



## Introduction

Fallout 3 might be one of the most-anticipated games in recent memory, and for good reason. Initially in development by the now-defunct Black Isle studios under the project codename *Van Buren*, Fallout 3 was originally going to take a completely different route. But in 2003, Black Isle Studios went under, and in 2004, the rights to Fallout 3 were sold to Bethesda Softworks. Instead of using the Van Buren code, Bethesda opted to start from scratch. And thus, the Fallout 3 we know and love today was born.

Fallout 3's four year development process was well-worth it, for this is a post-apocalyptic RPG with Bethesda stylings all over it. The game is *epically massive*, and finding everything on your own will be a daunting task indeed. That's where IGN Guides comes in, with one of its biggest, most complex and complete guides in its decade-long history. After all, the Capital Wasteland is one hell of a place to try to survive on your own. That's why we'll hold your hand from beginning to end.

The year is 2277. Life as we know it today is far gone. And it's up to you to find your lost father... and get to the bottom of just what's going on in the post-war United States.

**In this Fallout 3 strategy guide, you'll find:**

- **BASICS** // It's tough to survive in a nuclear wasteland. We can help.
- **WALKTHROUGH** // Step-by-step help through the game's main quest.
- **SIDE QUESTS** // Bethesda games are all about the side quests, and we've got you covered.
- **APPENDICES** // A wealth of information for those traveling around the Capital Wasteland.

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## Fallout 3 Basics

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There's no denying it -- Fallout 3 is one humongous game, full of more nuances than you'll initially be able to wrap your mind around. That's where this robust basics section comes into play. We've split the section into three parts. The first part is for gamers new to western RPGs, Bethesda games, or RPG-shooter hybrids. It's there that you can get all of the vital information that will help you survive your time in the violent Capital Wasteland. Advanced Tactics is a section for those comfortable with Fallout 3 but want some intermediate and expert level help to increase the potency of their skills. And, of course, our patented Ten Tips section will give you ten things to think about going into your dystopian adventure.

Ready? Let's go.

### Overview

Fallout 3 is a post-apocalyptic western RPG with enough shooting mechanics that it is, indeed, a full-fledged hybrid title. You're given control of a male or female (depending on who you choose) who lives in a heavily-guarded nuclear fallout shelter. There's a big, bad post-nuclear world outside of the *safety* of Vault 101 -- your home -- but it won't be until your nineteenth year that you finally get out into the world to see for yourself the devastation of nuclear warfare. Why? Your primary caretaker, your father, has left the safety of Vault 101, and you're determined to find out why he's left.



But surviving in the United States *after* the nuclear bombardment isn't an easy endeavor. Those few, fortunate souls who have managed to survive generation after generation of incessant radiation, mutated beings, and government-less existence patrol around watching out for themselves first, and everyone else second. Good versus evil plays a part in Fallout 3, for sure, but the paradigm on which they are judged is forever altered, as is the world you live in.

Fallout 3 takes place in Washington D.C., or what's left of it. Apart from the never-ending threat of contracting deadly radiation poisoning, surviving on the *Capital Wasteland* is something only the heartiest people can hope to do. So, one can look at surviving in Fallout 3 is somewhat the same as surviving the aftermath of *real* nuclear devastation. Do you have food? Water? Meds? Weapons? A place to sleep? People to trade with?

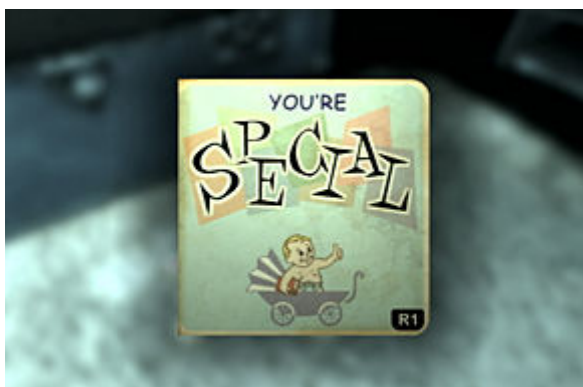


Read on, survivors. All of the help you need is here.

## Statistics

Statistics can be found at the core of any RPG, and Fallout 3 is certainly no different. Understanding the three levels of stats in Fallout 3 will allow you to better understand your character and how that character is built up. You can't have your cake and eat it too in Fallout 3, so developing a specific type of character is preferable to spreading your numbers out thinly across all available stat points.

The most basic statistics you'll deal with regularly are your AP and HP meters, which are located at the bottom of your screen (HP on the left and AP on the right). HP, or hit points, is your character's health. Your HP determines how much damage you can sustain before succumbing to death, and varying enemies and other hazards will do varying amounts of damage. You can heal your HP with all sorts of food and meds (such as Stimpaks), and sleeping will also allow you to heal. Keeping an eye on your HP and acting accordingly is at the very heart of surviving for even a few minutes in the Capital Wasteland. AP, or Action Points, are directly associated to V.A.T.S. We'll discuss V.A.T.S. later, however, so AP will be discussed then.



Underneath that most base statistics system is the S.P.E.C.I.A.L. system. S.P.E.C.I.A.L. stands for **S**trength, **P**erception, **E**ndurance, **C**harisma, **I**ntelligence, **A**gility, and **L**uck. At the very beginning of the game, you'll formulate your S.P.E.C.I.A.L. statistics, and while you'll be given the ability during the game to put a point here and there to boost yourself, knowing what kind of character you want to play will be integral from the very beginning. The instruction manual (on page 16) illustrates rather well what each skill does in-game. Here's what it has to say:

**Strength** - "Strength is a measure of your raw physical power. It affects how much you can carry, and determines the effectiveness of all melee attacks."

**Perception** - "A high perception grants a bonus to the Explosives, Lockpick and Energy Weapons skills, and determines when red compass markings appear (which indicate threats)."

**Endurance** - "Endurance is a measure of your overall physical fitness. A high Endurance gives bonuses to health, environmental resistances, and the Big Guns and Unarmed skills."

**Charisma** - "Having a high Charisma will improve people's disposition toward you, and give bonuses to both the Barter and Speech skills."

**Intelligence** - "Intelligence affects the Science, Repair and Medicine skills. The higher your intelligence, the more Skill Points you'll be able to distribute when you level up."

**Agility** - "Agility affects your Small Guns and Sneak skills, and the number of Action Points available for V.A.T.S."

**Luck** - "Raising your Luck will raise all of your skills a little. Having a high Luck will also improve your critical chance with all weapons."



So, if you want to have a strong character who has great skill with melee weapons, try to boost Strength. Perception will give "gray area" characters who lack in combat but are talented in other lesser aspects a much needed boost. Read the descriptions and dump points where you think they're necessary. However, we have to recommend that you stay away from Charisma and Luck unless you're hell-bent on experiencing rare conversation permutations, or want lots of critical hits in battle. They simply don't affect the game like some of the other statistics do.



Below the S.P.E.C.I.A.L. system is, perhaps, the most important statistical system in the entire game. These stats correspond to what are called Skills, and they are constantly updated. Each time you level up (the maximum level in the game being 20), you'll be able to put a certain amount of points into any skill you desire. Below are a list of the skills in the game along with what the instruction manual has to say about them:

**Barter** (S.P.E.C.I.A.L. Relation: Charisma) - "The Barter skill affects the prices you get for buying and selling items. In general, the higher your Barter skill, the lower your prices on purchased items."

**Big Guns** (S.P.E.C.I.A.L. Relation: Endurance) - "The Big Guns skill determines your combat effectiveness with all oversized weapons such as the Fat Man, Missile Launcher, Flamer, Minigun and Gatling Laser."

**Energy Weapons** (S.P.E.C.I.A.L. Relation: Perception) - "The Energy Weapons skill determines your effectiveness with weapons such as the Laser Pistol, Laser Rifle, Plasma Rifle and Plasma Pistol."

**Explosives** (S.P.E.C.I.A.L. Relation: Perception) - "The Explosives skill determines the power of any set of mines, the ease of disarming any hostile mines, and the effectiveness of any thrown grenades."

**Lockpick** (S.P.E.C.I.A.L. Relation: Perception) - "The Lockpick skill is used to open locked doors and containers."

**Medicine** (S.P.E.C.I.A.L. Relation: Intelligence) - "The Medicine skill determines how many Hit Points you'll replenish using a Stimpak, and the effectiveness of Rad-X and RadAway."

**Melee Weapons** (S.P.E.C.I.A.L. Relation: Strength) - "The Melee Weapons skill determines your effectiveness with any melee weapon, from the simple lead pipe all the way up to the high-tech Super Sledge."

**Repair** (S.P.E.C.I.A.L. Relation: Intelligence) - "The Repair skill allows you to maintain any weapons and apparel. In addition, the higher your repair skill, the better the starting condition of any custom-made weapons."

**Science** (S.P.E.C.I.A.L. Relation: Intelligence) - "The Science skill represents your combined scientific knowledge, and is primarily used to hack restricted computer terminals."

**Small Guns** (S.P.E.C.I.A.L. Relation: Agility) - "Small Guns determines your effectiveness with all conventional projectile weapons, such as the 10mm pistol, BB Gun, Assault Rifle, and Combat Shotgun."

**Sneak** (S.P.E.C.I.A.L. Relation: Agility) - "The higher your Sneak skill, the easier it is to remain undetected, steal an item, or pick someone's pocket. Successfully attacking while undetected grants an automatic critical hit."

**Speech** (S.P.E.C.I.A.L. Relation: Charisma) - "The Speech skill governs how much you can influence someone through dialogue, and gain access to information they might otherwise not want to share."

**Unarmed** (S.P.E.C.I.A.L. Relation: Endurance) - "The Unarmed skill is used for fighting without a weapon, or with the few weapons specifically designed for hand-to-hand combat, like Brass Knuckles or the Power Fist."

Because you'll have only a finite amount of points you can dump into any of the above each time you level up (and since you'll only have up to the maximum level of twenty in which to allocate points), you'll need to pick specific skills through each playthrough to try and max out. You can't be a hacker, lockpicker and master of all weapons simultaneously. It's not possible. Our recommendation? Try to pick at least one of each "type" and try to maximize those statistics as best you can. So, for instance, try to specialize in Energy Weapons, Bartering, and Science, but not while also trying specialize in Small Guns, Speech and Repair. It's simply not going to work out well for you if you spread your skills out too thin. If you do, you won't be able to do much of anything when the going gets tough!

## Combat & V.A.T.S.

What would an RPG be without combat? Combat is at the very heart of your Fallout 3 experience, for without being able to effectively fight, you won't last very long in the Capital Wasteland. There's little of any substance to be said about fighting on the periphery -- you'll be armed with all sorts of weapons that are effective on all types of enemies. But generally speaking, you'll need to manage your ammunition carefully, changing weapons constantly to use whatever is most effective against the enemy type you're currently fighting against. For instance, why waste Assault Rifle ammunition when you're fighting a Radroach? Put away the firearm, take out your Chinese Officer's Sword, and go to down on the bug. But if you're fighting a Super Mutant Behemoth, you might want to put away the Lead Pipe and take out some of those Mini-Nukes you've been stocking up on.

V.A.T.S. (which stands for Vault-Tec Assisted Targeting System) changes things up significantly for you during combat, however. Pressing the corresponding button on your controller to bring up V.A.T.S. during combat, allowing you to target specific parts of your enemy's body for maximum damage and effectiveness. As long as your AP (Action Points) permit, you can use V.A.T.S. multiple times a turn, though you'll have to wait for your AP meter to slowly fill back up before using it again. AP itself is more about feel than explanation -- when you see how your AP meter works in action, and how quickly it refills and how many points an attack takes from the meter, it will become more clear to you.



Use V.A.T.S. often; there's simply no reason not to. And try to be smart with how you attack an enemy with V.A.T.S. Generally, before calling the assisted targeting system up, you'll want to chip away at an enemy's health from afar, only using V.A.T.S. at close range. This will increase your hit percentages significantly, as opposed to the needless waste of bullets that will result from aiming at an enemy's torso with a 25% hit rate. Speaking of body parts, you'll want to aim at specific parts for the desired result. Aiming at an enemy's torso will always give you the maximum hit rate, but if you want to do maximum damage to a foe, consider aiming at his head. Aiming and shooting at an enemy's legs can slow down or completely immobilize a foe, while shooting arms will lessen the likelihood of an enemy using his or her weapon effectively. Hell -- they might even drop their weapon completely with some well-aimed arm shooting, leaving them completely defenseless.

## Karma, Stealing, Interaction & Conversation

Killing things in Fallout 3 is fun, but so too are the myriad interactions you'll have with residents of the Capital Wasteland and surrounding environs. Learning how to conduct yourself in conversation is extremely important, especially if you know what kind of character you're trying to play. Generally, the choices you make will speak for themselves. Lying to someone is a bad thing to do, but is often an option, while brutal, chaotic honesty can result in the netting of much respect from those surrounding you. The end result for both is the same -- a net gain or loss of karma, which will determine if you're a good guy or a bad guy... or someone very much in between.



Stealing and pick-pocketing people will also net in karmic loss, even if no one is the wiser to your deeds. Be extremely careful when stealing from people, because those people will turn on you, and perhaps their friends will as well. Of course, feel free to steal from those who have abandoned their houses (temporarily or otherwise). They won't know you did anything, of course, but your karmic debt will begin to build exponentially. If that's not important to you, however, then go on and do it to your heart's content.



Otherwise, interactions are somewhat self-explanatory (yet extremely deep) in Fallout 3. *Everything* has some sort of consequence. If you go into Megaton and start shooting everyone, expect everyone to shoot back. And even if you somehow make it out of the town alive, when you return, don't think that the people there have forgotten what you did. Sometimes, you have to give them time to get over things. Other times, they'll never forget. The general rule of thumb when exploring the vastness that is Fallout 3 is to not bite off more than you can chew. Even if you're playing as an extremely evil character, chances are that character will understand that he can't go into Megaton and kill everyone there and survive. Why kill characters who can potentially kill you later, whether you're evil or not? Holster that gun, you nut job.



## Shopping & Inventory Management

One of the more daunting aspects of Fallout 3 is managing your inventory and effectively shopping in the game, especially if your strength is low (thus lowering the amount of gear you can carry before becoming encumbered). Constantly surveying what you have is integral to your success, because you're going to find a lot of stuff out there in the Wasteland, and most of it is completely useless.



Encumbrance is the worst thing that can happen to you, because your only realistic choice is to get rid of some of your goods so you can move again (you can't even instantly teleport when encumbered -- a huge bummer indeed). Thus, managing your inventory and constantly returning to various settlements to sell unwanted goods is integral to collecting Bottle Caps (the currency in Fallout 3) and ridding yourself up occupied space in your inventory so you can grab more stuff.

Therefore, the best time to shop more often than not is when you've got things to get rid of, because you can swap things for things you need, perhaps netting a profit of Bottle Caps when all is said and done (if not, you'll either be completely even or, more likely than not, have to pay the difference out of your own stash of Bottle Caps). Don't be afraid to go back to settlements often. After all, you will be able to instantly transport yourself to just about any location in the game once you've unlocked it, so getting from place to place is extremely easy.



While we're speaking about shopping and inventory management, we'd also like to say a quick word on repairing your equipment. *Keep your gear repaired!* The effectiveness of your weapons, armor and other gear is completely contingent on its condition. The more things are used and battered, the worse their condition becomes. You don't want to find yourself in a situation where you have a powerful weapon or piece of armor that's barely useable because you've neglected to take care of it when you could. We know, repairing things is expensive. But it's vital, so don't neglect to do it.

## Hacking & Lockpicking

Finally, we've come to the last of the three sections of our brief Advanced Tactics section. Hacking and lock picking will be done often in the game, though your skills in both will be contingent on dumping points into those statistics when you level up. Hacking and lock picking have their own uses, of course, which we'll discuss briefly below.

Hacking old computer terminals is tough. You'll need to select words out of all of the text on your computer screen to try to figure out which one is the right one, with subtle hints letting you know if you're close or not (primarily by way of telling you if you have any of the letters in the proper place). You'll only get four chances before a terminal locks itself, so be sure to bail out and reset the password after three tries if you're still cold on what the password actually is. Guessing wrong on the fourth try will thwart your efforts with that terminal forevermore, if you're not careful.



Lock picking is a bit easier than hacking simply because it's straight-forward in its delivery. Using pins (of which there are a finite amount, depending on what's in your inventory at the current time), you have to manipulate a screwdriver and your pin in just the right way that the lock clicks open. The more difficult the lock is, the more manipulation the lock will take to jimmy it open, but remember that you can dump points in your lock picking skill if you're having difficulty. Generally, the vibration from your controller, once the nuances are learned, will give you the best feel for when a lock is about to open, or when your pin is about to break off, forcing you to try again. Lock picking is all about patience -- remember that when you're about to throw your controller across the room.



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1.) **Take Things Slow** - There's no reason to rush around the Capital Wasteland. In fact, rushing around is likely going to get you killed, and at the very least, it will remove much of the fun of the immersive experience of Fallout 3. Take it all in. Walk around deliberately, look at everything, and talk to everyone. Find every location, explore every tunnel, and kill every kind of enemy. Only after you've done all of that (and more) have you truly experienced Fallout 3, and by rushing through the game for no reason, you'll end up missing a great deal of it.

2.) **Arm Yourself For the Occasion** - With so many weapons available to you in the game, there's no reason to keep yourself armed with the same stuff time and time again. The fact is, some weapon types simply aren't that effective against certain enemy types. But beyond that, ammunition is a precious, *precious* commodity in Fallout 3. You don't want to rip through it all, especially through all of one type of ammo, because you never know when you'll need it. Generally, weaker enemies you know you can take should be taken out with melee weapons that don't use ammunition. But for stronger enemies, like Super Mutant Behemoths, wasting 10mm ammo is really not a wise idea, especially when you might just have Missiles or Mini-Nukes sitting around for just such an occasion.

3.) **Conserve Ammo** - We said it above, but it bears repeating -- ammunition is a rare, valuable commodity. While it's not *technically* finite in the game, it can be extremely hard to come across (an interesting *survival horror* twist to the shooter-RPG that is Fallout 3). Don't go around shooting things for no reason, or shooting your gun off, or in any other way wasting ammunition. It's simply not worth it. Constantly utilization of V.A.T.S. to aim carefully at your enemies is probably the best way to make sure that fired ammunition doesn't get wasted.

4.) **Conserve Meds** - Just like ammunition, you'll also want to conserve medication as much as possible. Don't go around stabbing yourself with Stimpaks for fun, because they're expensive and sometimes hard to come around. Instead, risk radiation poisoning and eat some foodstuffs (you can often find meat on enemies you've killed, especially monstrous ones). The same goes for radiation medicine, like Rad-X and RadAway. Don't just use them because you're mildly radiated. Instead, consider going to a clinic and getting cleaned up that way, so that when you need those Stimpaks or Rad-X treatments during a firefight or when you're in a tough spot, you'll actually have them to use.

5.) **Sleep Where You Can** - The *best* and *more desirable* way to heal yourself is to sleep. You can't sleep in beds that you don't own, but you're going to come across plenty of beds that you *can* use as you play. Remember where those beds are and use them when you're in their vicinity in lieu of visiting a clinic or using valuable medicine. And if you encounter a bed during gameplay, say at a Raider compound, clear it out and then sleep in the bed to heal yourself. Those Raiders *did* own the bed... but they're dead now, aren't they?

6.) **Never Pass Up Experience** - The maximum level your character can reach in Fallout 3 is 20, but that doesn't mean you're going to get there quickly. Quite the opposite is true, actually -- getting to level 20 is a true challenge, and you're going to need to use all of the experience-earning opportunities you encounter to get there. If you see a computer terminal to hack, hack it. Even if it generates a pesky and useless Protectrons, kill the Protectron for *even more* experience. See where we're going? Experience can be found everywhere, and you never, ever want to pass it up. Kill every enemy you encounter, pick every lock, hack every computer, and locate every location. You'll be all set with experience if you do all of that regularly.

7.) **Collect & Sell** - There are so many inconsequential, useless items in Fallout 3 that it's a wonder Bethesda managed to fit them all in. Some are seemingly useless but actually have some sort of use, but many of them, like Bent Tin Cans and Empty Soda Bottles will boggle your mind as to their use. Collect what goods you can, especially if you can quickly get back to a settlement to trade them off for money. The more you can collect and sell, the more Bottle Caps can be earned, thus the more you can purchase. Don't hesitate to collect what you can, but keep in mind that you'll become encumbered if you collect too much! Generally, rampant collecting should only be done when you're not in the middle of a quest to avoid just such an issue.

8.) **Use Points Wisely** - Since you can only level-up to a finite degree, you don't want to waste your Skill Points. You really need to think about how they can best be used when you're presented with them in between each leveling-up sequence. The biggest mistake you can make is to distribute them evenly. Avoid this tempting pitfall in lieu of buffing-out some of your most-used attributes. If you're not hacking many computers, why put anything into that skill? If you don't use melee attacks, then don't bother putting points there. Put the points where they count, because you'll only have so many of them, and once they're used, they're gone forever.

9.) **Explore** - We can't stress this enough -- **explore**. Washington D.C. and the surrounding environment are *vast*, and the game's main quest won't even scratch the surface as far as places that you can visit. Much of the fun in Fallout 3 can be derived from aimlessly traveling and searching for new locales, seeing how far you can get before you run into enemies that are just too strong for you to handle. This is the best, most pristine way you can enjoy Fallout 3 and take it all in. Just explore. Once an area is discovered, you can always teleport back there later, so populating your map with markers for instant teleportation is a great idea, and one that can only be done with rampant exploration.

10.) **Save Often** - The game auto-saves like it's going out of style, but you'll want to create a bunch of your own save files as you go. This is extremely important, believe it or not, and that's because of the permanence of your choices in the game. If a situation doesn't pan out the way you wanted it to because of choices you made (such as running into Megaton and trying to kill everyone), you can override your auto-save and start from a fresh save to try things a different way. The permutations presented to you in Fallout 3 necessitate such an approach. Otherwise, choices made become permanent, and while that might be a realistic approach to the game, the fact is it could ruin an otherwise awesome experience. Consider saving, and consider saving often.



## Fallout 3 Walkthrough

Welcome to the Walkthrough section of our guide. Here, you will find information on getting through Fallout 3's main quest, from your time as a child in Vault 101 to the game's ultimate conclusion far, far away from your early environs. The walkthrough itself is self-explanatory -- simply use the links below to head to the part of the walkthrough you need (the items below are listed in sequential order).

Each section will have the in-game name of the quest or quest part you're on. The two lists follow the name of the quest will explain the steps that must be taken to get through the quest successfully, as well as the items, equipment and other gear that will be found en route (under the all-encompassing moniker of "items"). Two screens accompany each paragraph of text. *Please keep in mind that the items we list, both in our items list and in the walkthrough itself, will not necessarily reflect what you find!* We created these list and mention the items as we acquire them to give you a general idea of what you can expect to find in any given locale. It won't always be accurate! Additionally, if an M appears in parenthesis next to an item in the item list, it means that you can find "many" of those items, so listing the exact number is hard to do.

And now, without further ado... our walkthrough.

\* - The "Rescue From Paradise" quest is a mandatory quest only if the mayor of Little Lamplight refuses to let you in to the settlement. If you can't convince him to let you in, you have to undertake the Rescue From Paradise quest in order to rescue members of the settlement to convince the mayor you're trustworthy. If you're let in right off the bat through you power of persuasion, however, than Rescue From Paradise becomes an optional side quest.

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## I. Baby Steps

<b>Steps</b>	(1) Walk to Dad. (2) Open the playpen's gate. (3) Exit the playpen. (4) Look at the "You're SPECIAL!" book. (5) Follow Dad.
<b>Items</b>	None.

After a rather disturbing introductory sequence opens up your eyes to the alternate reality future of the United States in the year 2077, you're suddenly thrust to the year 2277. But not before reliving the nineteen years prior in a series of flashback sequences that won't only introduce you to your character, but allow you to customize him (or her) in any way you desire. After choosing your sex, you'll be able to choose a name and

customize the way your character looks. Spend as little or as much time as you want with these features, remembering that the choices you make here will affect the way you look and your character's name for the rest of your experience with Fallout 3.



There's not much you can do as an infant; the game knows this, of course, and speeds forward to a year later. Your character's dad, whose name is James, leaves you alone in your playpen while he goes off to run a quick errand. Of course, being the little explorer that you are, you make your way out of the pen (approach the door, following the on-screen prompt to open it). Then, grab a toy out of your toy chest and wait around for dad to come back. When he does, he shows you a favorite excerpt from the bible of your deceased mother (who died when you were born) and walks out of the room. Follow him.



## II. Growing Up Fast

<b>Steps</b>	(1) Enjoy the party and speak with the guests. (2) Meet Jonas on the Reactor Level. (3) Shoot all three targets with the BB Gun. (4) Use the BB Gun to kill the Radroach. (5) Stand next to Dad so Jonas can take the picture.
<b>Items</b>	Pip-Boy 3000, Grogna the Barbarian, Sweetroll, Kid's Baseball Hat, A Birthday Poem, BB Gun.

Now, you'll be fast-forwarded to nine years later, to your tenth birthday. This is when you'll really get to explore some commands, including the integral art of making choices. After receiving your **Pip-Boy 3000** from the Vault's Overseer (which will play an integral role in your survival as the game progresses outside of Vault 101), you'll get to talk to everyone who is attending your birthday party. This is when the choices you make will begin to alter who you are and who you will become (though not nearly as much now as later). Take this time to get used to some controls, moving your character around, as mentioned earlier (and most importantly), talking to characters in the best way *you* deem fit.



There are a few things you want to make sure to do (though the game will compel you to do most of these things right off the bat). Your good friend will give you **Grogna the Barbarian**, a comic book. The old woman will hand over a **Sweetroll**. Your dad's friend will hand over a **Kid's Baseball Hat**, and an adult female will hand over **A Birthday Poem**. When you've spoken to everyone, made your choices, acquired the above items and feel satisfied, approach your father after he speaks to an unknown man through the intercom. Then, follow him as he heads towards the Reactor Level, where a *secret* present awaits.





The route to the Reactor Level is a pretty linear one. Any doors you encounter you won't be able to unlock, so it's all about following the corridors to some stairs that leads down further into the Vault. As an aside, if you find stairs leading *upward*, you'll find the Overseer talking some smack about you to one of his trusted guards before going on his way (though the guard will be friendly enough to you). When you finally reach the Reactor Level, you'll run into James's friend Jonas, who will tell you to wait just a moment for your father to arrive.



When your father finally arrives, the gig is up -- he and Jonas managed to get enough material together to refurbish an old **BB Gun** for you, which they subsequently hand over. Answer Jonas and James however you want, and when they bring you to the shooting gallery they set up for you, again speak to Jonas and James before approaching the crate that marks where you're supposed to stand. Shoot the three targets shown, and then shoot (many times) the Radroach that appears. Once he's slain, all you have to do is stand next to James and Jonas takes a picture to mark this special occasion.



### III. Future Imperfect

<b>Steps</b>	(1) Get to class and talk to Mr. Broth about the G.O.A.T. (2) Sit down and take the G.O.A.T. (3) Turn in the G.O.A.T. to Mr. Broth. (4) Exit the classroom.
<b>Items</b>	Paint Gun, Scrap Metal, Wonderglue, Coffee Mug (M), Clipboard (M), Medical Clipboard (M), Bonesaw, Forceps (M), Tweezers (M), Stimpack, Scissors, Scalpel, Empty Syringe.

Flash-forward a few years, and you're now sixteen years of age. It's that time for all young dwellers of Vault 101 -- time to take the G.O.A.T. G.O.A.T. stands for Generalized Occupational Aptitude Test, and is taken by all sixteen year olds in order to determine what job they will shortly thereafter assume for the good of the Vault community. Reluctant, your character should be asking James many questions. This is the first time you'll be able to really press a character for information, so make sure to ask James all applicable questions before heading on your way to the test.



You'll likely run into Jonas on the way out of the medical facility, so be sure to speak with him before heading on your way (you may even want to peek in on his appointment with an ill Vault dweller). Otherwise, there are *myriad* items that can be found here. If you want to grab the goods from the desk drawer, the medical table and other places, you can, but they're relatively useless at this point in the game. We won't even list them all here -- pretty much any item listed in the collection above is found in the room adjacent to your dad's office. Thereafter, you can head outside of the medical facility and head rightward to find your friend being bullied by some familiar faces.

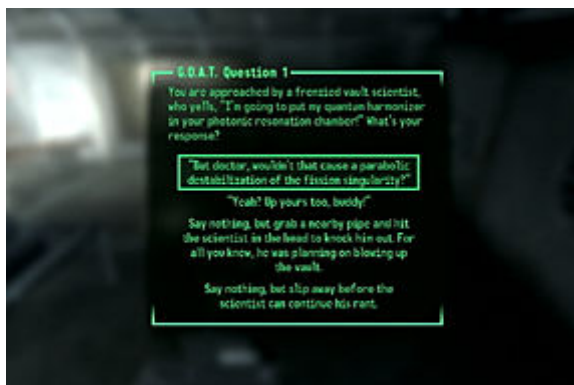


These familiar faces, led by none other than the bane of your existence Butch are picking on your friend Alana. You can handle this situation in a number of ways, from picking on her yourself to fist fighting the three guys into submission and everything in between. Either way, to get the full effect, you'll want to first speak to Butch's cohorts and then speak to him last. If you want to fight them, egg them on. This is the option we chose, and by running around and nailing them with some stray punches, the fight ended before long. What's more, your friend will be most thankful for your help. In anycase, solve the problem how you want... or not at all.





When you arrive at the classroom, which is adjacent to where you ran into your friend being bullied by the *fierce* Tunnel Snakes, the teacher will greet you and ask you to take your seat. Do so, and the G.O.A.T. will begin. These ten seemingly-random questions (okay... *completely* random questions) are aimless, and it doesn't really matter how you answer in the long run, so say what you want on each question. The final question will no doubt get your goat (excuse the pun), but try to answer each to the best of your ability.



When the test has concluded, get up and talk to your fellow classmates. If you did this before you took the exam, then they won't have anything different to say. Walk your test up to the front of the room and talk to the teacher, who will grade you right there (as well as any other pupils who hand him the test first). He'll tell you flat-out that the test means nothing, and is useless. Nonetheless, he'll give you your occupation and tell you that he'll change it for you if you want. This is when the skills page will show up. You can take the three bonuses you receive and put them on any of the thirteen skills to increase those three skills significantly. Thereafter, you can leave the classroom, at which point this segment will end.





## IV. Escape!

### PART ONE

### PART TWO

### PART THREE

<b>Steps</b>	(1) Enter the Overseer's office. (2) Use the Overseer's computer to access the secret tunnel. (3) Open the Vault door.
<b>Items</b>	Bobby Pin (x15), 10mm Pistol (M), 10mm Rounds (M), BB Gun, BB Rounds (x50), Baseball, Baseball Glove, Baseball Bat, Grogak the Barbarian, Pre-War Baseball Cap, Vault 101 Jumpsuit (M), Vault 101 Utility Jumpsuit (M), Vodka (M), Pencil (M), Shot Glass (M), Radroach Meat (M), Drinking Glass (M), Cup (M), Glass Pitcher (M), Medical Clipboard (M), Clipboard (M), Conductor (x2), Sensor Module (x2), Wonderglue (x2), Turpentine (x2), Scrap Metal, Eyeglasses, Note From Dad, Stimpak (x4), Vault Lab Uniform, Tinted Reading Glasses, Vault 101 Security Armor (M), Vault 101 Security Helmet (M), 5mm Rounds (M), Pre-War Money (M).

As soon as this mission begins, your friend Amata will stir you awake suddenly. An alarm is buzzing frantically, and your friend seems frantic. She'll tell you that things have gone wrong. The Overseer and his goons are on a rampage. They've killed Jonas, and your father James has left the Vault completely, something *nobody* does, and something that no one seems realistically capable to even do in the first place. Scared for your safety, your friend hands over **ten Bobby Pins** with which to pick locks, a **10mm Pistol** to protect yourself with, and **thirty-six 10mm Rounds** with which to load the firearm with. Then, giving you further instructions, she thereafter heads off.



You'll hear scurrying outside of your bedroom, but you should take the time to first explore your bedroom. On your desk, you'll find your **BB Gun** and **fifty BB Rounds**, as well as a **Baseball**, **Baseball Glove**, and most importantly out of the three related items, a **Baseball Bat**. Also check your dresser, which will contain **Grogak the Barbarian**, a **Pre-War Baseball Cap**, **two Vault 101 Jumpsuits** and a **Vault 101 Utility Jumpsuit**. Before heading out of your bedroom, be sure to equip the baseball hat and the utility jumpsuit for some minor statistical boosts, as well as the pistol. Why? Well, the latter will be used to slay the lone security officer outside of your room that's being attacked by bugs. Make sure to aim for the head for a quick kill.



As you proceed, you'll encounter some bathrooms and more empty corridors. There's nothing of any interest in the corridors *or* the bathrooms, that is until you run into your old "friend" Butch. Butch is freaking out because his mother is under attack by Radroaches. You can choose to do something about it or do nothing about it; that's the inherent beauty of a game like Fallout 3. What did we choose to do? Well after giving Butch a hard time, we agreed to help his mom. As he ran back towards her, we then put a bullet in the back of his head, killing him instantly. Hey -- we haven't forgotten the abuse from our childhood. But you can choose to do whatever you want!



Approach the two rooms where Butch and his mom were staying. If you arrive in time, you can save the woman from her attackers, but we let her die. We then turned our ire on the Radroaches themselves (use a Baseball Bat for easy kills on these foes). Then, do a thorough exploration of the room to find all sorts of useless items, like **Vodka** and a **Pencil**. Grab *everything*, including the **Radroach Meat** from the slain enemies. You never know what you're going to need once you're outside, that's for sure! The same can be said for the kitchen you arrive at. After killing the Radroaches easily with the Baseball Bat and grabbing their dropped meat, you can grab everything from **Glass Pitchers** to **Drinking Glasses** to **Cups**. Grab it all. You can sell it later.



## IV. Escape! (Continued)

### PART ONE

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### PART THREE

As you proceed through the linear vault, following signs for the Atrium, you'll eventually come to some familiar areas. The classroom, your father's office, the medical office and the adjoining corridors continue to lead to your ultimate destination. However, you'll run into Officer Gomez (remember him from your birthday party nine years earlier?) and the engineer named Stanley. Both will turn a blind eye to your presence because of who your father was, which should allow you to proceed unmolested. Keep in mind, however, that you can turn your gun on one of them, but be prepared to fight both of them if you do. If you're good, you won't do this, but if you're playing with an evil twist, what are a few lives?



You'll run into your friend in the next corridor, and she'll run away shortly thereafter. Before chasing after her, approach the shelf in the room to the side of the corridor to find a toolbox. Within, grab the **Conductor**, the **Sensor Module**, and the **Wonderglue**. You can also find **two vials of Turpentine** and some **Scrap Metal** nearby. After grabbing the goods, get ready to do battle with one or more security officers hostile to your presence (unlike your earlier encounter). Killing one of them will allow you to search their bodies -- you should find some **Vault 101 Security Armor** and a **Vault 101 Security Helmet**, which should be immediately equipped for a significant defensive boost. You can likely trap two of the guards down a dead end corridor, which should make for easy headshots for you. Be sure to search their bodies for more gear, but most importantly they should be carrying **10mm Rounds**, which you should grab to supplement your ammo, which is likely running low by now. Also be prepared to deal with more Radroaches, remembering to not waste precious ammunition on fighting them. A blunt weapon like a Baseball Bat or one of the **Police Batons** you've likely found will do the job nicely.





After having to deal with three well-armed guards (or perhaps you just dodged them), the upcoming encounters will be easy for you. Make sure to use some Radroach Meat if you're in dire need of health, and then equip the Baseball Bat as you run up the stairs to the next area of the Vault. Here, you'll encounter more Radroaches, so bash them to death with the Baseball Bat and search their bodies for more of their mildly-curative meat. Then, proceed through what appears to be a computer server area (someone from behind some glass will try to give you away and blame this entire "mess" on you -- just keep running). Radroaches are all you have to worry about here. Search a body amongst the servers to find **Tinted Reading Glasses**. The toolbox next to him will have identical contents to the last one we found -- a **Conductor**, a **Sensor Module** and some **Wonderglue**.



Proceeding onward from here, you'll soon here familiar screams from your distressed friend. She's being interrogated by a guard and her father, the Overseer! Crouch down and *quietly* and *carefully* approach the doorway. Aim your gun at the head of the guard (*not* the Overseer) and do him in with a quick bullet to the skull. Then, take out the defenseless Overseer. Search both of their corpses for valuables. The guard will have nothing of valuable, but quite the contrary is true for the Overseer. On his body, you should find the **Overseer's Office Key**, the **Overseer's Terminal Password**, and **three Stimpacks**. With these new valuables in hand, we can continue, but not before grabbing the **Pre-War Money** and **myriad 10mm Ammo** from the lockers and desk drawers in the room. You'll also find **5 mm Rounds**, but there's not much we can do with that right now.





#### IV. Escape! (Continued)

##### PART ONE

##### PART TWO

##### PART THREE

Continue down the hallway from where you found the Overseer. The only way you can really go is towards Jonas's office. But when you arrive, you're going to find a grizzly sight indeed. Jonas has been killed (just as your friend said he was). If you search his body, you can find some goods --**Eyeglasses**, a **Note From Dad**, a **Stimpak**, and a **Vault Lab Uniform**. Read the note from your dad, use the Stimpak if you need it, and then proceed to explore the rest of the office and its surrounding environs. Before unlocking the Overseer's office, be sure to seek out **Pre-War Money** from the desks near Jonas's body, as well as more stuff in his bedroom, which is near the door you need to proceed through to continue. Just check the dresser to find **five Bobby Pins** and more **Vault 101 Jumpsuits**. An adjacent bedroom contains another **Overseer's Office Key** if you decided not to off the Overseer before.



The Overseer's office can be found by going to Jonas's corpse and looking to the left of it. Simply approach and open the door to use the earlier-acquired key automatically. Once in the Overseer's office, the first thing you're going to want to do is examine the lockers in the corner of the room, where **two Mentats**, **120 10mm Rounds**, **three Stimpaks** and another copy of the **Overseer's Terminal Password** in case you didn't get it earlier. With all of that acquired, you can then head to computer behind the Overseer's desk. Examine the computer to automatically use the password, opening everything the computer has to offer.



While the computer's primary function right now is to open the tunnel to Vault 101's entrance, you should make sure to spend as much time with the computer as possible, examining all other options before opening the tunnel and heading on your way. You can read dossiers on a select group of people, information on earlier Vault 101-led ventures out into the Capital Wasteland, and a bit about the Vault-Tec company responsible for Vault 101's construction. After garnering as much information as you can from the archaic-looking computer, you can then activate the tunnel and head towards the entrance.



The tunnel to the entrance will have a lone Radroach in it -- avoid it completely or wipe it out with your Baseball Bat, grabbing more Radroach Meat from the corpse. Once you reach the entrance itself, approach the computer terminal and activate the door mechanism, which will open the door to the outside world. Before running out into the world, however, your friend will appear and have something to say to you based on some of your recent actions in the Vault. You'll also have to deal with two Vault 101 security guards, though both will only fight you hesitantly (be sure to kill them both anyway -- you'll want the experience gained). Then, head on outside. Congratulations -- you've reached the radioactive wasteland where a majority of Fallout 3 will take place.

## V. Following In His Footsteps

### PART ONE

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### PART SIX

<b>Steps</b>	(1) Investigate the nearby town of Megaton for information about Dad. (2) Speak to Colin Moriarty about Dad. (3) Find Galaxy News Radio. (4) Ask Three Dog about Dad.
<b>Items</b>	Frag Grenade (x3), Jet, Psycho, Nuka-Cola (x3), Armored Vault 101 Suit, Fork (M), Plunger (M), Shot Glass (M), Spatula, Teddy Bear, Tin Can, Key Ring, Bobby Pin (x3), Empty Whiskey Bottle (M), Whiskey, Wine, Milk Bottle (x2), 10mm Pistol (x2), Chinese Officer's Sword, Grognaak the Barbarian, Bent Tin Can (M), Assorted Plates (M), Empty Soda Bottle (M), Ashtray, Pack of Cigarettes, Knife (M), Salisbury Steak (x2), Coffee Mug (M), Cup (M), Glass Pitcher (M), Coffee Pot (M), Small Scorched Book (M), Small Burned Book (M), Small Ruined Book (M), Large Scorched Book (M), Large Burned Book (M), Large Ruined Book (M), Sugar Bombs (x2), Clipboard (M), Blamco Mac + Cheese (x2), Cram, Iguana Bits (M), Metal Cooking Pot, Dart (x6), 10mm Rounds (x9), Bubble Gum, Earnings Clipboard, Hammer, Cherry Bomb x2, Chinese Pistol, Leather Belt, Railway Spike (x20), Potato Crisp, Carton of Cigarettes (x6), Metro Ticket (x4), Firehose Nozzle (x2), Wonderglue (M), Bottle Cap (x131), Forceps, Medical Brace, Scrap Metal (M), Paint Gun (M), Abraxo Cleaner (x3), Darts (M), Box of Detergent (x2), Turpentine, 5.56mm Rounds (x15), Lawn Mower Blade, Surgical Tubing, Camera (x2), Crutch (x2), Shotgun Shells (x8), Steam Gauge Assembly (x2), 10mm Rounds (x11), Leafblower, Vacuum Cleaner, Dirty Water, Metro Utility Key, Rad-X, RadAway (x2), Stimpak (x4), Nikola Tesla and You, Laser Pistol, Energy Cell (x61), DCTA Laser Firearm Protocol, Purified Water, Laser Rifle, Microfusion Cell (x44), Lying Congressional Style, Bobby Pins, 5mm Rounds (x80), Frag Grenade (x9), Spiked Knuckles, .32 Caliber Rounds (x4), .44 Magnum Rounds (x9), Frag Mines (x4), Microfusion Cells (x33), Missile, Scoped .44 Magnum, Stealth Boy.

