

Fallout 3 - Side Quests

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Agatha's Song

A short distance northeast of the Mersetti Train yard, which is due north of Megaton, is a small house. Cross a narrow rope bridge leading into a small cul-de-sac. In this house lives a well-mannered old woman named Agatha. Speak with her and you will learn that she is a musician.

Her current violin is homemade and not quite in tune. She longs for the Soil Stradivari violin built by Antonio Stradivari in 1714, once owned by Itzhak Perlman and last owned by Agatha's great-great-grandmother Hilda Egglebrecht. Agatha tells you that Hilda managed to get into Vault 92 before the bombs fell and took her violin with her. It should still be in good condition even after 200 years. Agree to help.

Agatha does not know the location of Vault 92. She suggests that you visit the Vault Tec Headquarters and search their records. Use your Speech Skill or Ladykiller Perk to ask Agatha if there is any way she can help. If you succeed, Agatha will give you the key to her ammo crate. Going to the Vault-Tec Headquarters can be a profitable venture, but you need *not* go there to complete the quest. However, if you want to go there, find Vault-Tec Headquarters in the northern part of the D.C. Ruins, north of Vernon Square.

The best way to get to Vault-Tec Headquarters is to Fast Travel to "Vernon Square North" metro station. From there, you can see the Vault-Tec building. If you do not have a map marker for that station, then go to Chevy Chase East metro station. Inside, go southeast along the tracks to the intersection. Turn east and go to the stairway. At the top of the stairs, go north to the Vernon Square North metro station.

You will have to battle many Super Mutants and a variety of robots inside the Vault-Tec building. Go up the south stairway and through the "Door to Vault-Tec Offices". Beyond the door, at the top of the steps, find the next stairway up. Fight at least five robots while you find the next stairway on the south wall. At the top of that stairway, destroy two turrets and a Protectron. Find another stairway up to the fourth floor. Destroy two more turrets and another two robots. To access the mainframe, you must get Mainframe Station Access Approval at three computer terminals. The first one is on this floor, System Operating Station 3. The other two terminals are on the top floor, and so is the mainframe. It gives you the location of Vault 92.

Vault 92 is in the northeastern corner of the wasteland, northeast of the Minefield and east of Oasis. In the room just beyond the giant round steel entrance door, find Professor Malleus's V92-01 holotape, the first of six reports on the progress of his sound experiments on the inhabitants of the vault.

On the other side of the next door, watch for a Bloatfly, and a Frag Mine on the floor. The shortest route to the violin is through the locked (average) east door. Disarm a mine on the other side of the doorway. Go down the hallway into the next room and kill a Bloatfly. Open the door to the east. On the other side, kill a Bloatfly. Follow the corridor down the stairs and go through the "Door to Sound Testing". On the other side of the door, fight off four Mirelurks. They all attack you at once. Find Zoe Hammerstein's computer terminal and the Malleus V92-05 holotape in the room with the Slide Projector on the east side of the corridor.

From where you entered Sound Testing, go down the west corridor. Turn down a left corridor (south), and down some stairs. At the intersection, fight a Mirelurk and then turn left. When you can, turn left again. Follow the hall to the Recording Studio. Watch for a Mirelurk Hunter or Mirelurk King guarding the studio. Find the Malleus V92-06 holotape and log onto the studio computer to unlock the Recording Studio door.

Go around to the other side of the Recording Studio and open the south door you just unlocked. Inside, find a wall safe and the Soil Stradivarius violin that you came here for, lying in the open in its pressurized case. Explore the rest of Vault 92 if you have time. Malleus holotape V92-02 is in a room next to the Overseer's Office. V92-03 is inside the Overseer's Office. Find V92-04 on a table outside an office, in the Security section of the vault, accessed by taking the stairs down from the Living Quarters. Then return Agatha's House and give her the Violin. Alternatively, lie to her and keep the violin.

Big Trouble in Big Town

Get this quest by stumbling into Big Town and speaking with one of the residents: Pappy, Kimba, or Flash. Alternatively, Sticky, a big kid in Little Lamplight, may ask you to escort him to Big Town. Then the game will give you a handy map marker to find Big Town more easily. The city itself is a rundown scattering of shacks on the west bank of the Potomac River, in the center of your world map.

If you come from Little Lamplight, you may want to periodically tell Sticky to wait while you scout ahead. He tends to run into fights, and then enemies kill him. Inside Big Town, if your Medicine Skill is high enough, you may want to heal Timebomb's injuries. He is lying on a gurney inside one of the houses.

The residents of Big Town want you to rescue two of their residents. Super Mutants kidnapped them and took them to the Germantown Police Station. Between Big Town and the station, you will probably pass a white clapboard church. Locals know this as Hallowed Moors Cemetery. Kill the Super Mutants there, and then release the hostage, for some Good Karma. Get "Keller Family Transcript" 2 of 5, some ammo, some meds and a Science Skill book. Then continue to Germantown.

Once you reach the hilltop Police Station, eliminate the Super Mutants patrolling the outskirts. Then note that you have two ways to enter the concrete structure. One is a chain link maze beginning on the south side. Zigzag through the maze of fences to reach a tent camp guarded by a Super Mutant. Kill him and then read the logs on the computer terminal to find out who originally used the tents. Continue around the building until you get to a locked (very hard) "Door to Police Headquarters - Ground Floor". If you can pick this lock, the first holding cell is just beyond, in the first room on the left. Watch out for Frag Mines. One Super Mutant has the "Germantown Jailors Key", which opens the cell in which Red is confined. Hack a computer terminal (hard) across the hall from the cells, to open a Contraband Closet with lots of ammo and meds.

The other way to enter this three-story facility is through a second-story door on its north side. Past this door, make your way down to the ground floor cells. When you speak with Red, she will ask you to help her free another prisoner, Shorty, whom the mutants are holding in the basement. Perhaps a better way to complete this quest, however, is to leave Red in the cell and clear the entire building of mutants first. Then get Shorty, get Red and leave the building.

An upstairs safe (easy) has Caps and ammo. A locked (average) closet in the basement has ammo, a "Tumblers Today" Skill Book and a Fat Man nuke launcher. Note that if you move too slowly in the basement, that there is a chance that the Super Mutant guarding Shorty will kill him.

Back in Big Town, speak with Red again about training the residents. If you do not help them, everyone in the town will die. If you wish her to, one of the town's residents, Bittercup, will agree to be your companion.

Blood Ties

Speak with Lucy West. She has a house in Megaton, just south of the one you can get as a reward for defusing the Atomic Bomb. She often walks up and down the ramp leading from her house to the center of town. She sometimes spends time at Moriarty's Saloon. Agree to deliver a letter to her family in Arefu.

Find Arefu, built on top of a section of elevated freeway northwest of Megaton. Another such section of freeway lies along your route. A group of Raiders live there, one of whom has a Sniper Rifle. You may also run across a group of Talon Mercenaries, scorpions and the usual assortment of hazards.

When you walk up the sloping concrete to Arefu, the mayor/sheriff of the town, Evan King, will initiate an attack against you. However, do *not* return fire. The old man is just a bit jumpy. Tell him that you are delivering a letter. Agree to check on the residents for him. Walk farther up the slope, to the first house.

Knock on the door and talk to the Ewers. Do the same for Schenzy house. If you have a high enough Skill in Lockpicking, break into Evan King's house. He has a large stockpile of ammo, although you will receive Bad Karma if you take it. The Repair Bobblehead on his kitchen table, however, will raise your Repair Skill by ten points and you receive no penalty for taking it. The door to the West household is unlocked. You will find both of the elder Wests dead, and with peculiar bite marks on their necks.

Return to Evan King and tell him the bad news. He will accuse "The Family" of the murders, and then ask if the West's son Ian was inside the house. King will then ask you to find Ian and rescue him from The Family. Agree to do so. Check your world map for the Northwest Seneca Station marker. To get there, go northwest from Arefu a short distance, cross a dry section of the river and then go northeast.

The metro station is located next door to Cornucopia Fresh Groceries. Go inside the store and collect some Sugar Bombs. When you leave the store, be prepared to fight a group of Talon Mercenaries. Then go through the entrance door to the metro station.

Inside the station, go inside the bathrooms to the west. Get some Stimpaks and a Nuka Cola Quantum from the vending machine. Be careful of the Molerats and the irradiated fluid dripping from an overhead pipe. Continue down the wide corridor, to where you see the flaming barrels. A ghoul named Murphy will speak to you about the drugs he is cooking in the room behind him. Give him the Sugar Bombs you got from the grocery store. He will pay you a few caps for them.

Then go through the door inside a short hallway at the west end of the ghoul's room. Quickly drop down through the manhole cover, and move out of range of the irradiated slime dripping from the barrels to the tunnel below. A short distance down the tunnel, the path loops around a large boulder. Jump onto this boulder to see the path ahead. Below you are two Mirelurks that cannot climb up to get you. Test your weapons on them, to see which one works best against these sturdy crustaceans.

Then continue down the tunnel and up a ramp. Watch for an explosive grenade trap near the top. Just a little farther down the subway tunnel, disable a pair of mines and a Bear Trap. Just past that, find another Bear Trap. Continue north to a junction with another tunnel. Turn west here and watch for two Trip Mines. You will come to a sandbagged defensive position guarded by one Robert. Speak with him.

You may kill him if you do not mind losing Karma, and having a much bigger fight down the next tunnel. For a more peaceful way to continue, tell Robert that you have a message for Ian from his sister. Robert will let you pass and then lie down for a snooze on his bed. You can loot his stuff but, except for the "Tumblers Today" Skill Book on the table with the radio, you will suffer a Karma penalty. Then continue past Robert's room to the next subway tunnel and go up the tracks west. When you get to the station, speak to the family member most likely to give you the password to Ian's room.

