

# Fallout New Vegas

## Dead Money DLC

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### Sierra Madre Grand Opening

The first DLC for New Vegas begins with a radio signal coming from the Sierra Madre casino. Follow this signal east, to an "Abandoned Brotherhood of Steel Bunker". The previously locked manhole cover there will now open. Inside, find a corpse and a set of stairs leading down to a door. After you click on the door, the following message will display on your screen:

"Dead Money takes you to an extremely dangerous area of the Mojave Wasteland, a one-way journey until your business at the Sierra Madre is finished. In Normal Mode, you'll encounter new traps, enemies, and new companions whose lives are tied to yours. In Hardcore Mode, you'll be fighting the environment as well, a toxic city that erodes health over time. Companions are more vulnerable, and so are you. Dead Money is recommended for experienced Couriers (Level 20+). If up to the challenge, continue on. The Sierra Madre Grand Opening awaits... and has been for 200 years."

Beyond the door, is a hallway, at the end of which is a radio sitting on a table. The computer terminal in the south hallway unlocks the door to a laboratory. Leave this until you return from the Sierra Madre, as it will still be accessible to you. Walk west toward that radio at the end of the main corridor. Before you can get very close to it, the game will show gas coming out of vents in the ceiling and then you will fall to the floor unconscious.

Next, a cut scene will play, showing you a bit of the history of the Sierra Madre Casino. Then, a man named Father Elijah will speak to you from a video projection in the center of a Holo-fountain in front of you. Explore all dialog options. He will explain that Sierra Madre security has taken away *all* of your gear. Elijah has put an explosive collar on your neck and given you a Holorifle and twenty-five rounds of ammunition for it. You are wearing only a jumpsuit. You have no aid potions left in your inventory. If you have a concealed weapon, you will have no ammunition for it. The game will raise your level cap by five. Elijah will tell you that he has tried to enter the Sierra Madre and steal its treasure. He was unsuccessful. Now, he wants you to get a team together to do what he could not.

### Find Collar 8: Dog

First, pick up the seventeen casino chips and one poker card in the fountain. The card is one of five that make up a "Dead Man's Hand". Vending machines, like the one to the south of the fountain, use the chips. Pick them up whenever you see them. You need another weapon, one that does not use temporarily-scarce ammunition. Find a Cosmic Knife at the end of the bench to the southwest of the fountain. Turn on your Pip-Boy light if you have trouble seeing. You might also want to turn up the brightness in your game settings

One other way to see through the darkness is to collect Cloud Residue. You can recognize these as large round red splotches attached to many surfaces. When you see one, click on it, to add a sample to your inventory. Then, after you find one of the many small glowing Electric Hot Plates in the rooms, click on that. One thing you can cook up will be a potion called Ghost Sight. When you ingest one of these potions, you will have two minutes of an odd, reduced-contrast, black and white lighting.

When you become lost, remember to consult your Pip-Boy local map. The scroll wheel on your mouse will zoom in and out of the map, to make it easier for you to see. Also, keep in mind that the majority of locations in the Villa are either east or west of this first holo-fountain. Use the compass on your screen to orient yourself. Follow these tips to help keep your frustration level to a minimum.

Go west, past the Medical District door, to find the door to Puesta Del Sol. Be wary of two bear traps in the hall to the north of the door. Deadly gas fills one room just past the traps. At the base of the steps south of Puesta Del Sol, is a blue-green door. Past the door are a weapon and some ammo in one of the two upstairs bedrooms; connected by a plank bridge. When you finish with that house, go up the tiled steps south, to find the first "Dean's Secret Stash". This one consists of ammo, Stimpaks and a Caravan Shotgun, among other things. Then go up the stairs and fight a Ghost Harvester.

These lurching monsters have distinctive glowing green eyes, even after you kill them. If you do not detach one of their body parts, they will get back up and come after you again. One tactic that will save you ammunition is to knock the enemy unconscious with a gun and then run up to it and slice it with a Cosmic Knife, to knock off an arm, leg or head. Kill the monster and get his Knife Spear and several Throwing Knife Spears. Repair the former with the latter to get a much better hand weapon. Note that if, while using a gun, you detach an arm or leg from an enemy, they will *not* get up again.

In the patio at the top of the stairs, activate the computer terminal. Turn on a second Holo-fountain. This will give you a bright navigation point to refer to in this new area. In addition, Ghost People tend to give the holograms wide berth. Just past the arch to the west of the holograph, is a doorway to the northwest with a trip rope. Deactivate it, so the steel beam does not swing down on chains, into your face. One exit from the upstairs room goes back to the second Holo-fountain. The second exit, down the stairs west, goes to a patio with two Radroaches. Past them, in the toxic cloud, is a trapped door with no treasure behind it. Retrace your steps to the second Holo-fountain.

Now go southwest, to a larger patio, then west through the arch. This puts you on the other side of the trapped door. Find an open door west, kill a Radroach, and then go upstairs to a locked cabinet. Inside, find a pistol and ammo. Equip the Sierra Madre Armor on the shelf, for damage resistance.

Back downstairs, southwest of the larger patio, is the green door of the Police Station. **Save your game.** Inside the station, shoot a radio on the desk in front of you. Shoot a second radio under a desk left of the first. Then run north until your collar stops beeping. Turn around to face south. Now you can see a third radio hidden on a desk behind a partition. A 9mm pistol works well on radios.

Search the station for .357 Police Pistols. Use the spares for repairs. Find some ammunition for the pistols in here as well. Take the Vending Machine Code - "Steady" from the coffee table.

Around the corner to your right is a corridor with bathrooms at both ends. In the Ladies' Bathroom, find the second "Dean's Secret Stash", with Stimpaks, ammo, Bobby Pins and other treasure. Look behind the door to find another cache. Look in the toilet tank for two grenades. Just west of this bathroom is a locker room. The locked locker has a Detonator and three packages of C-4 plastic explosive. In the Gentlemen's Bathroom is a Vending Machine Code - ".308 Rifle Rounds".

At the back of the station (west) is a room with a large radio, sitting on a desk. Inside one of the four cells, is one that has a skeleton on a bed. This is a rare bed. You can *sleep* on it and heal your wounds. If the skeleton bothers you, use the Grab function (Z key) to move the skeleton off the bed. At the far end of the corridor, is a locker with a Vending Machine Code - "Weapon Repair Kit" on top.

The stairs going down south lead to a door into the basement. When you open the door, a voice will entice you further into the room beyond. Your collar will begin to beep when you step into the room, but you cannot see a radio. This is because the radio is not in the room, but in another nearby room. Run through the room west, to the corridor beyond. The utility closet in the next room south has a GrognaK comic. Through another corridor, you find another small room and then the room with the radio. Shoot the radio and listen to the speech. Pick up the "Dog Command Tape" from the table.

Return upstairs. On your way back, use the short stepladder to get 2 magazines on top of the wooden crates. Back on the first floor, stand in front of the cage door. Open your inventory and play the command tape (Data>Misc>Dog Command Tape). The mutant in the cage will begin to speak to you. Explore all dialog options. Either Dog, or his educated alter ego God, will agree to work with you, depending on your dialog choices. Then he will run back to the first Holo-fountain and wait for you, or follow you, your choice. Enter the cage, to pick up the second card of the "Dead Man's Hand".

Use the Police Chief's Terminal to "Disengage Contraband Room Lock". The room has .308 ammunition, an Automatic Rifle, 2 Super Stimpaks and Vending Machine Code - ".357 Mag Rounds".

You now have enough Vending Machine Codes to repair the Holorifle, repair the Automatic Rifle you will soon find and buy ammunition for the Automatic Rifle. The Automatic Rifle is one of the more powerful weapons in the game. Keep in mind, however, that there is no Vending Machine Code to buy Micro Fusion Cells. So, use your Holorifle sparingly, so as not to run out of ammo.

Outside the Police Station, you must fight two newly-spawned Ghost Trappers. Then return to the area of the first Holo-fountain. Just east of the second Holo-fountain is another Ghost Trapper. When you get back to the first Holo-fountain, if you sent him there, you will find the mutant waiting. You may ask him to accompany you, but remember that if he dies, you die. If you want him to follow you, use the dialog option "I think we should travel together".

