

Fallout New Vegas

Old World Blues DLC

Old World Blues is the third downloadable package released by Bethesda for Fallout New Vegas. After you install it, the game will give you a confirmation message that the DLC is active. Another message will tell you that the game has raised your level cap by five. Open your Pip-Boy and note the addition of a map marker for the outdoor Mojave Drive-in Theater. Travel there and wait until near midnight. At that time, the nearby downed orbital satellite will project a bright beam of light. A large mysterious eyeball will wander over the big screen. Touch the big blue lens on the satellite.

Welcome to the Big Empty

You will next find yourself on the circular balcony of a tall building. A blue force field surrounds the balcony. Find some minor treasure in one footlocker, and then go through the "Door to the Sink". Inside, find your new living quarters. Many of the appliances are interactive, but you do not have the "Personality Files" to make them work. The game has marked the interactive appliances by placing white hexagons on the floor. Explore your new surroundings and soon find two important doors. You cannot open the "Elevator to Big MT" yet, so go through the "Elevator to Think Tank".

Inside the huge room, walk toward the five sets of floating monitors. These are what remain of five human scientists. They were working in this facility even before the big war in 2077. Doctor Klein is their leader and he will speak to you first. After a long introductory monologue, you will finally be able to ask questions. Explore all dialog options. One dialog choice will activate the big screen behind you. On that screen, Doctor Mobius will harangue you and the group of robot-scientists.

Another dialog choice will give you the Brainless Perk, for 100% resistance to brain crippling, +25 Resistance to chemical addiction, and +5 to Damage Threshold. Another dialog choice will give you the Heartless Perk, for +25% to chemical effectiveness, -50% chance Critical Hit from a robot, and you cannot be poisoned. A third improvement is the Spineless Perk, for immunity to a crippled torso and +1 to Strength and Damage Threshold. The other four scientists will add their comments to the discussion, although you will not understand Doctor 8. Doctor Dala will give you a "Sonic Emitter".

When the conversation with Doctor Klein ends, the group will split up. Speak with the other four robots, beginning the quest, "Picking Your Brains". Speak with Doctor 8, completing the quest "On the Same Wavelength". Speak with Doctor Dala and, if you have a Personality of 8+, or a Teddy Bear, complete the quest "Coming out of Her Shell". If you need one, find a Teddy Bear in the balcony room above and behind Doctor Dala. Ask her about the attack by one of the other visitors, "When Visitors Attack". Ask her about the other courier, beginning the quest, "He Came, He Went".

Speak with Doctor 0 about how everyone mispronounces his name, "What's in a Name", and ask him about previous visitors. Then find and speak with Doctor Borous about how his mutated creatures are running wild, procreating in the Wasteland, although he will not believe you.

When you are done with the four doctors on the main floor, go up to the balcony and speak with Doctor Klein about previous visitors, "He Came, He Went". You should have finished six more quests. Loot the six rooms running off the long balcony and open the containers on the lower level. Activate the Chemistry Set on the lower level, to make some meds. Return to The Sink.

All My Friends Have Off Switches

Activate the Central Intelligence Unit. Have it repair your gear. Buy some ammo. You should have one Main Quest and five Side Quests now active. Exit The Sink, using the "Elevator to Big MT". At the bottom of the elevator, you will hear the voice of Mobius warning you of his Robo-Scorpions. Walk east, along a concrete sidewalk. When you get to a metal bridge, watch out for two Lobotomites and a Nightstalker in the distance. Use a scoped weapon to take them down. Continue east across the bridge until you get to a set of concrete steps going up. Stop there, at the Z-9 Crotalus DNA lab.

Z-9 Crotalus DNA Preservation Lab

Turn north, and go through a "Door to Z-9 Crotalus DNA Preservation Lab". The lab is marked with a sign next to the concrete walkway. On the other side of the door, watch for two Nightstalkers at the four-way intersection in the tunnel ahead of you. A scoped rifle will work on the first one or two, but switch to a close-in weapon, such as an automatic pistol, for the rest. These creatures move *fast*.

At the intersection, the east tunnel leads to four doors. The open door on the north wall has a Proton Throwing Axe and five valuable Nightstalker eggs. The door next to it has an ammo box and five Nightstalker eggs. The open door on the south wall has five Nightstalker eggs.

Back at the intersection, in the room beyond the door to the west, kill a Nightstalker. Then loot the room for two Proton Throwing Axes and a footlocker full of ammo. You can shoot the two Nightstalkers in the room to the north, through the small screen. Alternatively, open the north door and shoot them through the chain link fence. Be aware that one of them may have escaped the chain link enclosure and start biting your legs as soon as you open the door.

The south fork has an open door with an ammo footlocker. The large door to the south opens to a room containing a Nightstalker named "Shadis". Kill it and then loot two footlockers. Take the "Auto-Doc Upgrade: Implant Y-3" holotape from one of the saw tables. Pick the lock (average) on the door on the east wall. Inside the closet, open two ammo boxes and two ammo footlockers.

Return to The Sink. Put your treasure in one of the boxes in The Sink and/or sell it to the Central Intelligence Unit. Then go down the Elevator to Big MT and *again* along the concrete walkway east.

X-8 Research Center

Pass by the Z-9 DNA Preservation Lab and go up the concrete steps east. Jog a bit south and then go up more steps to the east. At the top, be prepared to fight three Lobotomites, three Nightstalkers and a Military Cyberdog. Then loot three military trucks. The south building is the X-8 Research Center.

Southwest, over the edge of the concrete pad that the research center sits upon, are two Robobrain MK4's and at least six Cyberdogs. You may snipe them from the safety of your higher perch, or leave them for later. Around the back of the research facility is some treasure, including a Duffel Bag with ammo, a submachine gun, armor, Caps and Pre-War Money.

Then go through the "Door to X-8 Central Facility". Inside, log on to the X-8 Main Computer terminal to gather some intelligence. Do some minor looting and then go down the north corridor. When you open the door on the west wall, a "Mister Orderly MK5" will talk threateningly and then attack you. Wait for it to come into the hallway with you, and then destroy it.

Go into the room and loot the upper level. If you have 25+ in Science, then Activate the Chemistry Set and make some meds. Then go down the steps east, to a metal room. Get some ammo from a footlocker and log onto the X-8 Splicing Facility computer terminal. Read about gene splicing and then choose "Splice Lobotomite and Robot". The machine above the platform to the south will splice a new creation from two individuals. The new life form will speak in wonder at its surroundings. Then the splicing machine will destroy it.

Take the Energy Cells from the dead creature and then log onto the computer again. Select "Clear Splicing Area". The dead creation will disappear. You can make two more of them if you wish.

Go down the metal stairway to the bottom floor and loot the area for ammo. Then return to the lobby of the building and go through the south exit. At the bottom of the stairs east, is a dead Lobotomite. In the next room are two Mister Orderly MK4s. Have them chase you back up the stairs to the lobby, where you can use the cover of the square columns in the room. After you have disabled them, go back down the stairs and into the room.

Access the computer terminal on the south wall, to learn about the "EM Pulse Wave Module". Take the "Dog and Robot Splicing Experiment" holotape from the table. Activate the X-8 Test Terminal on the east wall. In the menu, select "Enter Institutional Data Retrieval" and "Basic Test". The room has three exit doors, but only the one to the east will open. On the other side of the door is a mockup of an American High School. You will hear Doctor Borous's voice over the Public Address System. Both the east and south exit doors go to the same place.

Go through the open doors, to the hallway east of you, and then turn south. A Hall Monitor turret hides in a cubby partway down that hallway southeast. Just around the corner is a Cyberdog. The hallway circles back around to the lobby. In that hallway, go inside the classroom to the south.

Collect some minor treasure. Access the computer terminal, only to find that it cannot turn off the turrets. Still in that classroom, open the door to the east. You will see a connecting Supply Room between this classroom and the next. Destroy one "Hall Monitor" turret in that classroom, just beyond the Supply Room. Farther into the room, two Cyberdogs will run in from the north corridor.