If you have the Lady Killer Perk, speak to Brianna. If you have high Strength, or are a female and have the Black Widow Perk, speak with Karl. If you have high Charisma or the Scoundrel Perk, speak with Holly. If you have a high Speech Skill, speak with Justin or Vance.

If none of that works for you, speak with Vance about The Family. If you answer politely, he will give you the password to The Family's computer and ask you to learn more about his group. Read the information and then return to speak with Vance again. Talk to him about Ian and The Family. Convince him to let you see Ian, now that you have a better understanding of The Family.

From the platform where Vance is standing, go up the ramp south, to the second doorway on your left. Access the computer terminal to unlock the door to Ian's living quarters. Talk with Ian. A successful completion of the quest does not depend upon whether he stays or leaves.

After you finish with Ian, return to Vance and tell him of Ian's decision. Convince Vance to stop feeding on the residents of Arefu. You may have to get the residents of Arefu to provide Blood Packs for The Family. Vance will reward you with the Shishkebab Weapon Schematic. Then return the way you came and speak with Evan in Arefu, to end the quest. However, if you had to agree to provide Blood Packs, then you must make one more round trip to tell Vance that Arefu is willing to provide the Blood Packs.

Head of State

You can activate this quest two ways. You could go to the Lincoln Memorial, west of the Washington Monument. A slaver guard, Silas, will stop you and ask your business there. Then he will lead you through a door into the memorial to see Leroy Walker, who is leader of the slavers. If you want to support the slaves say, "I haven't seen any slaves recently." If you want to support the slavers, tell Walker that you saw some slaves up near Old Olney. Walker will ask you to collect Lincoln artifacts for him.

Alternatively, speak with Hannibal Hamlin at the Temple of the Union, northwest of Canterbury Commons. At the front gate to the temple, any dialog option *other than*, "I'm just looking for a place to rest..." will fail to get you inside. If you try to pick the lock, they will all attack you. When the gate opens, go through it quickly.

Inside the Temple, go upstairs and speak with Hannibal. You *must* agree not to tell his secret, or else the ex-slaves will attack you. He wants you to inspect the Lincoln Memorial and see if the Super Mutant presence there is gone. If you visited the Memorial before the Temple, you will be able to tell him that there are no Mutants, only slavers. In this case, he will ask you to clear all Slaver presence at the Memorial. After talking to Hannibal, speak with Caleb, the stonecutter who is working downstairs. Before he will leave the temple, you must get him a poster of the Lincoln Memorial, currently attached to a wall in the Museum of History.

The Museum of History

Find the Museum of History on the D.C. Mall, just northeast of the Washington Monument. Inside the museum, turn southwest and through a "Door to Museum of History Lower Halls". Beyond the door, be ready to fight 7 to 10 ghouls running out of every doorway as soon as you climb either stairway. Be wary of the turret behind the barred doorway to your right. The computer monitor next to the door (average) will turn off that turret. When the ghouls are dead, look on top of a large display case on the west wall to find Lincoln's Diary. Then go through the south "Door to Museum of History Offices" and up the stairs to the top. Beyond the door, go along the hallway east, to the corner. Use this corner as a defensive position. Run about halfway down the corridor to alert about five ghouls to your presence. Then run back to the corner. Kill some of the ghouls as they come running along the hallway toward you. Then slowly clear the rest of the floor.

Bypass the locked door on your left, because you can access that room through a hole in the wall farther on. Take the next left, go through the hole and then pick up the Action Abe figurine from the desk. The safe (average) in this room has some Caps. The computer terminal (average) in this room will unlock *and open* two easy gates for you. The terminal will also turn off the turret in the room beyond those gates. Then continue down the hallway until you see one of those two gates. Beyond the gate, if you did not hack the terminal, shoot a turret on the ceiling. Go up the stairs to a hole in the wall and kill several more ghouls, including tough Reavers. On the wall to the east of the hole, take down a large black and white poster of the Lincoln Memorial. To the west of the hole, pick up a hand crank cylinder phonograph that plays "Lincoln's Voice".

Still at the hole in the wall, face east and go into the hallway. Enter the first doorway east and then turn around to face the bookshelf on the same wall as the door. Here pick up Lincoln's Coin Collection. Return to the hole in the wall and go north, through the hole. Look on the west wall of the room for a display case containing Lincoln's Repeater along with a red "Chinese Army: Spec Ops Training Manual" Skill Book.

Go back downstairs to the room with the turret. Look on a bookshelf in the southwest corner of the room for a framed Wanted Poster of John Wilkes Booth. In the southeast corner of the same room, look for a framed Civil War Draft Poster on a bookshelf.

These two posters have gold frames and glass on the front. However, either of them can fall onto the floor. If they land upside down, you might have trouble distinguishing them from the trash. If you cannot find them, look on the ground for a brown 18-inch (46 cm) square.

Then go north, back to the top of the steps that you took up to enter the offices. From the steps, walk west along the hallway. Enter the door on your right (north), to find a large room full of debris. Look slightly left of the entrance. On the floor near the desk, you should see Lincoln's black silk Stovepipe Hat.

Side with the Slaves:

If you spoke to the slavers before you spoke with Hannibal, or have not yet spoken to Hannibal, kill all seven slavers at the Lincoln Memorial before you go to the Temple of the Union. If you have not yet been to the temple, see the notes above, about how to get inside it. Exhaust all dialog options with Hannibal Hamlin. Take the poster of the Lincoln Memorial to Caleb Smith, the stonemason. Then speak with Hannibal again. Meet him at the "Mall Northwest" metro station. It is slightly northwest of the Lincoln Memorial. Move your clock ahead if the group has not arrived. Speak with Hannibal to end the quest.

If you spoke with Hannibal first, and then the slavers, return to the Temple of the Union. Give the poster of the Lincoln Memorial to Caleb Smith, the stonecutter. Then speak with Hannibal. Fast Travel over to the "Mall Northwest" metro station. It is slightly northwest of the Lincoln Memorial. Move the game clock ahead if the group is not yet there. Talk to Hannibal and tell him to wait while you investigate the memorial. If you shame him and his group into charging the slavers, the ex-slaves will all die and the quest will fail.

Leave the ex-slaves there and then kill every slaver at the Memorial. A Sniper Rifle works well here at the beginning of the fight. The game will let you know when you have killed all seven Slavers. Be aware that there are two Trip Wires, left and right of Lincoln's statue. When the slavers are dead, return to Hannibal and tell him the good news. He will give you the Dart Gun schematic as a reward.

Side with the Slavers

Speak with the slavers at the Lincoln Memorial, west of the Washington Monument. Tell Leroy that you have seen slaves near Old Olney. He will pay you 100 caps for the information, and then head off towards the Temple of the Union. You must meet Leroy's group of slavers there.

Fast Travel to the Temple of Union and then go southwest, to the elevated freeway. Find Leroy and his gang of slavers waiting for you underneath. If you do not see them, advance the game clock until they show up. Leroy will speak with you and then begin his attack. Leroy will order the slaves killed, even though he told you not to. You may assist them or watch the slaughter. Afterward, speak with Leroy to get some Bad Karma and full access to the Paradise Falls slave camp.

Oasis

A regular listener to Three Dog's radio broadcast will have heard the rumors of a part of the Wasteland that has real green *living* trees. To find this hidden Oasis, go to the northern mountains. Explore the center of the very northern section of the map. If you have found the Clifftop Shacks, Oasis is northwest of there. Look for an orange and white Capital Monorail stranded high in the air on a broken piece of track. The monorail engine has the letters **CMR** on the side in white text. The entrance to Oasis is just northeast of this monorail engine. Look for a very narrow canyon with steep walls. Watch out for Enclave troopers in the area.

You will know you are on the right path when you start to see little patches of green shrubs. Once you reach the entrance to Oasis, Tree Father Birch will warmly welcome you into the Treeminder's secret home. Follow Birch inside the Oasis and then speak with him once he gets to his seat in the center of the settlement. Birch will tell you that "He" has foretold your arrival and wants to see you. You will not get a straight answer, about whom He is, unless you have a high Speech Skill.

To become worthy of meeting He, you will need to undergo a purification ritual. This involves drinking a sap, while the Treeminders recite a few ritualistic phrases. Activate the Basin of Purification in the center of the round wooden patio. You will become unconscious and then awaken in the presence of He. Walk to the other side of the big tree nearby. Speak with the tree and find out He is the God of the Oasis.

Harold is unhappy with his meaningless existence stuck inside Herbert/Bob the tree. He wants you to kill him by destroying his heart. Return to the Treeminder settlement and then go southwest to listen in on Tree Father Birch and Tree Mother Laurel (married) arguing with each other.

Birch will turn his attention to you and will tell you his interpretation of He's desire. Birch wants you to stop the seeds that create the green plant life you see around you by putting a special sap on He's heart. After Birch gives you the sap, Laurel will tell you that *she* thinks He's desire is to spread the greenery to the rest of the Wasteland. Laurel will give you a Liniment to accomplish that goal. Go to the gate and ask Branchtender Cypress for the key to the caverns.

Go through the gate south of Branchtender Cypress. When you get beyond the gate, kill two Mirelurks. Continue down the trail until you get to a large pool. Kill more Mirelurks and a Mirelurk King. Jump into the water and swim underwater, through a tunnel. Come up on the other side onto a continuation of the dry trail. Go southwest and kill another Mirelurk. Follow the path to a "Door to Sunken Tunnels".