## Find Collar 14: Dean Domino

Now go a short distance east from the first Holo-fountain, to a sign on the wall "mine, mine, mine". From here, go north to a patio with chips and a First Aid Kit. Then go inside the Gift Shop to the east of that patio. The cash register in front of the Holo-vendor has poker chips and a Vending Machine Code - "Return Outfit Item". Upstairs, the door to the west gets you onto a balcony with chips and access to another room. The doorway east gets you onto a different balcony, enveloped in a toxic fog.

To the northeast of the doorway, you can see a white painted hand. Run north along the balcony and then east, through the thick red cloud. Just when the cloud thins out, you will find "Dean's Secret Stash" number three. It has, among other things, an Automatic Rifle, ammunition and some Stimpaks. The Automatic Rifle, unlike the Holorifle, can ignite the Gasoline Bombs that some of the Ghost People carry. Return the way you came, heal up and continue your journey east.

After you find the door to the Residential District, stand in front of it and then **save your game**. Past the door, Elijah will warn you of the traps ahead. The first one is a mine at the base of the nearest steps. Deactivate the mine, but do not go up the steps yet. Instead, go east of them and through the locked (average) gate, to find two stairways enveloped in toxic red fog. Kill the Ghost Trapper. The northernmost stairway goes up to a room with a couch. Behind the couch, is the fourth "Dean's Secret Stash" and an ammo box. Now return to the stairs where you disabled the mine.

Loot the lower patio, shop at the Vending Machine, and then go up those stairs. Stop at the top. Take your time here. To the east, across the wooden planks, is a rigged shotgun just inside the room. Just inside the doorway west, are two more rigged shotguns, controlled by a metal pressure plate. Disarm those two traps and beware another explosive trap at the room's exit, a grenade bouquet. Then go down those exit stairs to the next patio. A camouflaged mine sits near the west fountain.

A Ghost Trapper in the room at the top of the nearest stairs will detect your presence and come down to meet you. Sometimes, he will trip the rope at the top of the stairs and destroy himself. If he avoids the trip rope, kill him and then search the lower patio to the south. Keep next to the walls to avoid the poisonous gas. The south side of the gas cloud has a room protected by a mine. Deactivate it and then search the room for the fifth "Dean's Secret Stash".

Inside the cloud itself, are three containers of ammunition and a First Aid Kit with two Stimpaks. If you act quickly inside the cloud, you can get the ammo and then heal yourself with the Stimpaks. If you are not quick enough, you will die from the gas. Alternatively, you could bypass that loot.

Then return to the stairs and go up to the top. If the Ghost Trapper did not take care of it for you, disarm the trip rope just inside the doorway. Then harvest the bouquet of grenades hanging from the ceiling. Go through that room and out onto the balcony. Follow the balcony all the way around to the end. Just before the door, disarm the mine on the walkway. Then disarm the steel pressure plate just inside the doorway and the shotgun it controlled.

Through the broken wall in this room, and out onto the balcony, some planks make a bridge to another room. On the other side of the planks is a trip rope. There is minor treasure in the room and on its back balcony. Return across the planks to the room with the pressure plate. Exit this room down the south stairs and fight another Ghost Trapper. Near the bottom of the stairs, attached to the wooden walkway above you, is a bouquet of grenades. Stand underneath it, jump up and disarm the grenades to get three more for your arsenal, or shoot it and then *run to safety*. Just south of the bouquet, is a mine and pressure plate on the patio south. Another mine sits on the patio southeast.

Now walk along the edge of the poisonous cloud, against the wall watching for a trip rope, until you come out into the next plaza. From the plaza with 3 square planters, look up south to see a lighted hole in the wall. That is your destination. Go a bit farther south and then up the steps to the west. On the top floor, the ghoul Domino is sitting in a chair waiting for you. Sit in the chair next to him and have a conversation. Eventually, he will agree to meet you at the first Holo-fountain, or go with you, depending on your dialog choices. Make your way to the first Holo-fountain now.

Dean referred to a shortcut. That is the toxic tunnel to the north. You can go that route if you like, or retrace your steps. On the other side of the tan door to the Residential District, fight two or three Ghost People. When you get to the first Holo-fountain, you will see the mutant and Domino waiting there, unless they are with you. Leave them there or take them with you. Go northwest, to the Medical District door. **Save your game** before you go through the door.

## **Find Collar 12: Christine**

On the other side of the Medical District door, slowly walk toward the arch in front of you. When you get close to the arch, your collar will start beeping. Take a step or two back and it will stop beeping. Move a bit to the right, and you can just see the speaker hanging between two of the arches. The white speaker has a bright white light. Equip a gun and shoot the speaker. It will start showering sparks. The game will give you ten Experience Points for your trouble.

In the patio beyond, a Ghost Harvester will attack you from the arch to the east. Kill him and then go through that arch, to the next patio. Loot the two ammo boxes in the corner. The exit to the next patio is to the north, but when you approach it, that entrance beeps your collar too. Note the word "Boom" scrawled in red on the next arch.

A speaker above the door, on the other side of the second arch, is causing the interference. If too many beeps happen, your collar explodes. You cannot shoot the speaker from here. Instead, run all the way west, to the green door in the distance. Then turn around and face south, toward that arch. Above it, attached to the wall above the balcony, is the speaker. It has a white light. Aim at that white light and shoot it, to shut that speaker down.

The exit to the last plaza is to the west. You can access two green doors and a tunnel to a boarded up café from that plaza. Kill the Ghost Harvester in that tunnel before you do anything else. The two green doors both grant you access to the Medical Clinic, but the one to the north has the best treasure. Go through that door and loot the cash register. Then go upstairs.

Now go through the hole in the wall of the upstairs room, onto a narrow section of tiled roof. Use that roof as a bridge to the room on the other side of the roof span. Loot that room and then step out onto a wide section of rooftop.

Part of this large section of roof appears to be tar and gravel. Other sections are tiled. Do not go through the hole in the wall to the room beyond. A hidden speaker will cause your collar to beep. Instead, walk to the northeastern-most part of the roof, along a section of tile, to find a sixth "Dean's Secret Stash". A white painted hand on the wall should highlight the location of the suitcase for you.

Then drop down off this flat roof south, to the patio below. Shoot the speaker to the left of the Gift Shop door. Now you can safely loot both the upper and lower floors of the shop. When you have taken as much of the loot as you care to carry, go to the southeast corner of the patio and open the "Door to Villa Clinic". Just inside the door, activate the terminal and read everything about the Holographic Security that protects the building. Go up the stairs south.

Something on the other side of the wall to the north of the terminal will cause your collar to beep. Move just around the corner and the beeping will stop. You might see Holo-security Guard at the end of the corridor. When he moves north, go down the hall to that corner and look left (north). You may see the Holo-security Guard standing partway down the corridor. On the wall of that corridor is a glowing blue emitter that gives the guard its power. Shoot that emitter and the guard will vanish.

Now loot the rooms in the corridor. The "Chief Physician's Office" has a rare Doctor's Bag. These heal all limb damage, and are priceless in an area where you cannot sleep in most of the beds. The room across the hall from the chief's office has a Vending Machine Code - "Mentats".

Farther down the hall, the office to the east has a Doctor's Bag. Activate the terminal to get a Vending Machine Code - "Med-X". Open the desk to get the Clinic Basement Key. In the room across the hall, look under the desk to find a Super Stimpak. Farther down the hall, neither the room on the left nor the one on the right have more than minor treasure. Two stairways get you down to the ground floor.

Go down the stairway at the south end of the corridor. You will find yourself back in the red-carpeted waiting room of the clinic. Next to the main door to the plaza, in the corner, is the seventh "Dean's Secret Stash". On the counter, find a Vending Machine Code - "Stimpak".

Now go down the corridor to the north of the waiting room. When you get to a hall going west, note the glowing red light at the end of that hall. This is a Shielded Speaker and you cannot kill it. Instead, run north, to the end of the corridor. Here, you will find the second set of steps going up to the hallway where the Holo Security Guard was standing *and* a set of steps going down to the "Door to Villa Clinic Basement". Quickly open that door with the key you got from the desk upstairs.

