 1200. After you have bought them, meet the kids back in Little Lamplight. Speak with Macready to complete the quest.

The other way to free the kids is to enable a jailbreak. Go to the Slave Pen and speak with Sammy. He will tell you of the plan that he and Squirrel have been working on. The plan requires you to log onto the computer terminal in Eulogy's Pad. Then you need to connect the computer in the Slave Pen to the network. To do this, secretly hack Eulogy's computer and then select the option "Update Network Connections".

If you do not have 50 or more Skill Points in Science, then tell Squirrel that you are not good with computers. He will give you another option. This involves repairing a junction box near the kitchen. For this, you will need a high Repair Skill. If you do not have enough Skill Points in Repair, then you will have to level up until you do have enough Skill Points or use one of the other methods to free the kids. After you hack the terminal or repair the junction box, return to Squirrel to hear the next part of the plan.

At midnight, only one guard is on patrol near the Slave Pen. If you can distract that guard, the children can make their escape. You have two ways to get Forty away from his post. If you have a high enough Speech Skill, you can convince him that he is not paid nearly enough for the work that he does. He will leave and have a talk with Eulogy inside his house. Now the jail is unguarded. If you do not have a high enough Speech Skill, your other option is to find Crimson. Persuade her to distract Forty or pay her 100 caps to do so.

Whichever method you finally use, return to Squirrel and speak with him. He will say that everyone is ready to go except Penny, who will not leave. You may be able to convince Squirrel to leave her behind, but you will gain Bad Karma. On the other hand, you can talk to Penny to find out that she has grown fond of a kid named Rory and refuses to leave without him. You can try to convince her to forget about him, but if you fail, you will have to either leave them both behind or steal a key from Forty or Eulogy.

If you decide to free Rory, you can either pickpocket Forty or Eulogy for a box key, steal one from the table in Eulogy's house, or kill one of them to get the key. When you have the key, unlock The Box west of the Slave Pen to find Rory inside. Tell him that Penny told you to help him. Then tell him either to run for it or to sneak away quietly. He may get out alive, but chances are that he will not survive. In either case, return to Penny and tell her Rory's fate. She will have met up with the rest of the kids southwest of the entrance to Paradise Falls. NOTE: If you completed this quest in order to get into Little Lamplight, Fast Travel back to Little Lamplight, head to the front gate, talk to Mayor Macready to gain entry, and skip back to the section on page 15 named "**IMPORTANT NOTE**", to pick up the walkthrough from where you left off.

## Finding the Garden of Eden

If you got to Vault 87 through the broken door in Little Lamplight, go through the door to the south. Pick up the "Nikola Tesla and You" Skill Book from the box behind the mannequin. Then go down the eastern corridor and find the entrance to the vault. If you came through Murder Pass, the room with the mannequin is down the corridor west from the entrance door to Vault 87.

Continue into the room ahead. Find a Radroach infestation in the northwest corner of the room. Be on the lookout for a Super Mutant on patrol. After you have collected the treasure in this room, exit through the northern door and follow the corridor up the stairs. Be ready to fight more Super Mutants. Eventually you will come to a door leading to the Living Quarters.

Open the next door and be prepared to kill a sledge-wielding Super Mutant Master, waiting for you at the top of the stairs. After you have killed that mutant, follow the stairs up to another door. Beyond, is a large open room containing another Mutant Brute. Find another Mutant Master in the projection room. After you have cleared the area, search all the rooms for treasure. The western room has ammo boxes and a First Aid Kit with a Stimpak. You can also find a Stimpak and Med-X on one of the desks in the doctor's office.

Then go through the doorway on east wall, closest to the northern wall. Follow the corridor, go up the stairs, and you will see a Super Mutant Brute at the very end of a long hallway. After you have killed the Brute, continue down the hallway. Pick the lock on the first door on the left (very hard), for Experience Points only.

The second doorway on the left, however, leads to the upper section of the area you just left. As soon as you enter, two Super Mutant Masters will come at you from two doors on the other side of the room. Retreat into the narrow corridor and fight them from there, so they cannot surround you. After you have killed both of them, cross over to the other side of the top floor and look in the corridor beyond for a door with a lock (average). This door opens to a supply room containing items like a Nuka Cola Quantum, a "Pugilism Illustrated" Skill Book, a Laser Rifle, ammo, and a First Aid Kit.

Continue west, down the corridor and then travel up a flight of stairs (to the east and down the stairs are two more Mutants and some treasure). Watch for two Super Mutant Masters to your right, but they will not be able to get past the barricade. You could throw some grenades in there to kill them (take care that the splash of your grenades does not injure you). Alternatively, plug them with an Assault Rifle.

Then go down the hall. Bypass the highly irradiated corridor to your left. Turn right, go down the hall, and turn right again to meet a Super Mutant Master guarding a room. Kill him and then ransack this room for treasure. If you can Lockpick the wall safe, do so and take *four-each* Stimpaks, Radaway and Rad-X.