After you have neutralized the threats, log onto the computer. Choose "Retrieve Student Records" and "Ritchie Marcus's Midterm Grades". Exit the classroom through the north door. Go down the hallway to the library door. On the other side of the door, two Lobotomites will attack you.

Activate the computer terminal in the northwest corner of the library and "Retrieve Student Records" for Cherie O'Bannon's Schedule. Above you, beyond the blue force field, are enemies you cannot yet target. Exit the library through the north door. In the dining room beyond, kill two Cyberdogs.

Go along the hallway until you get to a door on the north wall. Behind it is a Lobotomite. Go through that door and up the stairway beyond, to get to the second floor of the "High School". Walk along the hallway at the top until you can go through a door to the south.

In the room on the other side of the door, destroy a turret and a Cyberdog in the southeast corner. You can hack the computer terminal (easy), but it will not turn off any turrets. Two doors exit this room. One of them is locked (average), and opens to a supply closet with a few meds. The double doors on the south wall open to a wide hallway.

The west end of the hallway has two enemies and the coach's office. Inside the office, the locked (average) gate has only minor treasure behind it. Access the computer terminal and select "Retrieve Student Records" for Betsy Bright. When you step back into the hallway, watch out for two more Cyberdogs. Then go through the wide metal door at the east end of the hallway.

Access the computer terminal in the small room beyond, to learn about a prototype weapon. Loot the room for ammo and then exit through the north door. In the next room, note five Cyberdogs attending class in an inaccessible room past the glass to the west. Then go through the tunnel north. A Protectron will warn you and then start shooting at you. Zigzag through the tunnel, looting boxes, until the voice of Doctor Borous speaks about "Gabe". Another Protectron is around the next corner. Around two more corners, kill a Lobotomite, near an intersection of the tunnels.

The west fork goes to the exit. Leave it for now and instead, take the north fork. In the next room, one door has a sign indicating that the kennels are beyond, but the door requires a key you do not have. Instead, loot the room, make a Weapon Repair Kit at the Workbench, and then go down the tunnel east. Pick up some ammo and kill three Lobotomites, before you come to the room at the end of the tunnel. In that room, take the "Dog and Lobotomite Splicing Experiment" holotape from the desk. Open some boxes to get some ammo. Log onto the computer and read some notes.

With the two new splicing holotapes in your inventory, return upstairs to the lobby and down the north corridor. Access the computer in the room where you did the gene splicing. Notice two more choices to splice odd creatures. Try, "Splice Lobotomite and Dog". If the computer says, "restocking", advance the game clock to the next day. This experiment will go horribly wrong, making a lump of bloody flesh. Now select "Splice Robot and Dog". The splicing machine will make a Cyberdog named Roxie. If you want, she will be your companion, but only inside the X-8 facility.

Now return to the lobby and back down the south stairs to the X-8 Test Terminal. Select "Enter Residential Cyberdog Guard Test". Then open the metal door next to the terminal. This time, the door leads to a mockup of a residential neighborhood. Standing in front of one house is "Gabriel", a huge Cyberdog. Kill him and then get to a safe distance from Gabriel, while Doctor Borous counts down to a small atomic explosion. After the explosion, loot the whole area.

Gabriel's corpse has a powerful LAER rifle and a Valence Raddi-Accentuator. Wear the accentuator like a hat and it will restore your Health at 12 per game hour. Check the seven "Gabe's Digging Spots". One of them has an "Audio Sample - Gabriel's Bark". As soon as you pick up this holotape, three colorful Robo-Scorpions will attack. This completes the Side Quest, "X-8: High School Horror!"

When you exit the testing area, two more Robo-Scorpions will attack you. Disable them and then access the X-8 Test Terminal again. This time choose "Enter Institutional Data Retrieval" and then "Advanced Test". The machine will reset the American High School mockup.

Go through the metal door again and access the computer terminal in the lobby of the high school. Choose "Sonic Emitter Data" and then "Download EM Pulse Wave Module". Now your Sonic Emitter weapon can disable the blue force fields all over the high school. The first time you shoot a force field, the "Sonic Emitter Upgrade" Side Quest completes.

Now go through the high school again, knocking down force fields as you go. All of the previous enemies will have re-spawned. Behind some of the force fields, loot the areas you could not access before. The computer terminals will still not turn off turrets. Download the Student Records from the three computers, as you did previously. Exit the testing area through the same door as before.

Then return upstairs to the lobby, where three Robo-Scorpions (Blaster Mk5, Pincer Mk4, Bomber Mk5 or Giant Mk5b) will attack you. When you step outside the X-8 facility, expect three more Giant Mk5b Robo-Scorpions to ambush you. Fast Travel to The Think Tank, and then up to The Sink.

Y-17 Medical Facility

Inside The Sink, unload your full pack of treasure. Then go back down the Elevator to Big MT and Fast Travel back to the X-8 Research Center. From the southwest corner of the concrete pad, go down the hill southwest, to a small destroyed white building. Although it is only a short distance, you must fight at least two Robobrain and many Cyberdogs before you get to the Y-17 Medical Facility.

When you get there, take the elevator down to a short hallway. Beyond the door at the south end of the hallway, is a large room with two Mister Orderly robots (Mk4 or Mk5) and a Doctor Orderly MD PHD. As soon as one of them detects your presence, all three of them will attack you. Stay in the short hallway and make them come to you. Loot the doctor for another "Valence Raddi - Accentuator".

Loot the lower floor for an "Auto-Doc Upgrade: Implant C-13", leaning against a destroyed computer monitor. Use your Sonic Emitter gun to disable the blue force field preventing access to the room with the cages. As soon as you pick up the red "Sterilizer Glove", sitting on the electrical panel just inside the doorway, three Lobotomites will ambush you from the main room north. Deal with them and then pick up a few scattered Micro Fusion Cells from the floor. Pick up the "Patient Log: Y-17.0" from the floor. Listen to Christine Royce, a Brotherhood of Steel Knight, tell part of her story.

Then climb the metal stairs to the second level. Get an "Auto-Doc Upgrade: Cosmetic Enhancements" from the cabinet. Continue up the stairway to the third level and take the "Sink Project: Auto-Doc" from a desk. Access the terminal on the west wall to learn about the Y-17 Trauma Harness, and then exit the building. Fast Travel Back to The Sink.

Back home, Activate the Auto-Doc; it will now provide you with several services. One function is a Psychological Evaluation. This will allow you to re-define your "Traits", but only once. You selected your Traits when you began the game. They have both good and bad consequences, so choose wisely. Another function of the Auto-Doc is its ability to heal you of all physical and radiation effects.

Activate the Auto-Doc a second time, to load the implant holotapes. The Auto-Doc wants Caps if you choose Cybernetic Implants. One of those is "Implant Y3: Drinking Radiation". This will cost you 10,000 Caps, but it filters all radioactive particles from any liquids you might drink. "Implant C-13" gives you +10% Damage to Cazadors and costs 8,000 Caps. Two more implants (you find them later) are the "Y-7: Bonus HP/AP from Food" and "M-5: Increased Speed while Crouched". The Y-7 will cost you 20,000 Caps and, as the name suggests, gives greater Hit Point and Action Point benefits when you eat food. The M-5 costs 10,000 Caps and lets you Sneak much faster.

X-12 Research Center

Go down the Elevator to Big MT and walk northwest. When you get to the X-12 building, expect attacks from Cyberdogs, Lobotomites and a skeleton inside a Y-17 Override Harness. Go inside the X-12 door and log onto the computer. It will remind you about the K9000 Cyberdog Gun Prototype.