Inside the room, activate the computer terminal and then "Disengage Main Power" to disable the Shielded Speaker on the floor above. Pick up the "DC Journal of Internal Medicine" on the shelf. Note the workbench in here and use it to thin out some of your inventory. You can recycle ammunition cartridges. If you have one Wrench, one Wonderglue, two Scrap Metal, one pile of Scrap Electronics and one Duct Tape, you can make a Weapons Repair Kit. Two of these kits will turn that poorly maintained Holorifle into one of the more powerful weapons in Dead Money. The game will not let you come back to the Sierra Madre after you leave. Therefore, keep in your inventory only items that help you with offense and defense; or items that have no weight.

Now go back upstairs and then down that hallway to where the Shielded Speaker is mounted. Because you turned off its power, the speaker will not affect your collar. You will pass several rooms with Auto-Doc machines. You may use these to heal your limbs. At the very end of the hallway, around the corner, you will find a "Malfunctioning Auto-Doc" machine. Activate it to open the door.

Christine is standing there. For some reason, she cannot speak. However, you can still communicate with her. Explore dialog options until you get her to agree to meet you at the first Holo-fountain. This starts the "Fires in the Sky" quest. In a few moments, Christine initiates another "conversation".

She pantomimes that your collar, her collar and your Pip-Boy work together to give you both five seconds extra resistance to the problem of speaker interference with your collars. She will run off to the first Holo-fountain to wait with the other two members of your team (if they are not with you), or go with you, depending on your dialog choices. Make your way back to the first Holo-fountain.

On the other side of the clinic door, in the plaza outside, two or three more Ghost Harvesters will attack you. Along your way back to the fountain, just past the tan "Door to Villa", another Ghost Harvester will attack you. Walk up to the Holo-fountain and Activate the Holo-tiles to speak with Father Elijah. This will add the "Mixed Signals" and "Strike up the Band" quests to your journal. Now you must get the mutant to the Switching Station inside Salida Del Sol.

## **Fires in the Sky**

You have the option of taking God/Dog with you or leaving him at the fountain while you clear the area from the first Holo-fountain to the Switching Station. If you want him to follow you, use the dialog option "I think we should travel together". Then go east, from the Holo-fountain. East of the Residential District door is a gate. West of that gate is a door to a supply room with a workbench.

When you get to the "Door to Salida Del Sol South", take a detour through the tunnel to the south. At the end of that tunnel is a trip rope connected to a Steel Beam. Deactivate the trap and then kill the Ghost Harvester. The door east of the Steel Beam has a locked cash register and "Dean's Secret Stash" number eight, behind the counter.

Return to the "Door to Salida Del Sol South" and then **save your game**. On the other side of the door find an alley that leads straight ahead of you to a dry fountain. Near that fountain, are two Ghost Harvesters and one Ghost Seeker. Once they become aware of your presence, they will all come shambling toward you. In this situation, a repaired Holorifle, or Automatic Rifle, can knock your enemies down before they get to you. These three, and others you will meet soon, throw knives at you and they rarely miss. Use the columns left and right for cover. Try some Ghost Sight potions.

Once you have the area around the fountain secured, continue down the alley south. Fight another Ghost Seeker. At the stairway where the alley turns east (near a suitcase), is the first of many Bear Traps you should deactivate. Inside the room at the top of that stairway, is another Bear Trap. Inside this room, go through the hole in the wall and along the roof south. Continue around the roof to the west until you find "Dean's Secret Stash" number nine. Then retrace your steps back to the base of the stairs where you disabled the Bear Trap.

This area is a major intersection. From the base of the stairway, go slowly *west*, through the tunnel. On the other side of the tunnel, disarm two Bear Traps and kill a Radroach. The hole in the wall south of the two Bear Traps has a trip rope that can release a steel beam hanging on chains. Just past the rope is a Bear Trap. Disarm both of them and then loot the room for some very good treasure. At the top of the steps in this room are a Radroach and another Bear Trap. Two locked dressers yield minor treasure. Then return to the major three-way intersection at the base of the first staircase.

From there, go *south* and kill a Ghost Harvester just past the next arches. You will come to an area with a Vending Machine and a Bear Trap. You might want to buy some Stimpaks. The nearby stairway will take you up to a computer terminal. Hack the terminal, to turn off *some* of the speakers.

Behind the stairway is a hidden tunnel filled with toxic fumes. Hiding in the fumes are three Ghost Harvesters. Instead of trying to fight them in the tunnel, or the patio beyond the tunnel, use a ranged weapon to annoy them into coming after you. Then run back to the area of the Vending Machine. This is another instance where Ghost Sight can aid you. Keep luring them out of the tunnel until all three are dead and then go a short way into the tunnel.

A side tunnel runs off to the right. It contains the tenth "Dean's Secret Stash". Back in the main tunnel, where the gas cloud starts, is a Bear Trap. Farther along the tunnel, but still inside the gas, is another Bear Trap on the left edge of the tunnel. If you deactivate the first trap and then run along the right edge of the tunnel, you can avoid the gas *and* the second trap. Then return to the edge of the toxic cloud and deactivate the second Bear Trap (if the Ghost People have not already done so).

From the center of the patio, the north exit has another Bear Trap in the hallway and a hole in the wall. On the other side of the hole are another Bear Trap and a room with minor treasure.

The exit to the south is a complex trip that you do not need to make now. Instead, go west to the Salida Del Sol Switching Station. You will see a row of electrical breakers that you cannot move because they are frozen in place. That is why you need God/Dog. Find a Vending Machine Code - "Bear Trap Fist - Heavy Duty Springs" near the north wall, on the floor, on top of a piece of wood. Outside the gate, find a computer terminal. Access this and "Reset Ventilation Systems", to dissipate part of the toxic cloud, so that when you return this way the fog in the nearby tunnel is gone.

The quest will update when you get close to the switches. If God/Dog did not go with you, then go and get him and have him follow you back here to the Switching Station. Now, if the mutant is currently in his Dog persona, cause the God personality to come to the surface by playing the "Dog Command Tape" (Data>Misc). Then speak with God, through a complex series of dialog choices, until he agrees to stay at the Switching Station and operate the switches.

He may not agree to stay there and operate the switches until you get him two portions of meat from two Ghost Harvesters, depending on your dialog choices. If this happens, the game will materialize two Ghost Harvesters near the closest Vending Machine. You can go and get the meat, or deceive him and use the computer terminal outside the gate to lock him in the Switching Station.

Another dialog choice has you informing God that you know how to read the electrical diagram on the wall, and that you could teach Dog how to operate the switches. If this happens, God will reluctantly agree to operate the switches, mumbling about revenge. Return to the first Holo-fountain.

## **Mixed Signals**

Learn what you can from the mute, Christine. If you want her to follow along with you, use the dialog option "I think we should travel together". Alternatively, you can clear Puesta del Sol and then come back for her. From the first Holo-fountain, go west to find the "Door to Puesta del Sol North". On the other side of the door, you will be facing another fountain. Lurching around near that fountain are three Ghost Harvesters and one Ghost Seeker. This is another instance where using Ghost Sight may help you spot them.

After you have secured the area around the fountain, note that you cannot open the western "Door to Service Route". Also locked, is the nearby "Door to Puesta del Sol South". Looking north from the fountain, notice the wooden plank bridge crossing above you. Access to that bridge is from a hole in the other side of the building to the northwest. Go through that hole, to the base of the first stairway. Disable a trip rope tied to a rigged shotgun above. The third floor has a Bear Trap and gives you access to the plank bridge, which leads to a flat rooftop. At the other end of the bridge, disable the Bear Trap *before* you step on the roof. Collect the Electric Box Fuse inside the toolbox.

Be wary of the two Bear Traps on the narrow roof to the north, below this rooftop. If you want to loot the room on the other side of the hole to the east, wait until a little later in the game. You will soon be turning on some ventilation equipment that disperses the toxic red cloud below.

Also north from the fountain is a building to the east. Inside, behind a counter, is a locked safe (very hard) containing Absinth and a few Sierra Madre chips. A radio on a bookcase in the room above is causing the beeping of your collar. You can easily work around the danger, but if you want to shoot the speaker, you can go back to the three-story house. On the top floor, just before you cross the plank bridge, drop down onto the narrow roof and go south, then east, to cross another plank bridge.