Well, now we're outside. It might be dark out, or it might be daytime. It's all going to depend on the day-night cycle that is at the heart of traveling around Washington D.C. Your primary quest is going to have you heading towards Megaton, one of the main surviving areas of the former capital. But this being a sandbox game, you can walk all over the place, as far the eye can see in any direction. Of course, you won't survive very long (at all) if you decide to do that, but there's still a few places you can check out *before* you go to Megaton. We'll cover these briefly below, but any side quests you run into and need help with as you go (which may be more than we mention here), refer to the Side Quests section of this guide.

Practically adjacent to Vault 101, you'll find a small settlement called Springvale. This place is worth visiting briefly just to add it to your map so you can travel there hereafter instantaneously. From Vault 101, go down the sharp hills ahead with your back facing Vault 101 and run towards the destroyed structures you see. You should run headlong into Springvale, and you may even be lucky enough to find some items. We acquired **three Frag Grenades**, **Jet** and **Psycho** by examining an old blue USPS mailbox, as well as **two Nuka-Colas** from an abandoned, nearly-wrecked Nuka-Cola machine. You should be able to find these items, and perhaps even more, with a thorough inspection of Springvale.

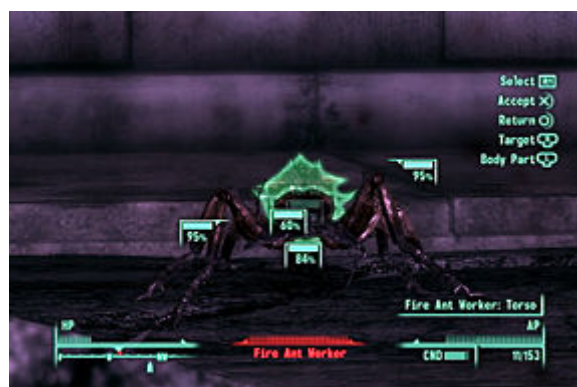




If you begin to travel outward from there (due west on your Pip-Boy map, though that's not necessarily *true* west), you will likely run into another settlement called Grayditch. However, the situation in Grayditch isn't good. It's *covered* with fierce Fire Ants. You can probably take these enemies on level two or three, especially the weaker worker ants, but you'll want to dodge them and their fierce fire attacks as best you can as you proceed through the town. If you do visit Grayditch, be sure to run into and speak at length with a young boy named Bryan Wilks. He'll tell you about the devastation wreaked upon Grayditch by the mutated ants and will beg for your help (he's been all but abandoned, since all of his friends and family have succumbed to these ants). Get more information on this side quest (entitled "Those!") by reading the corresponding section of this guide.



There's more of interest apart from actually visiting the two aforementioned locations. Extraneous things add to the post-apocalyptic nature of Fallout 3. Try tuning your radio (using your Pip-Boy) to one of the radio stations you currently have. Galaxy News Radio will likely not have anything for you right now, but you can listen to Enclave Radio transmitting from nearby. Patriotic music aplenty plays on this station, but even more creepy is the fact that the DJ is none other than the "president" of the United States, John Henry Eden. I'm sure we'll get to the bottom of just who is eventually.





Okay, back to the main quest. Are you ready to head to Megaton? Excellent. Megaton is actually located quite near Vault 101 and Springvale (if you travelled to Grayditch, you've gone too far, but that's okay, you've added that location to your map). If you take a look at your Pip-Boy map, Megaton will be to the south and slightly to the east of Springvale. It's a pretty obvious settlement, well-organized compared to the rest of the Wasteland you've thusfar seen, so it shouldn't be hard to miss. Fight any Mole Rats or Bloatflies you encounter en route to your destination (search their bodies to get their mildly-curative body meat), and talk to everyone you encounter to spur, perhaps, some side quests or friendships. Just don't open fire willy-nilly. Whether you're playing as good or evil, you're not strong enough right now to make enemies. Trust us.



After arriving at Megaton's front gate, you'll be able to enter the town (as long as it's daytime). Once you enter, you'll almost immediately be intercepted by the sheriff of Megaton, a character named Lucas Sims. He quickly lays down the law with you (you can answer him how you like -- we opted to be nice to the man), but then you can pick his brain about all sorts of subjects. You can find out about many of Megaton's points of interest, as well as about the large undetonated nuclear device in the middle of the settlement, which will unlock a side quest entitled "The Power of the Atom". Otherwise, glean as much information as possible from Sheriff Sims before letting him go. He'll tell you that your father likely came through Megaton, but is no longer around. Perhaps Colin Moriarty at the settlement's pub has more information? Let's go check it out.



## V. Following In His Footsteps (Continued)

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Heading to Moriarty's pub will allow you to advance the main quest, but if you want to do some exploration, we're going to guide you through that as well. There are a lot of *characters* in Megaton (excuse the pun), and talking to them will allow you to unlock side quests, make friends, and find plenty of items that you can sell for a tidy profit. All of these things are important, so read on to find out who to talk to. Please keep some things in mind as you go, however. First of all, all of the events discussed below happened during the daytime. If you attempt them at night, chances are the outcome won't be the same. Secondly, whether you're playing as a good guy or a bad guy, holster your weapon. Don't start with people, don't try to kill anyone, and don't steal from any occupied buildings. If you do, you're going to be overwhelmed, and you wouldn't want that. Okay, ready? Let's go.

Start by visiting the water processing plant and talking to Walter within. He will speak at length to you about his job at the plant, and how he hasn't failed in thirty-five years in keeping the facility working. There's an issue, however -- he can't keep it going forever. He'll mention that his job is being heavily complicated by the fact that there are three holes in the pipes that feed water throughout Megaton, and he asks you to fix them. This isn't an official side quest (at least, not yet), so we'll come back to this later. Be sure that you drink from the water fountain in the plant before leaving, as you can heal yourself with the water if need be.



Next, you'll want to head to Craterside Supply and speak to Moira Brown. This merchant will take all of the goods off of your hands that you took from Vault 101 with you (as long as you weren't encumbered!) for a pretty penny, or you can trade straight-up for some of her wares. Be sure to unload your unwanted goods, repair what you do have, and buy anything new you may want. If you're nice to her, she'll also give you an epic side quest called "Wasteland Survival Guide". This is a lengthy and involved side quest, so we won't go into it here. Refer to the Side Quests section of the guide (of course) for more.



You will come across a house owned by a man called Jericho, and he *should* be out and about (in fact, you'll likely run into him if you walk around Megaton enough, and you can bribe him for information on your dad if you desire). Pick the lock to enter his house and look around. There are a lot of common goods in here, like **Bent Tin Cans**, a load of **Empty Whiskey Bottles** and more. The goods of interest you should be sure to leave his house with, however, are **three Bobby Pins**, some **Whiskey** and **Wine** (a little 311 reference, you're welcome), **two Milk Bottles**, a **10mm Pistol**, **Crognak the Barbarian**, and most importantly, a **Chinese Officer's Sword**. Remember, stealing this stuff will result in a minor karma loss. But if Jericho happens to be around, don't steal his stuff at all! He'll house you really quickly if you do.





You should find both a communal men's room woman's bathroom in the town. Within these restrooms will be some items. You can find **three Plungers** and not much else in the men's room, but the woman's room has more to offer. You can find an **Ashtray** and a **Pack of Cigarettes** in the bathroom's garbage can, as well as a **Salisbury Steak** and some other goods in the bathtub within. After examining both bathrooms, head down to the crater at the center of Megaton. Examine the undetonated nuclear bomb at the center of town, and talk to the people worshipping the bomb if they happen to be there.



Speaking of the bomb worshippers, why don't you go visit them next? After examining the focal point of their worship itself (the bomb), you're free to head over to their house of worship, identifiable by the Children of the Atom logo on the building. Within, you'll find a lot of goods, but there are also likely to be a lot of worshippers within, so take things at your own risk (we recommend not taking things at all, at least for the time being). The only character here that will talk to you at length is Mother Maya, who you'll likely find sitting near the altar of the building. Speak with her before leaving, hopefully garnering some more information before you proceed.





## V. Following In His Footsteps (Continued)

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When you've finally explored all of Megaton, you can head to Moriarty's Saloon, which is likely the only left-unexplored place in all of Megaton. This is where you'll continue the main mission and find out more about your dad's whereabouts. But don't cut to the chase too quickly. Instead, speak with everyone within the bar. You'll find a lot of interesting characters if you do. Lucy West, for instance, is a newcomer to Megaton and will offer you a side quest called "Blood Ties". A shady character named Mister Burke, sitting by himself in the corner of the bar, will appeal to your darker side, asking you to remotely detonate the nuclear device at the center of town. If you're playing with an evil slant, accept this quest. We, playing good (for the time being), opted not to accept his quest. After all, we already told Sheriff Sims we'd diffuse the bomb at our earliest convenience!

A prostitute named Nova will also talk to your ear off. Money is a tight commodity right now, however, so try to resist the urge to pay her for her services for now. The Ghoulish bartender known as Gob is the next guy you should speak to. You can make fun of his frightening appearance, but if you're kind to him, he will become quite an ally for you, giving you information and discounts on drinks. His boss, Colin Moriarty, is the man you really want to talk to, however. Upon speaking with Moriarty, you can pay him 100 Caps to tell you where your father went. As far as we can tell, persuasion is not going to work on Moriarty easily, so paying him off for the vital information you seek is probably the best way to go about things. Be sure to pick his brain about anything else you can, as well. He may be a shady character, but he sure as hell knows a lot.



Our next objective, the Galaxy News Radio station, is located east of Megaton. Moriarty suggests that you should go in a southeasterly direction, but that's not really true at all (after all, the man's a liar). You'll want to head east all right -- but you'll want to take a more northeasterly direction from Megaton to reach your destination. Keep in mind that your journey should be much more eastern-leaning than northern-leaning, however. If you've already added the Super Duper Mart to your map, however, and can travel there instantly, do so. You'll cut more than half of your overland trip right out completely. Otherwise, walk east until you reach the Super Duper Mart, which is where we'll spring off from.



The Super Duper Mart is adjacent to a radioactive river, and while it can be crossed, you will find yourself a nuclear pancake before long if you attempt it. Instead, you have to use the lone in-tact bridge near the mart to cross the river, which should be easy enough for you. If you've already been to this location (and chances are you have), then you shouldn't run into any enemy resistance in the form of strapped Raiders until you cross to the other side of the river. If this isn't the case, keep your gun drawn and expect enemy encounters out of every corner and piece of rubble you encounter as you head eastward over the bridge.



Once on the other side of the bridge, you'll want to begin heading southward along the river bank. The destroyed highway next to the river will provide a nice conduit on your southward journey, but keep your gun drawn, because hostile Raiders may be anywhere. We ran into two as soon as we crossed the river, but things were relatively quiet after we put them in their place (and stripped them of all of their belongings). One of them even had a **Chinese Pistol**, an interesting (albeit weak) item, indeed.



What are you looking for as you head south? Well, you're not looking for the Galaxy News Radio station, because you can't easily access it over-ground (though you can try... and you might even survive!) Instead, what you're looking for is the Farragut West Metro Station, which is south along the river bed on the east side of the river. You'll run right into it, and it's hard to miss, but make sure to be ready for battle. There's a really good chance at least one well-armed Raider is in your vicinity, if not more.





Once in the station, things will be initially quiet. Head forward and look for a closed door to your right, which you can open with immunity. On the other side, you can begin searching the bathroom you encounter, as well as various metal boxes, filing cabinets and the like. You should come up with some interesting items when you do, including a **some Metro Tickets, Pre-War Money, two Cartons of Cigarettes**, and more. But it's the computer terminal you can hack that's likely going to be of the most interest to you.



Approach the computer terminal and hack it -- it shouldn't be too hard for you at all (regrettably, passwords are randomized, so your guess as to the current password on your version of the game is as good as ours). Successfully hacking the device will activate a Protectron, an antiquated pre-war robot designed to, well, protect you. But there's a caveat, of course. This robot will go forward and kill enemies *for* you, which is undesirable. After all, he's stealing precious experience!





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Because of this, your best bet is to follow the Protectron until he runs into his first enemies, which will likely be a pair of Mole Rats. This will distract him enough that both the enemies *and* you can attack him with relative immunity (so long as he continues to have distractions in the forms of other, more hostile enemies). Aim for his head and go to town on that scrap of metal, and be sure to take out the Mole Rats he was engaging as well before searching their corpses and moving on.

You'll proceed onward into another series of offices with a bathroom off to the side. Thorough examination of your surroundings will again net you some random goods that you can sell later, including (but not limited to) various medical supplies (some **Forceps** and a **Medical Brace**), **Turpentine**, a **couple of Boxes of Detergent**, and **5.56mm Rounds**. There should be no enemies in these offices, however, so you can breathe easy for now. When you finally work your way out of the offices to a Mole Rat-covered staircase leading down, you know you're on the right track. So slay the enemy or enemies standing in your way and move on!



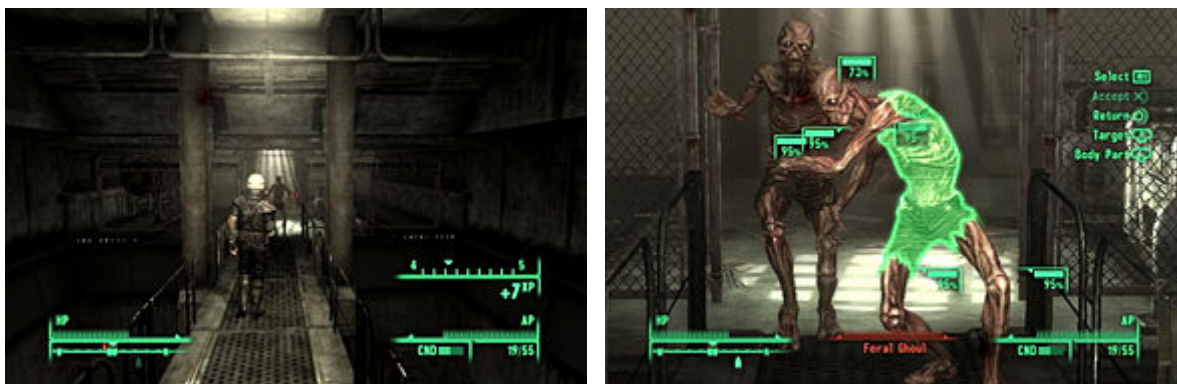
Run down the stairs ahead, grabbing the **Lawn Mower Blade** from the downed lawnmower en route. You should also be able to find more items from a toolbox near a flaming barrel, and some other random semi-useless items lying about. When you get to another series of staircase, climb and descend them as needed until you arrive to a point where a locked gate with Feral Ghouls is on your right, and another office is on your left. Take out what Feral Ghouls you can now, if you so desire, but it's the office on your left that's of true interest.



As if it were a surprise, this office has even more goodies for you. Everything from **Crutches** to **Shotgun Shells** to a **Leafblower** and a **Vacuum Cleaner** can be found, as well as plenty of medicine (such as **Rad-X** and **RadAway**), and even a **Laser Pistol** if you don't yet have one (coincidentally, we already are strapped with one). The most important item you find while carousing around the office is the **Metro Utility Gate Key**, however, with which you will be able to open the aforementioned gate and continue through the station. You should also take the time to access the computer in the office (no hacking required!) Doing so will allow you to shut off a gas leak further in the tunnel. If you don't do this, you'll have to rely on melee weapons later on, so be sure this is a priority.



Feral Ghouls are relatively weak foes, but they are incredibly agile and aggressive, so you'll want to kill as many of them as possible before opening the gate. Once you do, they'll stream through the opening towards you and make your life extremely difficult. So, take care of what you can (preferably *all* of them), and then open the gate, expelling any others before proceeding on your way. The rest of the road should be all-clear of enemies. When you reach a staircase leading down, you can find a locked door there, though you'll unlikely be able to pick it open at the present time. So proceed along the raised linear path, and you'll ultimately come to a doorway where you can access an adjoining station. We're getting close to our destination.



It's easy to get lost here in Friendship Station, and since there are both Feral Ghouls and the much-stronger Feral Ghoul Reavers roaming around here, you're not going to want to get *too* carried away in your explorations. If you head straight down the tunnel you find yourself in when you first get to this new station, and then go up some downed escalators you run into, following the linear pathway from there back outside, you'll add Friendship Station to your map. If you decide to do this, however, be ready to fight plenty of enemies en route, and once outside, *immediately* run back in once the location is added to your map. You'll be glad you did this later, but again, if you're weak, timid or running low on health and/or ammo, bypass this for now.



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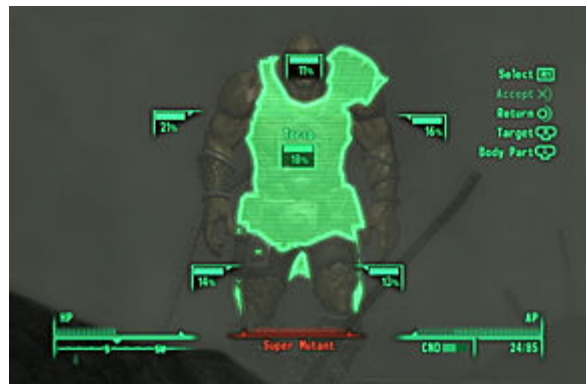
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A keen eye will notice that when heading left down the tunnel, graffiti on the wall indicates that Galaxy News Radio (or "GNR" -- *not* Guns 'N Roses) is in a certain direction. These wall markings will prove to be integral in getting you through the otherwise convoluted, dark and confusing DC Underground towards your destination. Keep your gun drawn as you approach this graffiti, however! Feral Ghouls and their stronger friends might just be around the next corner. And of course, you'll want to ransack the Nuka-Cola machine for its wares, as well.

You're almost back outside, where we can finally head towards the radio station. But you're not clear of danger yet! Proceeding forward, you'll run into more Ghouls, likely, and your first Super Mutant as well. These are strong enemies -- the strongest you've yet faced in your short experience with the game thusfar -- and you'll want to launch your attack on them from afar. If you have an Assault Rifle, equip it. Then, stand as far back as you can (Super Mutants can see very far, so you can get relatively close, much closer than you could a Raider, for instance) and open fire *without* using VATS. As the foe realizes where you are and runs towards you, you can continue to bust him open with some machinegun fire and ultimately go into VATS for some headshots when he gets nice and close. Be sure to examine his dead body before proceeding, since you never know what such a powerful enemy might be holding on his person.





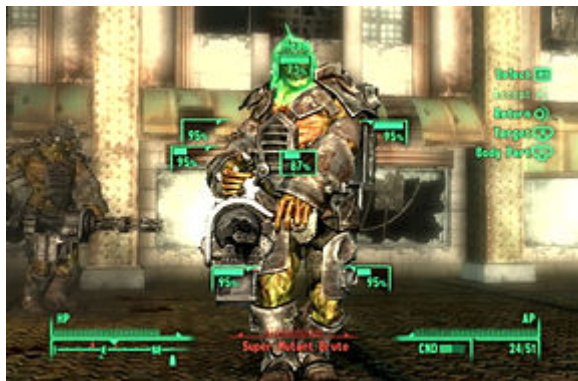
From here, you should have no issues getting out of dodge. Head into the wide open room (which was, pre-war, the train platform) and go up the broken escalators to the area above. You can then proceed down the linear corridor all the way to the entrance/exit of the train station. Be aware that you'll likely run into more Feral Ghouls en route, as well as some weaker enemies, such as Radroaches. Remember that for the aforementioned lesser foes, you should be using melee weapons so you can save precious ammunition. And remember, once outside, the new train station will be added to your map. Quickly travel (instantaneously) back to Megaton, where you can sell the myriad goods you've collected for precious caps. This will also allow you to release much of your encumbrance (so you can grab more goods later) and repair your gear before heading to the radio station itself.



Once you've done that, teleport back to Friendship Station. This will launch you outside, where a melee will almost certainly begin immediately with a group of Raiders who have made their home at the entrance/exit of the station. Thankfully, once you clear this area of foes, you will be able to pick apart their settlement (which doesn't have much of interest, honestly), and more importantly, utilize their beds for your own use. Sleep as long as you want here -- once cleared, no Raider reinforcements should show up. You should be in the clear. Just be sure to pick apart their corpses for goods you may need!



Now, we don't *have* to be up here right now, but it's worth it to do some exploration. Ultimately, you're going to want to return to Friendship Station and head back underground to the only other unexplored area, which leads to Chevy Chase North. This station is right near the radio station, but unfortunately the ridiculous amounts of debris makes getting there via an aboveground impossible. Subterranean routes are all the rage! Nonetheless, explore the vicinity around Friendship Station. You're likely to run into some tough foes, the most annoying of which are the Super Mutants and their stronger brethren, Super Mutant Brutes. The bright side to killing these pesky foes? Well, they're worth a good amount of experience, and their Miniguns prove to be the most valuable and powerful weapon you've yet acquired! Be sure to grab them. Multiples are good -- you can sell them later.



If your back is facing Friendship Station, you'll want to explore both to your right and to your left. To your right, you'll find a weapons depot. Don't bother breaching it yet, but add it to your map and kill the Protectrons guarding them for experience and their valuable laser ammunition. In the other direction, you'll run into more Super Mutants, as well as bug-like enemies called Centaurs. The latter foes shouldn't be underestimated, as they're both agile and aggressive. However, on this side you should find some weapons and aid items amongst the debris. We found **Stimpaks**, a **Mini Nuke**, some **Dirty Water** and **Purified Water**, **Frag Grenades** and more. Your findings might differ, but either way, once both routes are explored and enemies are expelled on both fronts, you'll want to head back to Friendship Station. It's a good idea to be at level five before heading back down.



Once back in the tunnel via Friendship Station, things should be quiet. You've likely killed most -- if not all -- of the enemies roving around the tunnels during your previous excursion, so it will be a quick trip. Even if there are some residuals, you should have very, very little trouble (if any) killing them. Just explore the only tunnel you've yet to explore from Friendship Station, so as to not backtrack. This will before long bring you to a nearly-identical setup to Friendship Station. You'll find broken escalators leading upward, and then a tunnel leading back to the surface. Sure, the two stations are really close to one another, but the fact still remains -- there's no way to get to Chevy Chase North from Friendship Station unless you do it underground.



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When you emerge from Chevy Chase, the situation is going to be dire. Super Mutants are everywhere, but when you run into them, you'll also run into the famed Brotherhood of Steel, cleaning up the nuclear wasteland for the betterment of society. It's a great situation, really, because the Super Mutants you'd otherwise have to deal with en masse can be cleaned up rather easily by hiding, sitting back and letting your new well-armored friends' guns do the talking. You should, of course, scour the fallen bodies of the Super Mutants for many weapons and other gear, however. Just don't expect to get experience unless you contribute to the death of the enemies. But at this point, especially if you're on level five like we suggested, it's more important to save your ammunition than gain experience.

Amongst the Brotherhood, you'll make a new friend in the form of Sentinel Lyons, a friendly-yet-stern member of the organization. You'll learn a bit about the plight of she and her friends in the Brotherhood, and that their job is both a serious and important one. After speaking with her and combing their targets' bodies for goods, follow them as they regroup. You'll see one of their fallen friends on a bed -- searching this person will result in the discovery of some goods, including heavy **Power Armor**. Leave it for now, as we'll come back later to grab it once we can actually do something with it.





The next firefight is a fierce one, but you can stay on the periphery and refuse to get involved at all if you so desire (if you want experience, get involved, but like we said earlier it's more important to conserve ammunition at this critical point in the game). When you enter the school, simply follow your new friends as they mow down the mutant enemies as if they were the weakest foes on the Wasteland. These guys are surely powerful! Comb the bodies of fallen enemies, being sure to go to the second floor of the nearly-destroyed structure before heading outside, where *real* combat begins.



Out here, you'll run into a Super Mutant Behemoth, an enemy that you simply won't be able to take on all by your lonesome. Thankfully the Brotherhood of Steel has your back here! Things can turn out differently depending on how quickly the Behemoth is felled, which is largely contingent on whether or not you opt to attack the foe or not. We recommend not firing on the enemy unless you absolutely have to, as conserving ammunition should still be a top priority for you. Try to hide and let the Brotherhood do all of the dirty work, but make sure to pick the Behemoth's body clean once he's dead. **99 Bottle Caps, five Frag Grenades, four Frag Mines, a Missile**, and more will be yours by doing so.



Speak with your Brotherhood brethren when things calm down. It's likely that one of their own fell in the fight, but that's life (and death) on the Capital Wasteland. After grieving with them (and picking their comrade's body of goods if you so desire), seek out the door into the building. You won't be able to get in until you use the intercom and speak briefly with the DJ of Galaxy News Radio. But once you do, you can head inside. Then, climb up the stairs (either staircase is fine) and seek out Three Dog on the top floor of the building. Be sure not to steal his goods -- you don't want to be on his bad side. Well, at least not yet.



When you finally get to talking with Three Dog, you'll want to be nice to him (unless you're playing evil, in which case you've probably already killed him). The nicer you are to him, and the more patient you are with his verbosity, the more information he'll give you. He'll tell you that your father did in fact come through here not too long ago, and gives you some clues as to his whereabouts. However, he won't spill the beans completely until you do him a favor. If you agree to head to a nearby museum, steal an old satellite dish and place it at the top of the Washington Monument (or what's left of it, anyway), he'll agree to give you all of the information you want. After all, this will increase the range of radio station exponentially. So, it's a win-win situation for you both.



## VI. Galaxy News Radio

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<b>Steps</b>	(1) Find the Museum of Technology. (2) Retrieve the Communications Relay Dish. (3) Find the Washington Monument. (4) Repair the damaged radio relay. (5) Speak to Three Dog about dad.
<b>Items</b>	Purified Water (x2), Stimpak (x7), Firehose Nozzle (x2), Nuka Cola (M), Earnings Clipboard (M), Clipboard (M), Various Books (M), Cup (M), Bottle Caps (M), 10mm Rounds (M), .32 Caliber Rounds (x13), Milk Bottle (x2), Tin Can (M), Bent Tin Can (M), Empty Soda Bottle (M), Steam Gauge Assembly, Whiskey (M), Energy Cell (x26), .308 Caliber Rounds (x10), Missile (x10), Med-X, Psycho, Jet, Buffout, Scotch (x2), Rad-X, Dirty Water (x2), Blood Pack (x2), Flamer Fuel (x84), Dart (M), Railway Spikes (x19), Carton of Cigarettes, Pre-War Money, 5.56mm Rounds (x43), Assault Rifle (x3), 10mm Pistol, Frag Grenade (x2), Fancy Lads Snack Cakes (x2), Stealth Boy (x3), Camera, Pre-War Casualwear, Dirty Pre-War Businesswear, Nuka-Cola Quantum, RadAway, Hammer, Wrench, Shotgun Shell (x12), Metro Ticket, Pack of Cigarettes (x2), Tire Iron, Plunger (M), Conductor, Pool Set, Pool Cue, Baseball, Medical Brace, Sensor Module, Scrap Metal (M), Paint Gun, Sledgehammer, Pork N Beans, Wonderglue (x3), Chinese Assault Rifle.

As you explored the disheveled Galaxy News Radio building, you likely noticed a staircase leading down several stairs to a locked door. Well, now that you've spoken to Three Dog, that door should be unlocked, granting you access to the back end of the building. Remember to talk to Three Dog and any of the Brotherhood of Steel guys before leaving, because once you head through that back door and down the rubble-laden path laid out for you from that door, you won't be able to get back up unless you teleport back to the entrance of the building, and doing so will initially be difficult, since enemies are everywhere! Once outside, however, you should run down the rubble path to flat ground.

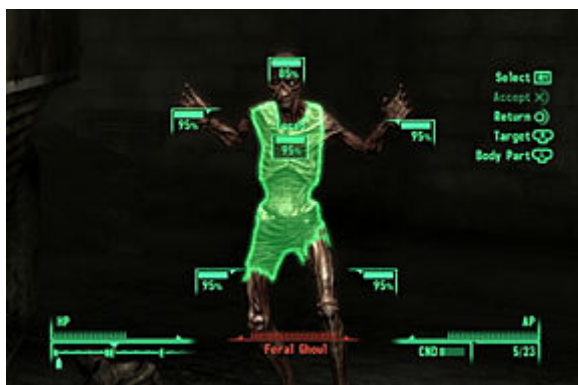




As you run down, you may have been using VATS to see if enemies are in your vicinity, which is generally a good idea considering there are a few enemies you're going to have to deal with. More Feral Ghouls will be here waiting for you to deal with them, but it's their stronger friends, the Feral Ghoul Roamer, that's going to give you the most trouble. These guys take a surprising amount of damage, so try to chip away at them from afar before going into VATS during up-close combat to lay the killing blows. Be sure to search their bodies for precious bottle caps as you head down the linear path chock-full of debris. The only way out of this path is by going through the open door you come across on your left, which leads to a nearby tunnel.



Enter this tunnel and follow the empty, dimly-lit corridor ahead as it roams into an open, yet nearly-collapsed tunnel. As soon as you arrive and begin pressing your VATS button as you head into the tunnel itself, you'll realize that there are many lesser Feral Ghouls in the tunnel. Since there are so many of them and since they're likely to attack you en masse (or at least a few at a time), an automatic weapon such as an Assault Rifle might be your best bet. See if you can chip away at them with some manual fire from afar before letting them get close and finishing them off with some clean, crisp VAT-assisted shots.





The more well-lit part of the tunnels near the fiery barrels and rusted cars is where you'll run into most of the Feral Ghouls, and unfortunately you won't have much room in which to maneuver. As long as you can clear out as many residuals as you can before taking on the main bunch, and as long as you can keep moving to minimize what is, in reality, minimal damage from these weak enemies to begin with, you should be just fine. Do remember to comb their corpses once fallen to find plenty of Bottle Caps, however. You may even luck out and find some Rad-X on one or two of them.



If you explore the entirety of this small tunnel, you'll find two doors on your right that both promise to lead to the same place -- Dupont Circle. Taking either one of these tunnels is fine, but we actually suggest taking the one *farthest* from your point of initial entry. This is because you can tuck right into Dupont Station from there, which will help you incredibly in the coming area (otherwise, you'll get involved in some unnecessary firefights -- ammunition wasters). Before leaving the tunnel via the farthest door, however, be sure to explore the medical kit you encounter on the right side wall for **two Purified Waters** and a **Stimpak**. You can also grab a **Firehose Nozzle** from a fire kit on the wall adjacent to the medical kit if you want to collect it and sell it later.



Once on the surface, Dupont Circle Station will be added to your map as another instant-travel location. This is awesome for later use, or if you feel the need to head back to Megaton at any time to heal up, sell your gear, or anything of this nature. When you're feeling ready, keep your Assault Rifle (or another heavy weapon) equipped and enter the station. As soon as you do, you'll see a Super Mutant with his back turned to you not two feet in front of your character. Use VATS to do him in quickly before he knows what hit him. This Super Mutant is only equipped with a melee Nailboard, but his friend roaming around in front of him has a Hunting Rifle equipped. This means that you have to take out his friend quickly after killing the initial Super Mutant, because he poses a much more significant threat, even from afar. When both are felled, search their bodies for goods and grab the **Nuka Cola** from the Nuka Cola machine on your right. The garbage can next to it contains another one, if you want it.



Those two Super Mutants represented the only initial threat in this part of the station, so you can breathe easy for now. Head forward and you'll see a door straight ahead. This is how we'll proceed further into the tunnel, but first, bear right through another door you find to enter a long-abandoned office. Within, you can find all sorts of **rounds** for your various weaponry if you search, as well as some other incidental items, such as a **Milk Bottle**. But if you can hack the easy-to-hack computer within, you can wake up a Protectron slumbering nearby. You won't want to use him, of course, but hacking him and activating him will give you experience, and killing him thereafter will give you even more. Be sure to search his metallic body once destroyed before proceeding through the aforementioned door and further into the station.



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Head down the series of staircases following your voyage through the doorway, but when you see a well-lit tunnel ahead, don't just rush in there. A rather powerful Raider is on the other side of the tunnel, and once he spots you, he and his powerful Combat Shotgun will come looking for you. And with a shotgun in close combat, he gets the advantage. Try to sneak into the tunnel as best you can and damage him as much as possible from afar before taking him out with VATS once he gets closer. And naturally, you'll want to search his body for all sorts of valuables, including that Combat Shotgun he was toting if you don't already have one in your inventory.





Speaking of valuables, this powerful (and now deceased) Raider has a pad where all of that light is coming from. Search to find plenty of valuables, including a **Steam Gauge Assembly**, plenty of **Whiskey**, and even some **Missiles** amongst other things. You can also use his bed to sleep in for as long as you want, so long as any other Raiders further up in the tunnels haven't yet spotted you. This will give you a great place to rest and a good jump point for the next area, which is just around the corner.



As you proceed through the linear tunnel from where you slept and killed the powerful Raider, it won't be very long until you run into yet another angry enemy. Thankfully, this guy should be a whole lot easier to deal with than his brethren you killed earlier, but if you're having issues with him, try to draw him out while you fire at him from afar, killing him in the more spacious tunnel where you killed his friend. After searching his corpse, be sure to search his belongings down a dead end corridor nearby, where myriad meds can be found, as well as other goods. **Psycho**, **Jet**, **three Stimpaks**, **Med-X**, **Buffout**, a **Blood Pack** and more should be what you find, amongst other goods.





The path from where you found all of these goodies will again be quiet for some time, as you traverse various empty corridors and staircases. But when you reach what appears to be a makeshift office, complete with raggedy filing cabinets and a desk, you'll know that at least three more Raiders are in your vicinity, as well as their two powerful Mark I Gun Turrets. After searching the desk and filing cabinets (you can find some **Pre-War Money** and a **Carton of Cigarettes**), quickly approach the computer near the doorway. If your hacking ability is high enough, you can hack and disarm the gun turrets (or turn them against the Raiders). But if you're not a good hacker or don't have a high enough ability, you'll have to deal with them. But first, deal with the lone Raider that runs in after you, turning your attention on those pesky gun turrets thereafter.



With at least one Raider downed, and with the gun turrets permanently disabled (regardless of how you did it), you can then enter the rocky area ahead. Two more Raiders toting firearms will be firing on you from below. You'll want to try to keep the high ground here for as long as you possibly can, simply because ceding the high ground will result in a net loss of advantages during this gun battle. You can at least weaken your foes from afar before running down the metal catwalk towards your foes, where VATS-assisted killing is much more effective. Naturally, you'll want to search their bodies after they're all killed (ammunition is scarce, after all), and you can always run back to the bed you earlier rested in if you need to do so again. However (and unfortunately), you won't find any other items in this area as you press forward.



From here until you leave the station, you shouldn't run into any more enemies, though as you follow the linear pathway you'll run into at least two already-felled Feral Ghoul corpses (search their bodies for goods). Near those bodies, you should also find an **Assault Rifle** (though you should already have one) and some **5.56mm Rounds** as well. Then, proceed forward (avoiding the lone Frag Mine in the path) to another door that leads to Metro Central. Since there's no other option, go through the door to proceed, and remember that before you reach the Assault Rifle and ammo, you'll see a fork in the road. Ignore it -- it simply leads to radiation-infested water and little else.



When you enter Metro Central, you're going to hear a commotion in the room up from the small corridor you find yourself in. Make haste (with a powerful weapon equipped) and enter the room to find Feral Ghouls and Raiders doing battle with one another. You can certainly let them go at it, conserving ammunition as they kill each other off. But where's the fun in that? And more importantly, where's the *experience points* in that!? Kill *all* parties present, searching their bodies once downed. You'll also want to take the time to search the only lit-up area of the room, where yet another **Assault Rifle** can be found, as well as various ammo and healing goods, such as a **Stimpak** and some **Frag Grenades**. Nice!



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With those goods in hand, proceed out of this room. It won't be long until you find yourself in another of the many subway tunnels underneath the now-obiterated Washington D.C. You may be confused as to how to proceed from here, and furthermore, there are many enemies in the tunnel. First thing's first -- take care of any enemies in your vicinity. Most of them will be of the Feral Ghoul variety, but chances are you also will have to deal with mutated dog enemies for the very first time as well. Take out enemies as you head leftward down the subway tunnel (so that your back is facing the way you came, on your left). Search their bodies for precious meat and Bottle Caps before abandoning them for new grounds.



You'll eventually come to what was at one time a train platform, though most of it is destroyed. Surprisingly, the escalators you encounter won't function but they are still intact and will provide a conduit to the area above. While this isn't the way we need to go, we still highly recommend you go up there and look around. You'll run into a plethora of easy-to-kill foes, so gaining their experience is a good idea (you'll likely have fought more Feral Ghouls en route to this location as well, continuing to stack up the experience). Bear in mind that if you are running precariously low on ammunition, you'll want to bypass this paragraph completely and proceed to the next, doing the exact opposite and *dodging* enemy encounters where and when you can. But, that shouldn't be a problem right now.



Either way, you'll want to continue to head down the tunnel past this initial train platform. You won't reach another one, but you will eventually find a door that leads to the Museum Station. It will be on your right, so keep an eye out as you head down the tunnel. You'll have to deal with more enemies en route, but these foes shouldn't provide you any significant trouble, especially not after dealing with some foes you've dealt with already. These guys should provide nice cannon fodder and some easy (but scant) experience, as well.





Once in the first room of the Museum Station, you'll hear some noise, but it's off in the distance, so don't worry too much about it. Instead, scour the empty and dimly-lit room for items you may need. At the very least, you should be able to walk out of there with some **Shotgun Ammo**, **Bottle Caps** and **Packs of Cigarettes**, the latter of which you can sell later. Don't neglect picking up what you can here, as you may find more than what we mentioned. When you're done searching the room, you can head down the adjacent corridor (look for a marking on the wall as seen in the screen below to make sure you're headed in the right direction). Then, go down that corridor, up the stairs, and into the next room.



Just like the last room, you'll find little enemy resistance (if any), but you will find plenty of items to pick up and add to your inventory if you so desire. Incidental items like **Plungers** and **Conductors** can be found, as well as a complete pool set, **Balls** and **Cues** included. Search around for plenty of liquor in the form of **Whiskey** as well. It's when you try to exit out of this room that you'll finally run into enemy resistance in the form of Raiders. The first Raider you fight can be fought easily from the safety of the corridor you're coming from. Be sure to search his body for ammunition and other goods before proceeding.



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You have an obvious choice to make here. Will you go left, or will you go right? Well, getting to the Mall is our primary objective, and that's to the right (if your back is facing the corridor from which you came). But we implore you to first head to your left. It's a dead end, but you'll be able to fight at least one more Raider to gain more experience and goods. What's more, you can search the area they were guarding for more goods, including an **Assault Rifle** and some **.308 Caliber Rounds**. And there's a bed here that you can sleep in if you so desire once the enemy threat is eliminated.



Once you've done that, you can then head down the corridor in the other direction. En route, expect to run into several Raiders armed to varying degrees. They shouldn't be any issue for you, and you should be sure to at least grab their ammunition when they're killed (it's unclear if you have enough room in your inventory to carry more goods -- it's all about what you currently have). When you reach another train platform, you're going in the right direction. Clear the area of all remaining Raiders before running up the disabled escalators to the upper floor. Then, follow the linear, enemyless pathway ahead of you to the outside world. You're now in the belly of the beast, the Mall.



Now, you have some decisions you have to make. Don't peek your head up from the staircase leading into the Mall itself until you've made it. There are plenty of Super Mutants in your vicinity, and you can try to take them on if you want, luring them towards you to funnel them into set mines or however else you might want to fight them. If you need to travel back to Megaton to unload your goods and make room for more, then you have to do this, because you won't be able to fast travel until the enemies are cleared. On the other hand, you can simply run up the stairs and head right for the Museum of Technology on your right if you're ready to proceed as is. The choice is yours. If you decide to do the former, however, be sure to add the Museum of Technology to your map so you can fast travel back to it when you're done!



Once inside the Museum of Technology, have your weapons drawn and ready, because you're going to be confronted before long by a pair of Super Mutants. Neither of these foes should be an issue for you, especially if you've already fought plenty of them and know what to expect. Use the cover provided for you near the entrance in the form of pillars as you use VATS to fight the enemy on the ground floor first before fighting the one on the second floor (the latter may be drawn to you, so make quick work of the first so you don't have to deal with both of them simultaneously). After sweeping the ground floor for goods (you should find a **Stealth Boy**, some **Fancy Lads Snack Cakes** and more), head up to the second floor.