Below you is a skeleton in a Y-17 Master Trauma Harness. Use the Sonic Emitter to drop the force field that prevents you from going downstairs. The skeleton is holding the K9000 gun, and will begin shooting you with it. Quickly kill it from the upper level. This triggers the arrival of three more Y-17 skeletons. They materialize near the entrance door and attack you with energy weapons. Kill them and get their Micro Fusion Cells. Then go downstairs to get the K9000 gun.

Two doors exit the second level, and they both go to a storage corridor. Inside, open *seven* ammo boxes. Then go all the way down to the bottom level and pick up some .357 caliber ammo. Grab the "Light Switch 01 Upgrade: Smart Lights" from the side of the Slide Projector. Activate the two Chemistry Sets to make some meds. Then return to The Sink and store or sell all of your treasure, leaving room for more. Then return west, to the X-12 building.

X-13 Research Facility (Project X-13)

Just west of the X-12 building are some steel steps going down to a concrete walkway. From the top of the steps, looking west, you can see the huge X-13 Satellite Tower in the distance. You can also see, using a scoped weapon, five to seven Nightstalkers milling around behind a large pipe to the northwest. Snipe the animals from here if you can, to make your next walk easier. Then go down the steps and along the concrete walkway north, to that pipe. At the pipe, turn west, and walk along an even longer concrete walkway to a tier of concrete steps going up. At the top of those steps, expect to fight six to eight Nightstalkers. Then continue west and enter the X-13 Research Facility.

Inside the lobby of the building, check for treasure and log onto the computer terminal. Read about a Field Gun Prototype. Use your Sonic Emitter to knock down a force field in front of a closet on the north wall. Loot that closet for four ammo boxes, a gun cabinet and the "X-8 Kennel Key" in a suitcase. Exit the closet and go into the hallway on the west wall. The locked door (average) at the north end of that hallway opens to a closet. In it, is Pre-War Money in two boxes under the chessboard and several rolls of Duct Tape.

Then go south and into Lab 1. Access the computer terminal and read about the Mark II Glove research. Take the Prototype X-13 Gloves from the light table. Exit the room south, to Lab 2. Access the computer terminal and read about the Mk II Boot research. Take the Prototype X-13 Boots from the light table. Exit the room and go around the corner west, into Lab 3. Access the computer and read about the Mark II Torso research. Pick up the red Sneak Skill Book from the floor. Take the Prototype X-13 Chest Plate from the light table, to complete the set. This Stealth Suit has a Damage Threshold of 14, weighs 25 pounds and raises your Sneak Skill by 15 points. It also speaks to you in a female voice, warning you of danger and injecting meds automatically, if you have them.

Exit Lab 3 down the hall and through the door to the west. In this large room, read messages on three active Research Terminals to learn about the research the scientists were doing. Search the upper floor of the room for treasure. Activate the Chemistry Set and make some meds. The locked door on the north wall (hard) opens to a Virtual Reality Simulation Room. Inside, find a skeleton and a note nearby. On the floor near the skeleton are a Protonic Inversal Axe and a syringe of Psycho.

Activate the Security Terminal on the west wall to "Unlock Elevator to Test Area". Beyond the door is a large suite of rooms on two levels. The upper level is the Observation Area. Get the "Recipes - Lockpick Skill Book" from a large vent in the first room left of the Security Terminal. At a dead end catwalk, find a dead monitor, footlocker and toolbox. The Skill Book vent is the one to the south.

Now go downstairs and loot the entire area. Get the "Recipes - Sneak Skill Book", on the floor between two refrigerators in the kitchen. This search will also familiarize you with the testing area. Neither the Protectrons, nor the turrets, will make any aggressive moves toward you.

If your Stealth Skill is very high, you do not need the suit. Otherwise, put on your Stealth Suit and go to the testing lobby, at the bottom of the west stairs. Open two ammo boxes and **save your game**. Access the Test Terminal. Choose "Test Selection" and "Begin Basic Infiltration Test". You have more than one way to complete the test. In each scenario, you must Sneak through a test building without the security detecting you, and then take the X-13 document from the Administrator's Safe. The security robots will not fire on you. You suffer no penalty if the security does detect you, other than failing the test. You may take the test again, until you do pass.

So, if you believe that you are skillful enough, go through the big metal door on the north wall. Turn your Pip-Boy light *off*. Beyond the door, Sneak all the way to the north wall. Then go east, through a hole in the wall, until you get close to a turret. If it detects you, reset the test and then jump over one of the cubicle walls instead. Go south from the turret, to a long wide hallway. Wait until the Protectron turns away from you and then go south, past the coffee table. Open the first door on your left (east). Inside the office, go south through a hole in the back wall, through the bathroom and into the kitchen. You have bypassed the long hallway.

Open the west exit door from the kitchen. Wait until the Protectron is moving away from you. Then go through the door across the hall from you, just north of the museum poster on the wall. That room is the Secretary's Office. Access the Administrator's Office through the fancy wooden doors on the south wall of the Secretary's Office. Inside, the Administrator's Office, open the wall safe and take the "X-13 Document". The test ends successfully, but Doctor Mobius will send several Robo-Scorpions to attack you. If you accidentally hit one of the Protectrons or turrets while you are fighting the Robo-Scorpions, all the security will become hostile toward you. When it is safe for you to do so, return to the Test Terminal lobby and open the Reward Safe.

A second tactic you may use to get the X-13 Document is to go upstairs, after you have started the test. Upstairs, the test has locked the two doors to the Observation Area. Pick one of the locks or hack the Security Terminal on the east wall, to unlock one door. Then go to the southeast corner of the Observation Area, to find a set of stairs going down to the testing area. If you can pick the lock on the door at the bottom (hard), you step out into the wide hallway, very near the Administrator's Office, bypassing much of the security. The Secretary's Office is just north of the museum poster on the wall across from you. From the Secretary's Office, go into the Administrator's Office.

Either way, after you finish the test, access the Test Terminal again. Select "Test Selection" and then "Begin Advanced Infiltration Test". Again, you may choose either route. To go the long way, open the steel door and jump on the counter. Use it as a bridge to cross the red laser beams. Go north, all the way to the wall. Turn east, but go just a short distance. Notice the *low* red laser beam to the south.

Jump over the red beam and then go around the corner. A Protectron is patrolling the dark hallway to the east. Brush past him. If you have good Sneak skills, he should not see you, even though you must almost touch him. Alternatively, jump onto one of the office cubicle desks. Wait for the Protectron to turn away from you. Then jump over the low wall and Sneak east, to the wide hallway south.

Notice how the red laser beams angle across the wide hallway. Wait for the Protectron to turn away from you and then zigzag through the first two. Go through the east door, into the office again.

Bypass the one beam in the office and go through the hole in the south wall, all the way to the kitchen. Enter the Secretary's Office as before, but jump onto the metal box and then the desk, to avoid the beams. Enter the Administrator's Office and close the door, to give you some maneuvering room. Jump upon the sparking electrical panel on the west wall to get past the beam, and then open the safe. All the beams will shut off when you pick up the X-13 Document. Return to the Test Terminal lobby and open the Reward Safe.

Now access the Test Terminal again. Choose "Test Selection" and then "Begin Expert Infiltration Test". Again, you may choose either route. To go the long way, open the steel door and jump on the counter. Use it as a bridge to cross the red laser beams. A Proximity Mine will begin beeping. Locate it on the floor, at the end of the counter. Drop down and Activate it before it sets off the alarm. The beeping will stop. Even if you are not quick enough, you suffer no injury except failing the test. The mine will beep fifteen times. The beeping will go faster as time passes. There are eight of these mines. One is on the other side of the wall from the couch. If you back away from the beeping, before the alarm trips, the mine will stop beeping and reset. This gives you time to think.

Go north, from the counter. Find the second mine on a table with a computer monitor, north of a black safe. Creep to the north wall and then turn and go through the hole in the east wall. Deactivate the third mine, on the floor inside the second office cubicle. Backtrack a bit and then jump south, over the low red laser beam. Go down the dark east hallway and turn south, into the wide hallway. Alternatively, jump over the cubicle wall, to bypass the laser beam.