After you clear these two buildings, go north from the three-story house. Then turn west, through the arch and kill three more Ghost Harvesters. Then go southwest, to an area with toxic red fumes. Ghost People are hiding in the gas cloud. Kill any that get in your way and then go through the tunnel west.

At the end of that tunnel is an open area with a set of wide tile steps going up north. Run up the steps, through another toxic cloud, until you get to a green door at the top. The room beyond that door leads to the Switching Station. Now you should bring Christine at least this far, if you have not done so already. You may tell her to wait here while you clear the rest of the facility.

The south metal door to the rest of the facility will only open if you repair the circuit breakers inside the electrical panel on the wall of the first room. As the notice inside the panel says, you must either have a Repair skill of 60+, or replace the three Electric Box Fuses. You should have collected one of these fuses already. The game lists them as miscellaneous items in your inventory. Open a toolbox on the floor of the room to get one more fuse. To get another one, step outside the green door to the facility. In the toxic cloud to the west, you can find another fuse in a toolbox just a bit north of the opening. After you have repaired the circuit, the metal door will open.

Beyond the south door, just to your right, is a white speaker attached to the ceiling. Shoot it before you lose your head. Christine's "Counter-frequency" blocks the dangerous effect from all speakers for five seconds. Go down the corridor east, to the large control panel. Above that panel is another white speaker for you to neutralize. Continue down the corridor, and then down two flights of steps. At the bottom of the second flight, is a black scrawled notice on the wall "tick, tick, tick". Just above the notice is a third speaker for you to destroy. Now go through the doorway onto a metal catwalk.

This is the electric generator room. Be careful not to walk off the edge of the broken sections of the catwalk. Toxic gas covers the floor. Notice another catwalk on the other side of the room. That is where you must go next. Walk south along the catwalk until you get to some stairs going down.

At the base of the stairs is a white arrow pointing left, to a narrow opening between large pieces of equipment. The base of the stairs going up to the next catwalk is on the other side of that narrow space. But that arrow is a ruse. Four Bear Traps will do you serious limb damage if you go that way.

Instead, run right (south), in the opposite direction to where the white arrow points. After only a short distance, you will come to the wall of the room. Now run east, until you get to the next wall. Then run north, to the base of the steps going up to the catwalk. Run up to the top of the steps, to get out of the toxic gas. Use a few Stimpaks to heal yourself. Walk along the catwalk north until you get to another door. Go into the room beyond.

Inside the control room, look for a "Utility" door on the other side of the room. Go through that door and then access the computer with the red keyboard. Activate the option to turn on the ventilation system. This will clear the gas from the rooms, and areas outside. Pick up the Automatic Rifle and two boxes of rare .308 caliber armor-piercing ammo. Enis' locked locker has a "Remote Maintenance Terminal Password" you may need. You will soon find the key to that lock, or you may pick it now.

The east door exiting the Utility Room gives access to another large room. Open it, but do not walk through the room yet. On the north wall of the room is a shielded speaker. To the east-southeast, on a platform above the room is an automatic turret. It will fire on you as soon as you cross the threshold of the doorway. Destroy it with the scoped Holorifle, before the turret detects you.

To turn off the power to the speaker, you need to get inside the small room directly east of you. There are two ways to do this. You can run across the catwalk, up the steps to the door, and pick the lock. You could run along the catwalks to your right, jump over the gap and make your way around to the other side of the small building. A second door there is already open. Inside the room, access the desk computer terminal (easy) to turn off the speakers. The wall terminal unlocks the door.

Now make your way along the catwalks to the elevated room in the southeast corner of the building. Pick up Enis' key from the desk. The key opens Enis' locker, back in the Utility Room. Then continue west, to find the elevator. Activate the computer terminal (Science 100 or Enis' code) in the corner of the room and then "Transfer controls to this station". Now Christine can use this terminal. Tell her that you have "...found a way to do the bypass from here". Christine will happily sit in the chair and begin clicking keys on the keyboard. The elevator is a shortcut back. On top of the machine on the west wall is a Vending Machine Code - "Hologram Rifle Reinforced Components". The terminal downstairs to the north turns off the turret that you already killed.

Now return to the first Holo-fountain. If you take the long way back, ignore the floor of this large room, because it has no treasure. When you get to the catwalk above the next room, and just before you take the steps down, you may be tempted to go south. The catwalk does go that way, but the corpse in the west room (at the end of the catwalk) is a trap. If you break the trip rope in front of the corpse, anything you take from it (two Stimpaks and three sticks of dynamite) will explode. In addition, one armored speaker on the wall still has power. You have no way to turn it off until you get past the corpse in the room. The computer terminal past that corpse turns off the speaker, if you can hack the terminal quickly. You will be in serious danger the entire time you are on that section of the catwalk. The reward is very small, considering the great risk.

On the floor below the catwalk, deactivate the four Bear Traps on the floor. Near those traps are two boxes of .357 caliber ammunition. In addition, under the west steps going up to the room with the repaired electrical panel, you will find a Police Pistol and some .357 caliber ammunition.

Outside the Switching Station door, now that the ventilation fans have dispersed the poison gas, loot the rooms to the west, . At the very top of the stairs, you can find the Foreman's Key. This will open the locked Service Route door you found just past the "Door to Puesta del Sol North".

## **Strike up the Band**

Now, if you return to the first Holo-fountain and speak with Dean Domino, you can get five seconds of resistance to the poisonous clouds. The game calls this the "Unclean Living Perk". Whether or not you want Domino to help you clear the next area, say, "I think we should travel together". If you would rather not take him with you, speak with him again. The companion wheel will pop up on your screen. Tell him to "Wait" and he will again stand at the fountain until you return to get him.

In any case, return west, to the top of the Switching Station steps in Puesta del Sol. Jump on the pipe at the east side of the wide stairs to get access to the narrow tiled roof section. These roofs serve as elevated pathways to upstairs rooms. Look east to see a bright hole in the wall and some file cabinets. Make your way over there, past another room with a hole in the side of it. Cross to the other end of the wooden boards that serve as a bridge. Open the toolbox there to find another Electric Box Fuse. Inside the room, shoot the big radio sitting on top of the safe to your left. Crack the safe to get some chips and money. Hack the computer terminal (very hard), to turn on a Holo-guard in the patio below. This helps keep the Ghost People away and aids you in your dialog choices later.

Back at the base of the Switching Station steps, go south. Kill two Ghost Harvesters and find a "Door to Puesta del Sol South". On the other side of the door are three more Ghost People. Do not go inside the Ruined Café to the east until you clear the alleyway to the east. In that direction, find at least two more Ghost Harvesters in the area around a lighted tree. Nearby, is another entrance to Puesta del Sol South/North. Also, look for two buried ammo boxes in separate areas of the plaza.

Now, from the lighted tree, run southeast through the red toxic cloud, all the way to its other side. Find a hole in the wall at the end of the tunnel. Through the hole are two stairways up to a third-story flat rooftop. This is the rooftop where you must station Domino. If he is with you, convince him to stay there. Behind the two buzzing wires in the south corner of the roof is Vending Machine Code - "Automatic Rifle Upgraded Internals".

On the other side of the rooftop, is a green door. Past that door, downstairs, is a computer terminal where you can turn on another hologram. Then go through the hole in the wall of the room onto a tiled section of roof. The room east has minor loot. Circle around this roof northwest, to a "Ruined Store". You can sleep on the bed on the upper floor. Pick the lock on the door to get downstairs.

If you pick the lock on the downstairs cash register, you get a Vending Machine Code - "Return Outfit Item". Pick the lock on the door downstairs, to get into a utility closet with a First Aid Kit.

Jump down off the balcony outside the store, thereby avoiding the red cloud, to the lighted tree and then go west. Just past the tunnel, go through a hole in the wall to the north. Inside, is a Vending Machine, three cash registers and a Vending Machine Code - "Buffout". Then continue west and north, back to the first Door to Puesta del Sol South. Now turn around and face south.