## VI. Galaxy News Radio (Continued)

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You might notice a staircase near the abandoned bathrooms at the back end of the ground floor, and you can follow these stairs up to a dead end if you want to find some random gear, like **Pre-War Casualwear** and **Dirty Pre-War Businesswear**, but otherwise there's not much to see so taking the more obvious route to the second floor is the best idea. When you do, you can examine some exhibits to find two more **Stealth Boys**, but it's the Vault-Tec mock-up on the second floor that's where you really need to go. Traverse the linear corridors of the Vault-Tec mock-up, listening to some humorous visitor commentary that still eerily works. There's little else to say -- you won't run into any enemies, and there will be no items to grab. Just walk until you find a door leading to the museum's west wing, which you should then enter.





You shouldn't run into any enemies immediately as you enter this new area, and as long as you stay quiet here, the Super Mutants in the adjoining room won't know you're there until you fire on them first. But before going there, explore both the upper and lower floors of this area. More goodness can be found in the form of **Fancy Lads Snack Cakes** and more, and you can also carouse the computer terminals on the lower floor for optional information on long-defunct museum exhibits. But once you're ready, locked-and-loaded, head into the adjacent stairwell and open fire on the Super Mutants there.



It goes without saying that the more damage you can deal on the Super Mutants in this tall stairwell from afar, the better off you're going to be when you approach them at close-range to effectively use VATS. Try to keep the high ground as much as possible, since this will halt some enemy fire from striking you and give you higher hit percentages on your return shots. Then, when the coast is clear, check all of the floors of this stairwell for Super Mutant bodies, which you should promptly search for precious ammunition before proceeding on your way. You can also head up to the first floor to grab some other goods, including **Pork and Beans**, and you can also pick a lock on a door there as well (we weren't at a high enough level to do so when we arrived).



Otherwise, head to the ground floor, continue to search any yet-unsearched bodies you encounter, and head down an adjoining corridor which will ultimately lead you to another wide open exhibition room. However, as soon as you arrive, you'll encounter a Super Mutant and his much, much stronger friend, a Super Mutant Master. The latter of these two foes should be your priority, because he packs an incredible punch and will necessitate the use of plenty of ammunition to down. If you can remain as quiet and stealth-like as possible, attempt to plant a couple of Frag Mines (or whatever other kind of mine you have) at the entrance to this room. When the Mutants see you, they'll run at you and over the mines. This won't kill either of them, but it will take away a substantial amount of health.



The room these two Mutants were guarding holds the Virgo II Lunar Lander, which holds the **Lunar II Satellite Dish** we seek. Approach the lander when the coast is clear and examine the dish to take it and add it to your inventory. Now, you're free to leave at will, but first you should probably explore places you've yet been, such as the dead end staircase branching off of this room, and the planetarium (still very much in good shape) adjacent to the room. You'll find a lot of goods, such as a **Stimpak**, **Nuka-Cola Quantum**, and more. If you fight the remaining Super Mutants in the planetarium, you should also be able to grab a **Chinese Assault Rifle** from one of their bodies, a powerful, powerful weapon indeed!



## VI. Galaxy News Radio (Continued)

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When you're ready to leave, you're going to have to go back the way you came (there's another door near the Lunar Lander, but we were unable to open it right now). As long as you killed all of the Super Mutant variants in the museum, you should be able to get all the way back to the entrance without much of an issue. Explore any other areas that you didn't yet check out en route back to the entrance. When you reach the entrance, head back outside and get ready for the final leg of our mission.





Now, you're going to have to do battle with a load of Super Mutants on the final leg of our journey. How many Super Mutants you have to deal with depends entirely on how many you've already killed in this area. If you took our advice earlier and eliminated a bunch before entering the Museum of Science, then you shouldn't immediately have your hands full until you begin to head towards the Washington Monument (which is the tallest point left in the city, and can be found to your left once you leave the museum). But if you just ran into the museum without dealing with any Super Mutants first, now's when you're going to have to do so.



As you run towards the Washington Monument, the going is tough. Trenches line the entire area, either a remnant of a pre-nuclear ground war or a creation of the Brotherhood of Steel or their Super Mutant foes. Regardless of their origination, the fact remains that you'll need to traverse these trenches (don't stay above ground, you're a moving target for the Super Mutants' miniguns if you do). Be careful as you rove around. The Super Mutants are aggressive and well-armed, and there are booby-traps in the form of tripwires and mines in the trenches as well. When you finally reach the base of the Washington Monument, you'll run into the Brotherhood of Steel, who will help you clean up any residuals as you enter the Monument's outer gate.





Once within the Washington Monument, there's little to see. The golden elevator at the far end of the monument is still in working condition, surprisingly, and you can take it to the roof. Once up there, examine the archaic radio equipment to place the Virgo II dish atop it. Suddenly, Galaxy News Radio has its former range again. You can find plenty of **10mm Ammunition** on the roof apart from the radio array, but other than that, there's nothing else to see. Instantly teleport back to the Galaxy News Radio building when you're ready. It's time to wrap this mission up.



When you reach the GNR building, head all the way back up to Three Dog's office, where you can speak with him. Tell him the deed is done, and you can then press him for more information on your father's whereabouts. What do you find out? Well, you find out that your dad (who Three Dog considers a good man) went to Rivet City. And at Rivet City, your dad was seeking out someone named Doctor Li. Now you know where you need to go next. And that, my friends, wraps this mission up. Good work!



## VII. Scientific Pursuits

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<b>Steps</b>	(1) Gain entrance to Rivet City. (2) Talk to Doctor Li about Dad and Project Purity. (3) Look for Dad in Project Purity's Control Room. (4) Search Dad's holotapes for clues to his location. (5) Listen to Dad's personal journal entry 10. (6) Gain access to Vault 112. (7) Put on a Vault 112 suit. (8) Sit in the unoccupied "Tranquility Lounger".
<b>Items</b>	Psycho, 10mm Rounds (M), RadAway (x3), Bobby Pin, Dirty Water (M), Stimpak (x3), Toy Car, Beer (x2), Whiskey (M), Jet, Duck and Cover, Mirelurk Meat (M), Radroach Meat (M), Mentats, Milk Bottle (x2), Shotgun Shells (M), Buffout, Dandy Boy Apples (x3), Toaster, Fancy Boy Snack Cakes, Blamco Mac and Cheese (x2), Cutting Board (M), Vodka (M), Med-X (x2), Surgical Tubing, Rad-X, Nuka-Cola (M), 5mm Rounds (M), Carton of Cigarettes (x2), Paperweight, Plunger (M), Baseball, Ashtray (M), Sledgehammer (x2), Conductor (x2), Scrap Metal (M), 5.56mm Rounds (M), .32 Pistol (x2), .32mm Rounds (M), Pork N Beans (x3), Cup (M), Plate (M), Metal Cooking Pan, Metal Cooking Pot (x2), Spatula, InstaMash (x4), Medical Clipboard (M), Clipboard (M), Earnings Clipboard (M), Hot Plate (x3), Pencil (M), Pack of Cigarettes (x2), Wonderglue (x2), Better Days, Large Whiskey Bottle, 10mm Pistol, Rake, Iron, Hammer, Wrench, Bonesaw, Tweezers (x2), Scissors (x2), Empty Syringe (x2), Forceps (x2), Fission Battery (x3), Assault Rifle, Electron Charge Pack (M), Laser Rifle, Microfusion Cell (M), Energy Cell (M), Railway Spikes (x6), Bloodpak, Chessboard, Motorcycle Handbrake, Purified Water, Chinese Pistol, Paint Gun (x2), Turpentine (x2).

Getting to Rivet City isn't easy. If you've managed to find this place already on your own, by rampant exploration, then good for you. If that's your situation, all you have to do is teleport there to get to the next leg of this mission (you'll also want to skip several paragraphs down to where you need to be). If that's *not* you, however, then you're going to want to instantly teleport to an area on the east side of the Potomac River; preferably a place known as the Tepid Sewers (if you've done the Wasteland Survival Guide quest for Moira Brown back at Megaton, this place should be on your map -- it's right next to the Anchorage War Memorial). From here, you'll want to head south alongside the river, which will ultimately bring you to Rivet Town. Not before you run into a whole lot of other crap first, though.



We're assuming you teleported to the Tepid Sewers/Anchorage War Memorial area. Go south. The first thing you'll likely run into is a small Raider outpost. Kill the weak Raiders, raid their gear (pardon the pun), and then grab the ridiculous amount of stuff they've been hording in their setup. Basically every kind of medicine (from **Stimpaks** and **Jet** to **Psycho** and **Buffout**) can be found here, as well as *plenty* of liquor, especially **Whiskey**. Grab everything you can here and then proceed southward until you reach an area called Dukov's Place. This will be added to your map; head back to Megaton instantly at this point to sell everything you grabbed from the Raider outpost. Rest up, and then return to Dukov's Place instantly to proceed.



Proceeding southward, you'll shortly come to a bridge with a scavenger hiding underneath. You can trade with this person, but we opted to kill her, take all of her goods and sell them back at Megaton before teleporting back to Dukov's Place and continuing. You can handle that how you want, however. Things will be relatively quiet from here until you reach a mostly-destroyed building with a few Super Mutants on it. You'll also run into lesser enemies known as Centaurs (you've likely fought these creatures before). You can kill what you want, or you can just run along, killing anyone that follows you. Of course, it's the blatantly-obvious Jefferson Memorial ahead that's a good indicator as to whether you're headed in the right direction or not.





The Jefferson Memorial, the large dome that you should see on your left as you proceed southward, is a converted building. That is to say, something is very clearly going on within, but for now, we're not too worried about that. What we are worried about is taking out the few Super Mutants running around the place causing a panic. Thankfully, all but one or two should be scantily equipped with Nailboards, so killing them should be an exercise in ease at this point in the game. Comb their bodies for anything interesting, but don't proceed southward from here. Rather, you'll want to walk along the metal catwalks around the far end of the memorial (more Mutants may be waiting for you, so be ready), towards the large aircraft carrier ahead. That's right -- this is Rivet City, the settlement Three Dog told you about.





## VII. Scientific Pursuits (Continued)

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If you wanna see some bona fide coolness, check out the back end of the huge aircraft carrier to see some of the aircraft that fought in the war prior to nuclear devastation. But ultimately, you need to take the land route towards the front end of the ship, where a RIVET TOWN sign can easily be seen. You're here. Get ready for the next leg of our mission!



Accessing Rivet City isn't easy (well, it's easy, but not immediate or instantaneous). Climb the metal catwalks and seek out an intercom box near the disheveled man asking for water. You'll speak to Rivet City's security captain, a guy named Harkness. He'll extend the bridge towards the ship out to you but then ask why you're here. We told him we're here to see Dr. Li, and that the reason is personal. This was good enough for him, but it's likely there are other permutations to this conversation that will get you into Rivet City. Pick his brain about what Rivet City offers (you can also ask the nearby security guard some of the same questions), and then walk down the rest of the bridge towards the two doors into the ship.



Before going to see Dr. Li, why not check out the city's shopping area? You can buy lots of goods here (the selection amongst the several shops here is *far* greater, overall, than Moira Brown's scant collection of goods back in Megaton), and you can also get some information. It's best not to mettle in the affairs of the people here mid-mission (you'll notice that you can do that), but talk to everyone and see what they offer. Be sure to visit Flak at Flak and Shrapnel's, Angela and her father at Gary's Galley, Cindy at a Quick Fix, and Bannon at Potomac Attire. Between these four stores and their owners, you'll get plenty of information and have the option to buy a whole slew of goods, if you so desire. Oh, and a word to the wise -- keep your hands to yourself. Even if you're playing as an evil character or are desperate for goods, you *don't* want to steal anything here. You have *no idea* what you're getting yourself into if you do.



There's more to see if you head back to the ship's entrance and access the staircase via the door we earlier ignored. At the bottom of the staircase, you can find the Muddy Rudder, a bar run by a stern woman named Belle Bonny. Speak to her and any of her patrons. Then, access the main living quarters (called the Midship Deck) from the staircase to meet more people, including a security guard, some random passerbys, and even Cindy's drug-fiending husband. All have a story to tell, but again, try not to get too involved with their mini-side quests for the time being. It will complicate things, and you can always come back later and take care of business.



There is *one* side quest you might want to accept, however, just because it's such a darn interesting one. In the Midship Deck, you'll find a lot of locked doors (and you won't want to pick them open -- trust us). One door will be open, though, and it will simply say "door". On the other side of the door is a sort of makeshift museum of American history. Its proprietor, an elderly man named Abraham Washington, has an interesting request. He wants you to grab the Declaration of Independence for him from the ruins of the National Archives. But the best part is the pseudo-history he tells you about the document. Two-hundred years without knowledge really hurts, apparently. When you're done speaking with him, head back to the Midship Deck and seek out one of the two entrances to the science lab. We're finally going to pay Dr. Li a visit.





## VII. Scientific Pursuits (Continued)

PART ONE

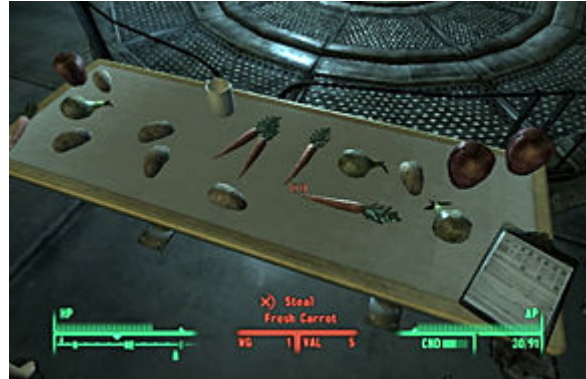
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The science lab isn't exactly high-tech, but what is in the Capital Wasteland? Before speaking with Dr. Li, consider speaking with some of her co-workers roaming around the lab. The mysterious Dr. Zimmer will offer you a quest if you want to take it, but we recommend against taking it for the time being. Even if you're tempted to mess with Zimmer, resist. His mercenary friend, who acts as his bodyguard, makes it pretty clear what he's going to do to you if you try anything funny. Oh, and you can take a look at those fresh (and very *real*) vegetables on the table, but don't take them! If you do, you'll be in for a bit of a hurting.

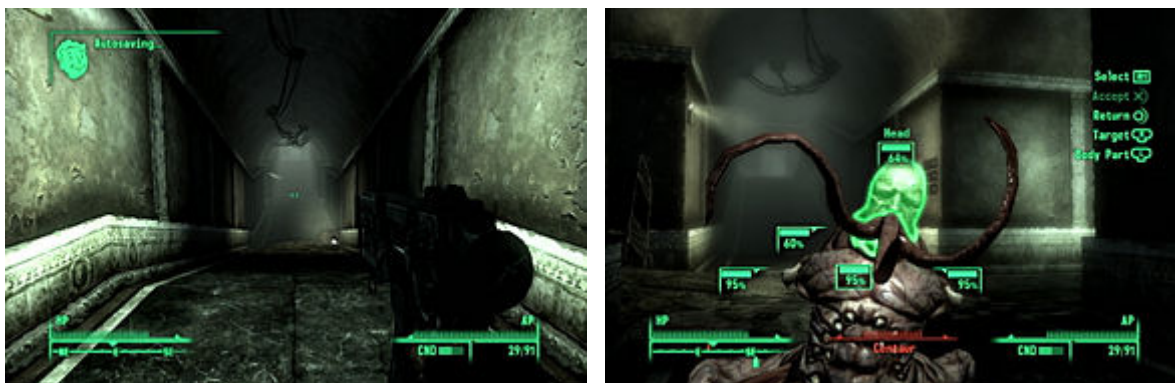


When you're all set, speak with Dr. Li to get the lowdown on your father. It appears that he worked with your mom and Dr. Li on something called Project Purity, an attempt to purify large water sources for the betterment (and restructuring) of humanity. But when your character was born and your mother died, your father took off to take care of you and the project all but failed. A frustrating endeavor, Project Purity was abandoned at the lab created for it at, you guessed it, the Jefferson Memorial. Remember where that is? We passed it when we came to Rivet City earlier. You fought a bunch of Super Mutants around it and had to walk around a metallic catwalk surrounding it to reach Rivet City. So, it should be on your map and thus you can instantly teleport yourself there as soon as you're ready to do so.





How to enter the Jefferson Memorial may not be completely obvious, but it's right in front of where you're transported from. Head forward through the door into the gift shop. This will lead to a long, barely-lit corridor stretching forward. Upon your entrance, you'll almost immediately be attacked by a Centaur. Kill this basic foe and go to the four-way intersection ahead. To your left is a dead end, behind you is the way you came, and ahead of you is an area we can't yet do anything in. So, you'll want to head right into the adjoining room.



Before you run *into* the room, you'll likely be intrigued by the gun noises you hear. This is from the Mark I Turret pointing inward, shooting at either a Centaur, a Super Mutant, or perhaps even both. Even though this gun is helping you out, you'll still want to destroy it from behind (for the experience, of course) before heading into the room and taking out whichever enemies it might have been shooting at. After scouring those bodies, begin to take a look around. With your back facing the way in which you entered the room, you can find a bathroom to your right, though there's nothing interesting within it. On the left, however, you can find plenty of goods. A thorough search will reveal a lot of incidental items (like **Plates** and **Cups**), but you should also be able to find some **InstaMash**, **Pork N Beans**, **Vodka** and other foodstuffs, as well as plenty of varied ammunition, from **10mm Rounds** to **.32mm Rounds** and more.



Approach the next room ahead (grabbing the **Vodka** en route) and take out any other Centaurs or Super Mutants waiting for you. Before proceeding, we should explore the entirety of the square-shaped corridor surrounding this area, ignoring all doors for now. When you explore (going left or right, it matters not), expect to fight at least one Super Mutant, but more likely two. Search both of their bodies, as well as the desks, tables and filing cabinets you come across. Most of the items you find are incidental, but you should be able to find **some Nuka-Cola** from a barely-functioning drink machine, some valuable **Hot Plates** to sell off later, and even a **Pack of Cigarettes**. Remember, as always, to be judicious in which items you do and don't add to your inventory, since encumbrance is always a threat. And you won't want to go through your inventory to figure out which goods you should and shouldn't abandon if you're slowed to a crawl.



The next place we'll want to explore is the basement of the memorial, and for no other reason than to grab a lot of valuable goods to add to your inventory and to sell later. It goes without saying that if you have a lot of valuables and are carrying too much, leave the memorial, teleport back to Rivet City or Megaton to unload your goods, and then come back. Hopefully, however, that won't be a problem, so you can kill multiple birds with one single stone. Another great advantage to checking out the basement here is that you can kill a good half-dozen Super Mutants and Super Mutant Brutes, which will allow you to rack up some ever-valuable experience. But remember! It's the goods we're after.



## VII. Scientific Pursuits (Continued)

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We won't give you directions on how to navigate this area, because it's dark, dank and a little bit confusing, and that will just complicate the issue even more. It's hard to get completely lost (generally, stairs leading up will indicate that you're heading back towards the memorial, while you'll be heading deeper into the basement by going down stairs). Goods to grab are many -- valuable medical equipment like **Forceps**, **Tweezers** and **Empty Syringes** should be grabbed. Foodstuffs like **InstaMash** and **Dandy Boy Apples** can be found. And plenty of weapons and ammunition, from **10mm Rounds** and **.32 Caliber Rounds** to **5.56mm Rounds** can also be found. But it's the **Project Purity Project Journals** you find strewn about (in entries) that will be of the utmost interest to you. You don't have to grab these, but they will shed plenty of light on what went on with Project Purity, and what went wrong.



You're probably swamped with goods now (and experience, too!), which is a good thing, of course. Head back up and leave the basement, and re-traverse the square-shaped corridor, looking for a door that leads to the memorial's rotunda. Have your gun drawn, because there are at least two Super Mutants, one of them a Brute, that will be waiting for you on the circular rotunda. Down both of these enemies, searching their bodies for any goods they may have (you should have a plethora of Frag Grenades at this point, just from searching their bodies). Then, seek out a staircase leading to the office above.





The office above, surprisingly well-lit and in good order, will have more entries from the Project Purity Project Journals, similar to the ones we found down in the memorial's basement. However, the key entry, **Entry 10**, can be found up here. Once you find it, head into your inventory via Pip-Boy and give the entry a listen to find out where your dad has gone to. It appears he's gone to a place similar to Vault 101, called Vault 112. Vault 112 is located far to the west of Megaton, so once you are ready, head outside and teleport instantaneously to Megaton. It's time to head overland to Vault 112.



Vault 112 is on your map, and it's *due* west of Megaton, so it's going to be a lengthy and laborious overland route that you'll be forced to take to get there (unless, of course, you have a place closer to it to teleport from, which you probably don't at this point in the game). There's some good news and bad news about this adventure. The good news is that, while you'll run into plenty of enemies on your westward journey, most of them won't be difficult for you to kill at all. The bad news? There's a new enemy you'll encounter at least once en route to Vault 112, and it's a variety you've yet encountered. And yes, it's a powerful enemy, indeed!





Expect to encounter plenty of Mole Rats, Bloatflies, and Radscorpions as you go. Radscorpions might give you a minor problem, but Mole Rats and Bloatflies are amongst the weakest foes in the game, so kill them for easy (yet scant) experience. For some reason, there might also be Protectrons roaming around the Wasteland, so lay into them when you encounter them as well (and search their metallic bodies for laser ammunition once slain). If you happen to run into a Super Mutant, you're lucky, because their easy experience is welcome right now. Running into one of them is guaranteed, though -- they don't often roam on the western edge of the Wasteland.



Now, we'll tell you a bit about the daunting new enemy you're likely to run into. These foes are called Mr. Gutsy, and from what we can tell, these robots are American Army leftovers that still manage to function and roam the Wasteland looking for communist enemies that don't seem to exist anymore. So, when you run into them, they'll turn their red ire on you instead. Mr. Gutsy isn't an agile floating robot, but he packs a whallop, with a flamethrower and laser gun able to easily devastate unsuspecting victims. They can also take an intense amount of damage before they are felled, but luckily the experience points make it all worth it. Also making it worth it are the items the two we encountered were guarding. The first one you'll likely encounter near a downed army truck contains some **Cigarettes**, as well as **two Fission Batteries**, and plenty of **5.56mm Rounds**.



## VII. Scientific Pursuits (Continued)

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Proceeding westward from there, the environment will continue to be barren. You may encounter an abandoned settlement or small village long-since destroyed by the nuclear holocaust now two-hundred years in the past, and you may even encounter a train derailed by the explosions that ravaged the nation's capital. And you'll encounter more enemies, no doubt, but nothing you're not prepared for. This is a long voyage -- there's no doubt -- but perseverance will serve you well, for Vault 112 could be right over the next hill.



When you spot a red rocket-like object in the distance, you're on the right track, because Vault 112's entrance is enshrined in that abandoned car garage. Before heading right towards it, however, be certain you explore another abandoned US Army truck adjacent to it. Yes -- Mr. Gutsy will be guarding it -- but the payout for killing him apart from his experience will make this exercise worth it. He's guarding a slew of goods, including a **Laser Rifle**, plenty of **Microfusion Cells** and **Electron Charge Packs**, as well as a truck holding more ammunition in the form of **5.56mm Rounds**, **10mm Rounds** and **Shotgun Shells**. All-in-all, a great payout.



Seek out a door into the garage when you're ready, and equip a melee weapon (we equipped our trusty Chinese Officer's Sword). You'll want to do this in order to save precious ammunition as you deal with the weak Radroaches and Mole Rats within the garage itself. Scour the garage for more items if you want. There are some valuable goods, including a **Conductor**, **Wonderglue**, **Turpentine**, and more, including medical items like **Purified Water** and a **Stimpak**. But it's the electrical switch on the wall near the back shelf on the left that you'll want to hit. This will cause a staircase to show up, which leads down towards the Vault.





There are no enemies to be seen from here on out, but you can still do a little bit of exploration. Head down the stairs and follow the linear corridor until you see a vault door that's eerily familiar to the Vault 101 door you came from. This door, however, leads, to the strange Vault 112. When you enter, continue to follow the linear pathways until you run into a robotic friend named Robobrain, who will hand you a **Vault 112 Outfit** and ask you to get into it. Follow his instructions, having *only* that outfit equipped, and nothing else.



While you can explore the Vault if you so desire, the ultimate goal of this mission (which will bring it to an end) is to reach the circular room at the center of the vault, where machines called Tranquility Loungers are located. There's a couple of empty ones down there, and one of them can be activated, accessed and sat in. Once you do, get ready for a virtual reality ride to last a lifetime. A fake lifetime, anyway.



## VIII. Tranquility Lane

### PART ONE

<b>Steps</b>	(1) Find Dad. (2) Find and speak to Betty. (3) Make Timmy Neusbaum cry. (4) Report back to Betty. (5) Break up the Rockwells' marriage, without killing either of them. (6) Report back to Betty. (7) Arrange a creative death for Mabel Henderson. (8) Report back to Betty. (9) Retrieve the mask and knife from behind the Abandoned House. (10) Kill all the residents of Tranquility Lane. (11) Report back to Betty. (12) Exit Tranquility Lane. (13) Talk to Dad.
<b>Items</b>	None.

### PART TWO

Just what the hell is going on here!? Why, you're in virtual reality, of course! Welcome to Tranquility Lane, a rather ingenious creation for nuclear survivors to live happily in lives they once knew. But you're not here to enjoy yourself, and you're not here to make friends. You're here to get to the bottom of what's going on, and to find your father. Feel free to take a few minutes to explore, talking to whomever you want and entering whatever house you'd like. Most everyone has nice things to say and are enjoying life. This is a real Leave It To Beaver moment, we know. **And PLEASE, don't e-mail us about the alternate route. As the box below indicates, there is a good karma way through. We cover the bad karma route here.**



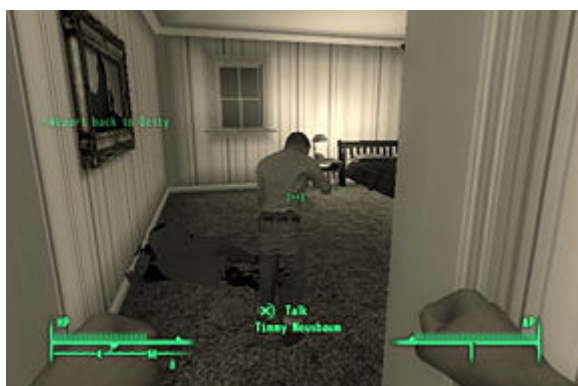
After putting up this section of the guide, we received *massive* amounts of e-mail from you guys, the readers. Therefore, **please keep in mind that our detailed walkthrough for this section is considered the "evil" way of doing it.** To accomplish this part of the game without losing any karma, it's actually easy. Head to the "abandoned house" in the simulation. Here, you'll find five items in the house that must be activated in a certain order (listen for the chimes when the item is activated to see if you're doing it in the right order or not). Once activated properly, a computer will reveal itself. Activate the computer program when prompted to do so, and a communist invasion of the simulation will occur, killing everyone within *for* you, allowing you to ultimately escape with unharmed karma.

Ultimately, however, you'll find that no one has any idea where your father is, and what's more, you seem trapped in this virtual reality. That's where a little girl named Betty comes into play, because you need to find Betty and speak with her. She can be found at the center of the circular neighborhood in a simple playground. Upon speaking with her, she'll show you how bossy she can be, and demand that you play a game with her. There's simply no way around it, you have to agree. And this is when she asks you to make her playmate, Timmy, cry. (If you refuse, you have to figure out a Betty-less way to get out of here, which is possible, but far less fun).

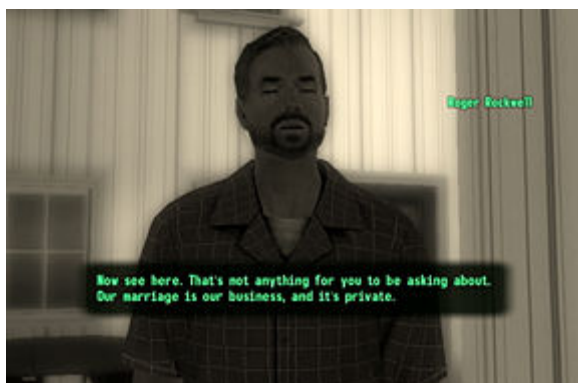




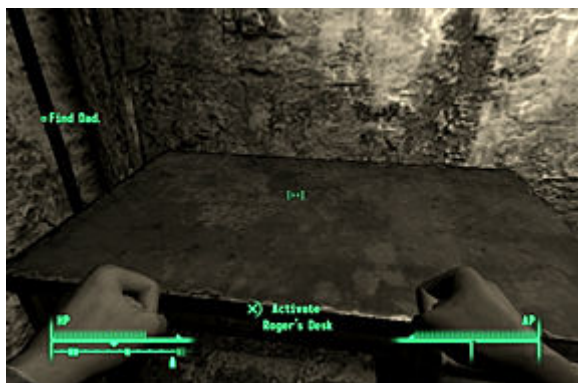
There are a few ways to make Timmy cry, but the easiest (and most sickly rewarding) way is to kill his mother. Timmy's family's house is the one with the lemonade stand in front of it. Head into the house, simply letting yourself in, and seek out Timmy's mom. Then, with your fists, do her in, chasing her around the house as she screams for mercy. This may be sick, but it's necessary (though you can find more subtle ways to make Timmy cry if you must). When you've done the deed, report back to Betty, who will allow you to ask her one question before the game continues. That's when you realize she isn't a little girl at all, but is instead being controlled by an unknown man named Dr. Stanislaus Braun.



Braun asks you next to break up the otherwise happy marriage of the Rockwells. But, you can't kill them, so you need to figure out another way to do it. The Rockwells' house is a house without a fence in front of it, with a slightly-overgrown yard, trees in the front, and a gnome on the small concrete stoop. Enter the house and speak with the Rockwells. You can pry some about their marriage, but they won't be too happy about it. But now that you've introduced yourself to them, it's time to break up their happy marriage. Sorry folks, it has to be done.



Again, there are a few ways this can be done, but this is what we did. Leave the Rockwells' residence and, while facing it, look to your left. The neighboring house there is the Simpson household. Enter the house, and head on upstairs into the master bedroom. Examine the queen-sized bed there, and you'll discover some underwear. Grab these undergarments and run back outside and head into the Rockwell's residence once more. Go into the basement of the house, approach the desk in the corner, and examine it to place the underwear on it. Where are we going with this?



Once the underwear is on the desk, head upstairs and tell Mrs. Rockwell that you say something in the basement she needs to see. While she's curious what you were doing in the basement, you can insist that she come downstairs with you and check out what's down there. She agrees. Go back into the basement and Mrs. Rockwell will automatically be in pursuit. Approach the desk and go through the motions, telling her that Mr. Rockwell is either cheating, or insinuating that he could be a cross-dresser. Either way, Mrs. Rockwell is distressed, running upstairs, out of the house and gone seemingly forever. The distressed Mr. Rockwell will have no idea what hit him!



## VII. Tranquility Lane (Continued)

### PART ONE

Go back and see Betty in the same location she's been this entire time -- the playground at the center of the small neighborhood. She'll be most thankful of the work you've been doing, and you can continue to pry with the doctor controlling her about just what's going on, learning just a little more about the situation here. But Betty -- we mean, Dr. Stanislaus Braun -- has another activity for you. This time, he wants you to kill Mabel Henderson. And you have to do it in a clever way, *not* with your fists. Oh my!





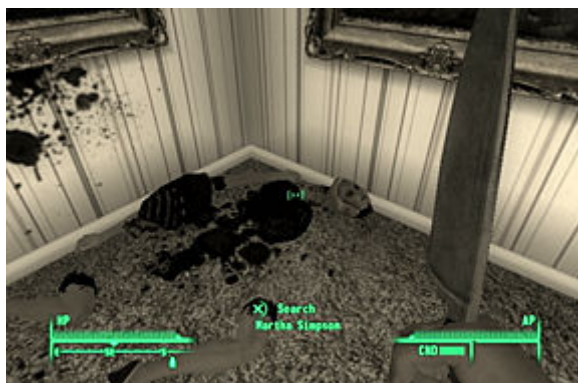
Mabel Henderson's house is located on the other side of the Simpson house (the Rockwell house being on the *other* side, thus the Simpson house being in the middle of the two). Head on in there and, before doing anything, go into the kitchen. Examine the stove and *fiddle* with the pilot light. Just what's going on here? Well, this is a clever way to kill Mabel (though there are others, if you can figure them out). Speak with Mabel hereafter and ask her to make you one of her famous pies. She'll agree and head into the kitchen to pre-heat the oven. When she does this, she'll be met with an untimely death. Poor Mrs. Henderson, flaming to death on the kitchen floor.



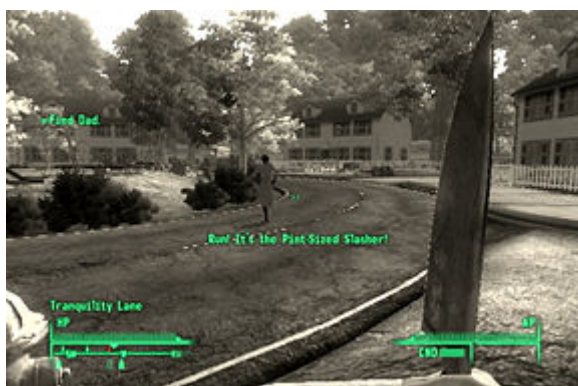
Your time on the demented Tranquility Lane is coming to a close. After Mabel's demise, go back and speak with Betty once more, who will commend you on a job well-done. She tells you there's only one thing left to do, and then you can have whatever you want. She wants you to kill everyone -- *everyone* -- on Tranquility Lane. Oh my! And doing so will require that you grab a mask and knife that Betty has hidden for you near a doghouse at the abandoned house on Tranquility Lane. So what are you waiting for? Go grab your gear!



Seek out the abandoned house -- there's a gate around the house, no one inside, and a doghouse to the right of the house. Examine the doghouse and you'll find yourself automatically equipped with a creepy mask and a gigantic butcher's knife which will be used to execute everyone on Tranquility Lane. Then, try to systematically go around and kill everyone in each house, following each character if they run away from you, *especially* if they run outside (this will confuse things intensely if you let them go).



Having fun? Well, we hope so, because you're losing a hell of a lot of karma from doing this, but you need to get out of this virtual insanity (an odd Jamiroquai reference) and get back to your primary mission. So, killing everyone is your only choice. You don't have to waste time going back to Betty each time you kill someone to see if you killed everyone -- as long as you pay close attention to your screen, you can see that the objective has been successfully completed when the last person is killed (it's important to pay attention since you can't consult your Pip-Boy to see what's going on).



When the last person is killed, visit Betty at the playground and she'll congratulate you on a job well done. Since you've done everything the evil doctor has asked, he's agreed to let you *and* your father (who was the dog in the playground) out of virtual reality, where they can thereafter return to the Capital Wasteland. Good to have all of that fake (yet real) blood off of your hands.



When you're back in reality, exit your virtual reality pod and engage your father in conversation. This can be a lengthy conversation, as you can poke and prod your father for all sorts of interesting information about Project Purity, your mother, Vault 101, and the realities of this post-nuclear world. Once you're done speaking with him, you can then follow him as he books it out of Vault 112 and back to the surface. Once on the surface, this mission comes to an end. It's time to head back to Rivet City and meet up with the famed Dr. Li once more.





## IX. The Waters of Life

### PART ONE

### PART TWO

### PART THREE

### PART FOUR

<b>Steps</b>	(1) Go to the Rivet City Science Lab. (2) Join the scientists at Project Purity. (3) Turn on the Flood Control Pump Power. (4) Get the fuses from Dad. (5) Replace the damaged fuses. (6) Boot up the mainframe. (7) Speak with Dad over the intercom. (8) Drain the intake pipes. (9) Return to the control room. (10) Escort Doctor Li to the evacuation point. (11) Escort Doctor Li through Taft Tunnel to the Citadel. (12) Deal with the Garza "situation."
<b>Items</b>	Fuses (x3), Carton of Cigarettes, Paperweight, Rad-X (x4), Stimpak (x3), Buffout, Toy Car, Lead Pipe, Dirty Water (x3), Whiskey (x2), RadAway (x2), Turpentine (x4), Blood Pack, Mentats, Bottlecap Mine, Dirty Chinese Jumpsuit, Chinese Assault Rifle, Chinese Army Spec. Ops Training Manual, Chinese Commando Hat, Pork N Beans, Beer (x2), Purified Water (x2), Abraxo Cleaner, Wrench (x2), Hammer (x2), 10mm Rounds (M), 5mm Rounds (M), Eyebot Helmet, Hot Plate, Nuka-Cola Quantum, Shotgun Shells (M), .32 Caliber Rounds (M), Conductor, Wonderglue, Jet, Vodka.

Now that you and dear old dad have escaped from Vault 112 and its rampaging alternate reality simulator, you can instantly teleport back to Rivet City to meet back up with your father and his cohorts, the latter of which you met earlier when you yourself first visited Rivet City. Traversing the seemingly-complex Rivet City shouldn't be too much of a chore for you at this point; remember to head away from the marketplace, towards the midship deck to ultimately reach the science lab in the bowels of Rivet City. Here, you'll again meet up with Dr. Li and her cohorts, who are all ecstatic that your father has returned to revive the all-important Project Purity once and for all.

After catching up with Dr. Li and her assistants, speak to your father and let him know that you're willing to help him out. This will catalyze the following events, for everyone will be ready to leave the safety of Rivet City and head back to the location of Project Purity, which as you know is at Jefferson Memorial, east of Rivet City. Since you went there during the quest known as Scientific Pursuits, you should be able to transport yourself there instantaneously. You can then enter the Jefferson Memorial through the gift shop entrance, heading forward, then left at the intersection, and then left once more towards the memorial's rotunda.

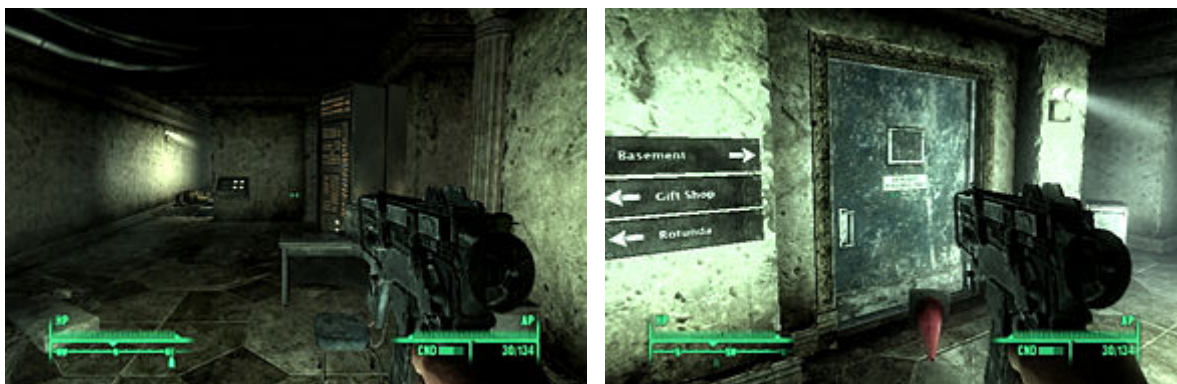


Please keep in mind that this walkthrough assumes that you cleared the Jefferson Memorial of *all* Super Mutants and other enemies during the Scientific Pursuits quest. If you didn't, you may have to run around clearing enemies both outside and inside the memorial before the quest continues. After all, these scientists are defenseless, so it's up to you to protect them under such circumstances.

Here, you can meet several of Dr. Li's staff, some happy and friendly, others rather obnoxiously rude. Nonetheless, speaking with them is only an aside, because you have to head to the rotunda via the door on the left side of the gift shop to find Dr. Li and your father. They might not appear immediately, so run around the circular rotunda for a minute if they haven't yet appeared. Once they do, speak with them both. Dr. Li won't have much to say that's new or important, but your father, after handing off some biblical scripture that was important to your character's mother, tells you your first task. The water pump must be activated so that the project's mainframe can be accessed. Naturally, this task falls on your shoulders.



When you're ready, leave the Rotunda and head back to the memorial's gift shop. While you can (and should) take the time to talk to any of Dr. Li's team that you've yet to talk to in order to figure out their role in Project Purity, your ultimate goal is to head to the back of the gift shop, to the door leading to the sub-basement. Getting there is easy no matter which door you use to leave the rotunda; the square-shaped corridor at the back of the gift shop leads to the door no matter which route you ultimately take. Once through the door, you can then head down the initial set of stairs into the sub-basement's first room. *Remember* -- the Super Mutant threat should have been nullified here, so you'll be in the clear as far as enemies are concerned... for now, anyway.