Disable the fourth mine, sitting on the coffee table in the wide hallway. Then zigzag through the two angled laser beams, bypassing or disabling one mine on the floor southwest of the coffee machine, and into the office on the east wall. The sixth mine is in the office, on the desk. Then go through the hole in the wall, to the bathroom. The seventh mine is on the floor near the broken sink. Go into the kitchen and then cross the hall into the Secretary's Office.

Jump onto the metal box, onto the desk and down next to the Administrator's door. The eighth mine is on the floor next to the right doorjamb. Enter the Administrator's office and close the door, to give you some maneuvering room. Jump up on the sparking electrical panel on the west wall to get past the beam, and then open the safe. All the beams will shut off when you pick up the X-13 Document. Return to the Test Terminal room and open the Reward Safe.

Access the Test Terminal and choose "Test Selection", then "Begin Robot Compliance Test". Open the steel door and jump on the counter. Use it as a bridge to cross the red laser beams. Disable the Proximity Mine, on the floor at the end of the counter. Go north, from the counter. Disable the second mine on the table with the computer monitor. Continue to the north wall and then turn and go through the hole in the east wall. Deactivate the third mine, on the floor inside the second office cubicle. Jump over the low red laser beam, or the cubicle wall. Sneak up *behind* the Protectron in the dark east hallway. Activate the robot and choose the option to "Deactivate" it.

Then go into the wide hallway south. Turn off the mine on the coffee table and the one on the floor southwest of the coffee table. Sneak up behind the Protectron in the hallway and Deactivate it. Go into the east office and turn off the mine on the desk. Go south, into the bathroom and turn off the mine on the floor next to the broken sink. Go into the kitchen and open the door to the wide hallway. Sneak up behind the third robot and Deactivate it. This will complete the Side Quest, "X-13: Attack of the Infiltrator". Return to the Test Terminal lobby and get your reward.

If you have always hated tests, you could kill all the turrets and Protectrons before you take the test. Then you only have the laser beams and Proximity Mines to concern you. A clue, on one of the computer monitors upstairs in the observation area, mentioned the possibility of hacking the laser beams. If your skills are sufficient, Activate the Emitter at one end of a red beam and choose one of two methods to disable it. These methods work for the first three tests. For the Robot Compliance Test, even if you killed the Protectrons, the Test Terminal will reactivate them. If you choose to replay the first test, an optional Side Quest, "Project X-13 Redux" will begin. Replay all four tests.

When you exit the X-13 Stealth Testing Lab, you must fight two Robo-Scorpions. Now go through the doorway on the south wall. At the bottom of two tiers of steps is the body of callous Doctor Calis. On the floor next to him is the Cattle Prod with which he was torturing the Nightstalkers. Go into the cage room. Pass by the cages and then into a concrete pipe west. At the pipe intersection, turn north and continue to the square concrete room at the end. You will find the distilling apparatus referred to on one of the computer monitors upstairs. Activate the still to learn the recipe for "Battle Brew" (1 Vodka, 1 Mutant Cave Fungus, 1 Salient Green).

Somewhere in this room, an *invisible* Nightstalker will attack you. Your V.A.T.S will target the animal but you cannot shoot it in V.A.T.S., so use it only to locate your attacker. The invisible animals move through the air with a silver shimmer. Once you know where to look, aim there and shoot. Remember that Nightstalkers always attack your feet. They become visible when they die.

Look in one corner for a Strange Cask. Activate it to get three Battle Brews. These, when ingested, give you Red Mist (+1 Strength, +40 Action Points), +35 to Damage Resistance, +50 to Hit Points, -1 to Intelligence and +1 to Strength. Try one now, to help you with the next fight. On your way back through the pipe, expect another attack from an invisible Nightstalker.

Going through the cage room, expect another invisible Nightstalker. At the top of the stairs, expect another. Between the top of the stairs and the exit door, fight three more Robo-Scorpions. When you step outside the building, you must fight three giant Mk5b Robo-Scorpions. Fast Travel to The Sink, sell your treasure and heal up at the Auto-Doc.

X-8 Unusual Specimen Test

Fast Travel to the X-8 Research Center and then open the door. From the lobby, go through the south doorway and down the stairs. There are two doors into the kennel. The one north of the Test Terminal is the hard way. Instead, go through the door to the X-8 Testing Facility, south of the X-8 Test Terminal. Beyond the door, take the next three left turns. Now that you have the key, go through the second kennel door, to find yourself standing above the Nightstalker cages. The animals snarling below are at your mercy. Kill them all and pick up the "Robot and Nightstalker Splicing Experiment" holotape on top of one cage. The top of the other cage has a footlocker containing ammo.

Then drop down to the floor of the room and go up the metal stairs to the table with a computer. Pick up the "Schematics - K9000 Fido" and then log onto the terminal. Choose the "Release Unusual Specimens" option. Pick up a few boxes of ammo.

Return to the X-8 Test Terminal and select "Enter Institutional Data Retrieval", then "Replay Basic Test". Go through the doors into the test area. The setup in the American High School is different. The force fields are in different places and the computer terminals with the Student Records are in different rooms. However, the basic process is the same, except that you must fight Nightstalkers.

Go north, into the clinic. Kill three Nightstalkers at the end of the east hallway. Download the Student Records from the computer terminal in the clinic. Clear the remainder of the lower floor of enemies and find the second Student Record in a different classroom. Go upstairs and kill enemies. Find the third Student Record in a different location. Exit the test area back to the X-8 Test Terminal.

Activate the terminal and select "Enter Institutional Data Retrieval" and then "Replay Advanced Test". Enter the testing area and clear the lower floor of American High School. Get two Student Records. Then go upstairs, clear the upper floor and get the third Student Record. Return to the X-8 Test Terminal and select "Unusual Specimen Test Results". The game will grant you the "DNAgent" Perk. This gives you a +10 Damage bonus against Nightstalkers. This finishes the Side Quest "X-8: Data Retrieval Test".

If you want to, you can return to the Splicing Lab, down the north corridor from the main lobby, and use the new "Robot and Nightstalker Splicing Experiment" holotape. At the computer inside the splicing room, choose "Splice Robot and Unusual Specimen". Now you know the origin of all those Robobrains running around in the Wasteland. Return to The Sink, sell your treasure and heal up.

X-2: Transmitter Antenna Array

Go down the elevator to the Big MT and then down the concrete path south. Kill two Lobotomites and then go down the steps. Continue south to the two military trucks and loot them. Use the trucks for cover while you kill up to nine more Lobotomites. Then continue south to the tall satellite tower. At the door to the "X-2 Transmitter Antenna Array", fight two skeletons in Y-17 Harnesses and some more Lobotomites. Beyond that door is a short corridor with another door at the end.

Past the second door is a three-story room guarded by three Protectron Mk5 robots. Stay in the short hallway and destroy them when they come to you. Check the lower floor for treasure. Take the holotape "Sink Project: Light Switch 01" from the coffee machine. Then go up the metal stairway to the second level and loot it. Continue up the stairway to the third level. Find two exits. One is a steel ladder up to the dish. Climb that ladder. Up on the satellite dish; look for another ladder that takes you up to the X-2 Antenna. Take the antenna, to complete the quest "X-2: Strange Transmissions".

When you drop back down to the dish, look down through the transparent force fields covering the holes in the dish. On the ground near the front door below are several Robo-Scorpions milling about. Use your Sonic Emitter to disable one set of force fields, so that you can shoot down at the scorpions. Snipe them dead from here, to make your exit easier. When you go back down the ladder from the dish, fight three more Robo-Scorpions *inside* the tower.

X-7a Left Field Artillery Launch

From the third level of the X-2 Satellite Tower, go through the door on the northeast wall, to the catwalk outside. Kill any enemies there; loot a few boxes under the steps and then cross the metal bridge west, to the rocky path. Walk northwest, along the ridge toward a pair of giant artillery guns.