Beyond the door, kill a Mirelurk at the intersection. A short distance west, find a makeshift camp with some minor treasure, including a "DC Journal of Internal Medicine". Past the camp get a Mini Nuke on a rock under the water, then continue north to a pair of ammo boxes, both of them locked (easy and average). Here, kill two Mirelurk Kings. Then continue down the trail until you hear and see Harold's heart beating. Now decide whether you want to destroy it, stop the growth of green, or accelerate the greening of the Wasteland.

Afterwards, whatever you decided, go south through the "Door to Damp Cave". On the other side of the door, you find yourself on a ledge above a pool. Kill several Mirelurks below. One Mirelurk King may climb up to attack you. Then drop down to the pool and take some treasure from the two small beaches, including a Sniper Rifle and ammo. Exit this cave by diving underwater, through a north tunnel, through a "Door to the Grove" and then up out of the water. You will find yourself back in the grove where you spoke to Harold.

Depending on whether you used the Sap, the Liniment, or destroyed Harold's heart, speak with either Birch or Laurel. If you killed Harold, you will receive no reward other than the Barkskin Perk that you already have. This Perk gives +1 to Endurance and +10% to Damage Resistance, reduced in later game updates to 5%.

If you applied the Sap, you get a Missile Launcher, two missiles, and Maple's Garb, armor that gives +1 to Agility and +1 to Perception. Speak with Branchtender Cypress and Branchtender Maple.

If you applied the Liniment, you get Brotherhood Outcast armor and a Poplar's Hood which gives +10 to sneak and +1 to Agility. Speak with Bloomseer Poplar and Branchtender Linden.

Reilly's Rangers

Go to Underworld, inside the Museum of History, and find Reilly lying wounded in bed at the Chop Shop. If you have good Speech Skills, speak with Doctor Barrows and he will wake her up. If you have high Medicine Skills, wake her up yourself. She will tell you that Super Mutants have chased her group of mercenaries, known as Reilly's Rangers, to the top of the Statesman Hotel. Agree to help them. She will give you the password to the Ranger Compound and a key to an ammo box in the hotel.

If you have several Frag Grenades in your inventory, this quest will go more easily. Walk outside to Museum Station. Go down the steps and open the gate. At the station stairs, go south along the tracks, until you reach the second lighted red sign on your left, which reads "Red Line". Turn left (east) into a small room with a door marked "Anacostia Crossing Station".

Go through the door and then west along the tracks. When you get to the station, go up the first set of stairs on your left. Take a few steps south, to the ticket booth, and then head east. Check the time and move your clock to daylight, if necessary, then exit through the Seward Square gate.

Outside, a battle is going on between Super Mutants and Talon Mercenaries. Stay away from cars, as they are likely to explode. Go north to a sign for "Cornucopia Fresh Groceries". Standing under the sign, turn north and go up the street until you see a building supported by round columns. Here, find a white-painted sign saying "Reilly's Rangers". Walk down the alley and find the computer terminal next to a door. Use it to unlock the door. Inside, take ammo, weapons and Stimpaks wherever you can find them. Exit the building.

Fast Travel to DuPont Station, cross the narrow bridge east, and then go through the small alley east. Continue northeast to find rectangular concrete vault with steps leading down to a door marked "Dry Sewers", although a white stenciled sign on the door says "Hospital Maintenance". The vault is just east of the damaged brown brick house. Note that this house is full of Mercenaries. You may clear them out for Experience Points or rush across the open space, down the steps and through the door before they notice you.

Beyond the door, go down the steps and through the door south. In the room on the other side, fight a pair of Talon mercenaries. Then go carefully downstairs and disable a pressure plate and a Grenade Bouquet halfway down. In the tunnel on the other side of the next doorway, be wary of a fight between two mercenaries and two Super Mutants. Kill the winner(s). Throw a Frag Grenade down the tunnel east, to detonate the flammable gas, and then go down the tunnel. A Sentry Bot waits for you around the next corner.

Near the Sentry Bot, find a doorway north and then go up the stairs. In a large room at the top, cluttered with machinery, kill two Super Mutants. Exit this room through the west "Door to Our Lady of Hope Hospital". You will start to run into many Super Mutants now. Clear all enemies from the huge main lobby of the hospital. Then go up the south stairway and through the door to the Second Level.

Throw a Frag Grenade down the long hallway east, to explode the flammable gas. Open a safe (average) at the end of the hall. Retrace your steps and enter the double doors on the north wall to enter the cafeteria. Throw another grenade in there to explode more gas. Next to the dining area is the kitchen, which gives you access to a stairway up to the third floor. At the top, go through the door to Vernon Square.

Run across a metal grid bridge that connects the hospital to the Statesman Hotel. On the other side of the makeshift bridge, drop down to the lower floor and enter the "Door to Statesman Hotel Mid-Level". Drop down again and then follow the hallway, but stop at the corner. Disarm the Trip Rope to the south, which triggers a Grenade Bouquet next to the door. Go through that door, into the hotel room, and eliminate any enemies. Then go through a door on the south wall to reach another hallway. Follow it west and then climb the stairs. Find Theo's Ammo Box on these steps, for which Reilly gave you the key.

Continue up the stairs but be careful of another Trip Rope that triggers another Grenade Bouquet halfway up the stairs. Go through the door at the top and through the next door on the right. Fight your way to the east end of the room and then go through the north door. Cross the hallway and go through the doorway on the other side. Kill the enemies and then exit through the door to the southeast. Open the stairwell door. A Super Mutant is just on the other side.

Go up the steps and turn right when you reach the top. Go down the hallway. A locked door (easy) on your right opens to a supply room with two mine boxes and some meds. Across the hall, on a bed, is "A Note from Moonbeam's Father" holotape. After this quest, take this note to Sydney, who went to Underworld after the "Stealing Independence" Side Quest.

At the north end of the hall, find two open doorways leading west, to a room with two pillars in the middle. Two Super Mutants guard the room. If your Repair Skills are high enough, repair the *elevator panel* to the right of the elevator. Then use the elevator to go up to the Hotel Restaurant.

If you cannot repair the elevator, go west, through the double doorway. Open the First Aid Kit on the wall. Turn north and go down the long hallway until you reach another staircase. Take the stairs all the way up and then once again fight your way down the long hallway east. One locked room (easy) off the hall has treasure. At the end of the hallway is a door to a stairway. Climb up four flights of steps. Disarm another Trip Rope and another Grenade Bouquet on the stairway. Then go through the door to the restaurant.

Follow the red carpet to a cubby with a Nuka Cola machine. Disarm the pressure plate and gather another three grenades hanging above the left side of the machine. Continue down the hall, to a junction.

If you go left (east) you will arrive where you would have, if you had taken the elevator. Go east from here, until you reach a doorway near a gold sign that reads Alfresco Lounge. Go through the doorway and eliminate the Super Mutants in the large dining room. This is the short, easy way.

If you go right (west) at the intersection, you come to a long hallway going south. Throw a Frag Grenade down there to explode the gas, kill some enemies and then go down the rubble pile to the floor below. Then find another rubble pile going *up* to a gas-filled kitchen that adjoins the dining room. Kill the Super Mutants in the kitchen and dining room. This is the longer harder way.

Whichever route you took, get a Nuka Cola Quantum, a "Grognaak the Barbarian" Comic Book, ammo from two boxes and some grenades, from the central liquor bar. In the storage room under the southwest stairs, take the Fission Battery from the Protectron. You will need the battery later.

Go up the southeast stairs and follow the balcony north. Go through a door, up the stairs and through the "Door to Statesman Hotel Roof". Follow the trail of dead mutants until you reach the stairs. At the top of the stairs, speak with a Ranger. Say that you are here to get them out. They will tell you that the Express Elevator they want to use is malfunctioning. Give them the fission battery that you took from the Protectron and wait until they repair the elevator. Alternatively, if you have a high Repair Skill, you may repair it yourself. Then enter the elevator and be ready for a big firefight with up to eight Super Mutants in the lobby of the hotel.

Do your best to keep all of the rangers alive. When the lobby is clear, the Rangers will go to their compound. Hack the computer terminal on the hotel front desk, to unlock the safe. Then Fast Travel back to the Ranger Compound and speak with Reilly to get a reward. You may choose either Ranger Battle Armor, which gives +5 to Action Points, +1 to Luck, +10 to Small Guns and has +24 Damage Resistance, or a unique Minigun. Speak with Reilly again. She will give you a "Geomapper" which records every Wasteland location you find. Periodically return to speak with Reilly. She will give you Caps for the location information.

Stealing Independence

Before you start this quest, put half a dozen Frag Grenades into your inventory. Go to Rivet City and speak with Abraham Washington in the Capitol Preservation Society, located on the Mid-ship Deck. When he mentions that the greatest document is missing, ask him about it. Tell him that you will retrieve the Declaration of Independence for him. For fun, ask him about the history of the document. Ask him to show you the location of the National Archives. The game will place a marker on your map.

The archive building is on the D.C. Mall, close to the Northeast Mall Metro Station and the Museum of History. Go through the front door. Inside the building, walk forward a few steps, past the wall in front of you, and then turn around to find two computer terminals. The one on the left holds an eight-question quiz regarding the Declaration of Independence and the Revolutionary War. For fun, take the quiz.