You're looking for the Flood Control room, and with no enemy threat around (and with no need to collect items, since you likely did that earlier as well), it will be an easy journey. Making things even easier are the signs on the walls that will direct you to FLOOD CONTROL (and other areas). Generally, you'll be heading right from the initial room, down some stairs, through a room with a plethora of bunk beds, and then left at the intersection (keeping an eye out for the aforementioned signs to make sure you're headed in the right direction). Ignore all other offshoots from this path until you reach a dead end, at which point you can head left to the flood control on the wall next to the intercom. Examine it to activate it, and your father will summon you back up to see him in the rotunda.





**IX. The Waters of Life (Continued)**

## PART ONE

## PART TWO

PART THREE

PART FOUR



Your father will then come over the intercom and tell you to speak with him over the intercom for more instructions. The intercom is to your left if you're facing the mainframe. He'll instruct you to come back upstairs and speak with him via an intercom up there, so leave the sub-basement, head back to the gift shop, and once through the door, examine a nearby wall next to the door to find another intercom. A pipe blockage seems to be all that's standing in between your father and his team, and the revival of Project Purity. To reach the blockage, you must head into the sewers underneath the memorial. Backtrack to the initial intersection you reach after entering the memorial, and head right (heading left will bring you back to the entrance, so it would be *straight* from the entrance to the memorial). Then, approach the manhole cover and examine it to head underneath the memorial itself.



The subterranean tunnel the manhole leads you too is completely linear, so with your Pip-Boy's light on, you should have little issue getting to where you need to go, which is the far end of the tunnel. Once outside (go through the door that leads to the Wasteland), examine the red valve to unclog the pipe. The door behind you will lock, but that's okay, because the door ahead of you is now unlocked. But wait -- it seems you have some company. What's this all about!? Enclave soldiers appear, and they aren't here to make friends. As your father scurries to prepare for the Enclave's hostile arrival, you should run through the now-open door ahead of you, down the linear tunnel, and back into the sub-basement of the memorial. Have your gun of choice ready, because this unusually non-violent quest has suddenly turned quite the opposite.





Immediately drop down to the floor below when you find yourself back in the sub-basement. At least one Enclave soldier, dressed in powerful Power Armor, will be gunning at you, so quickly turn left towards a familiar intersection, and then go straight towards the room with the bunk beds that you should be familiar with from our earlier forays down here. There should be stairs in the room with the bunk bed leading upward, but as soon as you arrive on the next floor, be ready to gun down some hostile soldiers. Push leftward through the door and up another staircase to reach the memorial's gift shop. Kill any other Enclave soldiers here and then rush into the rotunda to see what's going on.



The Enclave has indeed finally appeared. After hearing only rumors about their existence and listening to their president, John Henry Eden, on the radio, you now see them in the flesh. Why do they were Power Armor like the Brotherhood of Steel? Why are they acting so violently? And perhaps most importantly, what do they want with Project Purity? Regardless, Dr. Li won't have much to say, so all you have to do is watch the cutscene ensue with the glass surrounding your father, the Enclave colonel and some Power Armored Enclave troops stopping you from interjecting. After killing one of Dr. Li's assistants to show just how serious he is, the colonel seems to have convinced your father to agree to hand the project over to the Enclave.





## IX. The Waters of Life (Continued)

PART ONE

PART TWO

PART THREE

PART FOUR

But it's not so! After messing with a nearby computer terminal, your father, the Enclave soldiers and the colonel all fall to the ground, as your father encourages you to leave immediately before reinforcements arrive. Upon speaking with Dr. Li, you'll be informed that your father unleashed a lethal dose of radiation to kill the Enclave representatives, taking himself with them. To make sure his death wasn't in vein, it's time to get out of here. Follow her as she leaves the rotunda. She'll then run up a corridor briefly before turning right towards another manhole cover. Access this manhole cover to begin traversing the Taft Tunnels.



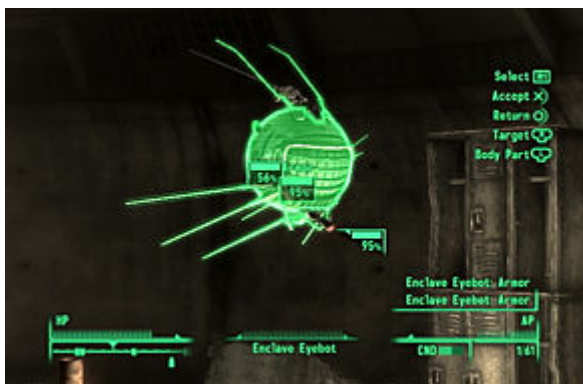
Now, it's time to get your house in order before proceeding, especially because there are a number of ways you can proceed. We opted to do the right thing here and keep everyone alive, but you have the option of killing any of the characters who *aren't* Dr. Li, if you want to lighten your load a bit. Otherwise, keep them alive, speaking to each of them. You can arm Daniel, the rude guy (we gave him a .32 Caliber pistol), but what you do is up to you here. Ultimately, however, you'll want to speak with Dr. Li to get the lowdown on what's going on. She's freaking out, and she makes it very clear that her survival, and the independent survival of Project Purity depends on *you*.



We're assuming you kept everyone alive for the sake of this walkthrough. Talk to Dr. Li and tell her and her assistants to stay behind as you scout up ahead. This will give you a chance to collect some items and gain your bearings without having to deal with their constant annoying chatter. Go down the corridor ahead until it opens up into a more wide-open chamber. Ahead and slightly to the left, you can find a medical kit on the wall which holds **Rad-X** and a **Stimpak**. To the left of that, you can find **Buffout** and a **Toy Car**, but make your voyage on that side quick! You'll become quickly irradiated due to the radioactive waste barrels strewn around that side of the room if you aren't careful. Otherwise, there's not much else to gather here, so run back and get the team you have to protect, and continue down the corridor ahead.



From here, things will initially be safe and quiet, except for the random Enclave Eyebot, who will give away your location if you don't kill them quickly enough (since they are amongst the weakest enemies in the game, however, this shouldn't even remotely be an issue for you). The pathway is linear and you shouldn't have *any* pathway choices to make in the early-going. Be sure to grab the **Lead Pipe**, **Dirty Water**, and **Whiskey** en route to your first pathway choice. Should you go right, or go left? First, go left, telling your team to stay behind. You'll have to navigate through irradiated space once more, but on and around the radioactive barrels you encounter, you should find some **Rad-X**, **RadAway** and **Turpentine**, all of which is worth getting for your ever-growing inventory.



Go down the other route now, with your team in tow. Head all the way to the dead end, where a door must be hacked open via a nearby computer terminal in order to proceed. You *must* move quickly towards the door near the end of the corridor, because there are Enclave soldiers in an adjacent room on your left that don't know you're nearby. Keep everyone past the door as Dr. Li begins hacking the computer, which will take a while. If you have an insane hacking rating, you can do it yourself, but chances are you don't, so be patient (and *quiet*) as she hacks the computer. When she's successful, the door will open and you can proceed down to the next part of the corridor. Be sure to grab the **Stimpak** and other stuff from the nearby medical kit before proceeding.





## IX. The Waters of Life (Continued)

PART ONE

PART TWO

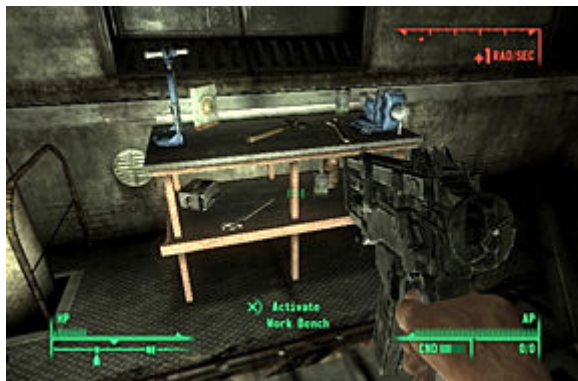
PART THREE

PART FOUR

Bring your team through the door, killing the Enclave Eyebot and Feral Ghouls you're likely to run into on the other side. Then, keep your team stationary as you backtrack to the previous room where the Enclave soldiers are. This time, you're going to open fire on them. There will be two soldiers in the far room on the ground floor, and some Enclave soldiers on the catwalk above. Ignore the latter foes, since they are hard to hit, and run straight for the back room, eliminating both Enclave soldiers there (as you've no doubt noticed, combing their bodies is well-worth it, as they hold **Laser Rifles**, **Enclave Power Armor**, **Enclave Power Helmets**, **Microfusion Cells** and **Pulse Mines**). When they're dead, you can then head into the previous room, dodging fire from above. Search for a desk in a little alcove on the right side of the room and grab the awesome goods there. A **Chinese Pistol**, **Chinese Assault Rifle**, **Chinese Commando Hat**, **Dirty Chinese Jumpsuit** and a **Chinese Army Spec. Ops Training Manual** can all be found here. Grab the goods, and then run back to reunite with your friends.



On your way out, be sure to grab the **Pork N Beans**, **two Beers**, and **two Purified Waters** near the computer terminal. When you get back to your friends, tell them to follow you, and press forward through this new tunnel. More Feral Ghouls and their stronger friends await you, and there may be an Enclave Eyebot or two as you go down the linear series of corridors, but nothing too exciting should be awaiting you beyond that. The corridor seems more complex than it is -- the end of it is a circle which wraps around on itself, meaning the door on the right side of the circle is the only door you have to seek out to proceed. You could, of course, seek out a room on the left side before going through the door on the right. It's highly irradiated, but you can find some stuff on a work bench there, including **Abraxo Cleaner**, **Wrenches**, **Hammers**, and even a **Bottlecap Mine**.



Continue forward through the linear pathways from here until your team suddenly stops following you. It appears one of the guys you're with, Garza, has a heart condition and can't go forward anymore. There are myriad ways to proceed from here, and most of your choices are of the evil variety. If you want to be a good guy (which is what we opted to do in this situation), offer up some of your Stimpaks to Dr. Li. She'll take a staggering five of them from your inventory, which sucks, but this will give Garza the strength he needs to finish our escape. If he's already dead, of course, you won't have to deal with this, and you can use some persuasion techniques to convince the rest of the party to leave him behind. Naturally, how you deal with this is up to you, but be sure to keep the team behind from here as you enter the next room, because two Enclave soldiers are on the catwalk once you enter the room and turn around!



After eliminating this sudden Enclave threat, go back and reform with your team, and head through the now-safe room to the adjoining corridor. As you go, keep an eye out for some valuables -- **10mm** and **5mm Rounds** were found in a footlocker and a desk, while we also found an interesting **Eyebot Helmet**, and a semi-valuable **Hot Plate** as well. When the path splits, first go to your left to grab more goods, such as **Rad-X**, before heading right and up a flight of stairs. Kill the Feral Ghouls guarding the staircase and then begin running through the next series of linear corridors and doorways.



From here, expect a pretty uneventful walk. Keep your gun at the ready in case of any Ghoull appearances, but chances are you've nullified their threat pretty effectively thusfar. As you get to a corridor where you're forced to swing right, be sure to first head to your left, where you can find some random goods, including ever-rare and ever-valuable **Nuka-Cola Quantum**. Then, go down the corridor to a door on your left (the door at the end of the corridor on your right requires a high unlocking skill which we didn't yet have at this point in the game). Examine the electrical switch on the right side of the door to open it, and then head on through.





Ah yes! Friendly faces! *Don't* open fire on the enemy you see, for that's a Brotherhood Paladin in similar Power Armor to the Enclave soldiers we've been fighting this entire time. But hold your fire and examine the extensive supply shelf behind the sandbags. You'll find, amongst other stuff, **Shotgun Shells**, **Dirty Water**, **RadAway**, a **Stimpak**, **.32 Caliber Ammo**, and **10mm Rounds**. After grabbing what you can, proceed down the linear pathway and head towards a ladder that leads topside, grabbing more goods, including some **Vodka** and **Jet** as you go.



...what's this? This building is called The Citadel, and it's the home base of the Brotherhood of Steel. But it looks awfully familiar, and that's because we as Americans know this building today as The Pentagon, the worldwide symbol of American military might. Follow Dr. Li and her cohorts (if any are remaining) as she heads to the building's entrance, guarded by a helmetless Brotherhood Paladin and a robotic creation you've never seen before. After some screaming and shouting into an intercom, Dr. Li gains access to the Citadel, and this quest soon thereafter comes to a screeching halt, just as another seamlessly begins.



## X. Picking Up the Trail

### PART ONE

### PART TWO

### PART THREE

<b>Steps</b>	(1) Escort Doctor Li inside the Citadel. (2) Ask Scribe Rothchild for pre-war computer access. (3) Use the Vault-Tec computer in the Citadel Archives to locate a G.E.C.K. (4) Ask Scribe Rothchild for information about Vault 87. (5) Search Lamplight Caverns for a way into Vault 87. (6) Gain entrance to the town of Little Lamplight. (7) Enter Vault 87.
<b>Items</b>	Bobby Pin (M), Camera, Iguana Bits, Iguana on a Stick, Mirelurk Cakes (x2), 10mm Pistol, Whiskey, Plasma Rifle, Brahmin Steak, 5mm Rounds (M), Ashtray (M), Carton of Cigarettes (x4), Cup (M), Pre-War Money (x3), Hockey Mask (M), Iron, Turpentine (M), Fancy Lads Snack Cakes (M), Glass Pitcher (M), Metal Cooking Pot (M), Clipboard (M), Nuka-Cola (M), Coffee Mug (M), Coffee Pot (x2), Combat Knife (x2), Books (M), Cram (x2), Dandy Boy Apples (M), Noodles, Squirrel on a Stick, Pork N Beans (x2), Pilot Light, Cutting Board, Metal Cooking Pan (x2), Sugar Bombs (M), Bubblegum, Blamco Mac + Cheese (x3), Rolling Pin, Bottle Caps (M), Wonderglue (M), InstaMash, Leather Belt, Tire Iron, .32 Caliber Rounds (M), Sensor Module, Plunger (M), Pack of Cigarettes (M), .44 Rounds (M), Drinking Glass (M), Baseball Bat, Tin Can (M), Potato Crisps (x3), YumYum Deviled Eggs (M), Firehose Nozzle, Brotherhood of Steel Holotags (x2), Teddy Bear, Power Armor, Power Helmet, Fission Battery, Police Baton (x2), Spatula, Iron (x2), Salisbury Steak (x2), Dirty Pre-War Parkstroller Outfit, Paint Gun (M), Milk Bottle (x2), .44 Magnum Rounds (M), Recon Armor, Recon Armor Helmet, Wrench, Scrap Metal (M), Conductor, .308 Caliber Rounds (M), Power Fist (x3), Hunting Rifle, 5.56mm Rounds (M), Missile (x4), Microfusion Cells (M).

Since the last quest and this one basically end and begin seamlessly, you'll have little time to react in between. Simply proceed forward, following Dr. Li and she goes through a door into the inner courtyard of The Citadel. Here, Dr. Li will run into someone she's familiar with, the Brotherhood of Steel's leader, Elder Lyons. Listen to the two of them speak to each other at length, as they talk about the Enclave, Project Purity, and more. Thereafter, Dr. Li declares how tired she is and rushes off to rest, leaving you to your own devices. The Citadel is a large, large place, and we have a lot of ground to explore.

Now, The Citadel seems so large that it's almost daunting. But don't let its perceived size daunt you at all, because it's really not all that big at all. Its *scope* is gigantic, sure, but you'll soon realize there's really only so many places you can actually enter and explore. The three primary areas you should explore are aptly named: Ring A, Ring B and the Lab, which is underneath both Rings. You can enter into Ring A via several doors in the center courtyard of The Citadel (known as The Bailey). Do so and begin talking to all named Paladins and other Brotherhood members you encounter (those without proper names won't talk to you beyond a passing comment, so just ignore them).



There's one very important person you need to speak to before you can do much of anything else at the Citadel, however, and that's the Brotherhood's leader, Elder Lyons (you may have spoken to his daughter earlier). You can learn all sorts of interesting information by speaking to him. He repeats much of the same stuff his Paladins do, but he has in-depth information about the Enclave, the Brotherhood, and more. And most importantly, you can ask him for two important favors, both of which he will easily grant you. The first thing you should ask him is if you can trade with the Brotherhood, and the second is if you can be trained to use Power Armor. He'll grant you both wishes before bidding you adieu.



Now it's time to trade and learn how to use Power Armor. Since Elder Lyons can only be found in the lab area of The Citadel, you'll already be in the proper area to find Knight Captain Durga, the Brotherhood's trader. Speak with her and see her wares, unloading all of the crap you've been holding that you want to get rid of. However, you should hold onto any Power-related gear, since you'll be shortly wanting to wear it (that means you can sell off your weaker garbs). When you're done speaking with Durga, head back outside to The Bailey and find the only guy up there who will actually talk to you at length, a man named Paladin Gunny. Gunny is in charge of training new Brotherhood recruits (known as Initiates), and will gladly teach you how to use Power Armor. The up side to this? Other than getting to wear their incredible armor which you no doubt have been wondering how to wear up to this point, it's learned instantaneously. There's nothing special you have to do. So equip that Power Armor and feel the *power*.





You may have noticed something funny about this place. You're amongst the most dangerous and well-armed people in the entire Capital Wasteland (apart from, perhaps, the newly-arrived Enclave detachment). But when you take the crap lying around, which *isn't* marked red, there is no penalty. Very interesting! This means you should run around and start grabbing as much crap as you can, which you can then turn around and sell to Knight Captain Durga for valuable Bottle Caps. The Bailey doesn't offer much of value (you can find some **Dinner Plates** and **Empty Soda Bottles**, but not much else). So head on inside. We'll begin our valuables hunt in Ring A.



It might seem entirely too devious to be stealing things from the Brotherhood since they've basically taken you in, but even players playing as a strictly well-to-do character can get away with as much thievery as they so choose, so long as they don't try to pickpocket any of the Brotherhood members themselves. Ring A has plenty of crap for you to grab, including myriad goods that aren't too valuable, but that you'll want to pick up anyway. Amongst the more valuable items you should find are **four Cartons of Cigarettes**, **Turpentine**, a **Pilot Light**, **five bottles of Wonderglue**, a **Sensor Module**, and even a **Teddy Bear**. You'll also find *plenty* of food, including some **Fancy Lads Snack Cakes**, **Dandy Boy Apples**, **Noodles**, **Pork N Beans**, **Sugar Bombs**, and more **Nuka-Cola** than you'll know what to do with.



## X. Picking Up the Trail (Continued)

PART ONE

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Now, go and check out Ring B, which has a lot of goods you've already found, and some that you haven't yet. Remember to sell your crap to Knight Captain Durga before coming down here so you don't get bogged down (though if you do become encumbered, the trek to the lab isn't *that* bad, so you could just keep collecting things at will). You can find **Power Armor** and a **Power Helmet** here, as well as other valuables, like a **Fission Battery**, **Recon Armor**, a **Recon Armor Helmet**, a **Conductor**, a few **Power Fists**, and at least **four Missiles**. Nice!



After selling off your stuff from both Rings A and B, you can explore the laboratory itself, underneath The Citadel, to find the last remaining stuff you can sell back for a pretty profit (if Knight Captain Durga is running low on funds and can't cover the cost of a full trade, either repair your equipment to funnel money back to her, or teleport somewhere else to sell the crap, like Rivet City or Megaton). The lab will have much of the same stuff you've been finding, but there are a few notable things you'll want to find, including some **Power Armor** and an extremely powerful weapon, the **Plasma Rifle** (go ahead and ditch that Laser Rifle now, as this is more powerful). Then, sell everything you find one last time to Durga before proceeding with the actual story.



The person you need to find is Scribe Rothchild, a keeper of knowledge for the Brotherhood of Steel. This older gentleman is roving around in the Brotherhood laboratory underneath The Citadel, but he's not that easy to find, because there are a *lot* of scribes down there. Rothchild's name will appear when you're near him, however, so you should be able to pick him out eventually. None of the other scribes will engage you in any meaningful conversation, so it will be hard to mistake him for someone else. When you speak with him, you'll dispense with the pleasantries and cut to the chase. Is there a G.E.C.K. in the area? Apparently not, but perhaps the pre-war Vault-Tec computer upstairs will help.



Leave the laboratory, heading back upstairs to Ring A. With your back facing the lab's door, head right, all the way down the corridor into the room with some computers within. The computer in the far corner is the Vault-Tec pre-war computer you seek. No hacking is necessary, so simply examine it to logon. Then, begin browsing the computer's contents. You can read as much as you want, but if you want to cut to the chase, examine everything having to do with Vault 87. There's a possibility that Vault 87 has the G.E.C.K. we seek according to the computer. With this relevant information, it's time to speak to our scribe friend again.





Scribe Rothchild can again be found down in the laboratory. When you run into him, tell him what you found and he'll tell you he knows a thing or two about Vault-Tec Vault 87, but it's nothing too useful. In fact, other than location, the scribe can tell you very little about Vault 87 in particular, though he'll walk you over to a map and show you precisely where you can begin looking for it (the location will thereafter be added to your map, though you won't be able to teleport there instantly without first finding it on your own). Dispense with the pleasantries hereafter and leave The Citadel when you're ready. You don't actually have to leave the walls to teleport though -- you can teleport once you're in open air, in The Bailey).



If you've gotten this far, then it's 100% guaranteed that a location south of Vault 87 will have already been visited, and thus unlocked for your use as an instant-teleport location. And that place is Smith Casey's Garage, on the far west end of the Capital Wasteland. Teleport there instantly when you're geared up and ready to go. You'll want to head northward, though you can get an exact northern-route reading by having your Pip-Boy designate the current quest as your active one, thus giving you a target location as you go (just look at your compass).



## X. Picking Up the Trail (Continued)

### PART ONE

### PART TWO

### PART THREE

As you head north, expect to run into your normal batch of Wasteland enemies. Radscorpions, Vicious Dogs, and others will be giving you a hard time, but our voyage northward was unexpectedly quiet for the most part (naturally, this might differ for you). Ultimately, after going through several rocky outcrops and areas that were clearly once wooded, you'll see what appears to be a shack in the distance, with an old RV next to it. Explore the small shack to find foodstuffs and ammunition -- **Sugar Bombs**, **Salisbury Steaks**, and more, with some **10mm Ammo**, **5.56mm Ammo** and others thrown in the mix. Then, approach the path to the wooden door that leads into a cavern, which is to the right of the shack. Welcome to Lamplight Caverns.



At this point, many gamers are going to have to defer to the Rescue From Paradise quest/side quest. We call it both a quest *and* a side quest because the mayor of Lamplight Caverns may deny you access. If he does, then Rescue From Paradise is a mandatory quest in order to gain entrance. If the mayor lets you in, however, Rescue From Paradise goes from mandatory to optional. Keep that in mind going forward!

Head forward down the dank cavern until a young man, the mayor of Little Lamplight, intercepts you. As the note above states, he might deny you access outright if you can't convince him you're a good adult (known to these kids as mungo). If you can't convince him, you'll have to come back after doing the Rescue From Paradise quest. But if he lets you in, you can begin to talk to him at length about the Little Lamplight settlement. You'll learn that this is a settlement comprised entirely of children. When these children come of age, they are kicked out of the settlement and are forced to go to another settlement known as Big Town, which you may or may not have been before.





You've likely noticed by now that you can't draw a weapon here, so there's not gunning your way through. I guess Bethesda had to draw the line *somewhere*, and that somewhere is that you can't kill children in Fallout 3. So, you'll need to speak to everyone and let your vocals do the talking as opposed to your gun (which will fit many gamers' styles, anyway). The children in Little Lamplight have a remarkable society built up around them. Each of them serves a purpose, has a job in the small society, and generally take care of one another. Make sure to explore the cavernous settlement at length in order to find everyone and speak to everyone. But in general, you'll want to keep your hands to yourself and not steal their stuff. In fact, there's little of real value here anyway, so let's cut to the chase, shall we?



We're not here to chill with the residents of Little Lamplight. We're here to use them to get into Vault 87, so that our main quest can continue. You have two ways of getting to Vault 87, and we only cover one of them here -- the much simpler, easier path. To successfully get to Vault 87 this way, you need to have an average hacking skill. If you don't, speak to the mayor and gain access to a route called Murder Pass, which you will need to traverse in order to get to Vault 87. But if you have an average hacking skill, which you should by this point in the game, then you can seek out the oldest resident of Little Lamplight, a kid named Joseph. When you find him and speak with him (he's usually in the huge cavern at the back of the settlement), pick his brain about the door to Vault 87.



When you do, Joseph will agree to lead you to a computer so that you can try to open the door it's attached to. This is where your hacking skill comes into play. Follow him as he runs to the computer (he'll stop multiple times en route to make sure you're still with him, so speak with him to get him running towards the destination again). When you get there, examine the computer and hack it as you've hacked so many computers before. Then, use the now-unlocked computer to open the door adjacent to you and go through it. This is the entrance of Vault 87. Congratulations! We can now proceed with our mission.



## XI. Rescue From Paradise

### PART ONE

<b>Steps</b>	(1) Gain entrance to Paradise Falls. (2) Find and speak with the kidnapped Lamplighters. (3) Meet the children southwest of Paradise Falls.
<b>Items</b>	Lock and Load Supply Key, Tire Iron, Combat Knife (x2), Baseball Bat (x4), Sledgehammer, Lead Pipe, Police Baton, Ashtray (M), Scrap Metal (M), Whiskey (M), Large Whiskey Bottle, Assault Rifle (x3), 10mm Pistol, Silenced 10mm Pistol, 10mm Submachine Gun, .32 Pistol (x3), 10mm Rounds (M), Bottle Caps (M), Leather Armor, Raider Blastermaster Helmet, Raider Psycho-Tic Helmet, Sawed-Off Shotgun, Shotgun Shells (M), Stimpak (x6), Switchblade, Milk Bottle (x5), Box of Detergent (x4), Pre-War Parkstroller Outfit, Pilot Light (x2), Mirelurk Cakes, Plates (M), Beer (M), Drinking Glass (M), Nuka-Cola (M), Coffee Mug (M), Power Fist, Vault 77 Jumpsuit, Burn This Goddamn Jumpsuit, Hockey Mask, Cutter's Medical Supply Key, Buffout, Jet (x3), Med-X (x5), Mentats (x4), Dirty Water (x4), Empty Syringe, Rad-X (x4), RadAway (x6), Scalpel, Surgical Tubing (x2), Wasteland Surgeon Outfit, Combat Helmet, Junk Food (x2), Squirrel Stew, YumYum Deviled Eggs, Vodka, Wine (x3), Sexy Sleepwear, Holotape, Whiskey, Pre-War Money (M), Nuka-Cola Quantum (x5).

### PART TWO

Rescue From Paradise, for us during our initial playthrough, was a mandatory quest. But, if you manage to breach Lamplight Caverns and get past the child mayor of the settlement, you won't have to do this quest, which turns it from being mandatory into optional. So, you may encounter this differently depending on how your own game goes, but either way, we're going to cover it for you. Rescue From Paradise revolves around rescuing some of the young members of the Lamplight settlement (thereby mandatory for some gamers to continue the quest). To get there, you're going to likely have to teleport to a place already on your map -- we went to the abandoned town of Minefield, which is far due north of the Super Duper Mart. You may need to find another place in which to spring off from, but that's where we did so. Paradise Falls is due north of Vault 106, Arefu, and Seneca Station, so any of those places would work as well.

Our journey brought us across several beastly enemies. We fought some Radscorpions and creatures of that nature, but we also dealt with a plethora of Super Mutants and Super Mutant Brutes en route. Your experience might vary depending on where you're springing off from, but if you're coming from Minefield and heading westward towards Paradise Falls, then chances are you're going to run into Super Mutants like we did. Keep your guns at the ready, remembering that Super Mutants seem extremely susceptible to laser weapons (our Plasma Rifle was housing them as if they were barely there in the first place).



You'll know you're approaching Paradise Falls when you begin encountering some shanties and other barely-standing buildings. Of course, a similar scene can be found all over the Capital Wasteland, so more specifically, you're going to want to keep your eyes peeled for a megalith in the distance -- a humongous humanoid statue that indeed resembles Bob's Big Boy. This obvious take on the Big Boy will surely direct you to Paradise Falls, which is built up adjacent to the long-abandoned fast food restaurant it represented.



It's important for you, the reader, to know that there are several ways you can get through this area. Because the residence of Paradise Falls are slave traders (or slavers, for short), they are bad guys. So it's actually a *good* thing in terms of your karma to kill every living resident of Paradise Falls. This is how we played this. But keep in mind that if you're playing as a bad guy or in search of bad karma, you have to treat the slavers as friends and make a deal with them to get your friends freed. There's several ways to do this, from bribing them to forcing them to accept you. We don't cover that here, however.

The entrance to Paradise Falls proper is actually down a garbage and scrap metal-ridden path near the side of what was once a fast food restaurant. It's guarded by several guards, and when you first approach them, the game will automatically take over and put you into a conversation with the lead guard. You can either talk to him from here, threaten him, try to win him over (as mentioned above), or opt out of the conversation completely. You must to the latter in order to get good karma here, opening up fire on him and his nearby cohorts thereafter. Try to get as close to the initial guy you kill before opening fire; this way, your hit rate will be as high as you can get it. Keep in mind that as soon as you open fire, however, things will get a little rough.



To persevere, you have to get through the initial guards of Paradise Falls. Be sure to pick their bodies clean of all of their goods, from weapons to armor to ammunition. They all should have pretty good stuff on them. *Be absolutely sure* that you grab the **Paradise Falls Box Key** from one of their bodies before going through the door into Paradise Falls proper. That key is what will allow you to open the cells where the children from Lamplight are being held at the back of the compound, but first you have to get through about a dozen angry slavers, some better-armed than others, but all pretty upset that you're killing their friends. Oh, and if you're especially lucky, expect to find a **Mesmetron** on one of these early slavers.





## XI. Rescue From Paradise (Continued)

### PART ONE

### PART TWO

The key to surviving such a bloody melee is simple -- patience. If you're patient, keeping a well-defended and fortified position while concentrating on killing a single slaver at a time, you should have little issue surviving the fray. In Paradise Falls proper, keep clicking the VATS button to identify new threats around you at all times, and try to pick as many off as possible from the well-fortified area in front of the initial door before pushing further into the compound. Keep an eye on your flanks and try not to get too inundated with enemies. If two or more guys are giving you a hard time at once, a grenade or mine (or missile launcher!) will help your cause greatly. Only when it appears that all enemies in the area are killed should you then take the time to pick their bodies clean of their myriad valuables.



So, the coast is clear, but it's not time to free the prisoners yet, because there are still stragglers about. The first building you'll want to enter is on your left after entering the main area of Paradise Falls. It's the weapon shop of the slavers, and it's called Lock and Load. Within, you're likely to find two well-armed, hostile slavers. Take them both out as quickly as you can and then pick their bodies clean (grab the **Lock and Load Supply Key** from one of their bodies). All of the weapons lying around on the counter, in lockers, and boxes are yours for the taking. Expect to find a lot of stuff here (you may need to head back to Megaton or Rivet City and unload some of it before proceeding). Amongst the more valuable things are **three Assault Rifles**, a **Silenced 10mm Pistol**, a **Sawed-Off Shotgun** and **two Stimpaks**, but you'll find much more than that in total. You can explore the back room and basement, but other than a bed to sleep in, you'll find little else of interest.



Leave the arms shop and run straight across to the door ahead (which would be on your right if you were just entering the area). This is the slavers' barracks, and should be guarded by two well-armed women who will attack you as soon as you enter. Take them both out as quickly as you can, combing their bodies for goods. Then, concentrate on searching around for anything you might want to take with you. Regrettably, there's little of any substantial value here, but you can find **Boxes of Detergent** and **Milk Bottles** aplenty. The real valuable stuff is in the **Power Fist** you should find, as well as the numerous bottles of **Whiskey** lying about. You can also grab **Nuka-Cola** from the machine and **Pilot Lights** from the two ovens.



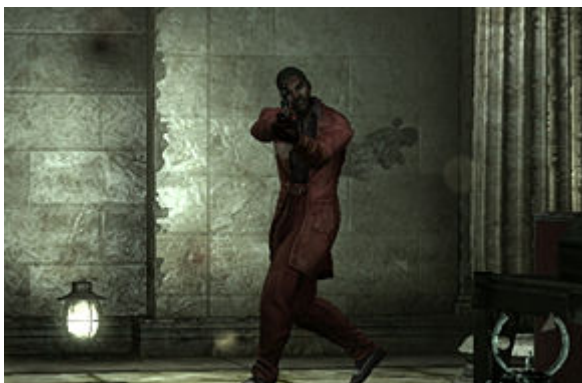
Adjacent to the barracks, once outside, is another set of doors. A sign that says CLINIC is outside, so you know you're entering the slavers' medical area. The slavers' doctor will attack you when you enter (don't let down your guard if no one seems to be there... the doctor could be in the back room). Cap the doctor and search her body to find, amongst other valuables, **Cutter's Medical Supply Key**. Use it to open the desk and medical kit along the wall, where numerous valuable medical items can be found. **Stimpaks**, **Med-X**, **Rad-X**, **RadAway**, **Jet**, Buffout and **Mentats** will be amongst the booty here. Grab what you can, sleep off any injuries in the back room if you so desire, and then head back outside.



Before going into the slavers' boss' house and taking him out, you should now take the time to explore the open air kitchen and eating area the slavers utilized before you wiped them off the face of the planet. There's not much in the way of valuables, but you can still find some good stuff, including **Junk Food**, **Squirrel Stew**, **Vodka**, and **Wine**. All are good items to have on you, especially the latter, which are valuables you can sell once you get back to society (relatively speaking, of course).



Now, the only other house you have to explore is on the far left end of the compound, by some flaming barrels before you reach the final slave holding region. Within, you'll find the slavers' leader, and likely no one else. In fact, he'll likely be in his large bedroom to the back of the building, so he might not even hear you come in, giving you a distinct advantage in this battle. When he opens up on you, he won't be able to do much damage, so rush him with a powerful weapon and VATS his head into oblivion. After searching his body for goods, begin running around and grabbing all of the **Whiskey** lying around, as well as a **Combat Helmet**, **Sexy Sleepwear**, and at least **five Nuka-Cola Quantums**. Once you've combed the building for goods, head outside. (The slavers' leader will also have another **Paradise Falls Box Key** on him if you were unable to get one from the bodies of the men guarding the entrance to the compound).





The pens where enslaved children and adults alike are being kept is at the back of the compound (if you're lost, use VATS until you hone in on a Brahmin -- they are located near that beast of burden). There are two gates parallel to one another that need opening with the same key. On the left, you will find some of the children (behind them is a door leading to their chamber -- nothing but radioactive mushrooms to see there). Next to them, more children are being kept with adult slaves. Free them as well (speak to each of them and encourage them to run while the going's good). They also have a chamber with nothing worth exploring within.



Once the slaves are freed and the slavers are dead, you're free to leave Paradise Falls. Head towards the entrance to the compound, and once on the other side, begin seeking out one of the children you just freed (since you can't target children, VATS won't work in this capacity). To end this mission, you *must* first find one of the children so they can thank you before heading back to their settlement. Only then will the quest come to an end and your experience reward be released to you. Good work! You just did a really good deed in this every-man-for-himself post-apocalyptic hellhole known as the Capital Wasteland. For those who were doing this in order to finish the main quest Picking Up the Trail, you can now head back to Little Lamplight and get to business. For those who were doing this just for the fact that it was an optional side quest, you can move onto whatever else it is you want to do.)



## XII. Finding the Garden of Eden

### PART ONE

### PART TWO

### PART THREE

### PART FOUR

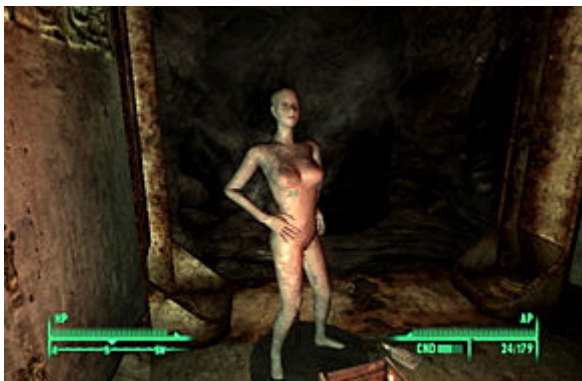
<b>Steps</b>	(1) Retrieve the G.E.C.K. (2) (Optional) Rescue Fawkes from the Observation Cells. (3) Escape from Vault 87.
<b>Items</b>	Bottle Caps (M), Motorcycle Gas Tank, Pre-War Money (x3), Turpentine (x3), Railway Spikes (M), Mentats, Stimpaks (M), .32 Caliber Rounds (M), .32 Pistol, Stealth Boy, Toy Car (x2), Box of Detergent, Scrap Metal (M), Wonderglue (M), Plunger, Sensor Module (x2), Pressure Cooker, Camera (x2), Combat Knife (x2), Nuka-Cola, Carton of Cigarettes (x6), Cue Ball, Medical Brace (x3), Med-X, Crutch (x4), Surgical Tubing, Whiskey (x2), Abraxo Cleaner (x2), Cherry Bomb (x4), Leaf Blower (x2), Knife (x4), 10mm Rounds (M), Lawn Mower Blade, 5.56mm Rounds (M), Frag Grenade (M), Blood Pack, Dirty Water, Pack of Cigarettes (x2), Metal Armor, Firehose Nozzle, Paint Gun (x2), Conductor (M), Steam Gauge Assembly (x3), Fission Battery, .44 Magnum Rounds (M), Scoped .44 Magnum, RadAway (M), Laser Rifle, Darts, Pugilism Illustrated, Microfusion Cell (M), Nuka-Cola Quantum, Rad-X (M), Purified Water (x4), Forceps (x2), Spatula, Leather Armor, Recon Armor (x2), 5mm Rounds (M), 10mm Pistol, Pre-War Money (M), Scotch, Recon Armor Helmet, Laser Pistol, Advanced Radiation Suit, Vacuum Cleaner (x2), Scissors (x2), Merc Adventurer Outfit.

As has been the case with several quests so far in the game, the ending of the last quest will work in seamlessly with the beginning of this quest. Again, *this walkthrough assumes that you've accessed Vault 87 via the door at the back end of Little Lamplight*. You can access the Vault via Murder Pass if you speak to the mayor and gain access to it, but why do that if you don't have to?

In the room adjacent to the initial room you enter after breaking through the Vault's barrier door, you'll find plenty of goods. Search the bins, filing cabinets and locked safe; you should find some **Bottle Caps**, **Turpentine**, **Mentats**, a **Stimpak** and more. In the safe, you'll find a **.32 Pistol** and some **.32 Rounds**, as well as a **Stealth Boy** and more. You should also take time to access the journal entries on a nearby computer (most are corrupted, however). These should give you a decent illustration of life in Vault 87. Now, it may seem as if you can't go anywhere from here, but nothing's further from the truth. Next to the computer is a door and a switch to open that door; you just need to bust through some debris in order to access it.



Proceed out of the door and swing leftward at the first chance you get (heading forward to the door will lead to a small room with a mannequin standing there, and little else). Head up the stairs and continue down the linear pathway you encounter from there. When you reach the end of the path and you can head either right or left, you'll want to head left. Heading right will lead to Murder Pass, which is the alternate route you'd have to use to access Vault 87 if not for your hacking abilities in getting in here through the front door. You can scour this path to kill enemies you would have otherwise missed for precious experience and dropped goods, but it's not necessary. Instead, when you head left at the juncture, you'll run into a couple of Super Mutants, which you can quickly drop before scouring the room. You won't find much of value, but searching carefully will net you a valuable **Sensor Module**, as well as plenty of **Wonderglue**.



When you're ready to proceed, head through the other door in the room, down a short corridor, and up the stairs on the other side. When you arrive in this next room, chances are you'll be dealing with another Super Mutant (although ours was armed with only a Nailboard, so he was easy to take down). After killing him, swing around the square-shaped corridor to the dead end just to the right of the door, where you can grab some **Whiskey**. Then, head up another set of stairs off of this room and through the red-illuminated door waiting for you. This is Vault 87's living quarters, but you'll find this initial room to be rather quiet. The glass-covered corridors on either side of this room are empty, so to proceed, head through the door ahead and climb yet another flight of stairs thereafter.





When you run up these stairs, expect to find a couple of Super Mutants, including a powerful Super Mutant Master waiting for you at the top. Point-blank them in their domes, scouring their bodies for any goods you might need. Then, run up another nearby staircase to go even higher into Vault 87. This dark room has a primary exit out of it via a door on the far side of the room, but first you'll want to explore the room and the four small offices that extend from each corner of the room. A thorough examination of your surroundings should net you all sorts of goods, from a **Stimpak**, **Medical Braces** and **Med-X** to a couple of **Combat Knives**, a **Nuka-Cola** and a couple of bottles of **Whiskey**, amongst other goods.



## XII. Finding the Garden of Eden (Continued)

PART ONE

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Now, the only unsearched room we've left behind is the room behind a door straight ahead. Within this room are some gross Gore Bags, some shelves, and a lot of other stuff that makes this room a bona fide mess. Search through everything in here to find quite a few useful goods. You can find a **Leaf Blower** and a **Lawn Mower Blade**, some **10mm Rounds** and **5.56mm Rounds**, **five Frag Grenades**, a **Blood Pack**, some **Dirty Water**, and more. After grabbing all of that stuff, head back into the previous room and go to the doorway with the stairs leading downward that you took into this room in the first place. While facing that doorway, look to your left for an unexplored corridor. Traverse it towards the staircase and head on upstairs from there, with your gun at the ready, since Super Mutant variations can be around any corner.