Partway along the path, the game will let you know that you have found the "**Cuckoo's Nest**". Look for it on the west face of the cliff. Inside, kill four Lobotomites who live in this cluttered cave. The cave is a circle, so walk in either direction. Find a shelf, a shrine of sorts, containing many toasters and candles. Take the toasters and pick up the "Sink Project: Toaster" from the shelf.

Farther along the rocky path, fight many Lobotomites and at least three skeletons in Y-17 Harnesses. At the "X-7a Left Field Artillery Launch" site, fight a lone "RY-589 Ultimo Bot". Go up the steps and Test Fire one of the guns. Past the nearby "Door to Artillery Command Center", is a small room with three ammo boxes. In addition, find a "Recipes - Explosives Skill Book" on the electrical panel above the head of the skeleton. Then return to The Sink and dispose of your treasure.

Go into The Think Tank and speak with Doctor Klein. Tell him that you have recovered all of the technical information. After that conversation, the quest "Old World Blues" will begin. Speak with Doctor Zero and Doctor Dala to get some treasure, and then return to The Sink.

Activate Light Switch 01 and speak with the female appliance. After the conversation, speak to her again to add the "Mood Lighting" holotape information. When you turn on the special feature, it will add +2 to Intelligence, +5 to Repair and +5 to Science for 12 hours afterward. Now speak with the toaster. If you can put up with his bluster, give him some toasters and he will reward you with Micro Fusion Cells, Energy Cells and spare parts. He can also upgrade a Power Fist, adding value to it.

Now take the elevator down to the Big MT and be ready to fight three giant Mk5b Robo-Scorpions *immediately* outside the door. Run around the corner and fight the scorpions farther away from the door, or you will have to look at their remains every time you step outside - for the rest of the game.

Higgs Village

Fast Travel to the X-8 Research Center and walk to the southwest corner of the concrete foundation. In the distance beyond the Medical Center, you can see what looks like a large gray rectangular warehouse. Snipe any enemies that you can see. You could jump onto the big green pipe and use it as a bridge to the Medical Center. Near the Medical Center, kill a few robots and Cyberdogs. Climb southwest, around or over rocks, to get to the warehouse. At the front door, kill some Lobotomites.

Inside the warehouse, you will see six large houses, with green lawns and trees, surrounding a dry central fountain. The area is reminiscent of Tranquility Lane, in Fallout 3. Put away your gun, unless you have the "Wild Wastelander" Trait. If you do, "Stripe", a mini-Deathclaw with *many* Hit Points, will attack you behind House 103. Search each house for treasure.

Doctor Zero's House 00(0) has an "Audio Sample - Giant Tarantula", upstairs on top of a broken computer. This is a recalibration for your Sonic Emitter (works with the Jukebox). House 00(0) also has "Recipes - Skill Book Repair", at the bottom of a rack of electronic equipment upstairs. Klein's House 101 has "Sink Project: Book Chute", on a computer desk upstairs, and "Doctor Klein's Glove". Doctor Mobius's House 102 has lots of Mentats and a "Recipes - Science Skill Book" upstairs.

Borous's House 103 has a "Recipes - Medicine Skill Book", upstairs on a shelf and the only basement in Higgs Village (locked - very hard), with a Workbench and minor treasure. Doctor 8's House 108 has "Sink Project: Jukebox", on a desk upstairs, and an "Audio Sample - Opera Singer", on a bedside table. This is another recalibration file for the Sonic Emitter. The locked (hard) suitcase under the bed has some cash. Dala's House 104 has a "Recipes - Speech Skill Book", upstairs on top of a radio.

In the southeast corner of the huge warehouse, take "Gabe's Bowl" from in front of the doghouse. Take a Nuka Cola Quartz from the red play Spaceship. Find a Nuka Cola Victory at the side of House 101. From a catwalk, jump onto the roof of House 104 and then open a Duffle Bag stuck in a tree.

Open another Duffle Bag hidden behind a tree in the back yard of House 102. From another catwalk, jump onto the roof of House 00(0) to get a few meds, then onto the roof of House 101 and finally, onto the roof of House 102, for a locked (average) footlocker with ammo. Then return to The Sink.

Back at The Sink, Activate the Jukebox to speak with Blind Diode Jefferson. The machine will install the four Audio Samples you have found. Now have him recalibrate your Sonic Emitter, using one of the Audio Samples. The "Opera Singer" adds "Critical Kill Dismemberment". "Gabriel's Bark" adds "Critical Strike Knockback". The holotape "Tarantula" adds "Critical Strike Incendiary". "Revelation" adds "Critical Strike Paralysis". You can change your mind any time you want.

Activate the Book Chute and learn its specialty. Feed it any book, even burned ones, and it will turn it into a Blank Book. Use Blank Books at the Workbench, along with Skill Book Recipes, to make a Skill Book. You can use each recipe once. The Workbench consumes the recipe as part of the process. Later, when you find another holotape, the Book Chute will consume clipboards and pencils as well.

Go down to The Think Tank and speak with Doctor Borous about Gabe's Bowl. This ends the Side Quest, "A Brain's Best Friend". Speak with Doctor 8. Tell him that you have gotten the Sonic Emitter fully functional. He will reward you with Energy Cells.

Z-14 Pepsinae DNA Splicing Lab

Fast Travel to the X-8 Research Center and then walk north along the concrete pad, as far as the open chain link gate. When you get there, Cyberdogs, Lobotomites, and Nightstalkers may attack you, although sometimes the area can be eerily empty of enemies. If a hoard attacks you, retreat to the space in between the two large green military trucks. Use that cover to fight them off.

In either case, go down the hill north, to the "**Big MT East Tunnel**". Climb up on top of the tunnel entrance and then drop down onto the boxcar sticking out of the tunnel. Jump from that boxcar to the next, and from there, to the third boxcar. On top of it is a cache of meds. Standing on the end boxcar, look north, at the end of the big green pipe. A Cazador is flying back and forth there. A good sniper can kill it from here. Otherwise, go over to the building at the end of the pipe and kill the Cazador.

Now, at that building, enter the "Door to Z-14 Pepsinae DNA Splicing Lab". Inside, while you are looting the upper floor and making meds at the Chemistry Set, a Cazador may fly up the stairs and attack you. If not, then two Cazadors will certainly attack you when you go down the stairs. After you have killed both of them, the game will grant you the "DNAvenger" Perk, which deals 10% more damage to Cazadors. The tunnel forks in two directions.

The fork to the north goes to two doors. Behind them, are small closets containing minor loot. The east fork has five doors. One door on the north wall and one on the south, hide Cazadors. When you have killed both of them, the game will grant you *another* 10% damage to Cazadors.

Behind the large door at the east end of the tunnel is "Specimen 73", a unique Cazador. Kill it and then take the "Atomic-Valence Tri-Radii-Oscillator" from the dead insect. Worn like a hat, the oscillator performs much the same function as the "Radii-Accentuator", except that it adds one more point to your Damage Threshold, restores 24 Health per hour and has two more colorful blue rings.

Inside the lab, is minor treasure and the "Auto-Doc Upgrade: Implant M-5", on top of the dissection table. In exchange for 10,000 Caps, the Jukebox will install this implant, which gives you increased speed while you are crouching. The door on the north wall is a supply closet with four ammo boxes.

Securitron Deconstruction Plant

From the Z-14 Pepsinae DNA Splicing Lab, walk north. Watch for two or three Securitrons patrolling outside a large building. Lobotomites also frequent the area. When you get close the building, jump up onto the bed of the green military truck and pick up the "Sink Project: Muggy" holotape. Then enter the "Door to Securitron Deconstruction Plant". Find some minor treasure in the reception area, including two footlockers hidden under the desks. Then open the door on the north wall.