Go through the tunnel to the south and up some stairs to a poolroom near a speaker. Stand between the pool table and the south wall to stop the beeping. Note the Vending Machine Code - "Weapon Repair Kit" on the end table. To kill the speaker, stand on the balcony on the other side of the hole in the wall. Shoot the speaker outside, at the base of the statue to the east. Then go inside the next room and harvest some drained Micro Fusion Cells on the table. There are many liquor bottles in there as well. Step through the hole in the wall, walk down the metal walkway northwest of the statue and find a room with a gun cabinet containing a weapon and ammo.

Now return to the Ruined Café, near the first Door to Puesta del Sol South/North. Inside, there are no traps or enemies. Upstairs, the northeastern door gives you access to the tiled roof. In both directions, you will find drained Micro Fusion Cells on the tiles. In one of those directions, you will have access to a room with two cash registers. You can activate another hologram in this room.

Then, go through the southernmost Puesta del Sol South door *in the café*, and then along the rooftops west. Find a steel mesh ramp going up to a flat rooftop. Pick up a scattering of drained Micro Fusion Cells and a Vending Machine Code - "Hologram Rifle Advanced Calibration".

Now exit the café and leave by the nearby "Door to Puesta del Sol North". On the other side of the door, turn east and then use the Foreman's Key to go through the "Door to Service Route". Look at your local map to see that this route is a shortcut for workers. Inside the small maintenance area, access the computer terminal to get the Vending Machine Code - "Demolition Charge". Then exit through the door going east. On the other side of that door, keep going east to the "Door to Villa".

Now return to the first Holo-fountain and speak with Dean Domino, if you have not done so already. Escort him to the flat third-story rooftop and then use dialog choices to convince him to stay there.

## **Trigger the Gala Event**

Return all the way east, to Salida del Sol South. Make your way back to the Switching Station where God/Dog is patiently waiting. From there, go south and east, down an alley. Along the way, deactivate one Bear Trap, just before your collar starts beeping. Shoot the speaker on the corner of the balcony above and to the right of you. Ahead, the alley widens and turns north. Deactivate a second Bear Trap in the corner. Then get ready for a Ghost Harvester near the arches to the north.

Around the corner from the sign on the wall reading "crackle, fizzle, boom", is another speaker and a Ghost Person. So, run through the tunnel and then immediately run right, all the way to the wall.

Now you are just out of range of the speaker. Then turn around and face west. Shoot the speaker above the arch and then be ready to fight the enemy. Just below the speaker, deactivate a Bear Trap. Just beyond the trap (west), you can find the Vending Machine located near the hidden tunnel underneath the stairway. You have come full circle.

From the Vending Machine, go east to the corner, and then face north. Neutralize the Bear Trap to your left. Kill the speaker above the arch to the north. Before you get to the ladder leaning against a wall and a sign saying "Boom", enter the hole in the wall east, behind a sign advertising the Cosmic Knife. In the toxic room is a cash register and the eleventh "Dean's Secret Stash", behind the counter.

Heal up and then continue north, to a patio with another Vending Machine. Go up the stairs to the west. At the top of the steps, search the room to the south for minor treasure.

Then go through the green "Door to Salida del Sol House". On the other side of the door, find a "Torn Journal" at the top of the stairs. Then go down those stairs and get ready to fight two Ghost People on the other side of a hole in the wall. You will find yourself in an angular plaza.

Now go through a hole in the wall to the north and then west, behind a stone abutment just east of the closed gate (you will be coming back to the rest of this plaza later). You will see a Holo-vendor and another Vending Machine just past the hole. Inside this store, kill a speaker on the west wall. Then go through the back (west) hole in the store. You will find yourself in an alley with three exits.

The south exit goes through a gate and a toxic cloud to the starting point at the Salida del Sol House. Disable a Bear Trap in front of that gate.

The west exit goes into a diner, through a hole in the wall. Destroy the large radio on the long counter. At the base of the stairs behind that counter, is a Bear Trap. Upstairs, on the balcony, is a Police Pistol next to a skeleton. Stand on the balcony next to the skeleton, and then look down to the south. You will see another skeleton lying in a lighted cubicle. Near that second skeleton is the key to the gate and a place where there is no toxic gas. Once you drop down onto the patio, you have no other way out than the gate. You will need several Stimpaks just to stay alive. Now stand on the balcony nearest the door. Look down to the northwest and notice a white painted hand on the wall. This is the location of the twelfth "Dean's Secret Stash". Near there, in some standing water, is an Automatic Rifle.

So, drop down and run to the skeleton in the lighted cubicle. Get the key and heal up and then run to the stash in the northwest. Quickly grab the stash and run back to the cubicle. Heal up again and then use the key to open the gate and run through.

On the other side of the gate, you will find yourself back at the dry fountain just past the door to Salida del Sol South. Now go back south to the Vending Machine. Then head east, north, up the steps and again through the green "Door to Salida del Sol House".

Back downstairs in the angular plaza; *again* go through the north wall into the store with the Holo-vendor. Back on the other side of the store near the diner; go up the steps to the east. At the top of the steps, disable a Bear Trap and fight a Ghost Person. Notice that this white square patio has two sets of *unpowered* double-speakers and a scrawled notice on the wall "run, run run".

Go through the tunnel east and then immediately turn north. Stand at the base of the stairs and shoot the speaker above you. Now go up those stairs and disable the Bear Trap in the hallway. The balcony at the end of the hall takes you to some .357 caliber ammo. Drop back down onto the white patio.

From the white patio, go through the tunnel east again. Then turn south, instead of going up the stairs. Disable three Bear Traps around the large tree and fight one Ghost Harvester. Then go down the steps south and deactivate the Bear Trap at the bottom. In the poolroom to the west, get the Vending Machine Code - "RadAway", on the floor next to the refrigerator. Go west from here, up the steps to a room with a stairway overlooking a plaza with a tree and another set of steps to the northeast. You have returned to a point just east of the store with the Holo-vendor.

At the top of the steps, before you go down to that tree, jump north onto a narrow section of roof. Then go west, to a hole in the wall just above the Salida del Sol House. Inside, find a row of metal desks containing a treasure-trove of ammunition. Also, find "Dean's Secret Stash number thirteen and a Sierra Madre Snow Globe. When you pick up the globe, the game will give you 2000 Sierra Madre Chips. Return along the roof to the top of the steps above the plaza with the tree.

Now go down the steps and disable three Bear Traps around the tree. Then go up the stairway to the northeast of the tree. Shoot the radio behind the counter inside the room at the top of those stairs. On the top shelf behind the counter is the fourteenth "Dean's Secret Stash". Return to the tree below.

Now go up the other stairs or through the store to the west, to return to the white patio with the double-speakers and the sign "run, run, run". Both routes will get you there.

Stand on the white patio again and then walk up the steps to the north. Past the door at the top, you can go two ways. First, go up the stairway to the second floor and deactivate a Bear Trap. Get several Fragmentation Mines from a Mine Box. Then go up a second stairway to the third floor and deactivate another Bear Trap. Take a Vending Machine Code - "Rad-X", from on top of a bookshelf. Now go back downstairs to the east hole in the wall, on the first floor.

On the other side of the hole is an angular alleyway. You have two Radroaches to kill, one broken Vending Machine you can repair and a Bear Trap to disable at the base of a wooden ramp.

The bathroom through the hole in the west wall has a Bear Trap and a First Aid Kit. The wooden ramp up to the tile roof gives you access to a room. At the hole in the wall of that room, is a trip rope connected to a steel beam hanging on chains. Disable the rope and the Bear Trap farther inside the room. At the east end of the tile roof, you can find at least one grenade in a box.

From inside the room, go downstairs and fight one or two Ghost People. This lower floor has a Vending Machine. This is the last such machine before many upcoming fights. Make sure you have plenty of Stimpaks, fifty is not too many, and plenty of ammunition. Repair your favorite weapons and consider purchasing weapon upgrades, now that you have plenty of chips.

Find two boxes of .357 caliber ammunition behind the counter. Just past the hole in the wall is a Bear Trap sitting on the patio. You have three different ways to go from here.

Go east, through the hole in the wall, deactivate a Bear Trap and then get out quickly. The speaker causing your collar to beep is just above the base of the stairway going down. Equip a gun, go through the hole again and stand at the top of the stairs. Look up, see the speaker, and then shoot it. Go down the stairs and walk through the basement. You come to a small patio that may contain a Ghost Seeker. In the southwest corner of this patio is the fifteenth and final "Dean's Secret Stash".