Expect a Super Mutant Master at the top of the stairs, who should be dealt with posthaste before proceeding. There are several rooms off of this corridor that are worth exploring, the first of which being the bathroom you encounter on your right. Grab the **Pack of Cigarettes** from the garbage can before going back into the corridor. The next room over on your right is also a bathroom with little of interest within. Both doors on your left, however, will lead to the series of catwalks overlooking a previous area we've traversed. Expect to Super Mutant Masters to bust out of the door on the far side of the catwalks, both armed with Chinese Assault Rifles. These guys can be a handful, so chuck some grenades at them and plant some mines at your feet before backtracking down the corridor and down the staircase. The two foes' health meter should both be significantly damaged from the barrage of explosives you sent their way, so as they come down the stairs after you, have your strongest Mutant-killing weapon equipped (like a Plasma Rifle) to take them both down with some well-aimed VATS-assisted headshots.



With those foes dead, you can proceed ahead with relative immunity. Swing to your left (ignoring everything on your right for now, since that's the direction we'll have to ultimately head down). The final room on your left will have a locked door within it (we couldn't open it), so head down the stairs at the end of the corridor into a secluded office below. A couple of Super Mutant Masters will likely be waiting here, so again, damage them with explosives and lure them up the stairs and onto the corridor, where damage can be dealt safely and from a distance. When they're dead, head down to the office they were guarding. **Metal Armor**, a **Steam Gauge Assembly** and a **Conductor** are amongst the valuables in there. If you examine the computer and read each file there, you can also unlock the wall safe near the computer, where more items can be found, including a **Scoped .44 Magnum** and **.44 Rounds** as well.



Now it's time to head back upstairs in order to explore the rest of that corridor. The only unexplored corridor will be on your left as you head down the pathway in the other direction. Explore it to find plenty of items, including three doses of **RadAway**, **Pugilism Illustrated**, some **Microfusion Cells** and a **Laser Rifle**, amongst some other goods. After exploring that room, make sure you have your strongest rifle strapped and ready to go, and head up the stairs to the corridors above. Immediately on your right, you'll see a corridor blocked off by some debris with at least two Super Mutants on the other side. Take care of them through holes in the debris so you don't have to deal with them later. Some well-aimed Frag Grenades will do them in nicely when combined with a spattering of Plasma Rifle shots. How you handle them is up to you, but since they are tough Super Mutant Masters, it's in your best interest to handle them here before you run into them face-to-face a little later.





When they're dead, continue along the pathway, ignoring the radiation-laced and extremely dark corridor on your left (it leads to a dead end, and you'll get radiation sickness *real* quick if you aren't careful). Instead, follow the pathway as it winds towards an office on the inside of the corridor on your left. Within should be another Super Mutant, so eliminate him any way you can, and then explore the office he was guarding. The first thing you'll want to do is hack the computer sitting on the desk, which will open a wall on the safe. Then, explore the contents of the safe and the rest of the room to find all sorts of good stuff, including (but not limited to) a bunch of **Microfusion Cells**, some **Rad-X**, a **Conductor**, lots of **Purified Water**, **RadAway**, **Stimpaks** and more. After exploring here, continue along the linear corridor. If you go left and down a staircase at some point, you're going in the wrong direction. Instead, proceed until you get to a staircase leading up to a door bathing in a bright red light. You're on the right track once you've found this door.



## XII. Finding the Garden of Eden (Continued)

[PART ONE](#)

[PART TWO](#)

[PART THREE](#)

[PART FOUR](#)

Once you're through into Vault 87's testing area, the first room you're going to want to search is on your right. However, a Super Mutant Brute is likely to come out in search of you first, so let him come out, cap him, and then explore the room he was guarding thoroughly. **5mm Rounds**, **10mm Rounds**, **Scotch**, **Pre-War Money** and more will be yours upon careful exploration. Thereafter, head back into the corridor and continue down it for a brief time until you find a door on your left, marked Test Chamber 01. Within, you'll find a horribly mutated body. Just what's going on in this vault!?

Regardless, when you emerge from the mildly-irradiated room, expect to run into another Super Mutant and one of their Centaur friends, both of which can be felled rather easily.



Eventually, you'll come to a red-hued area of the corridor with a door on either side of the pathway. The door on your left can be opened, but is otherwise blocked by debris, so there's not much we can do there right now. On the right, however, you can find an unlocked office with plenty of goods to grab within. You can even read another computer's worth of information about the going-ons at Vault 87. Either way, don't leave without grabbing some goods, including a **Stimpak**, some **Dirty Water**, a **Medical Brace**, and more. Once back out on the pathway, simply proceed forward until you hear a voice asking you for help. Just who could that be!?



The grumbling you hear is from an imprisoned Super Mutant named Fawkes, who is begging you to let him out. This is most unusual, of course, because not only have we heard much in the way of comprehensible language from Super Mutants in the past, but this one doesn't seem violent at all. Instead, he's asking for some help. **Gamers looking for bad karma shouldn't free Fawkes unless they intend on killing him once he's freed.** Those looking for some good karma *and* a much easier finish to this side quest should, indeed, free Fawkes. It turns out he really is a good Super Mutant and will prove himself invaluable once you free him.

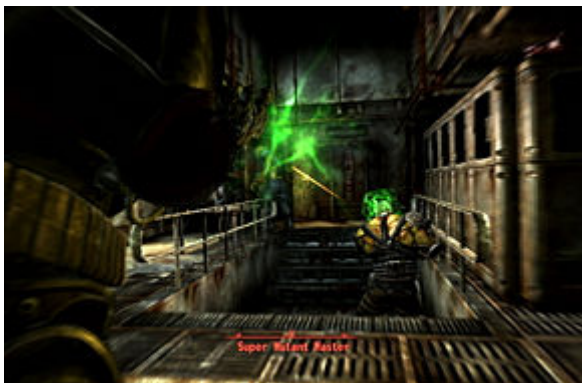




To free him, you have to seek out a fire alarm system that, once activated, will open *all* of the locked cells in the area, including Fawkes'. To get there, head left, and then forward from Fawkes' cell, swinging left again down a red-hued corridor. All of the doors on this corridor are locked and can be unlocked with a high hacking skill, but you can skip all of that and head to the final room on your right, which is guarded by a couple of Super Mutants. Upon killing those foes, examine the computer setup they were guarding. The larger mechanism will free all of the cells, but if you want to specify which cells to open, you can try to hack the adjacent computer. We recommend opening all of the cells at once, however. The experience gained from killing the foes you encounter is well worth it. When you leave the room, get ready to kill the Centaurs, the human named Cid, and any other enemy you freed. But it's reuniting with the now-free Fawkes that's of the utmost importance here, because he's going to make your life a lot easier going forward.



Talk to Fawkes to learn more about his unfortunate situation. You should also offer to trade equipment with him so you can grab the three **Stimpaks** on his person before proceeding. From here, for quite a while, it's going to be all about following Fawkes as he traverses these corridors he's plenty familiar with. The first hostile area he'll lead you to will be at the end of the corridor away from his holding cell, where you'll encounter two well-armed Super Mutants. Let Fawkes get into the fray to help you out, but be extremely careful of two things. The first thing is, you don't want your stray fire to hit Fawkes. Do this a few times, and he'll permanently turn on you, forcing you to pacify him by killing him (which would be unfortunate). The second thing to be careful of going forward is to get in on the kills. Laying the killing blow on the Super Mutant enemies here is the only way you're going to be able to earn experience from their deaths, so make it count. Fawkes can do a lot of damage, but you'll ultimately want to gain the experience for killing those foes for yourself.



## XII. Finding the Garden of Eden (Continued)

PART ONE

PART TWO

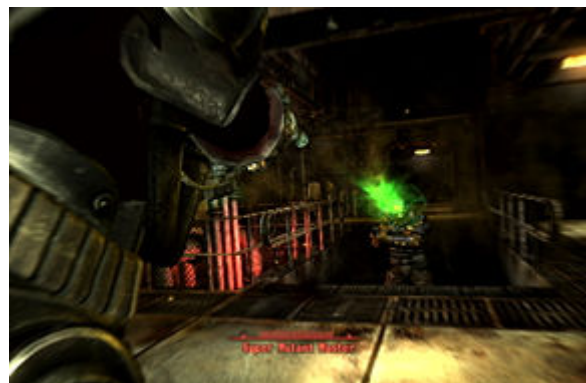
PART THREE

PART FOUR

Beyond the room where the two Super Mutants were killed is another room with two doors leading out. Unfortunately, one of those doors is locked, so follow Fawkes as he goes through the other door and up a flight of stairs thereafter. Fawkes will likely run forward from here to engage another Super Mutant Master waiting up ahead. Let Fawkes do him in, trying to get some shots in on the foe as well. From here, Fawkes will then turn left and through a door into another room (following the corridor to its conclusion will lead to a door we couldn't pick open). It's in this room that you'll find another important computer terminal. Make sure to hack this computer here. Once hacked, activate the computer again and unlock the storage room door. This storage room, which we've yet visited, has something very important you're going to need if you want to survive the following adventurous end to our mission.



Remember that door we *just* mentioned that we couldn't open? Well, once that computer is hacked and the storage room is opened, you can now open that door. Why? Because that door leads to the small storage area, and you're going to want to make sure you visit it before proceeding. It has an **Advanced Radiation Suit** within that you're going to need shortly, as well as some other goods, like **Recon Armor**, a **Recon Armor Helmet**, a **Laser Pistol** and more. Once you grab the goods, backtrack towards the computer and continue along the linear pathways ahead. Chances are Fawkes has outrun you considerably by now, so you won't catch up with him for a minute. In the meantime, clear the next room you reach as you follow the corridor of any Super Mutants, and explore the room for a **Steam Gauge Assembly** and two **Vacuum Cleaners**, valuable items for resale if you have the room to carry them at this point (chances are, you don't).

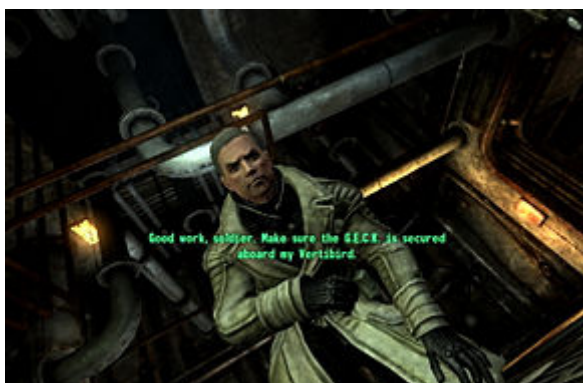




When you get to a room washed in a green light, you know you're on the right track. This is likely where you're going to run into Fawkes again. Let him clear the rest of the way for you if you're running low on health (otherwise, get involved in the fray). Eventually, the action will stop and Fawkes will turn to you to let you know that you're close to the G.E.C.K. The radiation suit we got earlier was important to acquire because of the simple reason that if you don't want to send Fawkes in to get it for you (or don't have that option because you killed him), you can don the suit and, combined with RadAway and Rad-X use, survive the run to get the G.E.C.K. Otherwise, there's simply no reason not to send Fawkes in to get the G.E.C.K. When he returns with it, grab it from him and he'll run off, leaving you to your own devices.



It's time to leave Vault 87. Since all of the enemies within should already be cleared, you can run back towards the way you came without having to deal with any stray foes. However, you won't get very far in your run. As you run down any given corridor, you're likely to be overcome by Enclave forces, and soon thereafter approached by an Enclave military leader named Colonel Autumn. After seizing the G.E.C.K., you'll wake up in an Enclave cell being interrogated by the Colonel. Resist him, and soon John Henry Eden, the president of the Enclave himself, will begin speaking with you. And just like that, this quest comes to a conclusion.





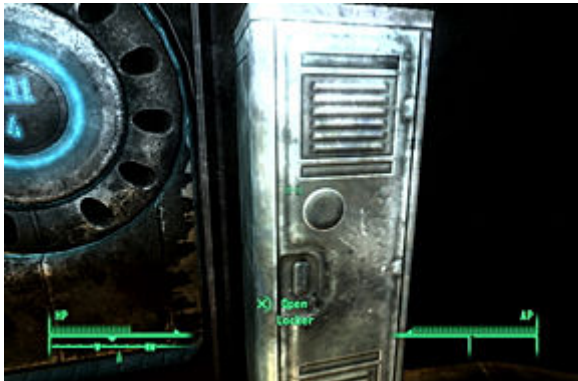
### XIII. The American Dream

#### PART ONE

<b>Steps</b>	(1) Retrieve equipment from the locker. (2) Meet President Eden in his office. (3) Take the vial of modified FEV. (4) Escape the Enclave base. (5) Report to Elder Lyons at the Citadel.
<b>Items</b>	Cram (x3), Dandy Boy Apples (x3), Fancy Lad Snack Cakes (x3), Potato Crisps, Spatula, InstaMash (x3), Pork N Beans (x2), 10mm Rounds (M), Coffee Mug (M), Plates (M), Combat Knife (M), Clipboard (M), Microfusion Cell (M), Ashtray (M), Energy Cell (M), Large Whiskey Bottle, Metal Cooking Pot (x3), Metal Cooking Pan (x2), Cutting Board, Coffee Pot (x2), Electron Charge Pack (M), Pack of Cigarettes (M), RadAway, Stimpak (M), Blood Pack (M), Dirty Water (M), Pilot Light (x2), Iguana on a Stick, Squirrel on a Stick, Conductor, Hot Plate, Recon Armor, Rad-X, Mentats (M), Steam Gauge Assembly (M), Scrap Metal (M), Hammer, Fission Battery (M), Stealth Boy (x2), Missile (x3), Pulse Mine, Carton of Cigarettes (M), Camera, Flamer Fuel (M), Buffout (M), ZAX Destruct Sequence, FEV Vial, Plasma Mine (M), Pulse Grenade (x5), Plasma Grenade (M), Gatling Laser, Plasma Pistol.

#### PART TWO

You're John Henry Eden's prisoner... but are you *really*? As this mission begins, Colonel Autumn is removed from your cell at the request of Enclave President Eden, and Eden then has your cuffs removed so that you're free to walk. Oddly, even though you were a prisoner in a prison cell, all of your goods that were previously in your inventory are in the locker straight ahead near the doorway, which you can go through after you get all of your goods back (be sure to reequip a weapon and your armor!) Once outside, an Enclave officer will intercept you. It doesn't really matter (as far as karma is concerned) how you deal with him. You can try to convince him of a number of things, or you can simply talk crap to him, which will result in hostilities. We gunned him and his Power Armor-clad friend down in cold blood before proceeding. What's the problem? After all, these guys took you as prisoner. Turn the tables while you still can.



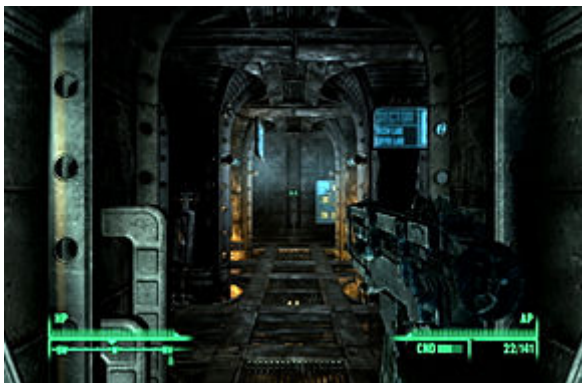
You're now free to explore the floor your cell was on. You're not going to find much of anything of interest on this floor as far as good or items are concerned, but you will certainly run into a few Enclave soldiers and scientists, both of which you should kill with relative immunity (our Automatic 10mm was wreaking havoc on Power Armor-wearing enemies, while the scientists are vulnerable to just about any kind of attack). Ultimately, however, when you've finished combing this initial floor for enemies (and picked their bodies clean of goods), you're free to seek out the staircase leading to the floor above.



On this floor, everything will change. While soldiers on the previous floor were passive to you, attacking only if you attacked *even if* you already killed some of their brethren, the fact remains that your situation won't be the same up here. This is the kitchen and cafeteria area, and when you arrive, you'll hear Colonel Autumn literally override President Eden's previous orders to let you come see him without any issues. Now, Enclave enemies will shoot on sight, which makes your rampant killing of their personnel much less offensive. Nonetheless, seek out the kitchen up here and kill the enemies guarding it and any residuals within it. Then, raid it for goods. Apart from the ridiculous amounts of food within (**Cram**, **Dandy Boy Apples**, **Fancy Lads Snack Cakes**, **Potato Crisps** and more), you'll also find ammunition (**10mm Rounds**, **Energy Cells**, **Electron Charge Packs**, et cetera) and other incidental items, from **Metal Cooking Pots** to **Pilot Lights**, as well as **Stimpaks**, **RadAway** and more in the two medical kits on the side of the locker.

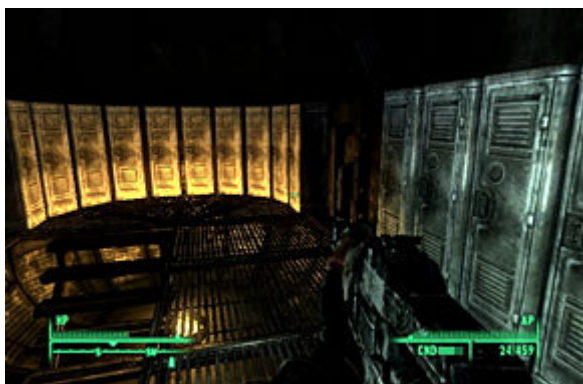


After stocking up on what you can, head back into the eating area and seek out the door leading upward to the floor above (you'll have to climb up two staircases). When you arrive at the door at the top of the second staircase, press through to the adjacent room. This is Raven Rock Level 2 (the entire complex being wholly known as Raven Rock). The next few paragraphs will cover level 2 (which is built primarily around the 2-monikers you'll find everywhere, whether they have C, B or A next to them. You'll work in reverse order, through C, then through B, and finally into A. Start with A, however, scouring the labs you encounter for goods, including a **Conductor**, a **Hot Plate**, and even some curative items, like **Rad-X** and **Mentats**. And keep your gun at the ready! Hostile Enclave Soldiers and the defenseless scientists they're guarding could be around any corner. Gun anyone you see down, as you're running out of areas in the main quest to gain much-needed experience.





The B series of labs will have more of an orange hue to them, as opposed to an overbearing blue glow. Here, many more items can be found, and there are more enemies to gun down as well. Be sure to search both levels of any given floor when you find them (you can usually scour areas underneath the metal gratings that make up the floors of most area if you can find staircases leading down -- just beware of traps). When you reach an area with many lockers lined in a semicircle with a nearby staircase, you know you're heading in the right direction. Ammunition galore and other items (like **Fission Batteries** and **Cartons of Cigarettes**) can be found in the lockers. Then, head down to the other end of the corridor. We're almost out of this area.



As an aside, if you run into one of your dad's old friends, she'll tell you that she gave him up in the name of the Enclave's advanced scientific utilities. We gunned her down for good measure, but this will net in negative karma gain, so keep that in mind if and when you encounter her (and scour her room for more goods, especially of the curative nature). When you eventually find a well-guarded bedroom at the end of a corridor in the B sector, you know you're on the right track. You can down the barrier on the left side of the room by hacking a nearby computer if you so desire, grabbing the **Buffout**, **Mentats**, **10mm Rounds** and more within the crates there. You can also find the **ZAX Destruct Sequence**, some **Flamer Fuel** and more. But ultimately, you'll want to use a nearby staircase running from the adjacent corridor up to a door that leads to the first level of Raven Rock.





### XIII. The American Dream (Continued)

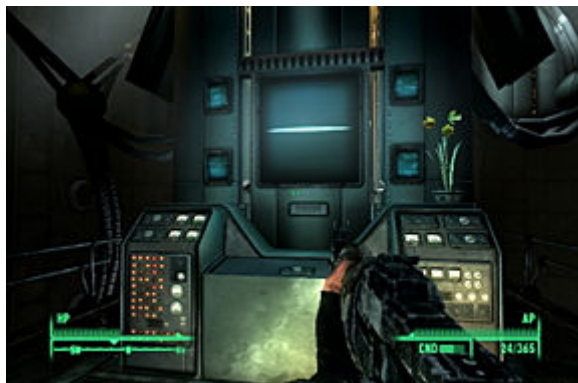
#### PART ONE

#### PART TWO

If it's not clear that there's a power struggle between Autumn and Eden by the time you get here, it will become clear once you arrive. Enclave Soldiers are gunned down by robotic sentries sent by Eden, who leave you alone. It seems John Henry Eden *really* wants to meet you, after all. But how does he have so much control over the robotic elements of the Enclave? You will soon find out.



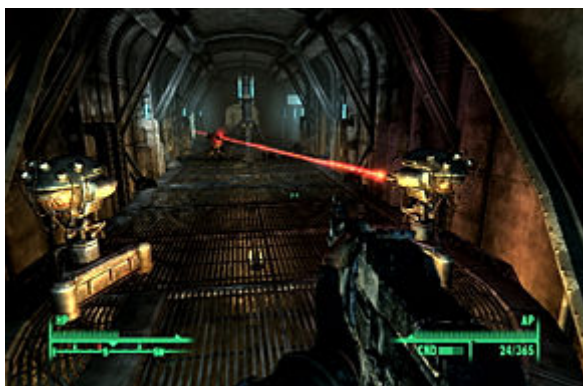
Run forward down the corridor beyond where the Enclave soldiers were done in. This will lead to what appears to be a gigantic super computer that you can climb up. In fact, many staircases and catwalks will lead you higher and higher, further and further up, until you reach the top of the super computer. At this point, your first instinct will likely be running towards the door at the top of the stairs. But when you try to open it, you're unable to proceed. And then you hear John Henry Eden laugh and tell you to come look at him. But there's no one there! Wait just a minute...!



John Henry Eden, the president of the Enclave, the president of the United States, is a... a computer? Well my friends, you've now been exposed to one of the greatest secrets and spoiler points in the entire game. Congratulations! But now, it's time to engage this super-intelligent computer in conversation. It appears Eden has been alive and well since *before* the Chinese-US war destroyed the world. He was created for just such an occasion as a nuclear war, and has been ruling the Enclave and the remnants of the United States government for the better part of two-hundred years. We'll let you talk to him (at length) to get the rest of the information. And there's a lot of it. Keep in mind that your main objective after the conversation is over is to grab the **FEV Vial** before heading out the nearby door that was locked before. But with some persuasion and skill, you can convince Eden to destroy himself, which will make your escape from Raven Rock different than it would otherwise be. For the record, we here at IGN Guides convinced Eden through science that he must destroy himself. And he concurred.



It's time to make our great escape from the compound (which, for us, is being destroyed under our very feet since we convinced Eden to destroy himself). But President Eden is still very much plugged into the system, and his robotic Enclave friends will again assist you in getting out of dodge as quickly and as safely as possible. When you reach an office alcove, hack the computer if you can to free a powerful beast named Deathclaw, which you can then kill (as rapidly as you can) for massive experience. He packs a powerful punch, though, so be sure to down him as quickly and efficiently as you can! And comb the desk next to the computer for more items, including some healing items like a **Stimpak**.



Further down, the fray will intensify greatly. Gun turrets and mobile robotic units will do their best to nullify the human Enclave threat as much as possible (meaning, you shouldn't turn your ire on them as long as they're helping you), but they might not succeed in certain areas of getting rid of the threat completely, leaving a few half-damaged enemies for you to kill. Once they're dead, you can proceed forward, but be sure to check underneath the metal grating you're walking over via a staircase leading down, where a plethora of treasure chests lie in wait. Open them for all sorts of goods. Curative goods (**Stimpaks**, **Dirty Water**, **RadAway**, **Rad-X** and more) should be expected, but it's the myriad **Plasma Mines**, **Plasma Grenades** and **Microfusion Cells** that will *really* pique your interest.





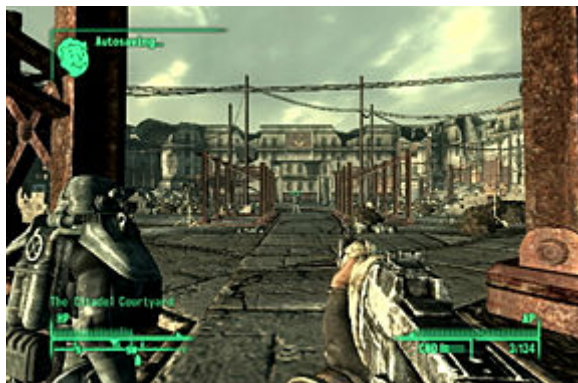
Now, we're almost out of Raven Rock, but not quite yet. When you come across a light blue force field on your right as you're heading forward, you know you're headed in the right direction (though this entire area is completely linear, so getting lost shouldn't be much of an issue for you). There's going to be minimal help in taking out these last Enclave soldiers, and worse yet, they're decked out in powerful Tesla Armor and are toting, of all weapons, Missile Launchers. Quickly hack the computer so you can get through the force field. Grab the items you can (of most interest will be the **Gatling Laser** and **Plasma Pistol**), and then get ready to fight this final set of goons, concentrating on one at a time. The humongous amount of Stimpaks you've found (and likely already had) will come in handy here, since missiles do a number on your limbs. Take out these final foes **and make sure to grab their Tesla Armor** as you run outside.



The situation outside is hectic. You won't find any Enclave ground forces (thankfully), but if you were nice to the Super Mutant named Fawkes earlier in the game, he will be out here taking shots at the interesting helicopter craft the Enclave uses. Speaking of which, those helicopters are taking off en masse heading to an unknown destination. It seems like some sort of invasion force is brewing. What's going on!? Well, teleport instantly to the Brotherhood of Steel's stronghold at The Citadel to find out.



Once you arrive at The Citadel, you'll find it much the same way you left it when you took off earlier. But worry not, for even if things in the courtyard of the former Pentagon seem like business as usual, once you enter the building itself and head down into the laboratory, things are a little more hectic. Elder Lyons and her daughter, who heads the Brotherhood of Steel's elite unit (Lyons's Pride) are arguing over how to act next. And that's where you come in.



Until the Elder and Sarah begin talking to you directly, they don't know that the Enclave has the G.E.C.K. and can now effectively start Project Purity on their own at the Jefferson Memorial. Making matters worse, the Enclave has sent everything they had to protect that position and don't intend whatsoever to let it go without a fight. After either holding onto or giving away the FEV Virus (keeping in mind that the Brotherhood intends on destroying it after examining it), you'll be given an option by Sarah for some new armor (which you should decline, since you have Tesla Armor, much more powerful than whatever she's offering you). Then, when you're ready, speak to her again to begin the game's final mission.

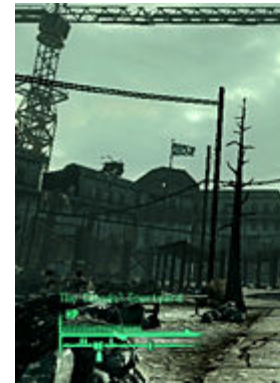


#### XIV. Take it Back! (Project Impurity)

<b>Steps</b>	(1) Prepare for battle, and then report to Sarah Lyons. (2) Follow Liberty Prime as he makes his way to the Purifier. (3) Reach the Project Purity Control Room. (4) Secure the Project Purity Control Room. (5) Activate Project Purity! (6) Infect the Project Purity water supply... Or not.
<b>Items</b>	None.

This is oft-mentioned below, but it bears repeating up to Sarah Lyons' mission to head to the Jefferson Memorial rush, and thus won't be able to do anything else you need to enter the Jefferson Memorial, you won't be able to leave if you're ready to leave The Citadel to head to the Jefferson Memorial, there is to do, be absolutely positive you don't accept h

The game's final mission takes place where Project Purity is housed, at the Jefferson Memorial near Rivet City. However, the large robot the Brotherhood has been housing and trying to repair for some time as it walks slowly, but surely, towards the city. But first, simply enjoy the sights, as a robot created by the United States government over two-hundred years ago is activated.





Run outside of the Citadel completely and connect with the Pride and the robot. The robot will do *all* of the dirty work here if you let it; just sit far back and watch him completely destroy the Enclave's resistance, though he'll mistake them time and time again, humorously, as Chinese communists. Remember -- he was programmed *before* the nuclear war between China and the US, so he thinks the enemy is an external one still. Regardless, stay far behind him as he shoots his powerful lasers and hurls mini-nukes left and right as if they were mere rocks. This guy really knows how to take it to the enemy.



Whenever you encounter a barrier, blue in color (like the ones in Raven Rock), the robot will take care of it so it and the Pride can proceed. If the robot seems like he's not moving, move closer to him to try to catalyze its movement, but then retreat far behind it again to dodge being damaged. As you get closer and closer to the Jefferson Memorial via this overland route, the number of Enclave soldiers will increase, and you may have to help the robot deal with them (this will be the last shot you'll get at any meaningful experience, so you might as well take advantage of it while you can). But try to stay out of the fray if at all possible. Staying far behind will keep the Stimpak use to a minimum heading forward. Once you arrive at the memorial, ignore whatever else is going on outside. What *you* need to take care of is inside.



Enter the Jefferson Memorial, as you have so many times before, via the gift shop entrance on the side near the metallic ramp (Enclave soldiers will continue to pour down that ramp, so you need to get in there as quickly as possible). Once inside, head down the corridor to the familiar intersection. A load of Enclave soldiers will be to your right, guarding the entrances to the rotunda, which is where the experiment itself is located. Did you grab the Alien Blaster from the crashed ship during your journey? Well, you've been saving that valuable ammunition for some time, and now's the time when you want to break it out. A single shot from that gun will kill each Enclave soldier easily. If you don't have that gun, then you have to fight them more conventionally. But, if you survived the escape from Raven Rock, these guys don't exactly provide a deeper or more complex difficulty than you encountered there.



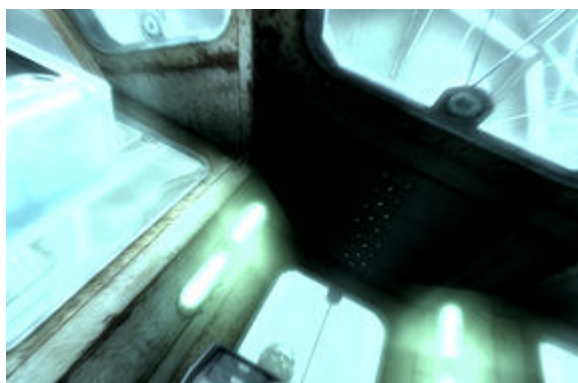
When you finally enter the rotunda, you'll be intercepted by -- who else -- Colonel Autumn. And he wants you to get out of there. Now, you can handle the Colonel however you want. You can talk crap to him and kill him and his cronies outright, try to convince him to leave on his own, or avoid the inevitable fight between you and him by extending the conversation. Most likely, you'll have to do battle with him one way or the other. And again, that Alien Blaster is going to come in handy, because not only will Colonel Autumn be downed in one hit with it, but so too will his powerful bodyguards, toting ridiculously powerful weapons. Again, if you don't have the Alien Blaster, you're going to have to do this the old-fashioned way. Use everything you have, because these three enemies represent the last enemies you'll fight in the entire game. Use Stimpaks, Buffout, and all of your weapons. There's simply no reason to save them after this.



Ignore Autumn's body, as well as the bodies of his bodyguards. They have some interesting goods on them, of course, but it's not like you can use them. Run up the stairs towards the door that we previously sealed the project with. After a moment, Sarah will join you, and the two of you will talk to Dr. Li through the intercom there. She'll give you instructions on what to do, but unfortunately, a major decision must be made here. Project Purity must be activated in order to save it, but the highly-irradiated room holding the control box will claim the person's life who goes in. Will it be you, or will it be Sarah?



Naturally, we chose to go in ourselves during our game, but you can send in Sarah as well. Either way, Sarah must be told the password to insert (which is **216** -- should be a familiar number to you if you paid attention to the relationship between your character and your character's father). If you go in yourself, you have to insert it yourself. Take plenty of Rad-X before going in, if you choose to go in yourself, so that you can carefully insert the number (it's a bit cumbersome to do). Then, watch the ending... whichever ending you get!



Congratulations! You've beaten Fallout 3!



## Fallout 3 Side Quests

Below are a list of side quests in the game. Find the corresponding name of the side quest you need help with, and click away.

\* - Side quest names with an asterisk (\*) next to them indicate unofficial side quests, and thus, unofficial names for them.

\*\* - Side quest names with two asterisks (\*\*) next to them indicate that these links will send you to the Appendices section of our guide.

<b>Agatha's Song</b>	
01	<a href="#">PART 1</a>
02	<a href="#">PART 2</a>
<b>Alien Crash Landing*</b>	
03	<a href="#">PART 1</a>
<b>An Executive Break-In*</b>	
04	<a href="#">PART 1</a>
<b>Big Trouble in Big Town</b>	
05	<a href="#">PART 1</a>
06	<a href="#">PART 2</a>
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<b>Blood Ties</b>	
08	<a href="#">PART 1</a>
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<b>Bobblehead Hunting**</b>	
12	<a href="#">PART 1</a>
<b>Brotherhood's Deceased*</b>	
13	<a href="#">PART 1</a>
<b>Ghouls Love Scrap Metal*</b>	
14	<a href="#">PART 1</a>
<b>Head of State</b>	
15	<a href="#">PART 1</a>
16	<a href="#">PART 2</a>
<b>Irradiated Man's Best Friend*</b>	
17	<a href="#">PART 1</a>

Long Lost Knowledge*	
18	PART 1
Mysterious Charon*	
19	PART 1
Oasis	
20	PART 1
21	PART 2
Post-Apocalyptic Plumbing*	
22	PART 1
Prisoners of the Super Mutants*	
23	PART 1
Reilly's Rangers	
24	PART 1
25	PART 2
26	PART 3
27	PART 4
Stealing Independence	
28	PART 1
29	PART 2
Strictly Business	
30	PART 1
Super Mutant Behemoth Hunting**	
31	PART 1
Tenpenny Tower	
32	PART 1
33	PART 2
The Nuka-Cola Challenge	
34	PART 1
35	PART 2
The Power of the Atom	
36	PART 1
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The Superhuman Gambit	
39	PART 1
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Thirsty Wastelanders*	
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You Gotta Shoot 'Em In the Head	
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## Side Quest: Wasteland Survival Guide

PART ONE	PART TWO	PART THREE	PART FOUR	PART FIVE	PART SIX	PART SEVEN	PART EIGHT	PART NINE
<b>Steps</b>	<p>(1) Find food in the Super-Duper Mart. (2) (Optional) Find medicine in the Super-Duper Mart. (3) Return to Moira. (4) Contract radiation sickness (200 rads). (5) (Optional) Contract more severe radiation sickness (600 rads). (6) Travel to the playground in Minefield. (7) (Optional) Bring a landmine to Moira. (8) Return to Moira. (9) Test the repellent on three Mole Rats. (10) (Optional) Test the repellent on seven more Mole Rats. (11) Return to Moira. (12) Become seriously injured (50% health or less). (13) (Optional) Receive a crippling injury. (14) Return to Moira with your injuries. (15) Place the observer in a spawning pod in the Anchorage War Memorial. (16) (Optional) Do not kill any Mirelurks in the Anchorage War Memorial. (17) Return to Moira. (18) Learn the history of Rivet City. (19) (Optional) Check other sources to confirm Rivet City's history. (20) (Optional) Uncover Rivet City's true history. (21) Return to Moira. (22) Install the processor widget in the RobCo production facility mainframe. (23) Return to Moira. (24) Access the card catalog in Arlington Public Library. (25) (Optional) Retrieve complete library archives. (26) Return to Moira.</p>							
<b>Items</b>	<p>Bottle Cap (x59), Paperweight (x3), Nuka-Cola (M), .32 Caliber Rounds (x16), Brass Knuckles (x2), Hunting Rifle, Raider Painspike Armor (x3), Instamash (x2), .32 Caliber Pistol (x3), Squirrel on a Stick (x2), Pack of Cigarettes, 5.56mm Rounds (M), Assault Rifle, 10mm Pistol (x2), Lead Pipe (x3), 10mm Rounds (x60), Raider Badlands Armor (x2), Raider Sadist Armor (x3), Baseball Bat, Crispy Squirrel Bits (x2), Raider Blaster Master Armor, Shotgun Shells (x8), Super-Duper Pharmacy Key, Blamco Mac + Cheese (x3), Dandy Boy Apples (x2), Iguana on a Stick, Salisbury Steak (M), Iron (x3), Dirty Water (M), Empty Whiskey Bottle (M), Tin Can (M), Bent Tin Can (M), Empty Soda Bottle (M), Laser Pistol (x2), Bottlecap Mine (x3), Energy Cell (M), Stealth Boy (M), Bobby Pin, Clipboard (x2), Pre-War Money (M), Wonderglue (x3), Med-X (x3), Tales of a Junktown Jerky Vendor, Frag Grenade (x9), Toy Car (M), Steam Gauge Assembly (M), Dart (M), Abraxo Cleaner (x4), Leather Belt (x3), Milk Bottle (x3), Camera, Railway Spikes (M), Ashtray (M), Earnings Clipboard, Knife (M), Plates (M), Forks (M), Scrap Metal (M), Plunger (M), Sensor Module (M), Pressure Cooker (x2), Conductor (M), Pilot Light (x5), Wonderglue, Lunchbox (x3), Mini Nuke, Surgical Tubing (x2), Medical Brace (M), Blood Pack (x5), Buffout, Purified Water (x2), Stimpak (M), Beer (x3), Vodka (M), Scotch (M), Jet (x4), Rad-away (x2), Mentats (x5), Vacuum Cleaner (x2), Nuka-Cola Quantum (M), Pre-War Book (M), Assorted Books (M), Crutch (x2), Chinese Pistol, Sexy Sleepwear, Brahmin Steak (x2), Potato Crisps (x3), Letter From Vault-Tec (x2), Mutfruit, Noodles (x2), Psycho (x2), Shady Hat, RadAway, Rad-X, Pulse Grenades (x4), Metal Cooking Pot (M), Carton of Cigarettes (M), Lead Pipe, Turpentine (x2), Wrench, Hammer, 5mm Rounds (M), YumYum Deviled Eggs, Cherry Bomb (x2), Fancy Lads Snack Cakes, Mirelurk Cakes (x2), Mutfruit, Firehose Nozzle, Big Book of Science, Pre-War Book (M), Bottlecap Mine, Paint Gun (x3), RobCo Jumpsuit, DC Journal of Internal Medicine.</p>							

Upon your first meeting with Moira Brown at Craterside Supply in Megaton, you'll get an offer to help her with necessary research for her yet-unpublished survival guide that she intends to release in the future. She'll give you a series of sequential tasks to perform, each of which adding to the knowledge stored up for her book. In return, she'll reward you with various goods, and what's more, the experience earned from the events is substantial. The latter really makes the whole ordeal worth it without her prizes.

The first task she'll give you is to travel to the Super-Duper Mart, which is due east of Megaton. You'll have to go there on foot, which shouldn't be much of an issue, especially during the day. Simply keep your gun drawn as you go, and be sure to utilize your map via the Pip-Boy 3000, since after talking to Moira, the location of the structure should be marked on your nebulous map. If you run into any enemies (which is unlikely, especially if you're traveling during the daylight hours), they'll likely be simplistic beasts to kill. Nonetheless, when you start approaching the location of the building, buckle down, slow your movements, and get ready for possible combat.

When you arrive outside of the large building, take it slowly and try to use as much cover as you can going forward. This building *isn't* abandoned. In fact, it's crawling with lawless Raiders who would love to kill you and take everything you have. Some may or may not be roving around outside of the structure, which is why you need to take it easy as you approach one of the main entrances into the building. Before you do, however, be sure to investigate the two dumpsters out front. You should find **twelve Bottle Caps**, **two Paperweights**, and **six Nuka-Colas** for your trouble (the latter will be in abandoned Nuka-Cola machines).



Once in the building, keep quiet. Fallen garbage, rusted shopping carts and the like will be everywhere and will make noise if you suddenly collide with them. Try to not get caught up in looking at the various bodies the Raiders have strung up as warnings to others (you'll turn the tables on them, don't worry). Then, from the entrance, begin working your way into the supermarket itself. Constantly consult VATS, which will let you know if any enemy is in range (thus giving away their location). When you get a clean shot, take it, and then retreat back towards the entrance.



Doing this will draw a majority of the enemies to your location (though some will remain behind). As they funnel towards the entrance, begin clipping them from afar, weakening them (and possibly killing them) before they reach you. If you have any mines, which is unlikely, you could also lure them en masse to your location and detonate it for a brutal multiple-kill scenario. But more than likely, you're going to be stuck with your sidearm. Headshots are most desirable, but don't waste AP on anything below an 80% hit rate. If you find yourself overwhelmed, you can always run back out to the Wasteland. Or, use your healing items to keep you in the fight.