On the other side of the door is a large room defended by two or three "Berserk (or Damaged) Securitron Mk5s. They fire lasers and missiles. To avoid catastrophic damage, stay in the reception area and make them come up the stairs one-at-a-time. Destroy them and then search the two rooms on the lower floor for minor treasure. Make some Weapons Repair Kits at the Workbench.

Go partway up the metal stairway. Jump from there onto the roof of the room below you, to find a Wooden Crate and a Duffle Bag. Then go back up the stairway to a small anteroom with over a dozen Fission Batteries. The room has two exits. The west door goes along some catwalks to a small metal room with an already-looted safe.

The east door goes to a big room with three Securitrons. All of them shoot rapid-fire missiles. One of them has the name "010011110110111001100101" (binary code for "One"). When you disable it, the robot may fall to the floor below. If so, go down there and retrieve the "Muggy Upgrade: Parts Production" from its hull. Look in the rest of the basement for some ammo, and a Duffle Bag full of meds. Jump on the huge generator on the west wall. Behind it are a First Aid Kit and a Duffle Bag. The south door on the bottom level opens to the outside. Beyond this door, watch out for more Securitrons, Nightstalkers and Lobotomites, although sometimes the area contains no enemies at all.

Return to The Sink and Activate the tiny Securitron, Muggy. He loves Coffee Cups. He will recycle them into useful things for you. Activate him again to install the Parts Production upgrade. Once a day, ask him for parts. He will give you 5 scrap parts, 50 Micro Fusion Cells *and* 50 Energy Cells. Activate the Auto-Doc to add Implant M-5 to your options (increased speed while crouching).

X-22 Botanical Garden

From the base of the central dome containing The Sink, go around the building west and north, along the concrete pathways. Kill six Lobotomites, before you get to the six tall smokestacks. On the other side of the stacks, find a catwalk and stairs going down north. Watch for three more Lobotomites patrolling along the base of the cliff below the catwalk. Follow the concrete path at the base of the steps. At its north end, walk up the hill west, to find the "**Signal Hills Transmitter**". Watch for Mister Gutsys firing green plasma beams at you. Lobotomites may also attack you here.

Go inside the small white-concrete transmitter building. Take the Auto-Doc Upgrade: "Hairstyling Enhancements" from the desk. Take the "Recipes - Barter Skill Book" from under the metal shelves. Search the room for other minor treasure and then exit the building.

Abutting the building is the actual Signal Hill. It is a large black rocky spire. Follow the metal stairway south, to find a low point where you can climb to the top of the hill. Drop down from the top of the hill to the roof of the transmitter building. Pick up the "Main Computer Upgrade: LAER Mod - Prismatic Lens". Open four ammo boxes and take Elijah's Advanced LAER Rifle. It gives an increased rate of fire, although this wears out the rifle faster than the standard LAER. Its clip holds 15 rounds, as opposed to the standard LAER, which holds 20 rounds. Read the "Torn Journal Page". When you drop back down to the ground, watch for an attack by more Lobotomites.

Northeast of Signal Hill, find a broken steel tower that has fallen over, creating a makeshift bridge. Cross that bridge to a green lawn. Growing in that lawn are two *Dionaea Muscipula* carnivorous spore plants. Kill them, before the green sludge they are throwing injures you. Watch your back for four Mister Gutsy Mk3s and Mk5s that may try to sneak up on you. Pick some Mutant Cave Fungus and other exotic plants. Find a Valence Raddi-Accentuator in the fountain. Pick up a packet of seeds.

Stand on the north edge of the grassy area and snipe the spore plant on the other side of the chasm. Then cross the pipe north, to that second grassy area. Watch for the mine on the pipe. Pick some more plants and get another packet of seeds. Then walk to the north drop-off. Turn west and walk along the cliff edge. You will come to another spore plant. Kill it and then walk to where it was growing.

Below you are the remains of the X-22 Botanical Garden. A "Patient Zero" Spore Carrier will climb up to your cliff and attack, if you give him enough time. Along with him, may be another Spore Carrier. After you have killed both of them, snipe another spore plant, growing at the south end of the ruined building. Now climb down to the ruin and go down the broken steps to the bottom. Find a holotape, "Sink Project: Biological Research Station", on top of a wooden beam, near a Duffle Bag. Pick up another packet of seeds in the northeast corner of the second level.

Exit the ruin down the south steps. Walk to the west wall of the canyon, to find two Duffle Bags. From there, go north, to an overturned truck. Pick up some ammo there and then go east, to find the "**Y-0 Research Center**". One of the trucks there has two footlockers containing ammo. Jump onto that truck and then onto the roof of the ruined facility. Find Stimpaks, a Duffle Bag with ammo and a holotape "Recipes - Mêlée Weapons Skill Book". A computer terminal west of the trucks discusses the Sierra Madre Casino vending machines. Find a Duffle Bag and a Science Skill Book, on the ground southeast of the trucks.

The narrow canyon continues east, but that leads to the well-defended Forbidden Zone entrance. Instead, backtrack to the Botanical Gardens stairs and go east from there. At the next intersection of the canyon, turn east and continue up the canyon to the "Door to Magnetohydraulics Complex".

Magnetohydraulics Complex

On the other side of the "Door to Magnetohydraulics Complex", a huge pipe dumps fresh non-irradiated water onto the floor of a cave. Put your gun away; there are no enemies here. Walk down the stairs and into the small metal building. Pick up the "Sink Project: Sink", from the desk. Outside the room, find many Micro Fusion and Energy Cells resting on flat surfaces. In addition, if you are willing to get wet, find even more ammo floating in the water. The Rebreather that you acquired in the main game (Side Quest "Volare!"), helps here. Under the water southwest, find a footlocker with ammo. Micro Fusion Cells float above the footlocker. Swim south, into the flooded room and find another footlocker with ammo, but you *cannot* surface to find breathable air. While underwater, look up, to see the floating Micro Fusion Cells better. Exit the building and go up the canyon east.

Gate to Big MT North Tunnel

Just beyond the two Duffle Bags east of the Magnetohydraulics Complex, around the next corner, watch for Robo-Scorpions. While you are dealing with them, more of them may attack you from the west end of the canyon. When you move east of the military truck, look for more scorpions. Watch for more of them near the boxcars to the northeast. In total, you may have to destroy 8 to 10 scorpions.

Then follow the railroad tracks north, down the slope. At the bottom, kill two Mk5b Robo-Scorpions guarding the entrance to The Forbidden Zone, to the west. An onscreen message will tell you that you have found the "Big MT North Tunnel", but the game has hidden the tunnel behind a boxcar to the north. Find the "Gate to Big MT North Tunnel", and then open it.

On the other side of the gate, turn on your V.A.T.S. and destroy an "Overclocked Turret", at the other end of the tunnel. The door to the east is a washroom with "Sink Project: Light Switch 02" on a shelf. Down the tunnel a short distance, is a hole in the floor covered by a force field. Shoot the field with your Sonic Emitter and then go down the slope into the cave. Pick up some Cave Fungus. Get lots of ammo and another LAER rifle.

Mysterious Cave

Just southeast of the Big MT North Tunnel, find a hidden cave entrance. This two-tiered optional area has much "Mutant Cave Fungus" and a few common Bloatflys. The big challenge inside the cave is the "Legendary Bloatfly". You can easily see the monster, because it glows in the dark cave. Be *very* wary of attacking it however, because it has an astonishing amount of Hit Points and can easily overwhelm you. Take some Buffout and Med-X before you begin a fight with this tiny enemy.

Exit the cave and Fast Travel back to The Sink. Activate the Biological Research Station. The machine can process plant matter into Salient Green, a crafting ingredient. Use the Hotplate next to the Biological Research Station to convert Salient Green back into different plants. If you give it the packages of seeds that you collected on the green lawns, and in the Botanical Garden, the machine will grow those plants in the rectangular metal trays inside the room, though not immediately.