Then, go up the steps north, through the toxic cloud, and return to your starting point. That takes care of two of the choices. Now take the third choice, up the steps to the north. At the top, is a large plaza with a balcony running all the way around it. This is "Campanas del Sol". You may see Ghost People walking along the balcony, into and out of the rooms with holes in the walls.

There are no traps on the plaza and only two exits. The hole in the wall east contains minor treasure. The hole in the wall west, has a Bear Trap and a room with black skeletons lying on counters. At the bottom of the stairway is a huge wine cellar containing three Ghost Trappers. Stay at the top of the stairway and shoot them as they come up the stairs. While those three enemies distract you, two Ghost People will jump down from the balcony and land on the plaza. Then they will ambush you from behind. If they surround you, run out onto the plaza. Out there, you have more room to move.

After you have killed all five enemies, go down into the wine cellar. You will find a few bottles of wine still on the racks but, otherwise, it is just a big empty room. Exit the cellar east, up the stairs. You will find a black skeleton lying on a makeshift altar, surrounded by candlesticks. Go up a second stairway and disable a Bear Trap at the top. On the plaza below you, two more Ghost Harvesters will appear. You can go back down to the plaza and deal with them now, or kill them on your way back. They are also good targets for those grenades you are carrying.

Then go through the hole in the wall of the upper floor, onto the balcony. Follow it around to the hole in the west wall. Inside, look carefully to find 40 to 100 Micro Fusion Cells on the floor, in an ammunition box in the corner or on one of the shelves.

Then continue north, along the balcony, to a hole through the wall into a bunkroom. Exit the room through the hole in the east wall, onto a small patio with a hidden speaker nearby. Stand in the northwest corner of the patio and face southeast, where you can see the hole in the wall of the upper floor of the building. A large radio is sitting on an end table just inside that hole. Shoot the radio from the patio, to stop your collar beeping when you go up there.

Now go up to that room and disable a Bear Trap at the top of the stairs. Go through the hole in the wall next to the destroyed radio, onto the tiled roof. Walk west along the roof and pick up a box of 20 .357 caliber ammunition and another handful of rounds inside the locked (average) ammo box. Now go through the hole in the wall to the west and deactivate the Bear Trap. Inside that room, find a ladder that will take you up to the top of the bell tower.

At the top of the tower, pick up Vending Machine Code - "Hologram Rifle Focusing Lens" and Vending Machine Code - "Super Stimpak". Then activate the Gala Event Control Panel. You will see a weak display of fireworks above the distant Sierra Madre Casino. The quest will update. Look over the balcony to see five more Ghost People milling around in the big plaza far below you. If you can no longer see your character (bug), go down the hatch, make a new save and then reload it.

Now run a gauntlet of Ghost People, while you make your way back to the first Holo-fountain. Fight one Ghost Trapper and three Ghost Harvesters before you get down to the big plaza. Fight two more Ghost Trappers at the base of the plaza steps. Fight one Ghost Harvester and two Ghost Trappers between the plaza steps and the white patio with the two sets of double-speakers. Down the steps west from that patio, fight three more Ghost Trappers and one Ghost Harvester. There should be no more enemies until you go through the door to the villa. Alternatively, run past all of those enemies and then make a save just before you open the door to the villa.

On the other side of the villa door, kill two Ghost Seekers and two Ghost Harvesters. You will also notice new shielded speakers. Run past the first one when you get close to the Medical District. Find two more installed in the plaza where the first Holo-fountain is located. However, you need not worry about any of them. Go north from the fountain, to the gate with the golden Sierra Madre sign. After you go through the gate, the quest ends and casino security gas knocks you unconscious.

## **Put the Beast Down**

Inside the casino, notice armored red-lit speakers mounted all over the facility. There is some treasure in this area. Up the stairs and east along the balcony is a bathroom with some .357 caliber ammunition. In the restaurant area to the east, is a Super Stimpak, just beyond the speaker. Then go through the casino doors to the north.

Ahead of you is one of two casino security holograms. If you get close to it, the image will turn red and then fire a laser at you. The computer terminal to the right of the entrance indicates that there are two holograms on this floor and will allow you to set them to roving patrol.

Each hologram has its own emitter, which are small blue domes that break if you shoot them. Each Holo-security Guard can only travel a limited distance from its corresponding emitter. You must destroy those two emitters.

When the closest Holo-security guard walks up the stairs, you should run north, all the way to the wall of slot machines. Then run west, to the next wall of slot machines. Here, you are safe for the moment. Look at the top of the arch nearest the roulette wheel, to see one of the blue domed emitters, but leave it alone for the moment. Now, equip a gun, run around the corner to the south and then west a short distance, to the next corner. At that corner, near the second Holo-security Guard, is an emitter sitting on the ground. Shoot the emitter and the guard will disappear. Now destroy the emitter above the roulette wheel to make the guard on the stairs disappear.

Now it is safe to go up the stairs to the bar. Shoot the speaker behind the bar and take the Vending Machine Code - "Wine" from the shelf. Now go through the door behind the bar. Then run straight up the stairs to the south. At the top of the stairs, in the room at the end of the hallway, shoot a large radio sitting on top of a tall metal cabinet just inside the door. Now loot those two rooms. The MK I Auto-doc will heal your limb damage. A Vending Machine Code - "Scotch" sits on a metal shelf.

Now go back down the stairs to the landing where you see a pile of end tables. One of them has a single dose of Psycho. Continue down to the west corridor. Run down that hall. Brush past the Holo-security Guard if he is in your way. Pass through the next room, into the hall beyond it. Turn around east and shoot the emitter above the doorway to that room.

Now loot the rooms along the hallway. Hack the Security Management Control Terminal to unlock the door to the Electrical Closet. Get two boxes of .308 caliber ammunition and an Auto Rifle. In addition to other treasure, you should be able to find Reinforced Sierra Madre Armor, two Sierra Madre Helmets, a bottle of Buffout behind a slot machine, and a Vending Machine Code - "Vodka". Now exit the hallway to the lounge area in front of the bar.

Stand next to the west railing, overlooking the roulette table. Jump over the railing to land on one of the wide arches. Walk along those arches, picking up small treasures as you go. Go in the direction of the Cashier's Cage and then jump over the cage, and down into the small room. Crack the safe (hard), and the locked metal box (easy). A filing cabinet has the "Cashier's Key". Then loot the next room. The computer terminal unlocks the floor safe. The hallway up the steps leads to a locked door, for which you now have the key, but go back down to the Cashier's Cage. Jump on the counter, then onto the Metal Box and then over the cage to the floor on the other side.

From here, go straight north, to the Electrical Closet. Inside, flip the switch to activate the peaceful bald-headed holograms that run the gaming tables and Cashier's Cage. Exchange pre-war money for Sierra Madre Chips. Play Roulette, Blackjack and any of 3 working slot machines.

Then go out into the lobby and listen to Father Elijah's long speech, while you walk to the restaurant Cantina Madrid. From the counter in the reception area of the restaurant, pick up the "Sierra Madre Emergency Maintenance Key". Shoot the speaker in the northeast corner of the room. Shoot the radio inside the Men's Bathroom to the west. The radio is just inside the door, sitting on a trash can.

Now go into the casino, up the stairs, and through the door behind the bar. Go up the stairs and open the "Emergency Door to Cantina Madrid". Elijah tells you that you need to turn off the three gas valves. However, the game does not give you enough time to do that before God/Dog blows himself up, along with you and the gas. You have several options to complete this quest.

If your Sneak skill is high enough, you may be able to turn off the three valves before God/Dog sees you. If he sees you, you only have a few seconds to start a conversation before he commits suicide.

You can walk up to God/Dog and initiate a conversation with him. Your dialog choices depend upon the level of your Speech skill. With a high skill level, you can convince Dog to go to sleep. Another dialog choice ends with the two personalities merging into one. These are both safe options.

Another set of dialog choices ends with you telling Dog to pull the chain on his neck as hard as he can. This action will kill him where he stands. This may be the most challenging choice. When he falls dead, you have only a few seconds to live. Get the "Maintenance Pass" from his corpse. Turn off the three gas valves. Then run through the same door from which you entered.