Heading out into the large supermarket itself, you'll be able to lure out any remaining Raiders, killing them in much the same way you killed their brethren. It's *very important* to keep in mind that Raider reinforcements will arrive on the scene, though this only happens once. If you hang around the supermarket too long (and chances are you will), reinforcements will arrive and scour the place for you when they realize that not all is well. Be sure to kill them and strip them and their friends' bodies of all of their goods. Their weapons are powerful, and their armor can be sold for a pretty penny back at Megaton. Keep in mind, also, that there are *plenty* of items to find here that can be sold. You'll be encumbered if you try to carry it all at once, so come back and scour the place two or three times to get everything. The item list above is fairly exhaustive, and as you can see upon reading the list, there are some awesome items in the mix. Explore *everything*, in every box, every bin, on every shelf for these items. The bathrooms, back rooms, and side rooms contain most of the goods. You'll find nothing but valueless cans and bottles on the main floor.





Now, as for the food and medicine you came here to find. The food is easy enough to find. If you head to the far end of the store towards the rightmost entrance, you'll find a fridge. Open it up and the food part of the side quest will be fulfilled. The medicine, which is optional to find, is a little more complicated. Search the metallic boxes at the back end of the supermarket (towards the middle) to find a **Super-Duper Pharmacy Key**. This will allow you to open the locked door at the back left end of the store, where the medicine is located. Once both the food and medicine are examined (and once you're strapped to near-encumbrance with as much as you can carry), teleport back to Megaton.



Back in Megaton, go ahead and visit Moira Brown at her store, Craterside Supply. She'll be thrilled that you found both food and medicine (though you can lie to her about what you did and didn't find, if that's what you want to do). In return, she'll reward you with, amongst other things, a valuable **Food Sanitizer**. She'll also offer up the second part of the side quest, and you get to choose which path you want to take. More than likely, you'll choose the radiation path. Read on to learn more about it.



## Side Quest: Wasteland Survival Guide (Continued)

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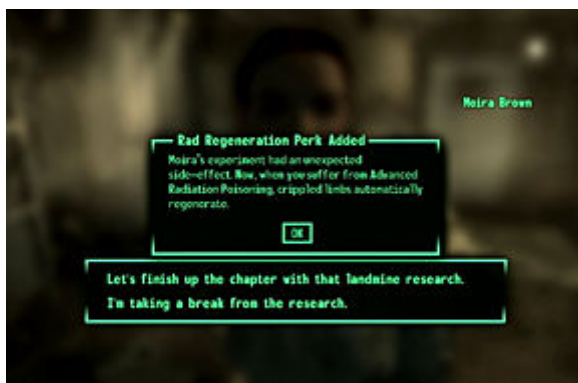
Moirra wants you to radiate yourself to dangerous levels. In fact, if you're *really* crazy, you can radiate yourself to *really* crazy levels and make Moira extra happy. Radiation can be found just about everywhere in the Capital Wasteland, but it's right in Megaton where you'll have the easiest time getting radiated. You know that big undetonated nuclear bomb in the middle of Megaton? Well, standing next to it, especially in the water surrounding it, is a great way to get radiation poisoning *real* quick.



The bomb has created a small crater that has filled with water. The water's constant contact with the bomb has made it highly toxic. Approach the water and stand in it, and you will slowly (but surely) become irradiated. If you want to make things even quicker for you (and if you want to heal yourself simultaneously), try drinking some of the atom bomb water. Not only will you regain some lost hit points, but you'll radiate yourself about 20 times quicker than if you were just standing there. Once you've reached 200 rads (or one-fifth the outright fatal level), you can return to Moira at Craterside Supply. But since you're radiating yourself extremely close to her location, surviving 600 rads as is optional (or three-fifths the outright fatal level) is easiest. Once you've reached that high dosage, return posthaste to Craterside Supply before you succumb to your illness.



Whether you return with 200 rads or 600 rads, Moira will be impressed. After studying you and taking some notes for her book, she'll offer up some rewards based on which radiation level you opted to go for. If you opted to go the low route, you'll get some RadAway and Rad-X, but for going the 600 rads route, you'll get **two Rad-Aways**, **two Rad-X**, and most importantly of all perhaps, a new perk called Rad Regeneration. Its effect? Well, if you're suffering from radiation sickness, your limbs become magically healed. Weird!





## Side Quest: Wasteland Survival Guide (Continued)

## PART NINE

Moira Brown

Landmines are one of the few dangers out there that you can profit from. Disarm one before it blows, and you can sell it for plenty of caps.

Moira Brown

Sounds like the place for some fieldwork! Get in there, get back, and tell me all about it. And could you bring back a mine for my studies?

Speaking of jumping around, you don't have to begin your walk from Megaton if you don't have to. Take a look at your map and see if Springvale, or better yet, the Springvale School have been added to your map. If you've visited these areas, even briefly, then chances are they're there. You can teleport to there from Megaton to cut out about a third of your journey (the school is further north, so opt to go there in lieu of Springvale itself), and then begin walking in a northerly direction, following the indicator on your compass to ensure you're heading in the right direction.



Walking to Minefield, even from Springvale, will require that you walk over a river. This water, just like all other non-purified water in the game, is irradiated. As a result, try to seek out the fallen highway bridge spanning a shallow part of the river north of Springvale. You can use the debris, combined with some awkward jumping, to avoid contact with the radiation-filled water completely. Once on the other side of the river, the main hazard en route to your destination has been bypassed. Still expect to run into enemies, however. Lesser foes like Mole Rats and Bloatflies shouldn't give you an issue. Don't take the Radscorpions lightly, however! Those foes mean business, but thankfully can be easily outrun if you're taking a beating or decide you want to save your ammunition.



The epic walk through this unexplored area of the Capital Wasteland will be a laborious one, but you should easily survive long enough to reach Minefield itself. Once you reach the periphery of the abandoned settlement, it will be added to your Pip-Boy's map, so teleport back to Megaton if you need to heal or drop off items you picked up along the way. It goes without saying, but in Minefield, there are Frag Mines *aplenty*, so be sure to keep an eye out for them as you go forward. If you hear a beeping noise, run away as quickly as possible, because you literally have three seconds maximum to get out of the blast radius of the mine before it takes off one of your limbs. You've been warned!



We have an objective (or two) here, but that doesn't mean you shouldn't explore a bit. The house on the left side of the road at the southern edge of town, for instance, is called the Gibson House, and its front door can be easily picked to grant you access to what's within. You'll find *plenty* of items within -- so much, in fact, that you'll probably want to travel back to Megaton after exploring it to lose some of your encumbrance -- so get going and grab what you can. Search the Raider corpse for ammo, and then search both floors of the house for a plethora of items. Amongst them, you'll find **two Toy Cars**, plenty of **5.56mm** and **10mm ammo**, food such as **Dandy Boy Apples** and **Potato Crisps**, and even more destroyed books than you know what to do with (and much more). Feel free to sleep in one of the house's abandoned beds, as well.





Now, there are some other houses here that you can pick open if you have what it takes, but our statistics weren't high enough to do it when we visited, so you're on your own with those if you choose to try and pick said locks. You *can*, however, search various mailboxes for more items (we found a couple of **Letters from Vault-Tec** and more when we did). You'll also likely notice that you're taking fire from an unknown location. Isn't this place supposed to be abandoned? Well, regardless, if you press the VATS button enough, you'll likely find the sniper's location. Do your absolute best *not* to kill him, however. If he gets aggressive with you, aim with VATS at his sniper rifle to knock it out of his hands. This will force him to run away, and he'll live to see another day. This is good, because we can use him for a side quest later on *and* you can run off with his sniper rifle. Nice!



The obliterated playground at the center of the abandoned settlement is where you need to go to fulfill the major piece of this part of Moira's quest. However, that's not all there is to do here (as we've already mentioned), and more importantly, it's not a good idea to run towards the playground willy-nilly. The mines lining the streets (and everywhere else) will make quick work of you if you do. You can try to disarm these suckers if you want to, but it's better to avoid them completely, or shoot them from afar to make them go off. Either way, once you reach the playground, you're free to head back to Megaton. As for that mine that Moira wanted in the flesh, well, you'll have to disarm one if you want to bring one back to her. Those who already have a mine in their inventory will be in luck, however, since you can give it to her with no questions asked, fulfilling both the primary and optional objectives simultaneously.



Disarming mines *seems* difficult, but in fact, it's not. Whether or not you'll be able to disengage any given mine is based upon your explosives skill at the time of disarmament. The best way to do so is to crouch down and approach the mine slowly. If your explosives skill is high enough, a disarm button will appear on-screen when you're close enough. But be quick, and be careful! Once the mine begins beeping, it's mere seconds from violently exploding.

As long as Arkansas (the annoying sniper) isn't firing on you or in your vicinity, you should be able to instantly warp back to Megaton with little trouble. Once back, head to Craterside Supply and speak to the ever-talkative Moira, who will be ecstatic that you retrieved a mine for her and travelled all the way to Minefield to tell her about it. Answer her however you want, and then reap the benefits for completing both objectives - **four Frag Grenades** and a **Bottlecap Mine Schematic**. Then, prepare for chapter two. Oh, you'll receive **four Stimpaks** for successfully completing the first chapter of her book.



## Side Quest: Wasteland Survival Guide (Continued)

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Ready to begin chapter two of Moira's survival book in earnest? Good, then let's get on it. Moira is stepping it up a notch in the second chapter. Instead of focusing on radiation poisoning, mines and things of this nature, she'll instead have you focus more on the enemies and monsters that roam the Capital Wasteland. The first enemy she wants you to focus on are Mole Rats, and she'll not only give you a **Repellant Stick** to test on those foes, but she'll give you a great location in which you can find plenty of Mole Rats -- the Tepid Sewers.





From Megaton, the Tepid Sewers are located on the far (east) side of the irradiated Potomac River. Getting there isn't necessarily easy, but you can make your journey much, much quicker if you've already done some exploring and have run into a place along the west bank of the river called Wilhelm's Wharf (this is where some crazy old woman toting a gun walks around aimlessly). Adjacent to that location is a bridge you can safely take to the far side of the river, so either way you're going to want to walk in that direction. But if you can teleport instantly to Wilhelm's Wharf, a majority of your overland trip will be truncated significantly.



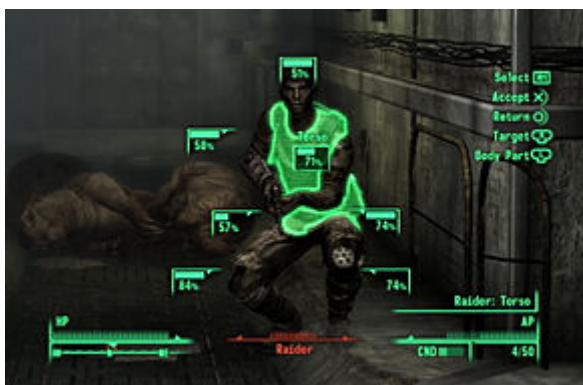
Be careful crossing the bridge near the wharf. There are some Frag Mines along it that will blow your legs off if you aren't too careful. On the far side of the bridge, you'll be able to add another new location, the Anchorage War Memorial, to your map, which will help you with future instantaneous travel. If you run into a pack of Ghouls walking around, for god's sake, be nice to them. Like those guys don't have enough to deal with in trying to get to the safety of Underworld without you taking potshots at them!? Actually, it's your game, so treat them as you will. On the far side of the war memorial, you can use your nuanced compass to direct you to the bland, easy-to-miss entrance to the Tepid Sewers. Just be weary when crossing the radiation-filled water en route!



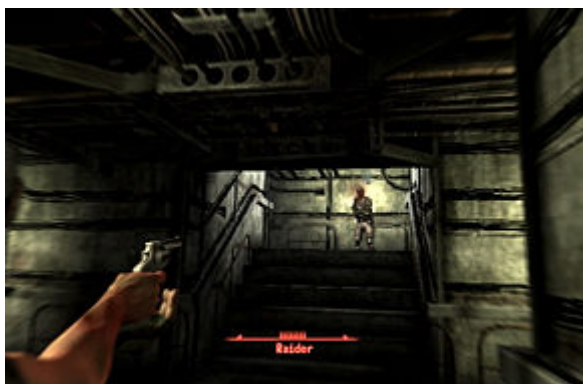
The Tepid Sewers are a no-man's land of terror and fear. Well, not really, but it's not safe down there even in the slightest regard. However, there's good news, and that good news is that these Tepid Sewers are chock full of Mole Rats. But, they're also chock full of insane Raiders and their ilk, meaning that you're going to be fighting a variety of foes. But you'll want to focus on the Mole Rats, being *certain* that you use the Repellant Stick given to you by Moira back at Megaton on the Mole Rats. This will force you to fight them in close-combat melee, but it's the only way that you can test the effectiveness of the weapon and report back to Moira on what you found.



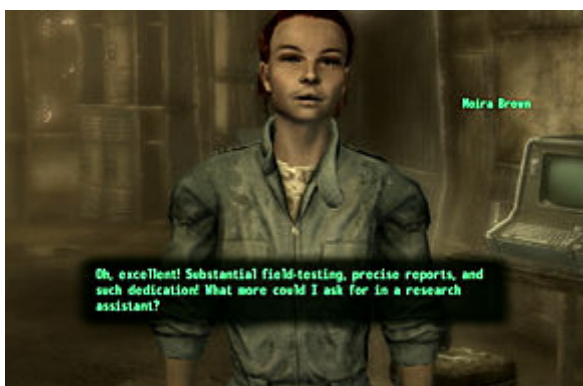
As we mentioned, there are more enemies than just Mole Rats to deal with. In fact, these other enemies will eliminate Mole Rats themselves, so the quicker you take them out the better. The primary enemy you'll encounter other than Mole Rats are Raiders of varying strengths, equipped with varying weapons. Headshots are a good option at close range, but if you're going strictly for damage, aim for their torsos. In the initial corridor of the Tepid Sewers, you'll also find a Mark I Gun Turret. These things take an incredible amount of damage before being destroyed, and while you can actually manipulate the turret by hacking a nearby computer, your best bet is to just destroy it outright... if you want to survive for very long, that is.



You can explore the vast Tepid Sewers at will, but remember that these sewers are a confusing labyrinth of corridors, staircases and scattered rooms. If you want to fulfill the optional objective for Moira, however, chances are you will have to venture deep into the sewers to find the ten Mole Rats you have to kill (you'll find plenty of already-dead ones, but those won't do you much good). If you meet an especially strong bad guy known as Rocksalt, you know you're on the right path. Just be weary in the wide open tunnels of Frag Mines, which can be detonated by throwing Frag Grenades at them. They can easily take out a leg or leave you outright dead, so be weary! But don't let that stop you from exploring as much of the Tepid Sewers as you can handle.



You'll come across plenty of items and even a Raider hideout where you can sleep to your heart's content (once it's cleared of foes, anyway). Amongst the items you should find are **three Stimpaks**, a **couple of Blood Packs**, **Purified Water**, a **Stealth Boy**, an **Assault Rifle**, and plenty of other incidental items, from **Whiskey** and **Vodka** to **Scrap Metal** and **Railway Spikes**. Carry what you can back to the surface and teleport back to Megaton, reporting your findings to Moira and selling whatever you don't need. From here, she'll offer up a new objective for you to fulfill.





## Side Quest: Wasteland Survival Guide (Continued)

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A pair of new assignments will be available, and you can freely choose from them. For the sake of this walkthrough, we chose the assignment of getting ourselves horribly maimed and injured so that Moira can study the effects of our injuries before healing us back up. Just like the self-radiation test, this is more an assignment of will than one of difficulty. After all, it's really not that hard to get yourself terribly injured in the Capital Wasteland. If you want to go for an optional objective, be sure not only to get yourself horribly injured, but make sure to break a limb as well.



As if it comes as any surprise, you should be able to maim yourself effectively without having to leave Megaton at all. This is by far the easiest part of any chapter for the survival guide, so be thankful! Of course, the payout isn't all that impressive either, but at least this shouldn't take more than a couple of minutes. The first thing you're going to want to do is injure yourself below 50% of your health. This can be achieved easily by falling from a high point somewhere in Megaton. You may have to do this a few times to find a spot that will injure you without killing you -- the balcony next to the detached jet turboprop is a good place to start. Once you've been effectively injured, you'll then want to take a Frag Mine from your inventory. Place it in front of you and draw your weapon, shooting it while standing as near to it as possible. This should injure *at least* one of your limbs without killing you.



Now that you've had your fill of brutal self-mutilation, it's time to head back to Moira and talk to her about your injuries. She'll revel in the fact that you've really messed yourself up good (she's a little sick in the head, clearly) and then patch you up, also rewarding you with an **Environment Suit** and around **four Med-X**, if you went for both the mandatory and optional objectives. But no, friends, your adventures with Moira haven't yet ended. In fact, they've kinda just begun.



## Side Quest: Wasteland Survival Guide (Continued)

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What now? Well upon speaking to Moira again, you'll find that there's only one more portion of chapter two to finish, and that has to do with Mirelurks down at the Anchorage War Memorial. There's good news, though, and that news is that this is an extremely short and easy outing. Moira will tell you that creatures called Mirelurks really interest her, and she wants you to go investigate the scene and see what you can find about them down at Anchorage War Memorial. You've almost certainly been there already (especially if you're doing the chapter sections in the order we are), so you can instantaneously travel there with your Pip-Boy. If for some strange reason you haven't yet been there and therefore can't instantly teleport yourself there, the war memorial is essentially due east of Megaton, across the radiation-filled Potomac River. You can use a bridge right near it to cross safely.



When you arrive at the Anchorage War Memorial, you're likely to find Ghouls there, and perhaps some other survivors wandering the wasteland. Leave them alone (why cause trouble when you're on an otherwise-innocuous side quest?) and look around the memorial's base for a collapsed section alongside the water. Carefully walk down into the crumbling section of the memorial and turn around, looking to your left (if your back is facing the memorial). A door into the base's structure will be seen; simply jump up to it and pick the weak lock to get inside.





Once inside, things will happen quickly, but there's really no reason whatsoever to go slowly or quietly here. If things went for you like it did for us, Mirelurk eggs are waiting just ahead and around the bend. Mirelurks themselves are simplistic enemies, but remember that you'll not want to harm them if you want to fulfill Moira's optional request not to kill any of them. Holster your weapon and dodge them as best you can, making sure to stay out of the toxic radiated water as you head forward.



Heading forward, you'll come to a four way intersection. To your right, around the bend, you should find some Mirelurk eggs sitting in the water (continuing down to the end of that corridor will lead to a door you simply can't open right now). Analyze the eggs when you find them (they might not be in this exact location, so keep looking, and you'll find them easily) and choose to place Moira's probe in the eggs. Then, without harming the Mirelurks, dash back to the entrance/exit of the memorial's base and headoutside. Once outside, quickly transport yourself instantaneously back to Megaton and report your findings to Moira to wrap up the second chapter of her three chapter survival guide. We're two-thirds of the way done! But what's waiting for you ahead is more difficult and time-consuming than the tasks we've already performed for her. Oh, and your reward? **Three Stealth Boys** and a **Shady Hat**, if you successfully completed both the mandatory and optional objectives.



## Side Quest: Wasteland Survival Guide (Continued)

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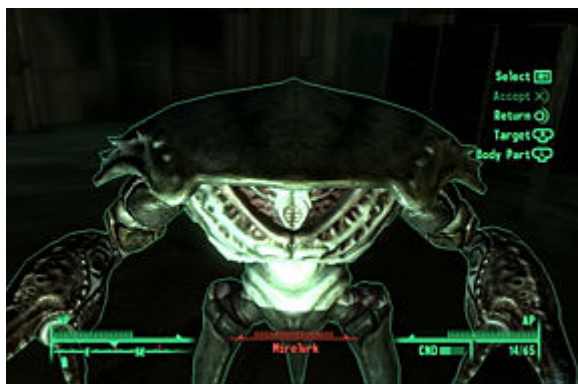
Chapter three will then begin, and this is the final chapter. You can do the three things here in any order you so desire (you'll be greeted with three choices representing the three sections of the final chapter). We opted to do the historical aspect of the chapter first, which will bring us to Rivet City. Rivet City is *far away*, tucked in the southeast corner of the map. Don't attempt this until you can teleport there automatically, because it's a long road from Megaton, and not one that's easy to do. You should also be familiar with Rivet City, because you can bang out the first objective (and only mandatory one) almost immediately. How? Well, first, speak with Bannon in Rivet City's marketplace, and then go speak with Belle down in her bar. Talk to them about history, and boom, you're good to go.



But are you? Well, you really aren't, because there's an important piece of history you've yet to uncover, and when you do, the prize for doing so is well worth the trouble. Belle will tell you of a recluse in Rivet City named Pinkerton, and this guy roams around in the part of the large aircraft carrier that's split off from the main part of the ship. Getting there requires that you *swim* there, so head out of the main entrance of Rivet City and look to the side of the entrance, where a lone old plane can be seen. Jump into the water next to the plane and get ready to swim.



Keep an eye on your oxygen and be careful not to become *too* irradiated, as you will be exposed as long as you're in the water. Swim alongside the ship until you get to the split, and then dive under the water towards the far end of the ship (on the split), looking for a door into the split half. Open it, then retreat back to get some air, then go forward through the tunnel, opening door after door, getting air at the top of the room. You'll eventually be able to push forward to areas of the broken half of the ship where you won't be touching water anymore (thank god), but watch your back. Powerful Mirelurks roam about and will require you to fell them to proceed.



We won't instruct you on how to get through this ship, because it's extremely confusing. One thing you're going to want to do is have the light at the end of your gun on so you can see where you're going, and you're going to want to watch your back for any more Mirelurks. Most important is avoiding Pinkerton's many traps, some of which can be disarmed if you're discrete (and powerful) enough. Generally, though, you can set the grenade, mine and shotgun traps off before you get to them. Just keep an eye out for tripwires and switches, and if you hear that distinct beeping sound letting you know a bomb is about to go off, run!





After thorough exploration (you'll need to hit an electrical switch to open the far door where Pinkerton is located), you'll reach Pinkerton's vast living quarters. As long as you don't fire on him or act aggressively (such as stealing his stuff), you can talk to him easily, and get plenty of information on Rivet City's *actual* history from him, as opposed to the crap you were fed back at Rivet City. He'll even give you evidence that you can show Moira Brown back at Megaton to verify his story of the history of Rivet City, which he was instrumental in. As you leave thereafter, you can grab all of the goods you want anywhere *but* his living quarters, but you may not want to worry about that. After all, getting out of the half-sunken ship is adventurous enough for many.



Once you leave the ship with Pinkerton's documents, you can teleport instantly back to Megaton, where you can go to Craterside Supply Shop and speak with Moira Brown. She'll be most interested in your story about Pinkerton and the rest of Rivet City's interesting people, and you can hand over the documents Pinkerton gave you to prove what he was saying. Most impressed with your intensely studious adventure, Moira will give you **four Mentats**. But more importantly, since you uncovered the real history of Rivet City by speaking with Pinkerton, you'll now get a *permanent* 10% discount from all goods at Rivet City. And that, my friends, is huge.



## Side Quest: Wasteland Survival Guide (Continued)

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Now, there's only two more things left to do. Then, we're *finally* done dealing with Moira's epic side quest. We chose the option to go to the RobCo factory nearby to install a piece into the mainframe computer there so that Moira can study various robots and machines in the factory. What's more, she encourages you to do this so you can have access to all of these robots as well. It's beyond us why she thinks we would even want these robots, but regardless, we've come this far. We might as well finish the job, right?



The RobCo facility is southwest of Megaton, and it's a bit of a walk getting there. Unless you've been there before, you're going to have to manually walk from Megaton (or a spot closer, if applicable). For the sake of this, however, we'll be assuming you're coming from Megaton. Strap yourself with a weapon and begin heading in a westerly, southwesterly direction (remembering that your compass will have a marker pointing you in the right direction as long as this is your active quest on Pip-Boy). En route, you should encounter some simplistic enemies (at least initially), including RadScorpions, Bloatflies and Mole Rats. Nothing you can't handle. Remember -- if enemies are especially easy for you to slay, consider switching to a melee weapon (like the trusty Chinese Officer's Sword) to save precious ammunition.



As you get more and more into the no-man's land between Megaton and the RobCo facility, you'll likely start encountering more difficult enemies. As far as organic enemies are concerned, well-armed Raiders and strong mutated animal foes named Yao Guai will be standard fare (make sure to scour the latter's corpses when slain to get its valuable meat, which you can use or sell later). You will also likely run into robotic enemies like Protectrons, so deal with them en route.



If you take a certain route, you should run into the Fairfax Ruins, an abandoned series of buildings crawling with enemy Raiders. This is an advantageous place to run into not only to add it to your map for later, but because you can use it to have a midway point to teleport back to should you find yourself in trouble, in need of healing, or simply want to get rid of the goods you've been collecting thusly. Otherwise, a continuance of your westward/southwestward journey should ultimately run you smack dab into the RobCo factory you seek (ROBCO will be on the side of the building in huge letters). When you arrive, feel free to teleport back to Megaton to heal yourself, get rid of goods or purchase anything you need. Then, teleport back and head into the building itself.





As long as you don't start running around loudly or shooting your gun, you should be able to enter RobCo relatively undetected. This initial room has four off-shoots to it, but let's search the two on the left first to immediately get them out of the way. Both of these rooms on the left are gross, disgusting and dimly-lit bathrooms which hold an unusual amount of healing items. Search the sinks and toilets in both to find **RadAway**, a **Stimpak** and some **Rad-X**, as well as more useless items like a **Plunger** and some **Scrap Metal**. You can also do some additional searching near the desk at the top end of the room. A **Toy Car** and a plethora of **Books** can be found. Search the medical kit for another **Stimpak** and some **Dirty Water** before proceeding.



The next room you'll want to explore simply for items (because it's a dead end otherwise) is the room on the left side, next to the doors to the bathroom. You'll find all sorts of items if you carefully scour the area, and you might even find more items on downed Protectrons if you look hard enough for them. It's also at this point that enemies like Radroaches and Mole Rats will make themselves seen (you've likely heard them scurrying around up to this point). Holster your firearms and use melee weapons on them to save ammunition. As far as items are concerned, expect to find a lot here. As for the items you can find? A thorough exploration will find lots of goods, including (but not nearly limited to) a **Stealth Boy**, more **Stimpaks**, **5mm Ammo**, **5.56mm Ammo**, **Sensor Modules**, **Conductors**, **Steam Gauge Assemblies** and more. Search it in its entirety before proceeding!



Now, go into the only yet-unexplored area of the RobCo facility on the right side of the building's initial room. This area is separated into two major areas -- the area *below and around* the metal staircase leading up, and the area (the cafeteria) which the staircase ultimately leads up to. First, explore the lower area, since the cafeteria holds our objective here, while the area around the stairs simply holds items for you to grab. A **Big Book of Science**, some **Purified Water**, a **Stimpak**, a **Bottlecap Mine** and a **Steam Gauge Assembly** are among the more valuable things you should find, but keep an eye out to find some lesser items like a **Stealth Boy**, **Conductor** and more as well.



Now, head up the stairs and follow either branching corridor to reach the building's cafeteria (you'll be killing plenty of Radroaches and Mole Rats en route, but you probably already realized that). This area is incredibly vast and holds a maddening amount of items (if you're thorough, you're probably going to have to leave and come back two or three times to unload all of your crap). Plenty of food items, like **YumYum Deviled Eggs** and **Salisbury Steaks** can be found, as well as valuable sellable items, like more **Steam Gauge Assemblies** and **Cartons of Cigarettes**. Oh, and plenty of ammunition, also.



The room you're looking for is up a series of staircases from the cafeteria/offices section, however, and that's what you're going to want to seek out when you have had enough of goods collecting. Of course, some more goods collecting can be done up here (the **DC Journal of Internal Medicine** is a must-grab), but the large red-hued computer terminal in a central room once up the stairs completely holds the key to this leg of our extended side quest. Examine the terminal to insert the module given to you by Moira, and then quickly disarm yourself of your melee weapon in lieu of something stronger, like an Assault Rifle. Then, turn your ire on the Protectron that springs to life in the room you're in before you gather your thoughts.



Skilled hackers can then hack the computer to control the robots and put an end to the madness you just created, but everyone else is going to have to leave shooting. This is actually not a bad thing, since the Protectrons you've awakened not only carry plenty of laser ammo, but extremely valuable **Fission Batteries** as well, which you should scour off of their bodies as you leave the building running-and-gunning. Once you get outside (alive), you should instantly transport yourself back to Megaton.





Once in Megaton, unload the rest of the crap you found that you don't want so you can stockpile some Bottle Caps, and then give Moira the good news about your adventures in the robotic factory. Most impressed with what you managed to do, Moira will give you **four Pulse Grenades** to add to your inventory -- powerful weapons, indeed! If you managed to the optional hacking objective, then expect an even better prize as well! Now, there's only one more thing to do, and then the guide is *finally* done.

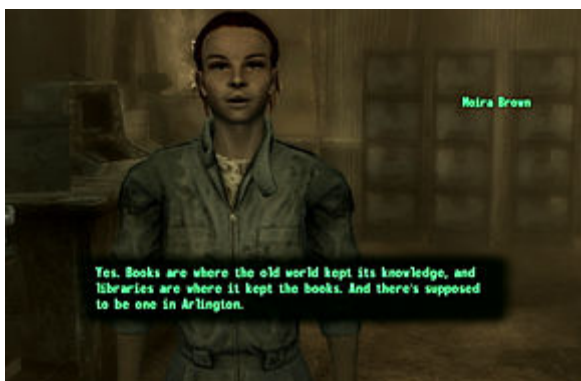


Oh great! Reactivating long-dormant technology is definitely a good step towards the survival of humanity as a whole.



It's a bit surprising how sturdy and easy-to-use a lot of the junked tech is. Guess they made it sturdy and simple back then.

You've seen a lot of books on your journey; most of them completely destroyed beyond recognition. But it's a place called a *library* that Moira tells you about that will truly have your interest piqued. In this library, you should be able to find plenty of information pertinent to her finishing her book. And there's more good news too. Since the library she wants you to head to is the objective point of a couple of other side quests (unlike, say, the bottling factory we just explored), this is going to be a quick in-and-out operation. You can scour the location for goods at another time.... you probably just want to get this side quest over with by now (at least, we do!)



Yes. Books are where the old world kept its knowledge, and libraries are where it kept the books. And there's supposed to be one in Arlington.



Great! The library should be in old Arlington, not far from downtown. See if you can download the archives from its computer.

## Side Quest: Wasteland Survival Guide (Continued)

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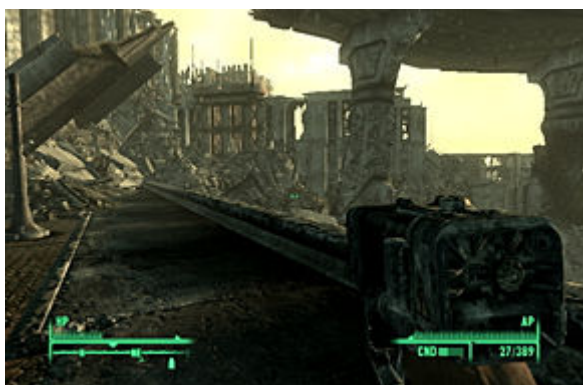
Arlington Library is located in the southeast corner of the Capital Wasteland map, and chances are you haven't been anywhere near it yet, so you're going to have to go overland. You're not looking to run right into the library, however. Rather, you're likely going to want to seek out something called the Flooded Metro, a landmark at the southeastern edge of the map, and a good place to use as a conduit between the library area and safer areas for you to sell off supplies and heal, such as Megaton.



The walk south to the metro should be innocuous enough. You'll likely run into all sorts of creatures, and humans as well, varied from Mole Rats and Radscorpion to Raiders and Mercenaries. The real fun won't begin until you get to the Flooded Metro area, however, since there's a significant Raider encampment adjacent to it. The first Raider you'll likely meet here is roving around the train station and is easy enough to kill with little consequence. It's her friends in the adjacent area that are going to be a little more difficult for you to eliminate, however.

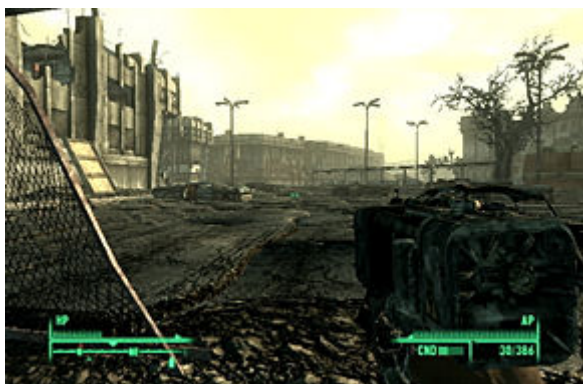


These Raiders are armed to the tooth, which is strange when you think about it, because they don't seem to spread out their weapons too well. That is to say, some of them are very well-armed, and others armed with basic melee weapons. The one you'll want to prioritize killing first is the guy running around with the missile launcher. This guy can make *quick* work of you, so try to knock the missile launcher out of his hands with some well-placed VATS shooting to eliminate any real threat. Then, clean up the Raiders as you have so many times before, combing their bodies for good and raiding their well-stocked camp for plenty of ammunition and other goods. Before proceeding, it's a good idea to also take out the gun turret nearby (you can hack it at a computer terminal if you're good enough) before teleporting back to Megaton to unload all of the crap you just stole from the dead Raiders.





Once your gear is sold off, you can then teleport back to the Flooded Metro and continue eastward from there to reach Arlington Library. You may run into more enemies en route, primarily in the form of Talon Company Mercenaries and maybe a Raider or two. Generally speaking, however, the prominent form of the Arlington Library will soon be seen in the distance. Approach it to add it to your map and then teleport away if you need to heal or take care of other business before entering this long-lost vestige of pre-nuclear knowledge. Otherwise, enter the building and get ready to fulfill the final requirements for Moira's epic survival guide.



Like most of Moira's other requests, this last one has both a mandatory objective and an optional one. The mandatory objective can be eliminated right off the bat, basically as soon as you enter the library itself. If this is your first time to the library (and it likely is), you will automatically be thrust into a conversation with a Brotherhood of Steel intellectual named Scribe Yearling. This unarmored female is one of the Brotherhood's scribes, those who document knowledge lost since the war. She'll inform you that she's looking for Brotherhood Holo-Tags and Pre-War Books. Now you know where to bring that crap! But moreover, she'll give you a password to access the computer at the front desk she's manning. Access it yourself and add the card catalog to the holodeck, and boom, your mandatory objective is finished.



If that's all you were looking to do, then you can leave the way you came in and head back to Megaton to wrap this up. But if you're feeling daring (and looking for some experience and plenty of loot), then we recommend you continue through the library, especially if you're wanting to do the optional objective as well. Thankfully, this won't require much direction. Why? Well, as soon as you press further into the library, you'll see the Brotherhood of Steel with you, clearing out the Raider-infested building. You'll know you're going in the right direction as long as you stick with your Brotherhood friends. Remember to try to do as much killing as you can for the experience you can earn from downing the Raiders, but you can always hide and let the Brotherhood take care of them yourself if you so desire.



Whether or not the Brotherhood takes down the foes you encounter or not, you'll still want to comb their dead bodies for goods that you can use for your own or, more likely, sell later. If you want to clear more foes, then head up the stairs you come to and to the left, where you can enter the library's former children's wing. Here, more and more foes are waiting for you and can be slaughtered just like any other Raider. But to proceed towards our optional objective, which involves examining a computer on the top floor of the library, which involves staying away from the children's wing. What you do from here is up to you.



To head towards the optional objective, you're going to have to ultimately split from the Brotherhood of Steel and find a series of staircases that lead higher and higher up the building. En route, you'll encounter myriad Raiders (keep grabbing their gear when they're killed). However, we recommend *against* combing rooms and grabbing too much crap. After all, we'll bring you back here during another side quest, and you can take care of the item grabbing then (you'll become encumbered if you try to do it now -- trust us). When you finally reach the last Raider holdout, you'll see a computer they're guarding. Killing them and examining the computer before heading out will allow the optional objective to be fulfilled.



You're now free to leave. Head back all the way through the building (taking out any remaining Raiders, if you left any standing). Then, head out the front door and once outside teleport immediately to Megaton. Speak with Moira Brown at Craterside Supply to wrap this epic side quest up once and for all. Give her what she asks for (we received **250 Caps**, **Lying Congressional Style** and, yes, the **Wasteland Survival Guide** for helping her, plus experience galore). And that's that -- you never have to look at this horrendously annoying woman again if you don't want to. Congratulations!





## Side Quest: The Power of the Atom

<b>Steps</b>	(1) Disarm Megaton's atomic bomb. (2) Report to Lucas Simms in Megaton.
<b>Items</b>	Your House's Key, 100 Bottle Caps.

When you leave Vault 101 at the beginning of the game and find the settlement known as Megaton, the first person you'll meet there is the settlement's sheriff, a man named Lucas Simms. Sheriff Simms will almost immediately begin talking to you about the large

undetonated nuclear bomb in the middle of the settlement (this is where Megaton got its name, you see), and he's interested in having the bomb disarmed. This relic of the Chinese-American war that destroyed the country is still a live nuclear bomb, and if not careful, the bomb will go off. He asks you to disarm the bomb.



Please keep in mind that this explains how to **disarm the bomb**, *not* how to detonate it. We'll cover that particular branch in the story in a future update to the guide.

To disarm the bomb, all you really have to do is examine it, though your success in doing so seems tied to your skills (science in particular), so wait until perhaps you've done some other stuff before attempting it (as you run into Simms subsequent to talking with him but before you disarm the nuke, he'll constantly remind you of it). When you do successfully disarm it (simply by examining it), you'll be in the clear to head back to Sheriff Simms and speak with him about the good deed you just accomplished.



If your stats aren't high enough to successfully diffuse the bomb, consider taking a Mentat or two. Doing so should increase your stats enough (only temporarily) to allow you to easily disarm the nuke.

Simms will be ecstatic that you helped him out. In fact, he'll be so ecstatic that not only will he give you **100 Bottle Caps** for your hard work, but he'll also hand off a vacant house in town that you will now be able to call home. Find this house and use the key he gave you to open it. Within, you'll find your very own housekeeping robot and some food in the fridge, as well as odds-and-ends on various shelves. But to stock your house with the essentials, hit up Moira Brown at Craterside Supply. She'll hook you up to your liking.



## Side Quest: Those!

### PART ONE

### PART TWO

### PART THREE

<b>Steps</b>	(1) Deliver the bad news to Bryan Wilks. (2) Investigate Marigold Metro Station and remove the source of the Fire Ants. (3) Eliminate all five Nest Guardians from the Ant Queen's Hatchery. (4) (Optional) Do not harm the Queen. (5) Return to Doctor Lesko. (6) Return to Bryan Wilks. (7) Find a home for Bryan Wilks.
<b>Items</b>	Nuka-Cola (x4), Nuka-Cola Quantum, Shack Key, Wasteland Wanderers Outfit, Rad-X (x2), Stimpak (x3), Chinese Assault Rifle, .44 Round (M), 5.56mm Round (M), Pilot Light, Blamco Mac and Cheese, Cram (x2), InstaMash (x2), Squirrel on a Stick, Damaged Garden Gnome, Shotgun Shells (M), .32 Caliber Rounds (M), .32 Caliber Pistol, Camera (x2), Switchblade, Doctor Lesko's Password Recording, Hot Plate (x2), Wrench, Hammer, Abraxo Cleaner (x2), Bottle Cap (M), Lead Pipe, Ant Meat (M), Ant Nectar (M), Biker Goggles, Energy Cells (M), Laser Pistol, Wasteland Surgeon Outfit, William Brandice's Key, 10mm Pistol (x2), Dirty Water, Motorcycle Gas Tank, Metro Ticket (M), Pre-War Money (M), Carton of Cigarettes (x3), Sensor Module (x2), Wonderglue, 10mm Rounds (M), Lawnmower Blade (x2), Naughty Nightwear, Blood Pack (x2), Purified Water, Ripper, Railway Spikes (M), Conductor (x3), Paint Gun, Scrap Metal (M), Frag Mine (x6).

To find the Those! side quest, you're going to have to do a little exploration. In fact, you'll likely find this one early in the game, since the location of the side quest, Grayditch, is a mostly-abandoned settlement of previously-standing buildings southeast of Megaton. You'll have to roam around the area for a bit until you run into a little boy wandering the Wasteland by himself. His name is Bryan Wilks, and he's in a bit of a bind. You see, mutated Fire Ants have all but destroyed any living vestiges in and around Grayditch, and apparently there are now only seven survivors. Wilks needs your help to rectify this situation, and naturally, you're the man for the job.

Now, a word on the Fire Ants. You've no doubt noticed the damage these pesky foes can do as you were looking for Bryan Wilks in the first place. There are three types of ant you're going to run into. The Fire Ant Worker is the most innocuous of them all, takes little damage to kill, and lacks aggression. Next up is the Soldier, whose flamethrower attack can devastate you. And last (but not least) is the Warrior, who is both aggressive-as-hell *and* armed with an equally devastating flamethrower attack. Naturally, this means melee weapons, shotguns and anything that does close-quarter damage should be avoided at all costs. Long-range weapons are *key* here if you have any hope whatsoever of surviving.