Turn right, outside the room and then turn right again at the next junction. Go up the two flights of stairs to reach the door leading to the Test Labs. The first door to your right has a Super Mutant Brute behind it. Open it and take his life, before taking the time to loot the valuables from the room. Among them are a Stealth Boy from the safe, missiles from the locked ammo box, and various types of ammo. Be prepared to deal with a Centaur, waddling toward you from the next corner, if you take too long to gather treasure from the room.

Continue, checking the windows for views of the failed experiments inflicted upon the Vault 87 human inhabitants. A Super Mutant Brute is waiting for you, as you turn the corner to face north. When you see a red light overhead, go into the room on your right to find a First Aid Kit containing two Stimpaks. Continue along the corridor and you will eventually hear a Super Mutant speak to you from inside a locked chamber.

Press the intercom button to reply. The mutant will tell you that his name is Fawkes, and he wants you to release him from his cell. If you help him, he will lead you to the G.E.C.K. chamber, and will even wade through the radiation-filled hallway to obtain it for you. You should allow him to do this favor for you. The radiation is great enough to kill you, unless you are properly equipped - and coached.

If you hack the terminal in front of Fawkes's cell, you will have the opportunity to destroy him with fire, but the option to unlock the door will fail. To release Fawkes, go down the hallway east and then north. You will pass four computer terminals, each one giving you the options to terminate the subjects and open the doors. When you enter the last room on the right, kill the two Super Mutant Brutes and then activate the Fire Alarm. Doing so will release all the subjects in all the rooms, and they are all hostile. Alternatively, you have the option of hacking the Medical Maintenance Terminal and unlocking just the door to "Iso room 05".

After you activate the alarm, or unlock his door from the terminal, go back to Fawkes. He will keep his word and lead you to the last safe room near the G.E.C.K. Follow Fawkes, and help him eliminate any resistance. Once you reach the last room before the heavily irradiated corridor, speak with Fawkes. He will walk down the corridor and get the G.E.C.K. for you. You can watch him do this through the window in the previous room. Wait for him to come back and then speak with him once again. He will give you the G.E.C.K. and then continue on his own for now, but you will later have an opportunity to choose him as a follower.

Note that it *is possible* to get the G.E.C.K. without Fawkes's help. You can actually see the room that contains it, from the oval window in the room just before the room that grants you access to the deadly corridor. Stand in front of the window. Look northwest through another window to see part of the G.E.C.K. container.

To get the G.E.C.K. yourself, find an "Advanced Radiation Suit", available in storage room just south of the "Lab Technician's Terminal" in the room you pass through before this one. Hack the terminal to unlock the room or pick the lock on the door. Pick up the suit from the shelf; along with three Radaway (sometimes the suit is invisible until you pick up one of the Radaway packs). If you try this, **save your game** before you enter the irradiated corridor. Put the suit on and take a Rad-X. Run northeast, down the corridor. Go through the first door on your left, open the "G.E.C.K. Container" and grab the suitcase. This should take about six seconds. Take a couple of Radaway and then run back to the safe room.

Now backtrack toward the entrance. Just beyond the supply room, a blue flash-bang grenade will knock you silly. A cut scene shows Colonel Autumn giving orders to his men. Then they will airlift you to Raven Rock.

## **The American Dream**

You awaken to an interrogation by the Enclave's Colonel Autumn. Do not reveal the secret code, 2-1-6. Otherwise, answer any way you like. President Eden will eventually call the Colonel, and then your captors will release you. The President wants to meet you *face to face*. Retrieve your equipment from the footlocker, and then leave. In the hallway, an Enclave Officer will stop you.

He will question why you are out of your cell. If you have high Strength, you can intimidate him. If you have high Charisma, you can sweet talk your way past. If you have a high Speech Skill you can succeed in a Speech Challenge and have the guard check with President Eden. Alternatively, you could bribe him. Whatever method you decide to use, eventually President Eden will speak over the intercom. He will tell everyone not to hinder your passage to his office.

Go left (south) and start down the hallways. If you open Cell number 3 you will find Nathan from Megaton (or you may find him lying dead in the hallway ahead). He was an Enclave groupie, but now is terrified of them. If you pickpocket or kill him, you can get the key to his house in Megaton.

Continue down the narrow hallway until it empties out into Sector 3A. Turn right (north) and follow the hall until you see a doorway east, to the Bio Labs - Sector 3A (there are signs above the doors but it is confusing). Go upstairs and find the door to Sector 2A, in the northwest corner of the room. When you get to the door, Colonel Autumn will speak over the intercom telling everyone to ignore the President's orders and shoot you on sight. Be prepared to fight Enclave soldiers coming from the upper and lower levels.