The answers are, in order: Second Continental Congress, 13, John Hancock, 56, Ratification, King George III, Happiness, and Thomas Jefferson. Once you get all of the questions right, another selection appears at the bottom of the list of questions, "Congratulations! Claim Your Prize!" Select it and then, choose "Press for Voucher". Move over to the nearby terminal and "Redeem Voucher". The Grape Mentats give +5 to Charisma, the Berry Mentats give +5 to Intelligence, and the Orange Mentats give +5 to Perception.

Go through the doorway north, into the Rotunda. A woman named Sydney is standing there behind some sandbags, warning you of an imminent attack by Super Mutants. She has placed Frag Mines all over the floor. Run past them to the sandbag emplacement. Swivel around and point your weapon south, at the Rotunda doorway. Defend yourself against two Super Mutant attacks. Repel the first wave easily, but the second wave will bring Super Mutants who toss grenades and shoot missiles.

When the assault is over, speak to Sydney. She suggests that you let her help you find the Declaration of Independence. She knows the area better than you do, but she can easily die. If you do not accept her help, you cannot log onto "Sydney's Remote Terminal" nearby, to "Unlock Rotunda Cargo Lift". When you do this, a square piece of the floor will rise up a few inches. Stand on the lift and Activate it. When it reaches the bottom, you find yourself in a large metal room.

The room has two exit doors. The one to the south is marked "Door to Archives and Sub Basement". This route will get you to the Declaration of Independence eventually. However, many Super Mutants will try to stop you along the way, and this is a long and very difficult journey. Instead, go through the "Door" on the north wall. Behind it, is a set of steps going down to another metal room. At least one Sentry Bot will attack you from the hallway to the west. Eventually, that hallway loops around to a set of steps behind the locked door to the north. That door has a "Faulty Capacitor". You must have a Science Skill of at least 67 to repair the door. If you can open that door, it will save you going the long way around.

If you cannot pick the lock, throw a Frag Grenade down the west hallway to explode the flammable gas. Then go down there, watching for more Sentry Bots. The first locked door on the right (average) is a connecting tunnel that you can use as a shortcut, but there is more gas in there. If you cannot pick that lock, continue down the corridor to the west end. Two small rooms with ammo and meds join this corridor. The room at the end also has a gas leak. Throw another grenade in there. Then loop around north until you get to a corridor going east, which also has flammable gas. Toss another grenade. The end of that corridor gets you to the room with the stairway.

In the room with the stairway down, see if you can "Disable Generator" on the east wall. It powers the turrets in the rooms below. Then go down the stairway. At the bottom is a corridor with three doors running off it. The locked (average) door to the west leads to another locked (average) door that opens to a small room containing a safe. Find five ammo boxes, one grenade box, one mine box and the Bill of Rights in the safe.

The locked door to the east (hard) leads to a corridor and then a room defended by three Sentry Bots. The room contains flammable gas. Throw a grenade in there first, and then run away to a safe distance. Otherwise, Sydney can easily burn to death here. The small room at the end of the corridor has two exits. The door on the east wall goes to a locked door (average) that opens to the room with the Magna Carta. In addition, open three ammo boxes with Energy Cells, one grenade box and a mine box. Back in the previous room, the corridor north goes to an intersection, but both choices go to the same room. This room has the "Door to Archival Strong Room", containing the Declaration of Independence.

Enter the Archival Strong Room door and meet a Protectron that thinks it is Button Gwinnett, who was the second signer of the Declaration of Independence. This room has two exit doors. The locked "Utility Door" on the west wall (very hard), contains eight Protectron pods. All but one pod is empty. The door at the west end of this long room has an "Elevator to the National Archives". This can be an exit for you.

Behind the door on the north wall of the Archival Strongroom are three safes. One of them has the Declaration of Independence. You have several choices. You could attack the robot and the turrets, if they are still active. You could use your Speech Skill to convince the robot that you are Thomas Jefferson. If you have the Robotics Expert Perk, you could use the reset code to make the robot shut down. You could run an errand for the robot, to prove that you are not a Redcoat spy. Visit Arlington Library, find a Metal Box labeled "Restoration Supplies", take the ink and return it to the Buttons robot.

The Arlington Library is southwest of the Jefferson Memorial, on the other side of the Potomac River. Inside, go through the door to the Media Archive, on the ground floor. Then go up to the northeast corner of the third floor. There, find a room that Raiders have turned into a strongpoint. On top of a desk along one wall, is a Metal Box with the "Ink Container" and other supplies inside.

Whatever method you choose, activate the computer terminal on the desk. Select "Unlock all Strongroom Doors". Now both doors in the room will open.

To exit the building, you can retrace your steps to the lift and push the button on the column. Alternatively, exit through the western door of the Archival Strongroom, down the long hallway to the elevator leading back up to the National Archives. At the top, be prepared to fight several Super Mutants. Watch for a Super Mutant shooting down through a hole in the ceiling. Enter the door on your left. In the big room, face east to find a destroyed part of the wall that you can pass through. Pass through the next door east, to get back to the National Archives Lobby. Fast Travel back to Rivet City, deliver the Declaration to Abraham Washington and claim reward. Speak with Sydney if she survived. She will tell you that you can find her in Underworld.

If you find the dead body of her father and a holotape in the Statesman Hotel, go to Underworld and tell her. She will give you her modified 10mm Ultra SMG, a very nice weapon.

Strictly Business

This quest will give you much Bad Karma. Go to Paradise Falls, in the northwestern part of the Wasteland. Speak with Grouse, the gatekeeper, and tell him that you will help him capture some slaves. He will give you a Mesmetron, a Slave Collar, and a list of four people that his boss wants as slaves. Read the Mesmetron manual in your Pip-Boy notes. The game has marked your four victims on your world map. Shoot your victim with the Mesmetron and then tell them to put on the slave collar. Mention that if he/she does not go immediately to Paradise Falls, the collar will explode. Return to Paradise Falls and speak with Grouse after every entrapment, to get your reward and another Slave Collar. A good practice is to save your game before you interact with each of your victims. Many adverse consequences are possible.

Arkansas is the sniper who lives in The Minefield. Fast Travel there, and then run past the mines and up the steps of the concrete building. If you keep moving, the mines and cars will explode behind you. You should suffer no injury. This also ensures that Arkansas does not accidentally trip the mines and kill himself when he leaves for Paradise Falls. Zap Arkansas before he can kill you with his Sniper Rifle. Use his "Ridgefield Gate Key" to open four houses in the Minefield. Return to Paradise, collect your reward and get a new Slave Collar.

To enslave Red, first complete the Side Quest "Big Trouble in Big Town" and, at the end of that quest, train the residents to survive the mutant attacks. Afterward, find Red in her clinic in Big Town and zap her there. Return to Paradise, collect your reward and get a new Slave Collar.

Flak is one of the two weapons dealers in the Rivet City Marketplace. Break into Flak's room on the Upper Deck, by pick pocketing the key from him or picking the lock on his door. He may be sleeping in Doctor Li's room. For best results, wait until late at night to go into the room. He should already be sleeping. Wake him up and have a brief conversation about anything. When he walks back to his bed, zap him with the Mesmetron. Rivet City Security outside the door may get upset. Wait for a few minutes, until they calm down. Then return to Paradise, collect your reward and get a new Slave Collar.

Susan Lancaster is a resident of Tenpenny Tower, *if* you did not side with the ghouls in the "Tenpenny Tower" Side Quest. The tower is one of the tallest buildings in the southwestern part of the Wasteland. Use the intercom to gain entry, by way of a Speech Challenge, paying 100 caps, or have business there. Susan wanders around, or sits in her room upstairs. If you mez her in her room, close the door first. Even so, she may alert the guard when she runs outside the room. Wait until he calms down before you exit the room, or run for the elevator, bullets whizzing past your ears. Return to Paradise Falls and collect your reward.

Tenpenny Tower

Look for Tenpenny Tower on the southwestern part of your Pip-Boy world map. It is one of the tallest buildings in the Wasteland and hard to miss. When you first go there, you will find a ghoul named Roy Phillips arguing with man over the intercom about letting him into the tower. Once the ghoul leaves, use the intercom yourself to try to gain access. If you come with business for Mr. Burke, the guard will let you in without charge. Otherwise, pay 100 caps or succeed in a Speech Challenge.

Once inside, speak with Chief Gustavo. He will tell you about the ghoul problem. Tell Gustavo that you will take care of the ghouls for him. He will offer you a 500 Caps reward, or 700 Caps and a gun, if you succeed in a Speech Challenge. Then go and speak with the ghouls.

Go west of Tenpenny Tower to reach the Warrington Train Yard. Find a few standard ghouls at the front of the train yard. Find a very tough Feral Ghoul Reaver and a lesser ghoul at the very back of this train yard. The Reaver will throw deadly radioactive sludge at you. You can avoid the Reaver if you do not go to the end of the yard, of course. However, there is a metallic building on the south side of that end of the yard. Inside the building are Stimpaks, a Sniper's Rifle and .308-caliber ammo. If you go there, the Reaver *will* see you and attack you. Missiles just seem to bounce off the Reaver, but a Heavy Incinerator does the trick.

Find a metal door inside the bunker-like entrance to the tunnel. Go through that "Metal Door to Warrington Tunnels" and along the Blue Line tunnel system. Hug the south wall, to avoid absorbing too much radiation from the barrels. Beyond the barrels, kill two ghouls. Around the corner, kill another. Enter a door on your left (north) and then kill two more ghouls. Loot one First Aid Kit. Then open the ammo boxes and First Aid Kit on the east side of the room. Exit the room through the northern doorway.

Beyond the doorway, kill two more ghouls and then exit through the north door, to another set of tracks. You may find a ghoul on the other side of the door. Go east; down the tracks until you find an intersection. Turn southeast, around a sharp corner, to find two ghouls guarding a locked door that leads to a closet. Inside the locked (average) closet are First Aid Kits and a grenade box. Then go north.