Another set of dialog choices ends with you fighting Dog. Do not shoot him with a firearm, or the gas-filled room will explode in flame. Instead, use a mêlée weapon such as the Knife Spear. About halfway through the fight, Dog will stop fighting and speak with you again. Here, the game gives you a chance to change your mind. If you choose to continue the fight, give yourself an advantage. First, heal up, and then run around the restaurant turning off the three gas valves while Dog chases you. Then stand in the hallway near the door through which you entered the kitchen. Now defeat Dog in the fight, get the "Maintenance Pass" from his corpse and then go through the nearby door.

Whatever choices you made, after you have repaired the gas valves, access the computer terminal in the hall. Download the "Starlet Hologram Code Snippet". Pick up a card from the Dead Man's Hand on the floor to the right of the Manager's Desk. Loot the restaurant. Then exit the casino and kill at least three Ghost People. Then go up the stairs into the Tampico Theater.

## **Curtain Call at the Tampico**

Inside the theater, get the Lobby Security Code from the computer terminal on the counter. If you have trouble cracking the password, it lies on the ground near the pair of black skeletons in the next room. Then, from the next room, turn left when you see the white neon Tampico sign. Shoot the speaker, on the right wall, just on the other side of the doorway around the corner.

Also beyond that doorway is another hardened speaker that you cannot kill. So, when you get inside the theater, run north until you get past the bar on your right. Then walk back to the bar and loot it.

From the bar, go north until you get to an "Inaccessible Door". Then turn west and face the stage. Walk toward the music stand and pick up the "Vera's Partitures" sheet music. When you do, a key will fall from between the pages. Then Dean Domino will speak to you. Try to get as much data from him as you can. When the conversation is over, the game will make an auto-save. Get ready to run.

Run through the door to the north of the stage. Vera's key will open it. In the corridor beyond the door is a locked exit door with seeping gas. Turn around and face east. Shoot the blue emitter. Turn back around and go down the corridor past the gas. Your collar will start beeping again. There is a radio inside Dean's Dressing Room. You do not have a lot of time, because there is a second speaker within range. Run to Dean's door, open it, shoot the radio and then run back to the safety of the hall.

Now take care of the second speaker. Go along the corridor just past Dean's room. Look up and shoot the speaker on the wall. Now go into Dean's room and get "Vera's Backstage Key" from a table. Get a weapon and some .357 caliber ammunition from the ammo box. Find a pistol, ammo and Dean Domino's Blackmail Tape in the locked safe (hard).

Then continue down the hall to the Property Room. Shoot a speaker on the wall to the left, as you walk inside the door. Find an emitter behind the couch in the southeast corner of the room. Loot the room and then **save your game**. The next part is a bit tricky. Continue down the corridor to the corner. You can see Vera's door lined with lights. Now you must disable the house speakers *and* the radio in Vera's room. Start with the house speakers.

Run to the computer terminal around the corner and use it to turn off the "Ambient Audio". Then run back to the safety of the corridor. Now equip your gun. Run through Vera's door, turn right, and shoot the radio on the table. From the table, get Dean Domino's "Saw Her Yesterday". Underneath, find "Vera's Master Key". Leave the room and open the door at the end of the hall east.

You have opened the door on the other side of the stage. One Holo-security is still actively patrolling. Its emitter is on the wall behind the locked Stage Door next to the Ambient Audio Control terminal.

Facing east, if you look up, you can just see a Holo-projector below the bright white spotlight in the distance. Run all the way to the east wall. Then run all the way north, up two sets of stairs and through the door at the top. You will find yourself in the projector room. Put Dean's tape in the projector. The Holo-security Guard will disappear, replaced by three Holo-patrons and a singer.

Now return to the hallway in front of Vera's dressing room. Open the "Stage Door" opposite Vera's room. Dean Domino will begin talking to you. When you finish the conversation, the quest ends. Find the fourth card from the Dead Man's Hand to the right of the Stage Door, after you open it.

Back in the lobby; kill a Ghost Seeker. Outside the theater door, kill a Ghost Person on the balcony and one or two more on the main floor below you. Now go up the elevator to the Executive Suites.

## **Last Luxuries**

When you step out of the elevator, you will see a corridor going east and west. To the west, the game has locked both doors. You must go east and circle around to the other side of the building.

Then both of the doors to the west will open, giving you access to the area where Christine waits.

So, to begin, go east along the corridor, running through the toxic cloud. At the very end of the corridor are two doors. The game has locked one of them. Go through the unlocked door. Now you will travel through a series of suites, connected by doors and holes in the walls. Unlike the rest of the DLC so far, you may sleep in the beds of the suites to repair and heal yourself. On the other side of the first door, you must find the easternmost of two bathrooms. Behind the door, in that bathroom is a Hologram Emitter. Destroy it before the Lady Vera Hologram destroys you with her laser.

Work your way through the rooms, looting as you go, until you find the laundry room. Shoot the radio sitting on top of one of the washing machines and pick up the "Suites Maintenance Key". Access the computer terminal next to the key and "Override Emergency Door Seal". Also in the laundry room, open the files on a second computer. Disable the Hallway Loudspeakers and get another Starlet Hologram Snippet. For a laugh, read the recipe for a Super-heated Knife. The Maintenance Key opens the locked door from the laundry room to the hall in front of the elevator.

Go through the now-open metal door west, then north and then east. You should find yourself in a security room with a long bench which the security services used to change into their uniforms. The voice you hear is another Lady Vera Hologram. You must change her behavior from aggressive to passive, so that she does not attack you. At the computer terminal in the room, select "Recalibrate Hologram IFF" and "Unlock Security Closet". Two emitters power this hologram. One is behind the door to the northwest of a dining room table with a bottle of wine. The other is behind a door to the southwest of a bedroom with two suitcases on the floor.

Now open that Security Closet, located at the north end of the room. Loot it for armor and ammunition. Now loot these suites, as you work your way south. Pick up the "Suites Security Password Note" on the table with a bottle of wine. At the south end of the suite of rooms is a radio on a table, just before very long hallway with a Vending Machine at both ends.

From the Vending Machine, go north, to the kitchen door. Do not enter the kitchen. There is a radio on the floor and explosive gas in the air. Stand back from the door and shoot the radio, so the flash of your gun does not set off the gas. Enter the kitchen. Turn off the large valve. Loot the kitchen. Return to the Vending Machine and continue down the corridor, past a set of double doors, to the very end. Take the "Suites Security Pass" from the skeleton in front of the door. Then go through the door and loot the two rooms. Shoot one radio sitting on top of a dresser.

Now go back up the hallway and open the double-doors in the middle. This is Vera's suite. Activate the computer terminal and select "Unlock Security Door". Go through that door, to the left of the terminal and loot the safe. Also in this room is the elevator to the Sierra Madre vault.

Now go through the door at the opposite end of the suite. You will see Christine standing in front of you. Speak with her, now that she has her voice back. She will give you "Vera's Key". End the conversation with "Just glad you're safe. Hold up here, I'll take care of Elijah".

## Heist of the Centuries

Pick up the final card from the "Dead Man's Hand", on the floor. From the locked dresser, take "Vera Keyes' Audition". Now go all the way downstairs to the lobby. As soon as you go through the door, you must fight a big battle with two Ghost Trappers, two Ghost Seekers and three Ghost Harvesters.

Then access the computer terminal on the Reception Counter. Select "Retrieve Theater Ambient Track", "Retrieve Restaurant Ambient Track", and "Retrieve Suites Ambient Track". Now go all the way back upstairs to the Vault Elevator in Vera's Suite. Activate the Security Intercom and then select "Play Starlet's Voice from your Pip-Boy". You should now be able to access the Vault Elevator. Alternatively, you can ask Christine to speak into the intercom. This option will unlock the elevator.

That elevator takes you down to a short hallway, with a metal door at the end. Past that door, walk through another short hallway with a metal door at the end. Past the second door, you will find yourself on a windowed walkway, overlooking the big room containing the vault. Force fields prevent you from going into that room. Access the computer and select "Open Maintenance Access".