Your best tactic here might be to take shelter in that room on the top floor and just let them come to you. Be aware that there are two entrances to these small rooms, and you have to watch both openings. Also, the windows have no glass to stop lasers. When the area is clear, go through the door to Sector 2A, the Cryo Lab.

Go downstairs and then north, into the next room. Zigzag through the room to the other side and go through the north exit - 2B Storage. Turn west and go through the large door. Continue west, all the way to the end of the wide hallway. Then go south, halfway down another long hallway, to find Storage Quarters on both sides of the hallway. You will find Anna Holt in the one on the west side. She has decided to work with the Enclave.

In the storage room on the east, there is a force field keeping you from opening three Enclave supply boxes. If you can hack the nearby computer terminal, you can deactivate the force field and get plasma grenades, Enclave Power Armor and a Plasma Pistol with some ammo.

To get some more treasure, continue down the corridor to its southern end. There you will find a row of lockers to loot. Then retrace your steps north, all the way to the other end of the corridor. Go through another large door and continue west, to the end of the corridor.

You will find doors on your left and right. Two soldiers will ambush you from the east door. Enter Colonel Autumn's quarters, on the left (west). Look on the desk for an Energy Weapons Bobblehead. Deactivate the force field, using the computer terminal, to get some ammo and Stimpaks from the supply boxes. Pick the lock on the Footlocker to get the ZAX holotape. Listen to it and you will know the destruct sequence for the facility.

Then go through the doorway across from you (east) and climb the stairs into the War Room. Enter the door on the west wall to reach the Control Room. Wait in a room with two Enclave guards and two Sentry Bots. Do not shoot anything or anybody. The Sentry Bots will kill the two guards and then unlock the door for you. Go through the door and travel up the long winding staircase. At the top, you will meet President Eden.

Listen to Eden's narrative and decide whether to support, or betray, him/it. Whatever you decide, you must take the Modified FEV virus from the shelf in front of you, if you want to leave.

If you have a high Speech Skill, a high Science Skill, or you found and listened to the ZAX Destruct Sequence (from Colonel Autumn's quarters), you can convince Eden that he must destroy himself. He will destroy Raven Rock after you leave. In any case, turn around and exit through the east door. Run south, down the hallway, and kill all the Enclave defenders. Turrets and Sentry Bots, operated by Eden, will aid you.

When you find that the door ahead (south) will not open, turn west. Run west, then south and then west again. Go through a large door and continue west, until you reach the exit. Watch for a soldier with a Rocket Launcher. Just before the exit, find another computer terminal that can de-energize another nearby force field. Inside the crates are Plasma Grenades and Plasma Mines, a Gatling Laser, a Plasma Pistol and ammo. Check the time and set it to daylight. Exit Raven Rock and find Fawkes outside, shooting a Gatling Laser (assuming that you freed him in the previous quest). Here, if you have Good Karma, Fawkes can become your follower.

Fast Travel to the Citadel and go downstairs into the lab. Note that you can access the lab from the courtyard, through the only other set of double-doors. Continue to the bottom level to join a conversation with the important members of the Brotherhood. When you can, tell them that the G.E.C.K. is currently in the hands of the Enclave. Those who were against launching a strike against the Enclave will change their minds.

Sentinel Lyons will tell you that she has decided to make you an honorary member of the Lyons' Pride. As a reward, she will give you a set of Brotherhood Power Armor or Recon Armor, your choice. You can sell it if you like your current armor better. When she asks you if you are ready to head out, tell her "not yet" if you still need to do some exploring or trading.

## **Take It Back**

Speak with Sentinel Lyons and tell her that you are ready to go. Listen to her mission briefing to get a general idea of what you will be confronting. Rothchild will activate his giant robot, Liberty Prime. Watch a piston lift it to the surface. Leave the Citadel and help the Brotherhood take back the Jefferson Memorial and its "Project Purity" from the Enclave. Walk behind the robot while it destroys all resistance in its path. The robot cannot die (yet) and you have little to worry about for the moment.

When you make it to the Jefferson Memorial, enter the Gift Shop. Be ready for a tough battle against a squad of Enclave Soldiers. Turn right at the intersection, and continue to the Rotunda. Colonel Autumn will detain you in the Rotunda, while he speaks with you. You may use your Speech Skill to convince him to leave without a fight. Alternatively, when you get control of your character, you may kill him.

Afterwards, go up the stairs and listen to Doctor Li over the intercom. Someone must go inside the radioactive chamber to turn on the purifier. You have four options here. You could go in yourself. You could tell Sentinel Lyons to do it. You could refuse to do it yourself, causing the device to explode. You could send Fawkes in, because of his natural radiation resistance. While Lyons is speaking with Doctor Li over the intercom, if you want to use the modified FEV virus, go to the machine near the airlock door and choose to insert the virus.

If you choose to go inside the chamber yourself, quickly use the keypad to enter 2-1-6 and then hit Enter. Your screen will turn white and the ending cut scene will roll.

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