Follow the tracks until you reach a door on the north side, and a Ghoul Reaver waiting nearby. Kill the ghoul and then enter the door. Here, two stairways go down to a room with ghouls. Explosive gas floods the bottom of the stairs to the north. Toss a Frag grenade down there to ignite the gas and kill the ghouls. Go down the stairs to that room. Enter the "Door to Warrington Station". Holster your weapon and follow the red painted arrow east, along the subway tracks.

A ghoul named Michael Masters will stop you once you reach the station. He will tell you to come up; oblige him. He will initiate a conversation with you and ask what you are doing there. Tell him you want to see Roy Phillips and Masters will let you pass. Go back downstairs and through the east gates. Go down the tunnel until you see a door on the right (west). Then go left and keep following the halls until you find Roy. While you are speaking with him, think about how you want to complete this quest. To preserve your options, say, "Gustavo hired me to kill you." and then "Relax; it's just a warning, not a threat. I'm not going to kill you".

Side with the Humans - Violently

If you want to ally with the humans, kill Roy, Bessie Lynn, and Michael Masters. Once all three ghouls are dead, Go north, and up the escalator where you first talked with Michael. Leave Warrington station through the south gate. Return to Tenpenny Tower, talk with Gustavo and get your reward, to complete the quest.

Side with the Ghouls - Violently

Go north, and up the escalator where you first talked with Michael. Leave Warrington station through the south gate. Kill the residents of Tenpenny Tower, except for Allistair Tenpenny himself. Talk with Tenpenny about letting the ghouls stay in Tenpenny Tower. He will agree to your proposition. Alternatively, you could kill Tenpenny. Either way, return to Roy and tell him that Tenpenny Tower is now his. He will give you a Ghoul Mask as a reward and the quest will be over.

Alternatively, follow Roy's plan to unleash the Feral Ghouls upon the residents of Tenpenny Tower. Pick the pocket of Gustavo, in Tenpenny Tower, to get the Generator Room key, or get Herbert Dashwood's key. Find Dashwood on the second floor of the tower, west side.

Exit the building and go around the back to find the Generator Room. Use the key to open the door. Shoot the generators, or hack the computer terminal. Return to the tower's front door and speak to Roy. He will give you a Ghoul Mask. Put on the mask. Go inside and watch the slaughter in complete safety.

Side with the Ghouls - Peacefully

After speaking with Roy, return to Tenpenny Tower. Enter the Penthouse Elevator, behind the reception counter. Get inside Tenpenny's suite, by convincing the guard to allow you in, picking the lock, or picking the guard's pocket to get the key. Once you get inside the suite, go through the "Metal Door to Tenpenny Tower", to reach the outside balcony. Ask Tenpenny if he would mind some ghoul neighbors. If you can convince five specific people in Tenpenny Tower to accept the ghouls or leave the tower, then Tenpenny will allow the ghouls stay. The five are Edgar Wellington, Millicent Wellington, Anthony Ling, Lydia Montenegro, and Susan Lancaster.

With excellent Speech skills, you can convince them all to leave. You could also kill them all, as long as there are no witnesses. You could also use subterfuge. Go down to the lobby, up the main stairway, and up more stairs to the third floor suites. Enter the room on the east wall. Take a love letter from the desk. Find Millicent Wellington (dirty pink dress) and show her the letter. She will kill her husband *and* Susan and then flee Tenpenny Tower. Find Lydia in the Boutique Le Chic shop and Anthony Ling in the New Urban Apparel shop. Return to Tenpenny and tell him what happened. Then return to Roy and tell him the news. This ends the quest. Come back a few days later, to see the unintended consequences that your actions caused.

The Nuka Cola Challenge

In the southwest corner of the Wasteland, stop by Sierra Petrovita's shack in Girdershade. Find the tiny settlement southwest of Smith Casey's Garage. Ask Sierra to give you the tour of her Nuka Cola museum. She will give you a reward if you can get her 30 bottles of Nuka Cola Quantum. She will point you in the direction of the Nuka Cola Bottling Facility. When you step outside Petrovita's shack, the other resident of Girdershade, Ronald Laren, will stop you. If you give him the 30 bottles of Nuka Cola Quantum, so he can impress Sierra, he will give you up to 80 caps per bottle, depending on your Speech Skill.

The Nuka Cola bottling plant is straight south of Megaton, at the extreme south end of the map. Find one Quantum in a vending machine on the top floor. Search the entire building for treasure. Then get to the offices through a partially hidden doorway to a stairway in the flooded, irradiated basement. Watch out for robots and Mirelurks. At the packing line computer terminal, activate the production line to force three bottles of Nuka Cola Quantum out of the machine before it breaks.

Speak with Milo, the Shipping Foreman robot. He has the Research Department Safe key and the Shipping Computer login code. You will have to destroy the robot to get them. Later, use the key to open the safe you saw upstairs when you first came in. Inside the safe is the formula for Nuka Cola Quantum. Sell the recipe to a group of hockey-masked idiots at the Red Racer Factory.

When you get the shipping manifest from the computer terminal, it tells you that Dispatch sent shipments of Quantum to the Super Duper Mart, the Paradise Falls Mart, and the Old Olney Grocery.

Find Quantums in the Super Duper Mart in the back room where you get the medicine for the Wasteland Survival Guide quest. In Paradise Falls, find five Quantums behind the stairs in Eulogy's Pad. The Nuka Cola truck that was to deliver the Quantums to Old Olney actually crashed along the way and you can find many bottles still in the truck, southeast of Old Olney, near the Red Rocket refueling station. Other Quantums are scattered about the Wasteland. When you get 30 bottles of Quantum, give them to Sierra.

In addition to Caps, she will give you schematics for the Nuka Grenade. Alternatively, you could give the Quantums to Ronald, who will give you the number of Caps you agreed upon and some Bad Karma.

The Power of the Atom

Get this quest from Lucas Simms on your first trip to Megaton or from Mr. Burke in Moriarty's Saloon. This quest can have two outcomes depending on whose agenda you decide to support. You must decide whether you want to disarm or explode the Atomic Bomb that is resting in the center of Megaton.

For Good Karma:

Agree to disarm the bomb. The reward offered by Lucas Sims is 100 or 300 caps, depending on your Speech Skill, and a two-story house in town to store your treasure. The house has a bed. Sleeping in it will restore your health. If you have an Explosives Skill of 25+, walk up to the bomb, Activate it, and then choose to disarm it. If needed, take Mentats to increase your Intelligence and your Explosives Skill.

Optionally, if you go into Moriarty's Saloon and tell Mr. Burke that you will blow up Megaton, he will give you the Fusion Pulse Charge. You can betray Burke, by showing Simms the Pulse Charge. Simms will rush into the Saloon to place Burke under arrest. Burke will shoot Simms and then attack you. Kill Burke, loot his body, loot Simms' body, disarm the bomb, and then talk to Lucas's son to get your caps.

For Bad Karma:

Speak with Mr. Burke in Moriarty's Saloon and agree to detonate the dormant Atomic Bomb. He will give you a Fusion Pulse Charge. Activate the bomb and attach the charge to it.

Then leave Megaton and go all the way to the bottom left corner of your world map to Tenpenny Tower. It is a long and dangerous journey for a new character. You must fight Molerats, Raiders, snipers, scorpions and all manner of other hazards.

Standing in front of Tenpenny Tower, press the intercom button. Tell them that you are here to see Mr. Burke and they will unlock the gate. Go to the elevator behind the front counter. It leads to the penthouse suites. Speak with the security guard standing outside the suite and he will unlock the door leading to the balcony.

On the balcony, you will find Mr. Burke and Alistair Tenpenny. Speak with the excited Mr. Burke. Open the box on the table, Activate the detonator. Watch Megaton blow up and your Karma drop down. Speak with Burke one more time to collect your blood money and the key to a suite in Tenpenny Tower.

The Replicated Man

Go to Rivet City and speak with Dr. Zimmer in the Science Lab. He will tell you about his missing A3-21 Android. You may also get this quest by finding an android-related holotape. The android in question has undergone facial reconstruction and voice modification to hide its original appearance. It does not know that it is not human. Zimmer wants you to find the android and return this one-of-a-kind machine to him.

Exit the Science Lab up the stairway in the northeast corner and through the "Door to Upper Deck". Find Doctor Preston's office just down the hall on the left (east) side of the hall. Preston is a young man with white hair, glasses and a white lab coat. Speak with Doctor Preston in his office, although be aware that he roams the ship. Preston will give you a voice holotape that he believes is a hoax. Hear the android asking for help with computers and facial reconstruction surgery.

Then go down the corridor south, to the Marketplace. Speak with Seagrave Holmes, who wears a distinctive white motorcycle helmet. Use your Speech Skill, or 100 Caps, learn what he knows about the android. He will tell you to keep your voice down, and then give you another holotape. Listen to it and then Fast Travel to Megaton and go to Craterside Supply. Pick up the holotape (not considered stealing) on the circular table behind Moira's counter and listen to it. Now you learn that Pinkerton, in Rivet City, knows of the Android. Speak with Moira and she will tell you the same thing.

Somewhere in your travels, Victoria Watts will stop you. She is a member of the Underground Android Railroad, and protects runaway androids. She will give you a component that you can present to Dr. Zimmer, causing him to believe that his android is dead. If you do this, the quest will complete, for a small reward. For a greater reward, read on.