Your first objective here is to find young Bryan's father. You could have run into Bryan anywhere, but you'll want to locate him in a preservation unit adjacent to a burned-out diner (see the screen below). Here, you can speak with him in his preservation unit or raid the nearby diner's Nuka-Cola machine for some **Nuka-Cola** and **Nuka-Cola Quantum**. Thereafter, turn around so that your back is facing the diner and look ahead. Remember when Bryan told you that his house is the one with the billboard on it? Well, you'll see a billboard hanging on a building next to a shack you can't yet enter. Head towards that building and inside, where you'll encounter a grizzly scene.



Bryan Wilk's father is dead. You'll find his corpse, along with many Fire Ant corpses, strewn across the half-burning first floor of their house. Search his body to find the **Shack Key** and then begin searching the house for more items. There's plenty of incidental crap here (**Plates**, **Cups** and the like), but there are some valuables as well. A **Chinese Assault Rifle** can be found, as well as **.44 Rounds**, **10mm Rounds**, and **5.56mm Rounds**. Continue searching for more, including a **Stimpak** and **Rad-X** in their medical kit, a valuable **Pilot Light** in their oven, and foodstuffs in their fridge, including **InstaMash**, **Blamco Mac and Cheese**, and more. You can also sleep off any injuries in the vacated queen-sized bed upstairs before proceeding.



Now that we know Bryan's father is dead, it's time to leave this house to deliver to him the bad news. You can speak with him however you want, but you're going to want to be at least mildly caring if you want to see this mission through to the end. The Capital Wasteland is a tough place to live, and young Bryan knows this. Even though his father is now confirmed to have passed, he wants you to take out the source of the Fire Ant infestation so no one else has to go through what he's gone through. And just like that, our next objective, to take out the Fire Ant source, will flash on-screen.



But it's going to be a mystery to you yet as to just where you have to go to accomplish this next objective. Thankfully, the answer we seek isn't too far off from our current location. Head back to your house and look to the left of the entrance, where you should find a makeshift shack that's locked up. With the Shack Key you found on Bryan's dad, you can enter the shack, which is owned by a man named Dr. Lesko. Examine the room to find **Abraxo Cleaner**, some **Hot Plates**, a **Hammer**, **Wrench** and more. But it's **Doctor Lesko's Password Recording** sitting on the desk that's going to be of the most use to you. Once you grab that, head to his computer and the password to it will be inserted automatically, allowing you to browse his computer's contents. Once you examine the file that tells you where he's found a source of ants, a new objective will be added to your Pip-Boy, and you'll now know where you're going.



## Side Quest: Those! (Continued)

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Your destination is the Marigold Metro Station, but you may not want to run straight there yet. The Ant Workers, Soldiers and Warriors are worth plenty of experience points, and you may want to run around killing as many of these foes as you can before you nullify their source for good. Once you accomplish destroying the source of the genetically-mutated Fire Ants, you won't be able to fight droves of them anymore, so do take advantage of their presence now. Attempt to drive up your experience meter as much as you can stand. There appears to be a finite amount of these guys walking around Grayditch, however, so there's a limit as to how much fun you can have.



The Marigold Metro Station is located at the south end of Grayditch. In fact, if you've thoroughly explored Grayditch and its surrounding environs already, then chances are you've ran into the Metro. That means that your Pip-Boy's map should have it on there already, and you can teleport there instantly. If this isn't the case, then head due south from the Grayditch icon -- the station is hard to miss. Keep an eye out (and ear, as well) for any remaining Fire Ants, doing them in as you encounter them. When you arrive at the Metro station, climb down the stairs and head on inside. This is where the Fire Ants are spawning from.

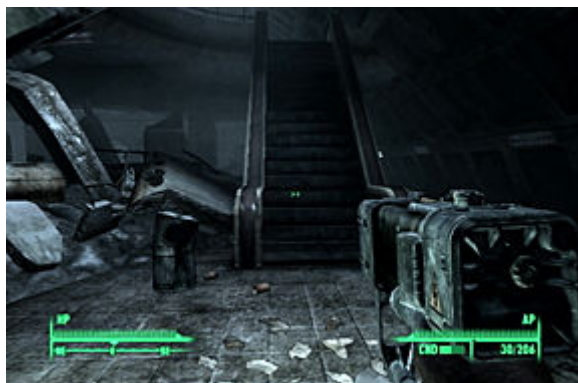




The Marigold Metro Station is a dark, dank place, so have your Pip-Boy's light on to make things easier for you. Head down the stairs, forward and to the left, following the linear pathway as it winds through Fire Ant corpses (we didn't initially run into any live Fire Ants, but you may, so keep your firearm at the ready). After going through the turnstiles, head to your left and into an offshoot room. You can find some goods from thoroughly examining the shelves and boxes. We found a couple of **Metro Tickets**, some **Pre-War Money**, a **Carton of Cigarettes**, a **Sensor Module** and some **Wonderglue**, amongst other things. After grabbing these goods, you can continue down the linear corridors and staircases you encounter from that room, killing any remaining Fire Ants as you go. You'll eventually reach the subway tunnel itself, which is indicative that you're going in the right direction.



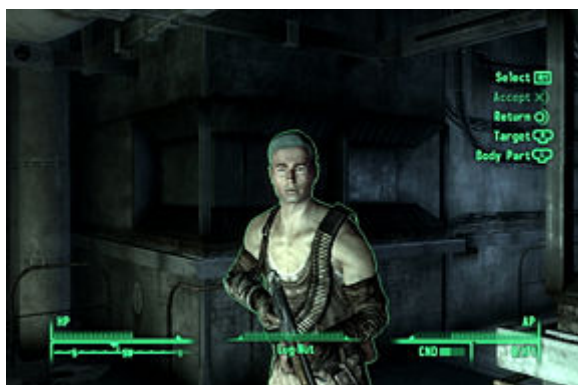
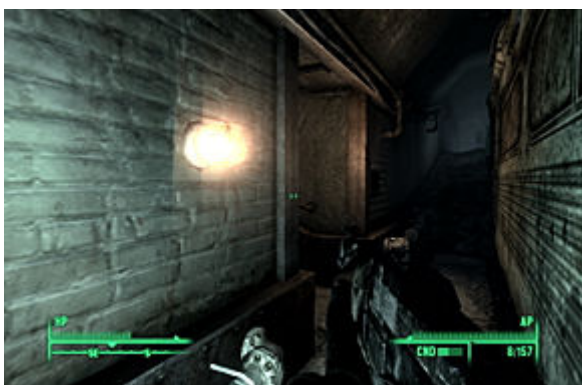
As a brief aside, you may want to consider backtracking towards the entrance to the Metro station and taking the normal route through the turnstiles and down towards the train platform. There aren't many items (or any, really) that you will find by going this route, but there are Fire Ants galore down this route. Remember -- in Fallout 3, as with any RPG ever made, experience is king. Take this route to mow down Fire Ants and earn valuable experience, but after doing that, backtrack to the previous path, heading through the door into the tunnel. This will put you on the right track and make it much easier to give you in-depth directions.



Fire Ant Warriors abound down here, so keep your gun at the ready, and never hesitate to use healing items (after all, most Fire Ants will drop their meat when killed, which is a minor healing agent). With your back facing the door you came through, head to your left. Feel free to examine the tunnel you reach on your right (you'll find **10mm Ammo** and **Nuka-Cola** here, amongst other stuff), but ultimately you'll want to keep on a straight-forward path until the tunnel splits ahead. The tunnel will continue forward and reach a dead end, and you'll be forced left. More Fire Ants will need to be slain, of course, but when you reach this turn, you'll again know you're on the right track.



As you head forward, you'll see a train on the tracks, which will force you to either head to the right or to the left to walk around it. First, head to the left side of the train. You'll see a flashing light ahead alongside a door. This door can be picked open easily, and once within, you'll find a plethora of goods you'll likely want to add to your inventory before proceeding. Amongst those goods, you'll find plenty of ammunition (**Shotgun Shells**, **10mm Rounds** and the like), as well as some **Frag Mines**, a **Stimpak**, some **Purified Water**, a **Ripper** and more. Grab these goods, pick open the safe to find some **Naughty Nightwear** if you so desire, and then head back out to the tunnel. Oh, and if a guy runs in and demands the Naughty Nightwear back, deal with him how you want. We opted to off him with a few gunshots to the head.



## Side Quest: Those! (Continued)

### PART ONE

### PART TWO

### PART THREE

Once back out in the tunnel, continue leftward down the rest of the tunnel until the train shortly thereafter ends (heading around to the other side of the train will result in you finding nothing whatsoever, so don't bother). You'll find another connecting tunnel here, which you should examine after eliminating the Fire Ant threat in the area. Here, things get fairly interesting. You'll find William Brandice's body on the ground, who is one of Bryan's surviving neighbors (well, he's not surviving anymore). Search him thoroughly, and you'll find a **Laser Pistol**, some **Energy Cells** and other goods. But most importantly, you'll find **William Brandice's Key**, which you can use to open up a locked box back at his house in Grayditch.



Heading back to the corridor you came down will lead to a dead end (thanks to an awkwardly-sitting train), so head to the right and continue up the corridor, where you will soon find another dead end with two doors, one on each side. Head through the door on the left first, and you'll run into Dr. Lesko, the man you've been seeking out. This maniac of a doctor is responsible for the mutated Fire Ants (an effect he's termed pyrosis). You can speak to him any way you want, but you'll want to make sure you don't piss him off too much, that way you can finish the side quest. Agree to take out the Fire Ants by killing the five guardians near the Queen's location, and all should thereafter be well. Before heading out, though, search his makeshift laboratory. **Two 10mm Pistols** can be found, as well as a **Stimpak**, **Blood Pack**, **two Conductors**, a **Motorcycle Gas Tank**, and more.





But when you're ready to deal with the Queen Ant and her guardians, you'll want to go out of Lesko's lab via the other door in the small room, on the left side. This leads to an adjacent corridor which, once traversed, will lead to a hole in the ground (you can only go right and towards the hole here; going left will lead to a dead end almost immediately). Once you drop down into the hole, you can then go through a rickety old wooden door, which will lead to the Fire Ant lair itself.



You won't encounter any of your *normal* kind of Fire Ants here. There are no Workers, Soldiers, or Warriors to be seen here. Instead, you'll run into five of the Queen Fire Ants guardians, who are fast-moving and aggressive to say the very least. And yes, just like their lesser friends, they can shoot endless streams of fire, thanks to Lesko's genetic mishap. Combine their aggression, fast movement and ability to shoot fire, and you're going to have your hands full.



Making matters worse is that you're going to be in dimly-lit, hard-to-maneuver-in corridors. Thankfully, however, they're linear, so getting lost shouldn't be an issue. And what's more, you should be able to have decent visibility with your Pip-Boy's light. The best indicator that an ant is nearby is the noise they make. Feel free to lure them towards you, using Frag Mines to blow their legs apart before going into VATS to finish the deal. Make sure you kill all five of them, and leave the Queen alone (you'll need to wrap around her resting area to finish off the last of her five guardians). As long as the Queen doesn't see you or hear you, you shouldn't have a problem, but if she does, run! She'll begin shooting green poison at you, and her fast movement through those thin corridors is something to surely be scared of.



Once the deed is done, you can head back to Dr. Lesko's lab and report your findings to him. Be honest with him and he'll reward you with his **Lab Coat**, as well as with a permanent statistical enhancement (we went with the strength enhancement, but you can go in another direction entirely if you so desire). With this situation figured out, you can then head out of the Marigold Metro Station the way you came in. There should be no more enemies here to speak of, so it'll be a leisurely trip indeed.



You're *almost* done with this mission now. Once back outside, transport yourself immediately to Grayditch, and seek out Bryan once more in the preservation chamber. Report that the Fire Ants have been killed and their threat nullified, and he'll tell you that the Fire Ants in Grayditch began turning on each other, taking each other out. You won't have to deal with those suckers anymore! But there's *one more thing* you have to do for young Bryan before you call it quits. It's the only way for the side quest to truly come to a conclusion, so you need to do this one way or the other.



Bryan might not be threatened by the Fire Ants anymore, but his dad is still dead, and he's all alone in the dangerous nuclear wasteland known as Washington, D.C. He refers to finding a home for you, and while you can let him flounder by himself (ending the side quest with some negative karmic debt), you can agree to help him find a place to live. You have multiple options, but the easiest and most natural choice you should make is to send him to live with Vera in Rivet City. Transport yourself to that far-off location in the southeast corner of the map and find Vera at her hotel on the ship's upper deck. Talk to her about Bryan, then go back to Grayditch and tell him to go to Rivet City to live with her. Case closed!





## Alien Crash Landing

<b>Steps</b>	N/A
<b>Items</b>	Alien Blaster, Alien Power Cells (x120).

There's a curious sight to see at the northern end of the vast Capital Wasteland. Making the venture up there is all the more worth it when you consider one of the game's rarest and more powerful weapons is at that location. When you consider large-scale nuclear war and the devastation it wreaks, one must also consider

the radioactive signature sent out into space by such an event. Could it be that aliens picked up on just such a signature and visited post-nuclear Earth to see what was going on there, only to find a civilization all-but-destroyed?

Well, there *is* a crashed alien spacecraft to find, and an alien corpse as well. We've kept the screenshots to a minimum below so as to not ruin one of the cooler things to find in all of the massive game known as Fallout 3, but we'll still tell you what's up, what you can find, and how to get there. Check out your map. Way north of Megaton (and slightly to the east) is an abandoned settlement known as Minefield. Further to the north (and slightly to the west) is a factory with towering smokestacks coming out of it. This is MDPL-13 Power Station, and it's a perfect location to spring off from to find what it is we're looking for.

Take a look at your map, and look north of MDPL-13 Power Station. You'll see a line wiggling down from the north, wrapping around the power station and heading straight south to the east of it. Just north of this line, *due north* of the power factory, you will run into a downed spacecraft with its deceased alien pilot. There are two things you can do to make sure you're on the right path. The first is picking up on the alien distress signal from the downed craft, which is audible only when you're close to the craft. The second is the minor radiation the craft gives off -- if you're anywhere near it, you'll be radiated.



When you arrive, take in the awesome sight, but act quickly. The alien's **Alien Blaster** can be found in the wreckage near the pilot's corpse. The little white cylinders are **Alien Power Cells**, and you should find 120 in all. This *extremely powerful* weapon does 65 damage in the condition you find it in, but its ammo is extremely limited (if not entirely impossible to find away from the crash site), so use it sparingly!

Congratulations! You found one of the game's coolest -- and most powerful -- weapons.

## Side Quest: Blood Ties

### PART ONE

### PART TWO

### PART THREE

### PART FOUR

<b>Steps</b>	(1) Deliver Lucy's Message. (2) Check the West Residence. (3) Check the Schenzy Residence. (4) Check the Ewers Residence. (5) Report to Evan King. (6) Locate The Family. (7) Locate Ian West. (8) Speak to Vance about Ian's decision. (9) Return to Evan King.
<b>Items</b>	Rad-X, Stimpak (x4), Dirty Water, Nuka-Cola (x5), Ashtray (M), Pack of Cigarettes, Sawed-Off Shotgun, Blood Pack, Jet, Bottle Caps (M), Shotgun Shells, Combat Armor, Assault Rifle, Murphy's Footlocker Key, RadAway, Carton of Cigarettes (x2), Abraxo Cleaner (M), Milk Bottle, Vodka.

In Megaton, there's a mysterious woman named Lucy West. Upon exploring the town, you might come across her dwelling, but chances are you're going to run into her in person at Moriarty's Saloon, since she's a bit of a regular there. This blond-haired woman will appeal to you almost immediately after you begin speaking with her. She's been sending letters north to her family located in a small settlement known as Arefu. But she hasn't heard anything from them. She's not necessarily worried about their safety, but she still wants you to go check on their situation, giving them a letter she hands off to you in the process.





As soon as you accept Lucy's request, Arefu will be added to your map (though you won't be able to transport yourself there automatically until you yourself arrive there). Located roughly northwest of Arefu, it's a bit of a trek getting there, but it's a worthwhile trek. This is because not only will you undoubtedly run into some enemies that are worth plenty of experience, but because you'll add at least the Arefu location as a permanent launch point once you arrive there. Either way, leave Megaton and begin heading north, northwest to begin working towards Arefu.



En route, you'll run into various enemies. We ran into a couple of Radscorpions, and even a Giant Radscorpion. You may have different experiences (be ready to fight a Yao Yuai as well, since those things are a major pain in the ass). On our particular journey northward, we also ran into Kaelyn's Bed & Breakfast, added as a permanent location once we arrived. This area, located slightly northeast of Arefu, is a great place to add to your map, but be weary of the Raiders guarding it. There are many of them, and they are well-armed!



As you go northward from there, you'll run into a gigantic bridge scaling a gap ahead. At the foot of the bridge, you'll find a seemingly-abandoned farm, with a small pen for Brahmin attached to it. But all of the Brahmin are dead and, upon closer examination, picked completely clear. What's going on here? Approach the bridge from here and begin scaling it. Holes in the bridge have been gapped by wooden planking. But as soon as you see a figure in the distance and get to close, you're shot at. This man is named Evan King, and he's guarding this disheveled settlement known as Arefu.



Approach Mr. King after his initial warning shot to get the 411 on what's going on here. It seems that there's good reason as to why Lucy's letters to her family haven't been getting through. Arefu is under constant siege by a group of hooligans called The Family (King refers to them as a gang). These guys attack the Arefu settlement regularly, and are the ones responsible for the dead Brahmin at the foot of the bridge. Whether or not you offer up Lucy's letter to Evan is irrelevant (he'll decline to take the letter, anyway). Instead, he wants your help defending the Arefu settlement from the wrath of The Family.



## Side Quest: Blood Ties (Continued)

PART  
ONE

PART  
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FOUR

But before you get underway with that, offer to help him out by checking in on some of the families that still call Arefu home. There are only three families here (four dwellings total, when you include King's residence), so this shouldn't be too difficult for you to manage. The first family you're going to visit is nearest to King's location. The Ewer family is perhaps Arefu's most interesting, with an extremely rude, agitated husband (feel free to talk as much crap to him as possible) and a delusional wife who doesn't even seem aware of the fact that nuclear war has *ruined* everything. After speaking with them, head outside and work towards the back of the settlement to explore the other two homes (King's is locked; don't mess with it for now).





You'll likely come across the Schenzy residence next. The shack's lone resident, Karen, is a little nicer to you than Mr. Ewer was, but she's wound up tight because of the incompetence of Evan King. She's tired of sitting in her house and wants the threat The Family provides nullified once and for all. I suppose you can't blame her! Finally, you can then explore the West residence, but you won't find a pretty scene within. Both of Lucy's parents can be found in the house, slain, with THE FAMILY written in their blood on one of the walls of their home. Lucy wasn't worried about them, but she was wrong not to worry, because her parents are dead, and this dangerous gang known as The Family is responsible for it.



With the information garnered from checking up on all three houses, you can report your findings back to Evan King. Inform him that the West family appears to have been killed, and he'll inquire about their son, Ian. Let him know that Ian wasn't amongst the dead bodies in the house, and he'll inform you that there's a good chance young Ian is hanging out with The Family. He's been seen with them recently. With that in mind, it's time to go after The Family, but not before you pick King's brain about anything else he can possibly tell you.



Among the information King will feed you is the general direction of The Family's settlement (northeast), and a few specific locations -- Hamilton's Hideaway, Moonbeam Cinema, and Northwest Seneca Metro Station. You can explore the first two locations to your heart's content if you so desire, but The Family's main base of operation is indeed the latter location, the metro station. All three locations are on your map, so you should know where all three are located. Getting to the metro station will require you to backtrack towards the farm where the dead Brahmin are. You can then hug the river which the Arefu bridge crosses, but don't enter into it! Remember, you'll get radiation sickness if you aren't careful! Do, however, cap the Mirelurks that come your way. They seem especially susceptible to Flamer attacks, if you're interested in easy kills.



Mirelurks are the least of your worries as far as enemies are concerned, because chances are you'll also run into some Raiders. The Raiders we ran into here weren't especially well-armed; in fact, they had only melee weapons on them. But they were tenacious, aggressive foes who required some quick burning to take down. Nonetheless, as you deal with these foes, follow the water source away from Arefu, following it as it winds back towards the bridge, heading northward. In case you were wondering why we didn't just go down the bridge towards the other side of the water from Arefu, you should now see the answer to that inquiry for yourself. The bridge drops off on the far side, making it quite the fortified position. Now you see why those few settlers settled there to begin with.





When you finally arrive at North Seneca Metro Station, don't expect to find much. The area surrounding the metro station's entrance is completely devoid of any enemies, goods, or people to speak to. Explore as you'd like, but again, don't expect to find anything interesting. When you're ready, seek out the staircase leading downward at the center of the small area. This leads to the metro station itself, where you're likely to find plenty of interesting stuff.



Things will be relatively quiet in the early-going (if you're having trouble seeing, don't forget your Pip-Boy has a light you can activate). Head forward down the linear pathway. Before heading left towards the turnstiles, however, continue forward into an adjacent room. This was once a waiting room of some sort that now has Mole Rats aplenty within it (so get ready for some easy fights). There's also an irradiated corpse within you'll want to avoid. Explore both bathrooms shooting off of the waiting room. Each has a medical kit on the wall, where you can find a combined **two Stimpaks**, some **Dirty Water**, and **Rad-X**. A downed Nuka-Cola machine in the waiting room will also surrender **two Nuka-Colas** upon closer inspection.





## Side Quest: Blood Ties (Continued)

PART  
ONE

PART  
TWO

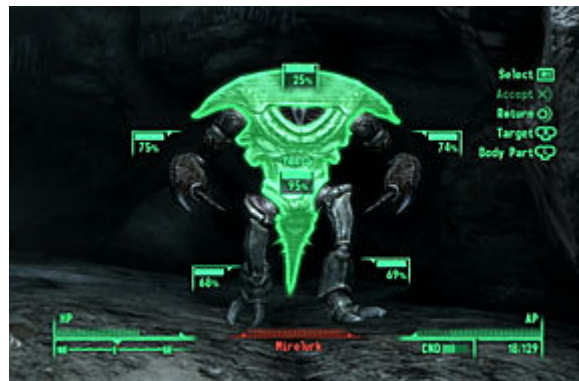
PART  
THREE

PART  
FOUR

Now, head back to the main corridor and go through the turnstiles. A pair of flaming barrels will flank a door leading into an office space. Within, you're likely to find at least one Ghoul, perhaps two, but neither of them will give you a hard time. Try to steal their stuff, however, and you're going to be in for a fight. Believe it or not, stealing their stuff is well worth it, even if it's worth plenty of negative karma. Why? Well, not only will you net all sorts of crap (like **Jet**, an insane amount of **Abraxo Cleaner**, a **Sawed-Off Shotgun**, **Shotgun Shells**, **Cigarettes**, **Stimpaks** and more, but the Ghoul named Barrett will turn on you if you steal their stuff. And he has **Combat Armor** on him, ridiculously powerful armor that you'll want for yourself. But how you treat this situation is entirely up to you.



You'll notice that you can't go much further than this series of offices. To proceed, you'll need to find the conduit that leads to the adjoining Meresti Service Tunnel. Thankfully, the secret entrance to the tunnel isn't too far off. Head to the room on the left of the front-most office, and go through the door there. This room is *highly* irradiated due to some barrels of radioactive goo in the small room, but you can open the manhole in the middle of the floor to enter the path. Once down there, get ready for a fight! There are a few Mirelurks *lurking* around down there (pardon the pun).



This linear tunnel, other than being lined with a few pesky Mirelurks, will also house either Murphy or Barrett, if you didn't kill one or both when you were in the office (so get ready to down one or both of them if you stole their stuff and haven't yet snuffed them out). Also, move quickly from the outset so that you get out of the mildly-irradiated where the manhole leaves you. Otherwise, you'll soon come to a pathway that heads upward to an actual train tunnel. Just be careful of the explosive trap left there. It's hard to avoid, but if you're moving quickly enough, chances are you won't take any substantial damage.



Expect more traps going forward (keep an eye out for hard-to-spot tripwires that can set off devastating explosives). When the path splits, take the top split, which will lead in another direction (ignore the other direction for the time being, as it's not pertinent whatsoever to this particular side quest). Dodge more traps that are undoubtedly there, and ultimately, you'll run into a small barricaded area guarded by a lone member of The Family named Robert. And he doesn't seem too happy to see you.



But Robert is an amicable man, and as long as you don't open fire on him, you should be able to bribe him for 100 Bottle Caps. This will allow you to gain entrance into The Family's hideout with any trouble. If you open fire on Robert, you can steal the myriad goods he's guarding, but be aware that you're going to have to fight *everyone* in The Family to successfully end this side quest. Even if you're playing with an evil slant, therefore, you'll want to play this one cool. Just trust us on that. After you're able to bribe him, he'll grant you entrance to their arms storehouse (again, keep your hands to yourself). Follow the linear pathway from there to a doorway that leads to Meresti Metro Station proper. It's time to meet The Family.





## Side Quest: Blood Ties (Continued)

PART  
ONE

PART  
TWO

PART  
THREE

PART  
FOUR

Head straight down the tunnel towards the large opening (where the train platform once was). This is where The Family lives and congregates, and as long as you didn't kill Robert or act in a hostile manner towards him (which, again, we must stress *not* to if you want to finish this side quest successfully), they'll all be friendly and willing to speak with you. But remember... as tempting as it is, and it's *going* to be tempting because there's so much valuable crap lying around, *keep your hands to yourself*. You'll lose karma for sure if you steal, but what's worse, if they know you stole, you're going to have your hands full with a plethora of well-armed thugs. It's best to get out of here, good or evil, without raising a fist.



You'll have one real objective here, and one only, and that's to speak to everyone and use your power of persuasion to get a computer password out of any of these guys. You'll have plenty of people to talk to (at least a half-dozen), so even those with incredibly low persuasion should be able to convince one of The Family's members to give up the password. Just inquire about everything, speak nicely, and take the highroad, even with the incredibly rude shopkeeper in the settlement. Once you have that password, all that's left to do is find Ian and convince him to get out of here.



If you haven't yet realized it, The Family is a rogue group practicing rampant vampirism. They aren't necessarily *bad* people, they just live outside of the very loose laws of the Capital Wasteland and must kill creatures and sometimes humans to survive (feel free to hack into one of their computers once a password is garnered to learn more about them, their laws, and more). But ultimately, you'll need to head up to the top platform via the broken-down escalator. Swing left, follow the linear corridor, and approach the computer terminal on the wall near a locked door. Yes, you'll encounter a bedroom (likely Vance's) on the left en route to the terminal, but as usual, look but don't touch.



Since you gleaned a password from one of the unsuspecting Family members, all you have to do is examine the computer and you will be given access to its programs automatically. Tell the computer to unlock the door, and then head on through. You'll find Ian sleeping on a bed within this room. Approach him and stir him awake to speak with him. From here, how you handle yourself is up to you, but remember that your primary goal is to convince him to head back to Arefu. Once you've done that, you've almost completely finished the side quest, save for one pretty important part. You still have to talk to the head of The Family, Vance, and tell him that Ian is going home.



This might seem like a bit of a daunting task, but it really isn't. Leave Ian's chambers and walk back down the corridor towards the broken-down escalators, and you should run into Vance. Speak with him (he'll likely talk to you first) and tell him that Ian is heading home. Vance will accept this (he seems like a pretty nice dude, after all), and while you can pick his brain as much as you want, and we encourage you to do so, once he knows Ian is heading back to Arefu, you are free to go. The final leg of the side quest should have flashed onto the screen at this point.



Head back to Arefu -- there are two routes you can take. The one that leads to Seneca, and the one down the alternate route before you go to the room Robert is guarding. The alternate route is actually quicker, since you'll find yourself outside before long, which will allow you to instantaneously transport yourself to Arefu. Find Evan King once you're back and speak with him, and let him know Ian is coming back. He'll be thrilled, and the side quest will conclude. Keep talking to him, and he may even give you some **Vodka** for your trouble. Good work!





### Side Quest: Post-Apocalyptic Plumbing

<b>Steps</b>	N/A
<b>Items</b>	None.

This is an unnamed and extremely brief side quest offered up by the game. The first time you arrive in Megaton, early on in the game, you'll be able to undertake this side quest, and as long as you don't kill

the character responsible for the side quest (a man named Walter), you can do it at anytime. There are only two requirements -- one is that you have to have a repair level of at least 30. The second is that you have to do this while Megaton still exists (so if you plan on blowing the place sky high for Burke with the city's undetonated nuclear bomb, do this first). Walter is the proprietor of Megaton's water treatment facility, located east of the entrance to the settlement (run up the steep steps and follow the linear pathway from there; it'll be the first building on your right). When you arrive, speak to the cranky Walter. He'll tell you, amongst other things, that the water pressure is down in town because of three leaks strewn around the city. He wants you to repair them.



Now, this side quest can be undertaken in *literally* two minutes, from front to back. All you have to know is the locations of the three leaks. All three leaks are rather obvious if you know where to look. The first is perhaps the easiest to find; head to the entrance into Megaton and run down the steep pathway to the lowest level of the settlement. The leak will be on your left. The second one is at the back end of the settlement on a virtually identical steep pathway that you will have to climb up. That particular leak will be on your right (there shouldn't be a pipe on your left whatsoever there).



The third leak is the hardest to find, but once you know where to look, it's a breeze to find. Head to the nuclear bomb at the center of the town and look up towards the Children of the Atom's building. To the right of it, you'll see a statue of an atom, complete with subatomic particles swirling around it (also in statue form). The leak is located near that statue, but to get there, you're going to have to climb to the buildings and catwalks *far above* the statue, so you can access it from above. It's the only way to jump to this location, thus making it the hardest leak to fix. But once it's fixed, all three of the leaks will be rectified (considering you went in the order we suggested). Head back to Walter and tell him about your good deed. In return, he'll offer to buy otherwise-worthless Scrap Metal from you for a pretty penny. Keep this guy in mind next time you find that seemingly-useless Scrap Metal. He wants it! You should also receive a couple hundred Bottle Caps for your trouble.



### Side Quest: Irradiated Man's Best Friend

<b>Steps</b>	N/A
<b>Items</b>	None.

Perhaps one of the most oft-asked questions in regard to the epic game that is Fallout 3 is where one can find your pet dog. After all, there's plenty of footage and art of the game's main character with a dog. Well, there is indeed a dog in the game, and you can acquire him

whenever you want, so long as you want to travel to the location he's at. Because it's an otherwise-useless location, you may never find where he is, and thus never recruit him. The location is called the Scrapyard. To give you an idea of where it is, you need to look *east* of the Potomac River. It's far to the west of Vault 108 and Canterbury Commons; you need to look closer to the shore of the river than that. It's almost due south of Minefield, due north of Bethesda Ruins, and due east-northeast of Meresti Trainyard. That should give you a relatively tight geographic location in which to scour.





Once you've located the Scrapyard, it's time to explore it. Regrettably, there's little to find. Run around to see all of the compound for your own edification before seeking out the dog itself.



The dog should be located near some dead Raiders that he no doubt took care of. But this isn't a hostile dog. Rather, it's a really friendly dog. When you get close, the game will automatically put you in a rather awkward *conversation* with the dog where you can figure out what you want to do with him. You can be friendly with him and tell him to come with you (which is the main idea), but if you want to be mean or simply don't need a companion, you can tell the dog (named Dogmeat) to scam. Once the dog is recruited, you can tell him at anytime to go wait at Vault 101 or to try and find things for you. But this dog is a fighter, and will help you in battle. Just keep an eye on his health and keep him healed, or he'll die! Oh, and before you take off with your new canine companion, be sure to scour the corpses of the Raiders he killed for some weapons, ammunition and armor.



## Side Quest: Thirsty Wastelanders

<b>Steps</b>	N/A
<b>Items</b>	None.

During your travels through the Capital Wasteland, chances are you're going to encounter at least one *thirsty wastelander*. These disheveled poor souls look like homeless people (primarily because they are), and when you speak with them, they'll beg you for water. But

these guys, like Micky in front of Megaton or Carlos in front of Rivet City, are picky drinkers. While you and just about everyone else on the Wasteland deals with irradiated water each and every day, these guys want Purified Water. Valuable, rare Purified Water. The good news is that, once you disarm the bomb in Megaton, you will get your own house complete with a robot which will make five bottles of Purified Water for you each week. That way, the otherwise-rare Purified Water will be much more valuable to you for your own use than giving it to these guys. (If you didn't disarm the bomb or opted to detonate it, you're going to have to find another source of Purified Water, since you'll otherwise only find it in the random medical kit).



There's no true end to this side quest, because these guys will continuously ask for more and more Purified Water each and every time you speak with them, while their condition doesn't appear to improve at all. We gave Micky a staggering *twelve bottles of Purified Water*, and he just sat there as if his condition shouldn't have improved. A similar scenario was going on with Carlos (there could be others, too, though we never found them). So what's the point of all of this? Well, you get a slight karma boost every time you hand off a bottle of Purified Water. So, if you're playing as a good character, this task is right up your alley. Those who are playing as evil characters will want to look the other way, however. Or, if you're really ruthless, you can kill these thirsty wastelanders outright.





## Side Quest: Big Trouble in Big Town

### PART ONE

### PART TWO

### PART THREE

<b>Steps</b>	(1) Ask the people of Big Town about their capture friends. (2) Rescue Big Town captives from the Super Mutants. (3) Escort Red safely back to Big Town. (4) (Optional) Rescue Shorty. (5) Escort Shorty safely back to Big Town. (6) Speak to Red about your reward.
<b>Items</b>	Dirty Pre-War Busniesswear, Whiskey (x3), Wine, Plates (M), Cups (M), Metal Cooking Pan, Metal Cooking Pot (x3), Toaster, Tin Can (M), Bent Tin Can (M), Pilot Light (x4), Abraxo Cleaner (x2), Ophthalmoscope, Bonesaw, Scalpel, Forceps, Medical Brace, Dirty Pre-War Spring Outfit, Holotape, Coffee Pot (M), D.C. Journal of Internal Medicine, Brahmin Steak (x2), Fancy Lads Snack Cakes, Iguana on a Stick, Pork N Beans, Crispy Squirrel Bits, Iguana Bits, Junk Food, Mirelurk Cakes, Firehose Nozzle (x3), Toy Car, Chinese Assault Rifle, Keller Family Transcript, Big Book of Science, Nuka-Cola (M), Microfusion Cell (M), Ashtray, Mini Nuke, Combat Knife, 10mm Rounds (M), .44 Magnum Rounds (M), Darts (M), Energy Cell (M), Purified Water (x2), Rad-X, Stimpak (M), Surgical Tubing, Bobby Pin, Pack of Cigarettes, .32 Caliber Round (M), RadAway (x2), Turpentine, Sensor Module, Wonderglue, Bottle Caps (M), Laser Pistol (x2), Pre-War Money (M), Password For Lockdown Computer, Blood Pack (x2), Vacuum Cleaner, Sexy Sleepwear, Carton of Cigarettes, Jet, Cherry Bomb, 5.56mm Rounds (M), Railway Spikes (M), Fat Man, 10mm Submachine Gun.

North (and slightly west) of Megaton is a nearly-abandoned settlement called Big Town. If you're familiar with the mission undertaken during the main part of the game (Picking Up the Trail), you'll have to encounter a settlement of children called Little Lamplight. Well, Big Town is the fabled place where Little Lamplighters are supposed to come when they're all grown up. But Big Town is in bad, bad shape. When you arrive there, you'll find that most of the buildings in what *appears* to be a settlement larger than Megaton are completely abandoned, with any remaining settlers huddled up together in the most fortified area of town. Just what's gone on here is still not clear. (If you need more specific directions on getting to Big Town, it's north and slightly west of the Springvale School, east and slightly to the south of Arefu, and south and slightly to the east of Paradise Falls, the slaver community).





You don't have to stumble across this side quest randomly. We just mentioned the settlement of Little Lamplight that you have to visit during your main quest. When you first arrive there, you should find a teenage boy who is being kicked out of Little Lamplight, because he's too old to live there. He'll ask you to guide him to Big Town from Little Lamplight at that point, which you can optionally do. This is the other way you can pick up this side quest. But this side quest still exists even if you ignore that guy completely.

As mentioned earlier, most of the buildings in Big Town's vicinity are boarded up and abandoned. You have to seek out a makeshift wooden bridge crossing a tiny irradiated bog to find the actual settlement. This bridge is guarded by a nervous and tired man named Dusty, who will mildly interrogate you when you try to enter the settlement. It seems that no matter how you treat him, he'll let you in. Further speaking with him will reveal that Big Town's size, stature and safety has been cut down considerably recently due to Super Mutant raids from the Germantown Police Headquarters. Naturally, you're going to have to eventually take care of business there, but not before we explore Big Town a little more... or what's left of it, anyway.

Big Town has been decimated, but you should still explore. You'll only find *five living people* in the town -- Bittercup, Pappy, Kimba, Flash and Timebomb. Speak to each of these characters to learn more about their situation, their lives and childhoods, and most importantly, the perceived location of the Super Mutant hordes that are wreaking havoc on Big Town (the oft-mentioned slavers that also prey on Big Town don't play a part in this side quest). Once you pick anyone's brain about the location of the Super Mutants, which is at the Germantown Police Headquarters, the location will be added to your map and the objective to find where they are coming from will be fulfilled.



The few survivors here are pretty hardened, so it'll take a lot of crap-talk to drive them over the edge. Generally, as long as you keep your gun holstered and don't fire it, you won't find much resistance from them. After all, as one of them so eloquently states, they've basically accepted death, since they live in an incessantly-decrepit state. Out of the few buildings you can explore that *aren't* boarded up, their makeshift town hall perhaps offers the most. You can find **Whiskey** and **Wine** in the fridge, a **Toaster** on the counter, and a **Pilot Light** in the oven, but little else of substantial value (and don't expect to find *any* weapons or ammunition -- that stuff is at a true premium here). The town's clubhouse has little else to offer, though you can sleep in the beds within if you desire.



Earlier, we mentioned Timebomb. Timebomb is a character you'll learn about from some of the other Big Town survivors, but you won't meet him in the flesh until you visit Big Town's third and final exploration-worthy building, the abandoned clinic (the town's doctor has been kidnapped by Super Mutants). Timebomb will be on a gurney in the clinic, unconscious from severe bullet wounds and other injuries sustained in the last battle with the Super Mutants. When you try to examine him, you'll be given the opportunity to stitch him up yourself, which is a great idea if you have a high enough science skill. Otherwise, you'll risk killing him. Either way, getting him up will add him to the scant Big Town population, so consider doing it if you can. Unfortunately, you won't find many goods of value in the clinic other than a **Bonesaw**, **Scalpel**, **Forceps**, and even an **Ophthalmoscope** (for examining a patient's eyes). A valuable copy of the **D.C. Journal of Internal Medicine** and even a **Holotape** can be found by examining the back end of the structure before exiting.



The Germantown Police HQ is located north of Big Town. Make sure that this quest is your active quest on your Pip-Boy so that you'll have a guiding arrow on your compass as you head north. As you go north, it won't take very long for you to run into some stiff Super Mutant resistance (you can throw some Raiders in there for good measure, as well). A lot of this fray will happen off of the side of a road, with a church out in the distance to the west. Use rock outcroppings and the like to guard yourself from Super Mutant aggression as you cap one, then another, then another, until they're all downed (treat likewise any other enemies you meet). While these Super Mutant represented the first line of outer defense for the Germantown Police HQ, you'll likely want to detour to the church you see in the westward distance.



This is totally optional, but this is a good place to quickly visit en route to the Police HQ for multiple reasons. First of all, there's likely a straggling Super Mutant or two in the area, so this makes a good building to seek cover in or behind as you take them out. Secondly, this building is chock full of items -- you can find a **Chinese Assault Rifle**, a **Big Book of Science**, a **Mini Nuke**, some **10mm Rounds**, **Purified Water** and more within the structure of the half-destroyed church. But perhaps most interestingly, you'll find one of the Super Mutant's prisoners within the building. This captive has nothing to do with our side quest, but you can free her if you want for a karma boost (she'll even offer up some items for your use). Clearing the church of foes and freeing the captive, above all else, acts as a good primer for your upcoming experience.





## Side Quest: Big Trouble in Big Town (Continued)

### PART ONE

### PART TWO

### PART THREE

From the church, continue to head north, following the arrow on your compass for a more direct route, and keep your eyes peeled for enemies. You'll run into a variety of enemies here, from familiar beasts like Vicious Dogs to human enemies, such as Enclave soldiers or officers, and the odd Raider. You may even run into a stray Super Mutant or two. But believe it or not, your approach to the destroyed Germantown Police HQ (and surrounding environs) will likely be a quiet one in terms of the presumed Super Mutant threat in the area, especially if you thoroughly cleared out their ranks



Welcome to Germantown. This disheveled, bombed-out town has little to offer you, but you should still search the periphery of the town quickly. As you walk around, tap the VATS button constantly to be sure that you have no threats surrounding you (like we said earlier, as long as you were thorough in your journey to Germantown, you shouldn't have to deal with any enemies outside). Once you're satisfied you've seen the town's periphery adequately, seek out the Police HQ entrance near the center of town, on the southern end.