Go through the Maintenance Door next to the terminal, and then down the hallway to the intersection. To the right (west) is an ammo box with pistols and ammo. Then go east, down the hallway to the doorway overlooking a large room. Straight ahead of you, just above a steel beam, is a speaker to shoot. The catwalk is broken, but you can drop down to the next section. From the landing there, notice the toolbox and a roll of Duct Tape on the southwest roof of the small room below.

If you want that treasure, jump over the railing and run along the narrow steel beam. Stand in the corner where the toolbox sits and your collar will stop beeping. From there, drop down in front of the doorway to the small room. Be careful not to fall to the poison gas-filled floor. Run inside the small room and over to the fire extinguisher to stop your collar beeping. Loot the room and **save your game**.

Run through the exit door of the small room, through the short corridor and out onto a metal stairway. Keep running up the stairway south, jump the gap and stop at the next landing. Stand in the southwest corner of the landing, next to the concrete wall, and the beeping will stop.

Now turn and face north and shoot two speakers. One is just above the roof of the small room you just came from. The other speaker is up high to the north-northeast.

When you continue up to the top of the stairs, you will find a third speaker at the top of the stairs, in the southeast corner of the room. However, you cannot kill this armored speaker with a gun. You must run to another safe spot.

From the stairway landing, run up the stairs east, to the top. You will find two catwalks going north. Run along the closest one (past the light stand), jump onto the small beam at the break, and then jump onto the next section of that catwalk. Continue running all the way to the wall and then turn right (east) into the tunnel. Now your collar will stop beeping. Turn around and face west. Run to the computer terminal and use it to turn off the alarms. Now this room is safe for you.

Walk east through the tunnel until you come to a large room with three Holo-security Guards patrolling. **Save your game** here. You can see a Vault Turret Terminal Password just below the railing in front of you. It sits next to a toolbox on a lower catwalk. If you have a high Science skill, you will not need it. If you want to try to get it, go down the east catwalk steps to the broken end. Here, you will begin to take damage from the toxic fumes. Jump the gap to the northwest, run along that catwalk to the toolbox, pick up the password and run back to the broken steps. Jump on the big pipe to help you jump back onto the stairs. Then heal up.

In the southeast corner of this big room is a small room to which you must run. Do this using the catwalks and stairways, brushing past the security guards if they get in your way. Once you are inside the room, you are safe for the moment. Heal up and then access the computer terminal. Select from the menu "Shut Alarms Down" and "Turn off Security Force Field".

If you feel like taking an even greater risk, you can shoot the three emitters powering the Holo-security Guards. Two of them are out of sight, one on an overhead steel beam and the other on the roof of the small room at the west end of the big room. To get up to them, you must jump onto the roof of the small room at the southeast corner of the big room. Then go up the section of stairs, jump the gap and run along the beam north. At the intersection with a second beam, turn west and go all the way to the roof of the west room. Shoot this emitter first, then the one on the steel beam. Jump down and go to the tunnel in the northeast part of the room. The third emitter is on the ceiling of that tunnel. Be aware that if you miss a jump, the pit below is virtually bottomless and you will die.

If you do not disable them, run past the security guards into a tunnel in the north wall of the big room. Run to the west end of that tunnel and access the computer terminal. Choose to "Disengage Security Protocols". This will stop your collar beeping. At the end of the tunnel, the force fields no longer stop you. Go to the computer terminal next to the vault door. When you access the terminal and select "Open Vault Door", six Laser Turrets will begin firing at you from around the room. Once you go through the vault door, it will lock behind you. Then you are safe from the turrets. You have several other options, so read on before you make your decision.

Before you access the vault door terminal, notice the transparent curved barriers to the right and left of the door. The Laser Turrets cannot shoot through those barriers. Stand behind them and use them for cover. One option here is to destroy the six Laser Turrets with a Holorifle or Automatic Rifle. Oddly, these lasers seem less powerful than those used by the Holo-security Guards.

Inside the vault, if your Unarmed or Mêlée Weapons skills are 50+, you can destroy the generator inside the vault. That action will cut the power to those lasers.

Alternatively, you can access the computer terminal on the east side of the vault door. Then you can temporarily reset the Vault Security Protocols so that the turrets no longer target you when you leave. The computer terminal to the west side of the door will not yet allow you to retarget the lasers.

Do not access the terminal on the north side of the vault until you have prepared yourself to run to the elevator. You should drop to the floor, any equipment that you can replace in the wasteland outside of the Sierra Madre. Pick up as many 35-pound bars of gold as you can carry, and still be able to run. Also, loot the room for all treasure that has no weight, such as pre-war money.

Then access the computer terminal on the north wall. If you read the "Personal Logs", the quest ends with you becoming a hologram for the Sierra Madre. If you only read the "Vera" message, you have a chance for a healthier outcome. When you log out of the computer terminal, Father Elijah will speak to you from the video screen behind the round gold Sierra Madre emblem. Explore the dialog options until he agrees to come down and meet you in person. Then immediately **save your game**. Whatever Elijah has told you; his intention is to kill you. You must kill him first.

Exit the vault, onto the catwalk. Elijah will come from the west, down the elevator. Walk west, to the Security Barrier and then back to the area in front of the vault. This will trigger the arrival of Elijah and that will take about twenty seconds. When he arrives, he will stand behind the Security Shield and, if you did not destroy them, retarget the Laser Turrets to fire on you. In this case, Christine will come on the radio and tell you that she will try to shut the lasers down. She will be successful with only two of them, before Elijah blocks her access to the security system.

You can run back into the vault and access the computer terminal to the west of the entrance. Now, that terminal *will* allow you to retarget the Laser Turrets to fire on Elijah. The game will give you an Achievement Award if *you* kill Elijah, so do not let the turrets do all the killing. If you want the award, then finish him off before the turrets do.

You do not have to retarget the turrets. You could just run inside the vault and wait for Elijah to follow you there. He will attack you with a Gauss Rifle. However, the weapon is in poor condition and the old man reloads the weapon slowly. He is not much of a threat, but he will raise the Security Shield after he goes through it. You *must* kill him to get the shields to drop, allowing your exit.

Another option you have is to Sneak out of the vault. This works best if you have already destroyed the six Laser Turrets. Go into Sneak mode before you leave the vault and then waddle east until you are out of sight of the main room. As soon as you get out of the big vault room, you can come out of Sneak and start running to the elevator. Your collar will not start beeping until you get at least halfway to the elevator and Elijah realizes that you have tricked him. The game will give you a Safety Deposit Box Achievement if are successful.

Whichever way you choose to end the DLC, your exit is to the *east*, because you have to bypass the Security Barriers. You must make it all the way to the elevator before your collar explodes. If you or the turrets kill Elijah, your collar will start beeping as soon as he dies. If you have *not* retargeted the Laser Turrets to fire on him, they will fire on you. However, you can play a cat and mouse game with him for a while. Eventually, however, Christine will figure out a way to retarget the Laser Turrets on Elijah. The clock does not start until he dies. Then you have about 75 seconds to get to the elevator.

When you get back to the lobby, exit the casino through the front door. When you arrive at the first Holo-fountain, walk north to activate the exit gate. You will arrive back in the room below the manhole cover to the "Brotherhood of Steel Bunker". The game will slowly give you back all your equipment and the DLC ends. Now you are too heavy to run, but you can safely leave enough equipment in the room to lower your weight, and then come back later to retrieve it. However, you can never return to the Sierra Madre.

You might want to loot Elijah's Laboratory in the west corridor as well. The computer terminal there will now give you a locked holotape Elijah made for Veronica Santangelo. Take the tape to her and one of two things will happen. If you start by asking her to "Tell me about yourself" and then follow that line of dialog options, she will gain the Elijah's Last Words Perk. This gives her a 150% increase in attack speed and a 25% chance to knock down enemies.

Alternatively, if you have Veronica unlock the tape and then hand it back to you, then you will get the Elijah's Ramblings Perk, which will increase your *mêlée* Critical Hit Damage by 150%.

One last benefit from the Sierra Madre is a small lockbox, across from the computer terminal in the hallway outside Elijah's Laboratory. Every three game days, the casino will put Sierra Madre Chips in the box. You can spend them at the Vending Machine in the laboratory.

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