Fast Travel back to Rivet City and enter the broken bow of the ship to speak with Pinkerton. You learned how to enter the bow in the "Wasteland Survival Guide ". When you reach Pinkerton, the misanthrope, ask him about the Android. He will initially tell you that he does not know anything, but be persistent and he will eventually tell you all he knows. The android's current name is Harkness, and Pinkerton was the one who performed the memory wipe and the facial reconstruction. For proof, he will give you the password to his computer, before and after pictures of the android, and a holotape. Tell Pinkerton that the android should know who he really is. Pinkerton will give you a code that will release Harkness's memories. Listen to the holotape and view the pictures. Then return to Rivet City and decide how you want to complete the quest.

You could tell Dr. Zimmer all you know about the android, for Bad Karma and the Wired Reflexes Perk. The Perk gives you a better chance to hit a target when using V.A.T.S. However, you can get a better outcome.

Speak with Harkness. Find him in the Bridge Tower, or wandering around the ship. Follow your compass arrow to find it/him. He is the current head of Rivet City Security, so he could be anywhere. Show him all of your evidence and then recite the code Pinkerton gave you. Suddenly, Harkness will remember everything about his past. Ask him what he is going to do about Zimmer. Harkness will say that he is going to kill the scientist. If you ask Harkness to let *you* kill Zimmer, he will agree and give you his A3-21 Plasma Rifle. Go to the Science Lab and tell Zimmer who the android is. Zimmer will give you the Wired Reflexes Perk. Shoot Zimmer and his bodyguard Armitage in the back as they walk away. Keep both rewards.

The Superhuman Gambit

During your exploration of the Wasteland, you may happen upon a small town named Canterbury Commons on the eastern edge of the map, halfway from D.C. to the northern border. On your first visit there, you will see a battle between two costumed citizens named the AntAgonizer and the Mechanist. Do *not* join in the battle. Watch it from a safe distance. After the fighting ends, the citizens will come out of hiding. Speak with Uncle Roe about what happened. He wants you to settle the dispute between the two combatants.

The Peaceful Solution:

If you have good Speech skills, visit the Mechanist first. His headquarters is in the Robot Repair Facility on the bluff above the town, to the south. Inside pick the lock on the elevator straight ahead. Then go down the hallway to reach the Mechanist. If you cannot pick the lock, fight your way through the facility until you reach the control room on the upper level. Then go through the southwest door, follow the catwalk to the end, and open the southern door to reach his forge. Take the "Lying, Congressional Style" Skill Book from the desk and then Activate the coffee maker to open the secret door leading to the Mechanist. Speak with him and convince him to stop the feud. Then, back in Canterbury Commons, speak with Uncle Roe.

The Violent Solution:

Visit either the Mechanist or the AntAgonizer and kill one of them. A short distance north of Canterbury, down the hill, is a metal "Door to the Canterbury Tunnels" in the side of a hill. Behind the door is the AntAgonizer's lair. Watch for tripwires and ants. When you see four red rubber cones, watch for three mines. Push the button on the wall west of the cones to open sliding panels, and then go downstairs.

You could go to the top of the hill rather than through the entrance on the bottom. There, you will find a locked pipe (average) sticking out of the ground. This shortcut will put you at the AntAgonizer's throne.

Speak with her. If you tell her that you will help her get rid of the Mechanist, he and his group of robots will attack the AntAgonizer's lair. If you speak with the Mechanist and tell him the same thing, then the AntAgonizer and her ants will storm the Robot Repair Center. If you agree to help the AntAgonizer and then shoot her in the back while she walks away, all of her ants will attack you. However, you can outrun them to the tunnel entrance. Return to Canterbury and speak with Uncle Roe to claim your reward.

The Wasteland Survival Guide

In Megaton, go inside Craterside Supply and speak with Moira Brown about the Wasteland Survival Guide. Agree to help her write the book and she will give you an armored Vault 101 Suit. The book will have three chapters, so this is a long series of quests. Complete the optional objectives to get the best rewards. During each quest, when you speak with Moira, some of the dialog choices have [brackets] around them, if your associated Attribute is 7+. Selecting those dialog choices determines what kind of reward you will receive.

If you reply mostly with [Intelligence] responses, you get bonuses to your Medicine and Science Skills. [Strength] responses get you a bonus to Damage Resistance. [Snide] responses will give you a bonus for Critical Hits. [Charisma] responses will give you bonuses to Sneak and Speech. Standard responses will give you a bonus to your Health. If you convince Moira to stop working on the guide, you will get the Dream Crusher Perk, reducing by 50%, the chance that an enemy will inflict a critical hit upon you.

Chapter 1 - Dangers of Radiation:

Go down to the center of town and stand next to the bomb for a while. In addition, you could drink the irradiated water. The game will give you a message when you reach 200 and then 600 Rads of exposure. Return to Moira and then she will heal you. Now any limb damage you suffer in the rest of the game heals whenever you are suffering from Advanced Radiation Poisoning.

Chapter 1 - Food and Medicine:

From Megaton, walk overland northeast. Find the Super Duper Mart. When you get to the parking lot, you should find two Raiders, either alive or dead. Inside the market are many more Raiders, definitely alive.

Go into Sneak mode before you enter, and then creep along the walls counter-clockwise. Loot the various rooms as you go. Snipe individual Raiders so that they attack you individually or in pairs. Clear the entire facility. If you cannot get through the locked Pharmacy door (25 Science or 50 Lockpick), find the key inside a "Metal Box", one of three such boxes sitting on a counter in a nearby room.

The game will tell you when you have the food and the medicine needed to complete the quest. Find a "Tales of a Junktown Jerky Vendor" Skill Book on a counter. Select it in your inventory to get a one-point boost to your Barter Skill. Find other assorted treasure, including Frag Grenades, ammunition and a Mini Nuke.

When you prepare to leave the Pharmacy, more Raiders will have entered the market. After you kill them, turn on your Pip-Boy light (hold down the Tab key until the light comes on) and search the entire market for any treasures you missed. There is a lot to plunder in here.

Return to Megaton and speak with Moira. For a reward, she will give you a Food Sanitizer, which will reduce the amount of Rads you ingest whenever you eat irradiated food.

Chapter 1- The Minefield:

You could lie to Moira about going to The Minefield and then give her any other mine that you may have in your inventory. However, this will reduce the quality of your reward, and give you Bad Karma.

You could leave Megaton and start following your compass northeast. You will come to a street lined with houses, some of them in good repair, some of them locked. You will encounter mines even before you get to the houses and then find mines all along the street.

To pick up a mine, you must first deactivate the mine. You can do this in Sneak mode or not. With your crosshairs pointing at the mine, move close enough to start it beeping and then Activate it twice. The mine will stop beeping and pop into your inventory. If you are *not* quick enough, the mine will blow your leg off.

A Sniper named Arkansas, atop one large destroyed concrete building at the north end of the street, will shoot at you. If he hits any cars, they will catch on fire and then explode. Move away from those flaming cars.

Do not kill him, because he is part of a future quest. Keep going up the street north, collecting mines, until you can enter the playground. The game will update the quest. Then run back south, the way you came, until you are out of range of Arkansas's shots. Then return to Megaton and speak with Moira.

Chapter 2 - Molerat Repellent

Moira will give you a Repellent Stick. Go back to the Super Duper Mart. Then go northeast and cross the river. You can either swim the river, taking some Rads, or cross the bridge. Then follow the riverbank southeast, to the Tepid Sewers. You must fight Raiders, Radroaches, and other assorted enemies. You will eventually see an obvious metal door near the shore that gives you access to the Tepid Sewers.

Inside the Tepid Sewers, equip your Repellent Stick. At the first "T" intersection, find two Molerats in the room to the east and one more Molerat in the room to the west. Whack them with the stick and then the quest will update. If you keep going north, down the stairway, you can find more Molerats. Kill four more of them and then the quest will update again. You may find that Raiders have killed some of the Molerats. If you go far enough into the facility, past the computer terminal, a laser turret will fire on you. You may hear and see it firing from the ceiling, at the Molerats. If you enter the actual sewers, you will encounter fortified Raider positions. When you are done, backtrack to the sewer entrance and return to Megaton. Speak with Moira.

Chapter 2 - Mirelurk Research:

Moira will give you an Observer device. She wants you to place it in a Mirelurk spawning pod. Try not to kill any Mirelurks while you are *inside* the Mirelurk Lair. You may kill any Mirelurks *outside* the lair.

A Stealth Boy and/or a high Sneak Skill will help you with this quest, but are not mandatory. Open your Pip-Boy and select the Tepid Sewers to Fast Travel back there. Standing in front of the metal door, face west. Note another metal door on the other side of the pool of irradiated water. Jump across the water and go through that locked (easy) door. On the other side is a short tunnel to a four-way intersection. Run straight through the intersection and then go through the first door on the left. Inside the small room, you will see Mirelurk Eggs on the floor. The game will ask you if you want to place the Observer there. Do so, and then run back outside. Return to Megaton and speak with Moira.

Chapter 2 - Doctor Moira:

Moira wants to test her doctoring skills on you. Go outside Craterside Supply and jump over the hand railing to the ground far below. If you break one or more legs, return to Moira and let her heal you. If you died, take a Buffout or try from less height. If you survived, but did not break a leg, heal and then try the jump again.

Chapter 3 - The Arlington Library:

Select this quest in your Pip-Boy. If you have no map markers to get you close to the library, walk straight south from Megaton. When you get to the freeway going east, be prepared to fight a tough group of Raiders who are defending a bridge. They have installed a Laser Turret in the middle of the bridge. One of the Raiders has a flamethrower. Try to lure them away from their fortified position, to an area you select. Do not stand next to the junk cars or the bus, because they tend to explode, destroying you with them.