Now speak with the appliance named "Sink". It has phobia about germs. Later, you will get an upgrade for the Sink, to make it more useful. Now Activate Light Switch 02. Later, you will get the upgrade needed for its Mood Lighting. This completes the long Main Quest, "All My Friends Have Off Switches", and begins the Side Quest, "Influencing People". This companion quest will put arrows on your world map pointing to the appliance upgrades you have yet to find.

Activate the Central Intelligence Unit, to add Prismatic Lens to the inventory of items sold by the unit. The Prismatic Lens splits the weapon's beam, adding 30% more Damage. If you buy this, remember to install it. In your Pip-Boy, go to Items>Weapons. Move your cursor over the LAER until the words "Mod X" light up and then hit the "X" key. In the menu, select the mod you want to install.

Big MT West Tunnel

Look on your world map and notice the long section of east-west railroad tracks. At the west end of the western section of tracks is the "Gate to Big MT Tunnel". Inside, destroy a Protectron Mk5. The locked (easy) storage closet on the northwest wall has "Recipes - Unarmed Skill Book" and a locked (hard) footlocker containing ammo - on the floor.

Two other doors, farther down the tunnel, give access to a large room off the west wall. Inside, find two Protectrons. The name of one of them is "Custodian", and he has many components that you might use at a Reloading Bench.

The exit door to the northwest, and the corridor to the southwest both go to the same room. In that room, find another Protectron and a shelf with a "Main Computer Upgrade: LAER Mod Auxiliary Recharger Chip", on a shelf. Open an unlocked footlocker and a locked (hard) footlocker.

The locked door (hard) on the northwest wall, exits to another set of railroad tracks, blocked on both ends by debris. In that short section of tunnel, find two ammo boxes, one First Aid Kit, one locker, three metal boxes and a Saturnite Fist. Exit the tunnel and go northwest.

Little Yangtze

This is a prison camp established to hold Chinese Infiltrators captured during the war. Go northeast from the Big MT west Tunnel. Fight five Sentry Bots near the prison. Walk around the perimeter fence to find the Guard Tower. Go up the stairway and loot the four ammo boxes on the balcony. Pick up another Elijah's Advanced LAER Rifle. Open two more ammo boxes and pick up five Proton Throwing Axes inside the tower. The small room also has many Wrenches. Log onto the computer terminal and read Elijah's journal notes. Take the holotape "Book Chute Upgrade: Mulching", leaning against the coffee machine. When you exit the tower, open one of the prison camp gates. Several inmates will come running toward you with murderous intentions. As soon as they cross the threshold of the gate, their collars will explode, killing each one. Go inside the tent in the northeast corner of the camp and look under one of the bunk beds for a "Recipes - Survival Skill Book".

Construction Site

Go north, from the Little Yangtze prison camp. Detour inside the small destroyed white building next to the prison fence. Go up a ramp to the second level and pick up "Christine's COS Silencer Rifle" and some ammo for it. From the roof, use the scoped rifle to look for Lobotomites and other enemies. Then continue north, down the hill toward the big rusty red crane.

Use the high concrete building pads for cover, to defend yourself against several Mk3 Construction Drones. Watch for a Crazy Mister Handy too. Search the site for ammo inside the many Wooden Crates. At the north end of the yard, near one of the four yellow Loaders, find a "Sink Upgrade: Water Production" holotape on the ground next to a skeleton. On the big red crane, walk up the steel grid, to the top. There, find a Valence Radii - Accentuator, Energy Cells and a very nice view.

X-17 Meteorological Station

Walk east, from the Construction Site and look down to see a large black roof. Drop down to the roof and walk to the east end. When you get there, three skeletons in Y-17 Harnesses will appear, seemingly from nowhere, and attack you from different directions. Defeat them and then go down the "Elevator to X-17 Meteorological Station".

Below, find yourself in a huge warehouse, sparking loudly with electricity. Kill three Mister Gutsy Mk5s, one of them named "Iron Belly". Open two footlockers, one on each side of the elevator, for some ammo. Go to the northeast corner of the huge warehouse, to find three more footlockers. One of them is locked (average). A small office on the south side of the building exits outside.

Upstairs, find a small model of Higgs Village. Go inside the small metal room next to the model and log onto the computer. Choose to "Begin Weather Test". Rain falls on the model. Water fills the fountain in the real Higgs Village. Take the "Snow Globe - Big MT", from the electrical panel shelf.

Return to The Sink and speak with the Sink, to install the Water Production holotape. This appliance will now fill any empty bottle with water. Activate the Book Chute, to install the Mulching upgrade. This will allow you to recycle all clipboards and pencils into Duct Tape, lead and spare parts.

Activate the Central Intelligence Unit, to add Auxiliary Recharger Clip to the inventory of items sold by the unit. The Recharger allows one Micro Fusion Cell to recharge for every four you use. The Prismatic Lens and the Recharger Clip also work with Elijah's Advanced LAER Rifle.

Saturnite Alloy Research Facility

This is a building in the southeast section of the "X-66 Hexcrete Archipelago", west of the central dome, where all the buildings are hexagons. Inside the facility, find three "Crazy Mister Handy" robots that will attack you. A locker, at the base of the stairway on the lower floor, has boxes of ammo and a "Light Switch 02 Upgrade: Mood Lights". A skeleton in the northeast corner has meds.

Up the metal stairway is a catwalk that crosses the room to a metal tunnel that goes to a huge cave. Halfway across the catwalk is a pipe running west to a metal enclosure. Jump down on the pipe and walk it to the end. Jump on top of the enclosure to open a toolbox with meds.

Back up the steps, through the metal tunnel, and partway along a catwalk deeper into the cave, a force field blocks further progress. Use your Sonic Emitter to disable the force field and explore the rest of the cave. Just beyond the force field, at an intersection, find and destroy a Mister Handy named "Sparks". Still on the catwalk, find another Mister Handy. It may be hiding in the metal building below you. Go down a stairway and loot the building. A huge steel vessel hangs on steel cables over a molten pit of Saturnite below. Around the pit are some containers of treasure.

Return to The Sink. Now speak to Light Switch 02, to add the "Mood Lighting" holotape information. When you turn on the special feature, it will add +2 to Charisma, +5 to Barter and +5 to Speech for 12 hours afterward. This completes the "Influencing People" Side Quest and begins the "Field Research" Side Quest, providing quest arrows to any Audio Samples you missed, which should be only one.

Z-38 Lightwave Dynamic Research

This is another building in the X-66 Hexcrete Archipelago - west side. Inside the Lightwave facility, are blue holograms of humans walking around. If you step in the big blue beam coming up from the ground floor, you will become dizzy for a few seconds. Floating above this beam is a Valence Radii-Accentuator. Activate the computer terminal, to learn about the Vera Keys hologram in development for the Sierra Madre Casino. Upstairs, get the "Recipes - Energy Weapons Skill Book", from the Microfiche Reader table. One section of the upper catwalk has a pipe running east, to a Metal Box.

Z-43 Innovative Toxins Plant

This is another building in the X-66 Hexcrete Archipelago - north side. This one has a green pool of radioactive sludge outside the entrance. The Rads continue inside the building, at one per second. Beyond the entrance, find a dark office. Inside the large room next to the office are three skeletons in Y-17 Harnesses. Destroy them *before* you pick up the green "Corrosive Glove" on the shelf at the north end of the office. Picking up the glove triggers the arrival of three more Y-17s.

The radioactive barrels in one corner of the larger room release 2 Rads per second. On the floor near those barrels are Micro Fusion and Energy Cells. Also near the barrels is a footlocker with ammo.

On the floor of a small laboratory south of the main room is a "Hazmat Pod Security Code" holotape. Its hexadecimal code means, "don't panic". The code allows you access to a Hazmat Suit (see below). Also in the lab, use the Chemistry Set to make some meds.

Upstairs, find a few drained Micro Fusion Cells and Energy Cells. Activate the computer to learn about the Sierra Madre Casino Chemical Suits. Find some treasure on the roof below the catwalk.