When all the Raiders are dead, walk under the bridge, along the freeway, until you get to the library. When you enter the library, Scribe Yearling will stop you and ask for your help collecting Pre-War Books.

If you ask her nicely, she will give you the password to the computer terminal on the main counter. The library records you need are on that computer. Downloading those files will complete the basic quest.

However, I highly recommend that you complete the optional part of this quest. For a new player especially, this is your first best opportunity to amass a large quantity of ammunition and Caps. Go through the arch at the west end of the lobby and search the bathrooms. Then follow the corridor around the corner. You will see a Brotherhood of Steel soldier crouching near the vending machine. Follow him into the next room, where Raiders will attack the soldiers. You may assist the Brotherhood or not, as you wish. Either way, the two Raiders will die. The Brotherhood soldiers will then go up the stairs to find more Raiders.

Enter the northwestern doorway to find a metal door to the Media Archive. Go inside and then up the stairs. At the end of the hallway at the top of the stairs, is an Automatic Baseball Pitcher. When it detects you, the machine will start lobbing baseballs at you. This will alert three Raiders to your presence. Kill the Raiders and then continue down the hall to its end, watching for mines. Then turn left and up another stairway. At the top of those stairs, turn right and then take the first left, up another stairway.

On this third floor, go down the hallway past the vending machine and then stop just before the next door on your right. In the room beyond that doorway is a Laser Turret on the ceiling. Shoot the turret and enter the room. Exit this room down the south hallway. At least three Raiders defend the large room at the end of that hallway. One of them has a Missile Launcher. Lure them back out into the hallway you have already cleared, so that you have the defensive advantage and some room to run.

When the room is clear, Activate the computer terminal in the center of the room to transfer the Library Archives to your Pip-Boy. This completes the optional part of the quest. However, do not leave yet. Take some time to loot all three floors of the library for a ton of ammunition and at least eight Pre-War Books. Sell the books to Scribe Yearling on your way out, for 100 caps *each*! Then return to Megaton and Moira.

Chapter 3 - The History of Rivet City:

Select this quest in your Pip-Boy and follow your quest arrow to the Aircraft Carrier renamed Rivet City. One way to get there is to follow the directions in the Main Quest, "Scientific Pursuits".

However, if you have two or three Radaway, let me suggest another route. Fast Travel back to the Arlington Library and then go east, to the shoreline of the Potomac River. Jump into the water near the partially sunken boat and then swim toward the round dome of the Jefferson Memorial. Angle around south of the memorial and continue swimming east. You should begin to see the outline of Rivet City. Come up onto the shore, but do not take the land route north. Mutants will shoot at you if you do. Instead, cross the narrow land bridge and again jump into the water. Swim toward a beached boat near the Aircraft Carrier and then walk up the ramp. Use your Radaway to heal your radiation sickness.

If this is your first time here, walk up the metal stairway and press the intercom button. The guards on the ship will swing the gangway toward you. Cross over and tell them you are doing historical research. Go through the door straight ahead, to the marketplace. Speak with Bannon at his store, or Vera at the Weatherly Hotel. Ask them about the history of Rivet City to complete the main objective for the quest.

However, if you want to complete the optional objective, discovering the true history of Rivet City, find Seagrave Holmes in the Marketplace or Belle Bonne in the Muddy Rudder bar, on the lower deck. They will tell you that Pinkerton knows more of Rivet City's History. He lives in the broken bow of the Aircraft Carrier.

Go back outside and stand at the entrance to Rivet City. Do not cross the gangway. Instead, face left (west), drop down to the lower deck and then walk to the west end. **Save your game** here. Jump into the water and then swim southwest until you reach the bow of the broken ship. Swim below the surface, through a flooded corridor to the underwater "Door to Broken Bow". Open the door and swim through. As soon as you get to the other side of the door, swim straight for a few more feet and then come up for air. Swim above the surface to the southwest bulkhead. Duck your head under the water to see another door and then go through it. There is no air in the next room, so continue swimming to the next door to the southwest, and then go through it. Come up for air, past the door.

Now swim above the surface and open the door on the southeast wall of the corridor. Swim across the next hallway and through the next doorway to the southeast. In the next room, swim east, through a doorway to a dry, sloping room. Equip your best weapon and shoot the vulnerable faces of the two Mirelurks ahead.

Climb a metal staircase to the northwest section of this dry room. At the top of the stairs, you can go two ways. In the room to the northwest, find some ammo, a First Aid Kit, and a Frag Mine. The door at the northwest end of the room has an electrical switch next to it. This is the way you will exit the ship.

Now turn around and face southeast. The corridor is full of explosive gas. If you do not want to risk getting yourself blown up, you could stand well back and fire a shot into the corridor, or throw a grenade. This will make the gas explode. You could also avoid firing your weapon. However, be careful not to break the Trip Rope in the corridor or trigger the Shotgun Trap in the room to your right. A metal pressure plate on the floor in that room controls the shotguns. However, even if you are in the gas when it explodes, it may not kill you.

When you have neutralized the traps, continue down the corridor southeast, into a large room. You will see a computer terminal in here. It is one of the few trapped terminals in the game. If you have a high Explosives Skill you, *can* Activate the *back* panel and disarm the trap. Otherwise, leave it alone. Activate the electrical switch directly across the room from the terminal to open the next door. Inside, find Pinkerton in his lab. Speak with him about the true history of Rivet City and he will give you the Rivet City Historical Records of the first council meeting. Then go back northwest, along the long corridor, and through the door at the end, to get back outside the ship. Fast Travel to Megaton and speak with Moira.

Chapter 3 - The Robco Factory:

With this quest selected as your active quest, follow your compass arrow southwest. Along the way, you may encounter Hit Men trying to kill you for money, Raiders, scorpions and other terrors. When you get to the Robco factory, you may have to fight two sentry robots patrolling outside.

Inside the factory, be ready to fight Molerats and Radroaches. Go through the door on your right and up the stairways all the way to the top of the building. Find, and go through, a door to the Cafeteria and Offices. Go all the way to the south end of the cafeteria and then go west along the corridor.

At the first left, go up the stairs. At the top of the stairs, go through the north door. A sign on the metal door says "Authorized Persons Only". Inside the room, equip your best weapon. As soon as you install the Processor Widget into the computer, the Protectron on the west wall, will come to life and attack you. While you are fighting that robot, another one will clunk toward you from the south corridor. Many more of them will be waiting for you as you make your way out of the building and back to Megaton.

However, if you have Science (50+), you can hack the computer and reprogram the Protectrons. Initiate Pest Extermination to cause the Protectrons to kill all Molerats and Radroaches in the facility, or Cease Total Liquidation to make the Protectrons docile, or Initiate Stress Testing to cause the Protectrons to fire upon each other. If you cannot hack the computer, you have quite a battle ahead of you.

Back in Megaton; speak with Moira to end the Wasteland Survival Guide quest. The game will give you the Survival Expert Perk. Your dialog choices with Moira, and how many optional quests you did (5, 5 to 8, or all), are what determine what your benefit will be. You will get from 2% to 6% Poison and Radiation Resistance plus extra benefits: Health, Medicine and Science, Sneak and Speech or Critical Hit.

Those!

Stock up on ammunition before you attempt this quest. Lucky Harith, one of the four roving traders in the game, sells guns and ammunition. In addition, you can get ammunition in the marketplace in Rivet City. When you have prepared yourself, go to the Super Duper Mart. Walk south from there until you see Bryan Wilks running toward you. When you speak with him, he will tell you that monsters have taken over the streets of his town. He wants you to find his missing father. Agree to his pleadings.

Grayditch, the town where Bryan lives, is farther south of the Super Duper Mart. When you reach the city, you will find giant Fire Ants patrolling the town. Some of them spit blinding fire at you if you get too close to them. If you have a scoped weapon, this is a good place to use it. Find a good sniping spot and kill as many as you can see. When you go down onto the streets, watch your back. These ants may seem slow, but they can sneak up on you and they have many Hit Points. They can easily soak up a dozen 10mm rounds.

You will find a rusted out diner on the edge of town. Next to the diner is a cylindrical Shelter Pod. Bryan Wilks is hiding inside. Leave him there for now and enter his home, just southeast of the pod. The door is marked as the Wilks home. Inside are some huge dead ants and the dead body of Bryan's father.

Loot his corpse to get the shack key, and then loot the house. You may use the bed upstairs. Then go back outside and open the Shelter Pod. Tell the boy that his father is dead and that you will deal with the ants. Leave him at the pod. Go behind the diner and unlock the dumpster, with the key that Bryan gave you.

Then use the shack key to enter the rusty shack next door to the Wilks house. Use the Password Key on the table or hack the computer terminal. Select "Sample Location Discovered!" to put a Marigold Station marker on your world map.

Go back outside and fight your way to Marigold Station, using your map marker as a guide. Listen for the clicking sound of the Fire Ant's feet. That sound tells you that they are nearby.

Enter Marigold Station and then follow the wide hallway around until you see a door on your left (east). You can hear the clicking of ants, even before you open the door. Go through the door and kill them. Loot the room for ammo and mines. Then continue through the doorway at the northeast end of the room.

In the next room, find two more ants to kill. Find a First Aid Kit on the counter at the south side of the room. Search for an ammo box as well. When you are done, continue through the door to the southwest.