Hazmat Testing Grounds

This is a virtually destroyed concrete building east of The Sink's dome. The war irradiated the entire area, but only in a minor way. Go down the broken steps, to the center of the building. Look for a transparent cylinder about the size of a phone booth. Shoot the force field with your Sonic Emitter. The code you got from the Z-43 Innovative Toxins Plant, and the fact that you have an upgraded Sonic Emitter, each allow you to take this Hazmat Suit, which gives +85 to Poison Resistance. It comes with a separate Hazmat Darklight Cowl, giving you night vision.

X-1b Boom Town

Adjacent to the Y-17 Medical Facility, this area has a broken chain link fence surrounding it. Inside the fence, the entire area emits radiation, so do not dally too long. However, if you search carefully, you can find two Mine Boxes, two Grenade Boxes, one Duffle Bag with meds, a Nuka Cola Quartz, a Nuka Cola Victory and a "Recipes - Guns Skill Book" (footlocker in a dry crater - northwest corner).

Elijah's Watch

On the bluffs northeast of the Loading Station, this primitive campsite hides behind a rocky outcrop at the edge of the perimeter. Watch for a pair of turrets, and several Securitrons that may roll up behind you. Find a few scattered Micro Fusion Cells on the ground and a few inside an Ammo Box. The real treasure here is "Elijah's Jury-Rigged Tesla Cannon". It uses Electron Charge Packs and weighs eight pounds. When you repair it, the gun delivers Damage of 84 per shot, and the rate of fire gives it Damage of 154 per second. In addition, it has HP -20 for two seconds.

Loading Station and Waste Disintegration Platform

These two locations are next to each other, northwest of the Securitron Deconstruction Plant. From the plant, go to the bluffs northwest and snipe the Lobotomites on the elevated platform. Then cross a pipe to get to the top of the platform. Watch for a mine on the pipe. There is little treasure at the Disintegration Platform, but the elevated area provides a good sniping spot. Note the discarded remains of a Giant X-42 Robo-Scorpion prototype. Below the platform is the Loading Station, marked by the tall yellow rusted crane. More Lobotomites patrol that area.

The Forbidden Zone

Fast Travel close to the Forbidden Zone Dome Entrance, and then carefully approach it. The entrance is now crawling with at least nine Robo-Scorpion Mk5bs. After you have destroyed them, take some Med-X and Buffout. Open the "Door to X-42 Robo-Warfare Facility". For a few moments, you are in darkness. Activate V.A.T.S. to locate the profile of the only working "X-42 Giant Robo-Scorpion".

Defensively, it has a Saturnite exoskeleton, which is resistant to projectile weapons. Offensively, it fires an atomic laser from its tail, delivering a blue 10-foot (3 meter) sphere of energy. The sphere surrounds its victim, delivering up to 7 Rads per second damage, but that quickly fades away. You have several options...

First, when the lights come on, you could run into the metal building on your right (east). There, log on to the computer and select "Activate Target Drones". The four Protectrons in the pods on the east wall will deploy against the X-42, but the giant scorpion will not take long to disable them.

Second, you could jump over the railing, run across the floor and up the stairs in the southwest corner. At the top of the stairs run *through* the first room, into the second room. Hack the computer (average), and then retarget the four turrets on the catwalk to fire their red lasers at the X-84. The turrets provide a colorful display, but the X-42 can destroy them, given time.

Third, you could deactivate the X-42, by hacking another computer terminal (*very hard*) and then "Initiate Emergency Shutdown". Use the computer in the northwest corner of the room. To get there, jump over the railing in front of you, run across the floor northwest and run to the top of the stairs. Blast the force field with your Sonic Emitter. Enter the metal room and log onto the computer.

Fourth, you could retrieve the "Emergency Shutdown Terminal Password". It is lying on the catwalk, at the north end of the row of Protectron pods on the east wall of the room. Jump over the railing in front of you, angle northeast to pick up the password holotape, run along the back end of the room and up the northwest steps, shoot the force field and log onto the terminal without hacking it. You will suffer limb damage while running around in the big room. The X-42 will swivel to face you and continue to fire, even if you are in the upstairs rooms.

Fifth, you could throw everything you have at it. The LAER rifle, and Elijah's Rigged Tesla Cannon are both effective. Or, you could activate the Protectrons, turn on the lasers and add your own fire. When it dies, the giant creature will explode into a cloud of vapor, leaving only tiny pieces or dust.

After the battle, search the entire ground floor for treasure. Search all eight of the rooms on the upper level. Find lots of ammo and some more information about the facility, on the computer monitors. Then locate the "Audio Sample: Mobius Robo-Scorpion" on a table on the north wall.

Return to The Sink, drop off your loot and speak with the Jukebox, to install the last Audio Sample. The upgrade adds "Critical Strike - Explosion" to your Sonic Emitter. This ends the "Field Research" Side Quest. Now refit and return to the "Door to the Forbidden Zone" on the north wall of the room where you destroyed the X-42. Beyond the door is a laboratory virtually identical to The Think Tank.

Holster your weapon, for now, and have a long, amusing conversation with Doctor Mobius. Alternatively, you may kill him now. If you do not kill him, he will eventually suggest that you have a talk with your brain. Either way, search the six rooms on the balcony for treasure and then stand in front of the "Brain Tank". **Save your game** here. Activate the tank and then weave your way through a large variety of dialog options with your brain. Some of the dialog options loop back around to where you started, but you *can* convince your brain to get back inside your skull.

To get your brain back, speak with it until you get to the following dialog option:

"Well, if you like being stuck in there so much, maybe I'll just leave you."

Then choose, "What would happen to me if I left you here?"

Then choose, "And if I put you back?"

Then choose, "Come on, let's go, we're getting out of here."

Then choose, "I don't recall giving you a choice, let's go."

Then choose, "Then let's make them share. Come on, brain, it's stomping time."

After that, any option except ending the conversation will convince your brain to rejoin you.

Then, unless you killed him, speak with Doctor Mobius again. He will give you some suggestions on how to deal with the five scientists in the Think Tank. You still have the option to kill him. If you decide to do so, Mobius will call his "Minions" to his aid. These are four Mk5b Robo-Scorpions. You will have to fight Mobius and the scorpions all at once. No matter what you decide, when you have finished, exit the building to the outside and then Fast Travel back to the The Sink.

Take a Med-X and Buffout, and then go into The Think Tank. The game will warn you to get ready. Have your favorite weapon equipped and walk up the ramp. The five scientists are floating together in the middle of the room, just as they were when you first saw them. Speak with Doctor Klein. The first dialog option leads to an outcome that leaves all five robot-scientists alive. The second two options quickly lead to a battle with them. If you choose to fight, they will all attack you at once.

If you want them to live, choose "I found my brain, now you and I are going to settle things", then "I'm not handing my brain over... there's some things we should discuss". Tell Klein that you and Mobius talked things over, or convince Klein that you *are* Mobius.

Either way, when you leave the Think Tank, the ending cut scenes will roll. The game will give you a "Transportalponder", which you use to leave the Big MT. It resembles a weapon and you fire it like a weapon, even though it is not. Use it to return to the Big MT any time you like.

Ulysses Point

Before you leave, find Ulysses Point, northeast of the X-2 Transmitter Antenna Array and northwest of Higgs Village. The cave is marked with a lantern. This is the last of 35 Map Locations in the DLC. Check that you have found them all by opening your Pip-Boy and selecting Data>Misc>Challenges.

Open six ammo boxes and two or three First Aid Kits. Listen to two holotapes. The tapes, named Patient Logs Y-17.5 and Y-17.9, hold conversations between Christine Royce and a mysterious second courier. His name might be Ulysses. On the tape, he suggests that the two of you will soon meet in "The Divide", hinting at the plot of the next New Vegas expansion pack, "Lonesome Road".

Chris Barton - Revised 04.14.2013