When you reach the subway tunnels, go left (east), and follow the tracks until you reach a connecting tunnel to the right (south). Go through that tunnel to a second set of subway tracks and then turn right. Then go through the first door you find on your left. Go down the stairs east and battle more ants in the next room. The door to your left is a supply room with ammo boxes, Stimpaks, and a fire hose box that contains Grady's key. The key aids you in an optional task.

Grady's key opens a safe inside a room at the southeast end of the first set of tracks you came to. A spinning white light marks the locked door (easy). Inside the safe is "Naughty Nightwear". A man named Lug Nut will accost you after you open the safe. You can give him the garment or kill him. Return the garment to Ronald Laren in Girdershade for 200 or 300 caps, depending on your Speech Skill.

Exit the room down more stairs, through another large room with lots of metal boxes, and out onto more subway tracks. Open the door directly across the tracks, to find Dr. Lesko standing in front of you. Ask him about his experiments. He will tell you how the ants gained the ability to spit fire. Ask him what you can do to help. He wants you to kill five Fire Ant Guardians that protect the ant queen. Agree to do this and, for the best reward, do not kill the queen. If you ask him, Lesko will also give you his lab coat.

Search Lesko's lab for ammunition and Stimpaks, and then go through the door on the eastern wall of his laboratory. Go down through the hole in the floor, to reach the door leading to the Queen Ant's Hatchery.

You will encounter the five Fire Ant Guardians one-at-a-time. Shoot them from a distance and back up as necessary to *keep* them at a distance, so they do not spit fire at you. The only major junction you will find is the one to the queen's chamber. However, you do not need to go in there. Past the entrance to the chamber are the last two guardians. When the last one is dead, return to Lesko. Your reward is an injection that will give you 25% resistance to fire and your choice of a permanent boost to Strength or Perception.

Retrace your path back to the main door to Marigold Station. Equip your best weapon before you go through that door to Greyditch. You may encounter Talon Mercenaries on the other side, who are trying to assassinate you. Return to Bryan Wilks, who is still inside the Shelter Pod. Tell him that you will find him a better place to live, and get your final objective for this quest. You have three choices. You can talk to Mayor MacCready in Little Lamplight and convince him to let Bryan stay with them. You can talk to Vera Weatherly in Rivet City (straight across the gangway> door on the left> upper deck> Waverly Hotel) and she will be happy to take him in. You can get 100 caps and Bad Karma by selling him to slaver Eulogy Jones in Paradise Falls. Once someone has agreed to take him in, return to Bryan and let him know.

Trouble on the Home front

Access this quest any time after the Main Quest, Scientific Pursuits, by traveling near Vault 101. Listen to the emergency radio broadcast from Amata. Activate the Control Pod. This action automatically enters the password and opens the vault door. Enter the vault and be stopped by Officer Gomez. Speak with him to learn what has been going on in the vault since you and your father left.

Have him lead you to Amata or the Overseer, tell him you will see what you can do about things, or leave. You will not be able to enter Vault 101 ever again if you choose to leave.

If you decide to investigate, go through the west door, down the stairs and into the Atrium. You will witness an incident involving Officer Taylor and Freddie Gomez. Once it is over, speak with Taylor and decide how you want to continue. You must choose to support Amata and the rebels, the Overseer, or Butch.

Support Amata and the Rebels:

Go through the door on the south wall marked "Storage". Beyond the door go west, to the Diner and then turn north, through the doorway marked Atrium and up the stairs. You will run into Butch along the way. He will tell you how to sabotage the vault and will even offer to give you a haircut. If you decide you would rather side with Butch, skip to the section entitled "Support Butch". Otherwise, continue to the clinic, which used to be your father's office. Speak with Amata. Tell her that you will stop the Overseer.

If you killed the previous Overseer (Amata's father), the new Overseer is Allen Mack. He will not listen to reason. You will have to kill him. Go up the stairway, to the upper level of the Atrium. Before you reach the Overseer's office, enter the security room where, long ago, you saw Amata interrogated by her father. Lockpick the door or hack the terminal and free Mr. Brotch. He will tell you that the guards are planning to attack the rebels without the Overseer's knowledge or permission. Continue to the Overseer's office and deal with him. If it is Amata's father, convince him that he cannot keep the vault dwellers cooped up forever.

If you fail this Speech challenge, you will have to return to Amata to tell her your progress and then try again. If you fail again, you will have to let her know that the guards are planning to attack Amata and her rebels. If you do not want to do that, the only option left is to kill the Overseer. No matter what action you take, she will thank you.

Amata will take over the job of Overseer. Her first decision is to banish you from Vault 101. If you did not kill the overseer, you will receive a Modified Utility Jumpsuit.

Support the Overseer

See the Overseer before talking to Amata and the rebels. Take the door to "Upper Level" and follow the signs to "Admin". Tell him that you will help stop the rebels. Before you leave, access his computer terminal and note that the Enclave contacted him. He refused them entry. Speak with Amata in the clinic. To find it, follow the directions above. Use your Speech Skill to convince her that the outside world is too dangerous, or use the information that you learned from the terminal in the Overseer's office. Return to the Overseer and tell him the news. He will give you a Modified Utility Jumpsuit and will ban you from ever returning to Vault 101.

Support Butch

After you finish speaking with Butch, go back down the stairs. Follow the signs that point to the reactor, until you get to the Vault Sub-Level. Enter the Filter Room and find Stanley. You must have 75+ Skill Points in Science, pickpocket Stanley or kill him to get the password to the computer terminal.

Access the terminal overlooking the generator, through the door south of where Stanley is working. Select "Begin Water Chip Service", then "Begin Manual Service", and then "Run Systems Purge", sabotaging the generator and setting off the alarms. If Stanley is still working near the generator, he will die.

On your way to the exit, the Overseer will try to stop you. If the Overseer is Mack, you must kill him. If the Overseer is Amata's father, you may be able to convince him that the rebels sabotaged the generator. In any case, everyone in the vault has evacuated. Amata will meet you at the vault door for one final talk. You may be able to convince her that all was the fault of the Overseer, but the point is moot. The damage is done.

You Gotta Shoot 'em in the Head

Inside the Museum of History, on the D.C. Mall, is Underworld, the city of ghouls. Inside the city, find Mister Crowley upstairs, in the 9th Circle Bar or at Carol's. Speak with him and give him the answers he wants to hear. Persuade him that you are different from most smooth-skins. He will ask you to shoot four men in the head and take their keys as proof of their death. The four people with the keys are Allistair Tenpenny, Dukov, Ted Strayer, and Dave. Crowley will pay you 100 Caps for each victim. If they die any other way, he will only pay 25. However, Crowley does not really care if you to kill anyone. He just wants the keys. Crowley really wants the T51b Power Armor locked inside Fort Constantine.

Find Allistair Tenpenny in the Penthouse Suite at Tenpenny Tower, in the southwest part of your world map, assuming that you did not kill him in the "Tenpenny Tower" Side Quest. Although his death is part of this quest, he is the only one of the four victims from whom you do not need to get a key. Because of his notoriety, word of Tenpenny's death will get back to Crowley. The game will give you Good Karma for the killing.

Find Ted Strayer in Rivet City. Look in the Muddy Rudder, found at the bottom of the central stairway just left of the marketplace entrance to the ship. Alternatively, Strayer may be in the Common Room, also accessed from the central stairway. Go through the door to the Mid-ship Deck and then take the second door on the right. Rarely, you may find him on the Flight Deck, also accessed from the central stairway. Ask him about Crowley. Buy the key, use your Speech Skill to get Strayer to give you the key, or shoot him.

Find Dave at the Republic of Dave, in the northeast corner of the map. Tell him that you are an ambassador from the Wasteland. He will be impressed enough to give you the key as a gesture of diplomatic goodwill.

Find Dukov at "Dukov's Place" in D.C, southeast of Megaton on the other side of the Potomac River. This bombastic Russian is very hard to bluff, but he will give you his key if your Speech Skill is high. Otherwise, speak with Crimson. Tell her that you will take her to Rivet City if she can get the key. Or kill Dukov.

When you get the three keys, you could give them to Mister Crowley and then let him go to Fort Constantine by himself, or go with him. You have the option of taking the T51b Power Armor from him when he gets it. Alternatively, you may keep the keys and use them yourself, to get the armor. If you speak with Crowley later, he will accuse you of stealing the armor from him.

Fort Constantine is on the northwest edge of the Wasteland, between two Satellite Arrays east of Raven Rock. Robots and Enclave troopers defend the area. When you get there, go into the one-story bungalow, through the "Door to CO Quarters". Take a Nuka Cola Quantum from the kitchen and then go downstairs into the basement. Take the "Fort Constantine Launch Codes" and a Big Guns Bobblehead from the open safe. Pick up a large quantity of Pre-War money from the floor.

Strayer's key opens the big metal "Fort Constantine Bunker Door". Go down five levels, fighting robots as you go. The third level down has a computer terminal that will launch an ICBM, using the launch code from the safe. This is very close to the *actual* U.S. ICBM Minuteman launch code, 00000000, used until 1977. The doors will close. The room will shake. A "Navigation Targeting Error" will abort the launch.

Two levels farther down, at the bottom, is a room with Tara's body. Get Tara's "Warhead Storage Key" and open the door behind her, using Dave's key. The room has a Fat Man launcher, and two Mini Nukes. Activate the "Armor R&D Terminal" in that room and select "Disable Stasis Field" to get the T51b Armor.

If you can pick the locks on the two very hard doors, find lots of ammo in one room and weapons in the other. The south exit from this room goes upstairs to the Bomb Storage warehouse. It has many huge nuclear bombs, but not as much treasure as you might expect.

Chris Barton - Revised 04.13.2013