The Germantown Police HQ is surrounded by debris and an impassable chain link fence, making your journey difficult simply because you have to seek out the only way into the area (see the right side screen above). When you're finally in the police compound, you'll find more debris, likely no enemies, and plenty of tents that the Super Mutants pitched for their captives. Regrettably, you'll find no captives for you to free in any of the tents, but a thorough examination of the area will result in you finding a computer you can browse (no hacking required), as well as one tent in particular chock-full of items. **Stimpaks**, a **Bobby Pin** and more can be found in there, so be sure to search thoroughly. Also, feel free to recoup lost health by sleeping on any of the beds in the various tents you encounter.



So, how do you enter the Police HQ itself? Considering the Police HQ is the only building still standing in Germantown, you would think finding the door into the building is easy, but it's not. While there's a door that you can pick on the ground floor if you have an *extremely* high lockpick skill, you'll likely want to seek out the staircase on the west side of the building that leads to a door on the second floor. It's this door that will act as your conduit in and out of the building. Lock and load, and then head on inside.





As soon as you enter, walk forward a bit, and then take a knee. You'll hear a pair of Super Mutants speaking in a room ahead and to your left, and as long as you don't make any noise or otherwise make your presence felt and known, you can hear the entirety of their conversation. It appears they have two prisoners from Big Town here, and they'll even let you know (vaguely) where they're being held. Once you've heard and processed that information, it's time to move on. So, bear right and through the door directly adjacent to the entrance into the building to begin exploring.



This room is pretty much completely devoid of any goods, but a computer is within that you can hack if you're an exceptional hacker (otherwise, you're going to be out of luck there). You can also find a lone **Pack of Cigarettes** in a filing cabinet in the room. Once you've finished scouring this initial room, leave via the *other* doorway, which will lead to a corridor that meets perpendicularly with the previous corridor. Ahead and to your right, once you've reached the intersection, is a door leading into the room where the Super Mutants are sitting in wait. Your best bet here, since both are relatively powerful Brutes, is to plant a couple of mines at the doorway (staggering their position so that one explosion doesn't negate the other). Then, shoot off your gun to get the Super Mutants' attention. They'll run out at you, running over the mines you planted.





The mines, if properly placed, will do devastating damage to the Super Mutants, and at the very least they will slow them down. You can use these extra precious few seconds to then enter VATS and go for headshots on both foes to nullify the threat. Once they're downed, run into the large room they were guarding. You won't find much of value, but there *is* a medical kit on the wall which holds some **RadAway** and a **Stimpak**. Back in the corridor, enter the adjoining labs on your right and search for more goods, including **Turpentine**, a **Sensor Module**, some **Wonderglue**, and a few **Bottle Caps**. Also, as you've likely noticed by now, there's traps and mines everywhere, so keep moving and keep an eye out for those as you scurry around.



Proceed down the corridor after the aforementioned rooms are thoroughly examined. The pathway will shift heading forward to the right, and then you'll have two more rooms, one right across from the other on the corridor, to examine. The room on your right has a safe in it, which carries **Energy Cells**, a **Laser Pistol**, some **Pre-War Money** and more. But it's the **Password For Lockdown Computer** sitting atop the desk in this room that's of the most interest, so be sure to grab it for later. As for the room on the other side of the passageway, you won't find much of value, except for the contents of the medical kit on the large table within. You should find a **Blood Pack** and a couple of **Stimpaks** when you search it.



## Side Quest: Big Trouble in Big Town (Continued)

### PART ONE

### PART TWO

### PART THREE

The next intersection of corridors is the final one you'll encounter on this, the second floor of the Police HQ structure. Don't bother going to your right at the intersection. Instead, immediately head to the left and explore this elongated room, populated by an equally elongated table in the center. Other than being covered in Gore Bags and a million other bloody organic pieces, you'll find an ammunition box, medical kit and more on the far side of the table. Grab the **Vacuum Cleaner** there if you can carry it, and add the **.32 Caliber Rounds**, **Stimpak**, **Blood Pack** and **RadAway** before heading back to the previous intersection. Head forward from there, and bear right with the linear pathway. Then, go through the door to access the staircase that will lead us to the ground floor of the building.



Begin running down the flight of stairs ahead of you. You'll find a mine planted as the stairs turn and continue to proceed down to the ground floor. This makes things difficult, since if you don't disarm it, the explosion will go off, alerting a nearby Super Mutant Brute to your presence. Either way, that Super Human Brute needs to be dealt with, so let him come to you, keeping the high ground on the staircase. Once he's dead, you can then breach the corridor he was guarding. First, head right and swing left into the room there. This was the police control room. Read the last recordings on each computer within to read some interesting (and funny) interactions between Germantown residents and the dispatchers. Then, work your way into the corridor via the door ahead and on your left (search the innocuously-placed suitcase within this room to grab some **Nuka-Cola** and **Sexy Sleepwear** as well).



From here, continue across the corridor until you reach what appears to have been a classroom before the nuclear devastation. There's little to see in this room, but it's an important room to find. Not only can you grab a **Carton of Cigarettes** from within, but you can also draw Super Human Brutes and Super Human Masters patrolling the area into this room instead of fighting them in the narrow corridors of the HQ's first floor. This will make your life a lot easier, especially if you plant mines and fortify the room before drawing your enemies into it. When that's done, you'll also want to seek out a pair of bathrooms on the ground level. There are some Gore Bags with goods for you to grab, and one of the toilets even contains a vial of **Jet**, if you're daring enough to grab it.





All that's left to see now is the holding area. It's down the only yet-unexplored wing of the first floor, so begin heading down there now (chances are, you've nullified the entirety of the Super Mutant threat on the first floor, so you should be able to walk around with relative immunity). When you reach the holding area, immediately approach the computer on the desk by the door. With the password you found upstairs, you can access the computer program and unlock all of the cells. The cell immediately adjacent to your position is where Red, Big Town's medic, is being held. Speak to her and free her. You'll have some options as to just what you're going to do with her. We told her to stay put (though you could arm her and bring her with you if you so desire).



Now it's time to breach the basement to free Shorty, the other Big Town resident being held here. Run around the floor until you find the door to the basement, and head on downstairs. This initial corridor has two doors along it, one leading left and the other leading right. First, head through the door on your left. In this large, gore-filled room, you can find a lot of stuff, including **Microfusion Cells**, a **Laser Pistol**, some **Rad-X**, a **Stimpak**, and more. But it's the corridor adjacent to this room, otherwise isolated, that's of real interest. Pick the lock on the only door along that corridor and explore the room beyond it. You'll find a **10mm Submachine Gun**, **Railway Spikes**, myriad **5.56mm Rounds**, and perhaps most importantly, a **Fat Man**. The Fat Man is indeed a heavy weapon, but it's how you will be able to shoot those ultra-valuable and ultra-powerful Mini Nukes you've found along your journey. So even though it's heavy and takes up a lot of inventory space, don't leave without it.



Now it's time to go back to the corridor and head to the right. This initial room is completely empty (save for a random item here and there), but just like the room on the other side of the corridor, it's the pathway off of the room that's of real interest. But first, head to the north end of the room and explore the locker room off of it. You should at least be able to grab a **Cherry Bomb** from within. Do you hear the screams of Shorty, the other captive? You're close! Breach the corridor leading to the kitchen where he's being held, and down the Super Mutant holding him at gunpoint. Before freeing him, examine the pantry for more goods. You can also find foodstuffs (like **Mirelurk Cakes**, **Pork N Beans** and **Fancy Lads Snack Cakes**, plus more) in the two fridges. A pair of **Pilot Lights** can be found in the ovens, and another **Fire Hose Nozzle** on the wall. Now, ready to go? Head back upstairs with Shorty in tow. Stop by Red's cell to release her, and then use the door directly adjacent to the holding area (which was locked from the outside) to get out of here quickly.



Now, once you're outside, you might find yourself having to fend off a Super Mutant or two, but otherwise things should be relatively quiet. Don't let the game's verbiage fool you -- you don't have to actually *walk* back to Big Town. Once the coast is clear, all you have to do is teleport instantly to Big Town. Once you're there, Red and Shorty will leave you and all of the objectives, except the final one, will be fulfilled. Now, all you have to do is find Red. She'll either be in her clinic, or in the town hall. Either way, speak with her, and either accept or decline her reward. That will wrap up this side quest, though if you want to continue to help Big Town against the Super Mutants, you're welcome to do so at your convenience.



## Side Quest: The Replicated Man

### PART ONE

<b>Steps</b>	(1) Learn more about the escaped android. (2) Search for clues about Zimmer's missing androids. (3) (Optional) Discover what Dr. Preston knows about the android. (4) Find out what Pinkerton at Rivet City knows about the android.
<b>Items</b>	None.

### PART TWO

Rivet City is a settlement at the far southeastern end of the Capital Wasteland. You have to visit this city several times during your main adventure, but side quests aplenty (or simple exploration) will bring you to Rivet City at other times, as well. Therefore, when and how you run into the man responsible for this side quest, a scientist named Dr. Zimmer, is completely random.

Chances are you'll meet him in Dr. Li's laboratory when you visit her about Project Purity, but if you find Rivet City before then, or want to talk to Dr. Zimmer afterwards, you will have to scour Rivet City to find him. As you can see via the screens below, Dr. Zimmer and his bodyguard Armitage can literally be found roaming Rivet City.



Dr. Zimmer's request is extremely specific, and what's more, there are several ways to wrap this side quest up. Some of them are quicker than others, but we have a really quick surefire solution for you below. But first and foremost, you're going to want to pick Dr. Zimmer's brain about everything he knows. Dr. Zimmer comes from a place known as the Commonwealth, which he says is up north. Ravaged by nuclear war, just like the rest of the country (or world), Zimmer and his colleagues at an institute there created artificial intelligence in the form of androids. And one of those androids, named A3-21, happened to escape. This android was charged with finding *other* escaped androids, but unlike those other escaped androids, A3-21's specifications make him a must to find. It would be hard to replicate that kind of science in a brief time.





From here, things begin to get convoluted. And that's where we at IGN Guides come in, naturally. There are myriad people spread around the Wasteland that can help you find the android (and if you spoke to Zimmer and then forgot about this side quest, chances are you've seen branches in conversation trees with random characters go in the direction of the escaped android). There are four *types* of people you have to talk to, each having a specific set of information. We'll begin in the familiar surroundings of Megaton, where Moira Brown, shopkeeper at Craterside Supply, will have something to say on the android. Pick her brain about the android (whether you convince her with speech or pay her off is up to you), but once she's spilled the beans, you'll know what your next objective is.



From here, things get convoluted. There are literally a dozen (or more) people you can speak to about the android still, even some in the very same settlement where you just spoke to Moira Brown. Finding these people is totally up to you, the gamer, but know that from here, it's not exactly necessary to do. If for some reason speaking to Moira alone didn't do the trick for you, chances are you need to talk to more people or find Holotapes with the necessary information on them, strewn throughout the world. Big Town, The Citadel, The Underworld, Megaton, Tenpenny Tower, Rivet City, and even Paradise Falls have the pertinent information you need via both people *and* Holotapes (and either will do). So, get searching!

## Side Quest: The Replicated Man (Continued)

### PART ONE

### PART TWO

Moira Brown (or the last person you spoke to) will likely have alerted you to the fact that a man named Pinkerton at Rivet City knows what the deal is. If you did Moira Brown's Wasteland Survival Guide in its entirety (as outlined in this very guide), chances are you have already visited Pinkerton in the broken-off part of Rivet City. Getting there, if that's the case, is as easy as using the door at the end of a makeshift bridge at the back end of the ship (see the screens below). Otherwise, you're going to have to infiltrate the ship via the underwater entrance where Rivet City has split in two. To avoid redundancy, you should probably just go ahead and see the side quest information for Wasteland Survival Guide for more on that.



Again, we're assuming you've been to see Pinkerton before, and thus can breach the back end of the ship. If you can do this, then you'll be able to find Pinkerton exactly where you did during the Wasteland Survival Guide quest, but remember! -- you can always go back and visit our Wasteland Survival Guide if you need to breach this area from the ship split. When you find and speak to Pinkerton, he'll initially act like he has no idea what you're talking about in regard to the android. But if you press him (and it won't take much), he'll reveal to you that the android Dr. Zimmer speaks is none other than Rivet City's very own chief of security, Harkness! Wow. Well, this turns everything on its head, because you likely know Harkness from your time spent in Rivet City. How will you use this newfound information?



It's likely by this point that a random woman has confronted you on the Wasteland, *anywhere* you might be. She's an advocate for freeing enslaved androids, and gives you a piece of an android that you can show Zimmer to cool his jets in regard to finding his lost android. Of course, you don't have to use it, but it's almost definite that this woman has found you and handed off this item to you to do with as you will.

Well, naturally, you have options. On the one hand, you can tell Harkness so he can get away from Zimmer. Or, you can tell Zimmer that Harkness is the man you're looking for. Hell, you can do both if you really want to. But we did the right thing here. First, find Harkness roaming around the main area of Rivet City. If you don't find him outside the door leading into the ship (primarily by way of the marketplace), you'll almost definitely find him roaming around the marketplace itself. Speak with him and break the news to him. If you want him to go on a rampage, be as thoughtless and provocative as possible. Otherwise, break the news to him gently. That way, he'll hand over his gun to you. You'll likely have to utter the secret password Pinkerton told you to prove it all to him, but that's fine. Do what you must.



When that's done, you can now visit Zimmer. While the mysterious doctor from the Commonwealth will wander around the ship at will before you speak to Harkness, you'll likely find him in Dr. Li's lab thereafter. Run down and speak with him and his bodyguard Armitage (who is an android too, if you haven't figured that out yet). Just like with Harkness, you can deal with this how you want. We personally lied to Zimmer and told him that the android part we got from the android liberator earlier was actually a piece of Harkness, thus proving he's dead (or at least no longer in these parts any longer). You can rat out Harkness if you want, but we opted not to! Dr. Zimmer then handed us a measly fifty Bottle Caps and went on his way. Thanks for nothing, doc.





## Side Quest: Prisoners of the Super Mutants

Steps	N/A
Items	None.

Throughout your travels, you'll fight a lot of Super Mutants. These fierce foes are usually well-armed, whether it be with Super Sledgehammers or Mini Guns (and much, much more), and they come in various ranks and strengths, from your regular Super Mutant to Super

Mutant Brutes to Super Mutant Masters. But beyond that, these foes are quite evil and prey upon the weaker elements of the Capital Wasteland. So, when you kill them, take pride, because not only are some of these mutated goons preying upon the weaker elements, but they're holding them captive as well.



When you randomly encounter a group of Super Mutants in an area that's *not* traditionally one of their strongholds (such as in Washington DC proper, or near the Jefferson Memorial, amongst other places), chances are that this is a makeshift Super Mutant stronghold, and one that could potentially house at least one captive. If you see someone tied up, you can untie them (as long as the Super Mutant threat is downed in the area), netting you positive karma. They'll offer up goods to you for helping them, which you can take. But if you refuse those goods, you'll get even more karma. Oh, and if you're playing as an evil character, refuse to set the captive free or kill them while they're bound. If you want the best of *both* worlds, release the prisoner, take their goods, and then kill them when they're running away, *seemingly*-free, but not quite.



## Side Quest: Oasis

### PART ONE

<b>Steps</b>	(1) Undertake the Treeminder's Ceremony. (2) Enter the caves below and destroy Harold's Heart. (3) (Optional) Kill Harold by burning him. (4) Speak with Tree Father Birch.
<b>Items</b>	Lawn Mower Blade, Tin Can (M), Empty Soda Bottle (M), Grimy Pre-War Businesswear, Crutch (x2), Darts (M), Pre-War Book, Bottle Caps (M), Clipboard, Nuka-Cola, Plunger, 10mm Rounds (M), Silenced 10mm Pistol, Ashtray, Abraxo Cleaner, Flamer Fuel (M), Missile (x2), Mini Nuke.

### PART TWO

In the far, far northern end of the Capital Wasteland, almost directly in the middle of the map (and due far, far north of Megaton) is an isolated and hard-to-locate settlement called Oasis. Finding Oasis simply isn't easy, because there's only one way in and one way out, and the pathway to the settlement is obscured and difficult to find. Here's the best way to try to locate it. Up in the center-northern segment of the map, you'll find something called the Clifftop Shacks. When you first arrive there, you'll find Super Mutants and a human prisoner and little else, but this is a fairly easy location to find atop a precipice looking southward over the expansive Wasteland. From there, travel northwest until you reach a chasm, and begin working your way around that chasm (which will actually bring you in a

northeasterly direction for a while -- seemingly antithetical to your approach). If you swing around this chasm and keep a keen eye, you'll eventually see a path leading back into the mountainous area you were previously avoiding. This is the pathway to Oasis.

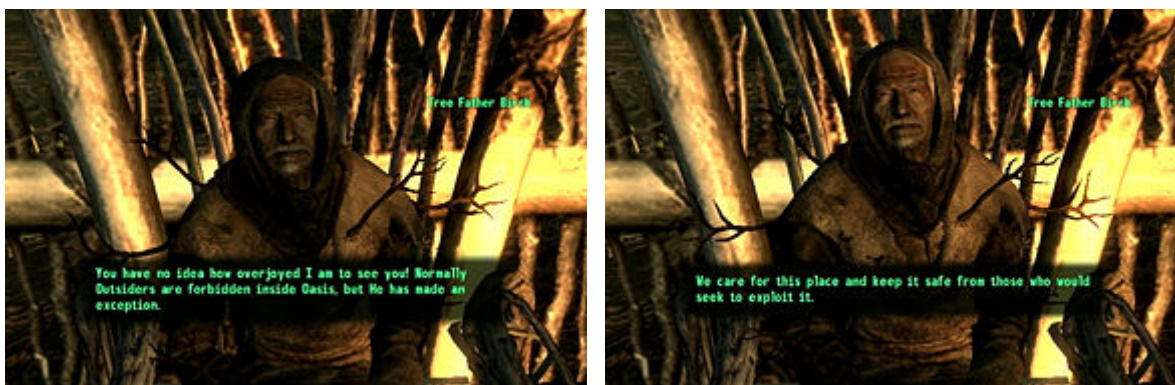




Head down the linear path as it thins and rises slightly in elevation. When you've traveled far enough, you'll find the wooden gate to Oasis guarded by two of the settlement's residence. Immediately, you'll notice something suspicious about this place (though not necessarily in a bad way). Trees are growing normally and are in full bloom; perhaps the only outdoor place in the Wasteland where this is happening. And the two guards at the door, while normal looking people, seem well-clothed and well-armed. Was this place somehow isolated from the atomic blasts? Or did they somehow grow anew these plants and create a more habitable place for themselves? Regardless of what's going on, speak to one of the guards, Tree Father Birch, and follow him inside the settlement when he invited you to join him.



Tree Father Birch will head on inside, leaving his associate at the front gate. Follow him inside. He'll walk towards something identified as The Pavilion -- follow him to where he sits on what appears to be some sort of throne, and then speak with him again. When you do, you'll be able to converse with him about Oasis, its history, and about the people that live there. It appears Oasis was stumbled upon by some people (presumably our friend Father Tree Birch was among them) about two decades ago. Since finding this pristine place, the residents of Oasis have taken care of and defended Oasis from a harsh outside world. They owe it all to Him, an oft-spoken about character who you'll eventually realize is most likely their unknown deity.





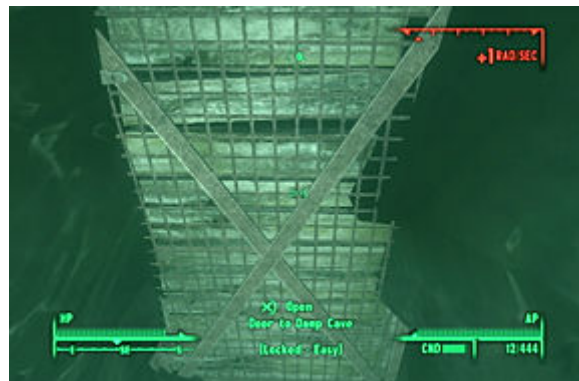
When your conversation with Father Tree Birch winds down (be nice to him, or you risk hostilities, which will cut you off from getting anywhere on this quest, good or bad!), he'll invite you to take part in a sacred ritual which all of the people of Oasis partake in. It has to do with the sap bucket in the middle of The Pavilion, but before you drink from it, you'll have to wait for the half-dozen or so residents of Oasis to join you around The Pavilion. Then, you can drink from the sap, which will make your character hallucinate. After listening to the prayers spoken by the people of Oasis, it appears your character faints, only to be transported to another part of the settlement.



This beautiful, serene place you wake up in after fainting is perhaps more untouched than the previous area you explored before the ceremony. You won't be able to backtrack (the door leading backwards is locked and can't be picked), so explore the environs surrounding you. The point of interest here should be incredibly obvious -- there's a tree with a face that you can talk to. The Talking Tree goes by a couple of names and speaks in convoluted and seemingly-nonsensical ways. It's unclear exactly what he is (though it appears he and a friend are both human... or were, at one time). You will find out that the two men were exploring a military base called Mariposa, however, something familiar enough to Fallout veterans.



The Talking Tree's request is easy enough. He wants to die, and he wants to die badly. He's not human anymore, but a sedimentary tree, unable to move, eat, read, or do anything else that would otherwise invigorate the human soul. But as you continue to talk to him, you'll realize that you can't just shoot him or burn him down or anything. Instead, you have to travel to an underground cavern where the tree's internal organs are located -- his heart included. Eliminate his heart, and the Talking Tree will die as requested. To find the entrance to the underwater cavern, head to the top of the area, where you'll find a pool of irradiated water. Swim into and under the water and you'll find a door to pick open. You just want to pick the lock right now; once it's picked open, backtrack to dry land and approach the door that was previously locked. You can now go talk to the villagers before proceeding.



You won't be able to just destroy the tree's heart. You'll have to actually apply a substance to it, which is where the villagers come in. The villagers deviate from one another on how to actually handle the situation, and while some of the villagers will concur that if the tree wants to die it should, others aren't so sure that the insane growing power of the tree shouldn't be harnessed for a greater purpose (of course, if you're downright evil, you can just cut to the chase and burn the tree down with your Flamer posthaste, though you won't exactly be able to conclude the quest as intended). The primary deviation comes from Tree Father Birch and his wife, Leaf Mother Laurel. Birch wants to stymie the growth of the tree's heart to contain Oasis and therefore not give away their natural habitat to possibly-hostile outsiders. Laurel wants you to exacerbate the situation by making the tree's heart more robust, thus making growth increase rapidly outside of Oasis. Both will give you items so you can make the right decision when the time comes (though there technically is no right decision -- you can do what you want).



## Side Quest: Oasis (Continued)

### PART ONE

### PART TWO

With this newfound information, you can now head back towards the talking tree and then back into the water and through the door you previously unlocked. Now, this upcoming area can be difficult for gamers who aren't too far in the game, simply because the water is irradiated and you're going to be in or around it for the duration of our journey through this aqueous cavern. What's more is that this is an aside to the quest at hand, but should still be done, regardless of the radiation. Combating it is easy if you have a lot of items -- RadAway will get rid of your radiation, while Rad-X will boost your radiation resistance. Both are great items to spam here, but go easy on your supply! You need those items elsewhere, you know!





As soon as you enter the cave, continue to swim forward, coming up for air before submerging yourself once more to continue along the linear path (there's no overland route). When you enter the cavern ahead, you're likely to be attacked by a trio of Mirelurks. The scaling nature of Fallout 3 will differ slightly the variety of Mirelurk you meet, but if you're even remotely through the game's main quest, chances are you'll encounter at least one powerful Mirelurk King here -- perhaps two. Either way, fell the initial wave of enemies and then backtrack out of the cave, and back to dry land. That's right, we're done here for now. But you'll thank us later when those enemies are dead!



To get to the *actual* part of the cave we need to traverse, we have to head back to The Pavilion, and then go rightward, taking the topmost of the two branches. Here, you should find a man named Branchtender Cypress walking around. Speak with him briefly and ask him for the key to the caves, and he'll hand it over as if it wasn't even a big deal. Conveniently, the key he gives you opens the oddly-new looking chain link fence behind him at the end of the path you found him on. Open it up and head into the cave.



The cave is fairly linear in the early-going, so you shouldn't have any trouble navigating the cave from the outset. And although there's watery noises all over the place (especially apparent with headphones or surround sound), you can actually dodge the highly-irradiated water for the most part while navigating this cave. Head forward from the entrance, and keep going forward until a Mirelurk is seen ahead. Down the Mirelurk and proceed down the pathway, swinging left at your first opportunity (heading forward will shortly thereafter bring you to a dead end). Traversing this new branch of the path will run you into another Mirelurk enemy, but it's the wide open cavern that foes was guarding that's of true interest.



This cavern will undoubtedly be full of Mirelurks, so be ready for a firefight. When you've downed all of those enemies, there's little reason to stay in this cavern, so jump into the irradiated water (again keeping in mind that weaker players will want to rely on Rad-X and RadAway to survive possible radiation poisoning here), seeking out the only open area underwater that leads to an adjacent corridor (there's really no way of getting lost here -- just keep that Pip-Boy light on!) Traverse the completely linear corridor on the other side of the water, fighting more Mirelurks as you go. There's simply no getting lost here -- just walk, walk, walk and fight, fight, fight until you reach a wooden door that leads to the Sunken Chamber.



We're getting close to our objective point now. Head forward down the quiet, linear path. When you find a path branching off to your left, be sure to take it, as this alcove holds some of the only items of any use you'll find in the environs in or surrounding Oasis. The lawnmower near the split in the path contains a **Lawn Mower Blade** if you want it. Then, down into the dead end alcove itself, you should find plenty of items, including a pair of **Crutches**, a **Pre-War Book**, some **Bottle Caps**, a **Nuka-Cola**, **Abraxo Cleaner**, and perhaps most valuable of all, a **Silence 10mm Pistol** and a plethora of **10mm Rounds**. Nice!



Rejoin the original path and continue your linear trek. You'll be able to proceed through an innocuous area for a brief time before being accosted by more Mirelurk minions. Around the time when this happens, you'll see a deep pool of water to your left. Now, there's no reason to jump in here to proceed, but if you want an extremely valuable **Mini Nuke** to add to your inventory, then you should jump in, submerge yourself for a brief time, and grab it. Then, rejoin the path and continue along it, keeping an eye out for more enemies. Other than some ammo lying on the left side of the path (in the form of **Flamer Fuel** and a couple of **Missiles**), there shouldn't be any other items to grab here.





But... what's that noise? That distinct pitter-patter. Of course! It's the tree's heart! You'll know you're getting close to its location when you begin to hear the heart's beating in the background. The closer you get, the louder it will be, so it makes for a great way to find your way (though the pathway isn't exactly hard to traverse without this hint). When you find the heart, walk around the myriad roots that are protecting it. You should be able to examine it, and you'll be given an option of what to do. Will you bleed the heart outright, killing the tree as it requested? Will you apply a substance that will force the tree's heart to stop growing? Or will you puncture the heart with an ointment that will force it to grow even quicker, spreading its green growth all over the Wasteland? What you do (and what you earn as a result) is up to you, but remember! -- there's no negative karma to be gained here unless you outright burn the tree with your Flamer aboveground. When you're done here, you'll also be happy to know that adjacent to your position is a door leading into an adjoining cave. No annoying backtracking necessary!



This adjoining cave, as you may have guessed, was the cave we briefly visited earlier in order to clear it of Mirelurks. The reason we did that is simple. It figures that after some battling with Mirelurks in the *actual* caves, you'll want a brief, clean getaway. And as long as you followed our instructions, not only will you be able to blaze through this alternate cave extremely quickly, but you won't have to deal with any enemies either! And since you need to talk to Tree Father Birch to conclude the mission, you'll come out near the tree you just destroyed, which is coincidentally where Birch is waiting. Speak with him (regardless of which path you chose) and conclude this side quest for good.



## Side Quest: Tenpenny Tower

### PART ONE

<b>Steps</b>	(1) Tell Roy Phillips the Ghouls can move in. (you will get more steps depending on how you approach the mission)
<b>Items</b>	Whiskey (x2), Railway Spikes (M), Leather Belt (x2), Fission Battery (x2), Bobby Pin (x2), Rad-X (x2), Stimpak (M), 5.56mm Rounds (M), Dart (M), Flamer Fuel (M), Lunch Box (x2), Paint Gun (x2), Bottle Caps (M), Conductor (M), Wonderglue (x3), Lead Pipe, Blood Pack, Dirty Water (M), RadAway (x2), Frag Grenades (x3), 5mm Rounds (M), Sensor Module (x3).

### PART TWO

Tenpenny Tower is perhaps the most desirable place in the entire Capital Wasteland to live (though that's not exactly saying much). Fairly pristine compared to almost every other structure standing when the nuclear blasts went off, Tenpenny Tower houses only those who can afford to live there. Its affluent community of rent-paying residents will give you an earful about their own problems they're experiencing when you arrive, but first you have to find the building. Thankfully, it's brutally easy to find. South and slightly west of Megaton are two places that are located parallel to one another -- the Fairfax Ruins on the east and Fort Independence on the west. From Fort Independence, you'll want to travel in a

more true southwesterly route, which will first bring you to the RobCo Facility. Southwest travel from there will bring you to the *towering* Tenpenny Tower, which can be clearly seen in the distance.



Please keep in mind that we've written a very specific way of getting through this side quest. We went with a more neutral/good karma approach, trying to get the snooty human elements out of Tenpenny so that the Ghouls could move in. There are other ways to do this side quest. You could kill the humans to let the Ghouls in, or vice-versa. You could also kill everyone. Do as you will!

Tenpenny Tower is a residence for many, but it's also a well-fortified fortress that protects itself effectively from the outside world. The only way in is to speak to an attendant inside the building via an intercom system near the entrance to the walls surrounding the tower. There's a chance you may run into a Ghoul trying to gain admittance to the building, which will be a wonderful preface to the story of this side quest. But if not, no worries -- you'll find out what's going on here soon enough. Unless you have a convincing way about you, you're going to have to pay 100 Bottle Caps to get inside. But it's 100 Bottle Caps well spent.



Once you're inside, the first person you should seek out (and one of only three people outside of the building you can talk to at length whatsoever) is a man named Chief Gustavo. Gustavo is head of Tenpenny Tower's security detail, and when you speak with him you'll get the lowdown on the situation at the building. It seems that some Ghouls (*not* Feral Ghouls) want to move into Tenpenny Tower. But they aren't allowed. Friction between normal humans and their ghoul counterparts is coming to a head, and you'll be forced to work out a deal between the two or mediate some kind of plan to benefit one side or the other... or if you're really nice, both sides.

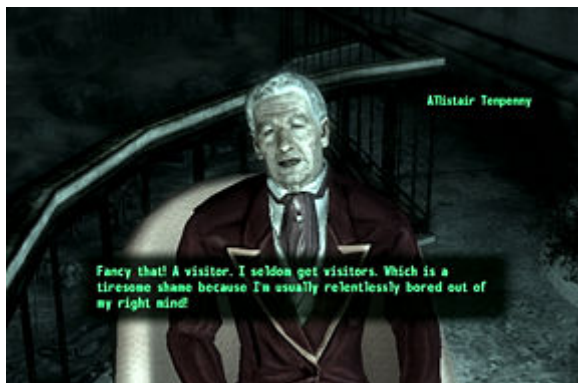




When that's done, proceed to check the outer perimeter of the building. There's not much to find. The left side of the building (if you're facing the entrance) has nothing of interest whatsoever. The right side has little else, though can find a couple of bottles of **Whiskey** if you look hard enough to add to your inventory. You can also find some beds where the security guards sleep (don't sleep on them!), and some security guards that won't have anything to say to you. Be sure to pick the brains of the uppity Wellington couple near the building's entrance, however. You can be nice or rude to them, but they can give you some information on the Ghouls and where they might be hiding out in anticipation of possibly getting into Tenpenny Tower.



Now it's time to explore the tower's epic interior. You don't have to talk to *anyone* if you don't want to, but we recommend a thorough scouring of the tower so that you can meet with and speak to everyone. This is a great way to learn more about Tenpenny, his tower, and the Ghoul situation outside the tower's walls. Perhaps the most important person to talk to, however, is Tenpenny himself, located in his private suite (take the elevator up from the lobby). Convince his bodyguard to let you in (we were able to convince him with speech but you might have to do it differently) and then talk to Tenpenny, likely spending his bored time out on the balcony with a rather lovely view over the Wasteland.



Now that the tower has been thoroughly explored, it's time to head out (keep your hands to yourself while exploring -- *don't* steal if you have *any* intention of getting through this quest). We have the human side to the story now that we've spoken to everyone at Tenpenny Tower. But what about those Ghouls? They're hiding out nearby to the towers (since they habitually visit and try to gain entrance). You can find them at the Warrington Trainyard, which is due west of Tenpenny Tower. From the trainyard, you can gain entrance into the metro tunnels underneath where the Ghouls we seek are *actually* located.



Finding the Ghouls won't be immediate, however. You're going to have to do some searching to find them, and worse yet, a lot of their Feral cousins that the Tenpenny residents *think* they're dealing with must be slain as well. Thankfully, the outset of this adventure is a completely linear affair. Simply follow the tunnels where they lead you. With nowhere to deviate from the path (collapsed sections and debris will let you know not to go in one direction in lieu of another), getting lost is impossible. Be ready to deal with some Feral Ghouls and Feral Ghoul Reamers, however. Those baddies will sneak up on you in groups, likely when the railway turns rightward down an adjoining tunnel. Down them and continue your journey until you reach a door on your left, which you should enter.

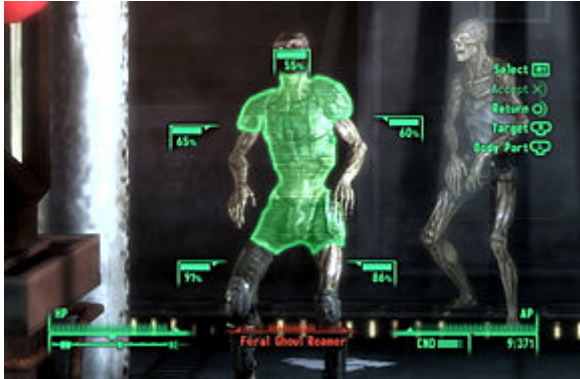


## Side Quest: Tenpenny Tower (Continued)

### PART ONE

### PART TWO

Two more Feral Ghouls are likely waiting for you here. Make downing both of them your first priority as you enter, and then begin scouring the voided room for goods you might want. There's plenty to grab here, primarily in two well-lit alcoves in an otherwise dim and dreary room. Amongst the more valuable items, acquire **two Fission Batteries**, a **Bobby Pin**, **Rad-X**, a **Stimpak**, some **5.56mm Ammo** and some **Flamer Fuel**. Then, you're free to leave the room. You can take the exit at the top of the room (via the door) or follow the corridor on your right. It doesn't matter which you take, as both lead to the same exact place, which is the room adjacent to your current location.



This room, once the enemy threat is eliminated (more Ghouls, naturally), has two more doors for you to explore. Both doors lead to a tunnel parallel to your current position, so as usual, the door you take is unimportant. Once you're on the other side of the door, immediately cap the Ghoul(s) waiting for you, and then swing right (going left will lead to a dead end). Heading right will lead to a split of the tracks, where you can go left or right. First, go right. This will lead to a dead end populated by two Ghouls. Kill both of them and then pick the lock on the door nearby (if you're able to). This small storage room holds a great deal of items. **Stimpaks** galore can be found, as well as **Rad-X**, **RadAway**, and some **Dirty Water**. You should also be able to find some **Frag Grenades**, **5mm Rounds**, and more from a brief exploration of the room. When you're done, you can then backtrack out of the room, and back to the fork in the road, this time taking the alternate, yet unexplored path.





Once you're on this path, rest assured -- it's a linear ordeal once more. While there's a derailed train car in your path, it can be circumvented by walking around either side of it (which side doesn't matter, since the train doesn't obscure any hidden doors or alcoves). Once on the other side, have your gun drawn and ready to deal with more of a Ghoul threat. Then, take the door at the end of the debris-covered tunnel into a series of rooms on your left. This dark room has two staircases leading down; both lead to the same room, so take either one you want. Then, kill both Ghouls down there waiting for you before exploring the room for goods. A desk and a shelf (separated by a wall) are the two places where items can be found. **Stimpaks**, **Dirty Water**, **RadAway** and other curative items can be found, as well as plenty of valuable **Conductors**, **Wonderglue**, and **Sensor Modules**. You can also use a mattress on the floor to sleep and heal up if you want to. Then, take the nearby door into the *actual* Warrington Tunnels.



As soon as you get into this tunnel, you'll see an interesting sign written in blood on the wall ahead. Follow the arrow leftward, and before long, you'll reach your initial destination (we say initial, because while you'll meet a non-Feral Ghoul here, you're gonna have to keep searching for the particular man you want to find). The man that intercepts you here is named Michael Masters. Masters, apparently, was a scientist before the nuclear bomb went off (meaning he is *quite* old). However, it won't take him much convincing before he'll let you go see the Ghoul you seek. He'll even lead the way (though you should first run up the escalator, swing right, and follow the tunnel to its conclusion, heading outside to add the station to your world map before rejoining Michael).



If you want to keep good karma, the Ghouls down here mustn't turn on you, forcing you to kill them. As was the case in Tenpenny Tower, keep your hands to yourself if an item is marked in red. Even if no one is around, you don't want to steal from them (if you're going to turn on the Ghouls or outright kill them, you obviously don't have to worry about this). Just head down the corridor and swing right through the first door you come across (the rest of the corridor leads to doors that wrap around to the same location, so this is the quickest route).



Once through the door, follow the linear pathway as it winds from corridor to corridor, room to room and staircase to staircase. Eventually, you'll reach the room where the man you seek, Roy Phillips, is located. This conversation will deviate slightly if you already met him, but if not, be courteous (if you intend on getting them into Tenpenny with the humans) and assure him that you'll speak with Tenpenny to work everything out. You can also speak to his female friend, Bessie, though it isn't necessary. After you've spoken to both of these characters, you can then backtrack all the way out of the tunnels, coming out of the Warrington Tunnels near where you first met Michael Masters (remember, we told you to earlier traverse that path to add it to your map, so you should be familiar with the layout). Then, teleport immediately to Tenpenny Tower.



Once you get back to Tenpenny, haul ass up to the suites, where you can again find Tenpenny himself. Speak with him about the possibility of Ghouls moving into Tenpenny Towers. He's a reasonable man, and all he really cares about is getting paid, so he says as long as five people whom he lists are agreeable to the situation and that the Ghouls follow the rules and pay, all should be well. Finding the five people you need to (Mr. and Mrs. Wellington, Mr. Ling, Ms. Montenegro, and Ms. Lancaster) is easy enough, as all of them can usually be found on the ground floor of the building. Ling, Montenegro and Lancaster all work in stores on the first floor, and the Wellingtons can be found outside (if not outside, head up to their apartment). Save before speaking to the first one, and then save after you speak to each of them, because you're going to have to use speech skills to convince them to move out. Don't let the door hit your ass on the way out!



Now that all is well with the five residents, speak to Tenpenny again, and he'll finalize the permission he granted you to let the Ghouls move in. Now all that's left to do is to travel back to the train tunnels where the Ghouls were. Speak to them and tell them they can move in, and they'll thank you for your trouble, giving you a **Ghoul Mask** (Tenpenny will cough up **500 Bottle Caps**). And just like that, this interesting side quest concludes. Remember to head back to Tenpenny Tower at least once after this to see it overrun by Ghouls!





## Side Quest: The Nuka-Cola Challenge

### PART ONE

<b>Steps</b>	(1) Take Sierra's Nuka-Cola Tour. (2) Speak to Sierra Petrovita. (3) (Optional) Recover the Nuka-Cola Quantum shipping manifests. (4) Recover 30 bottles of Nuka-Cola Quantum and bring them to Sierra Petrovita. (5) (Optional) Recover 30 bottles of Nuka-Cola Quantum and bring them to Ronald Laren.
<b>Items</b>	Stimpak (M), Box of Detergent, Earnings Clipboard (x2), Lead Pipe (M), Railway Spikes (M), Ashtray (M), 5mm Rounds (M), Dart, Bottle Caps (M), Fission Battery (x2), Wonderglue (M), Tin Can (M), Empty Soda Bottle (M), Knife (x3), Plunger (x2), Pulse Grenade (x3), Laser Pistol, Energy Cell (M), Sensor Module, Microfusion Cell (M), Scrap Metal (M), Blood Pack (x3), Bobby Pin, Dirty Water (x3), Purified Water (x2), Pack of Cigarettes, 5.56mm Rounds (M), Big Book of Science, Carton of Cigarettes.

### PART TWO

If you want to undertake a quest entitled The Nuka-Cola Challenge, then you're going to have to head to a tiny, tiny settlement in the southwest corner of the Capital Wasteland called Girdershade. Girdershade isn't really a difficult place to find; in fact, if you instantly teleport to Smith Casey's Garage (which you'll have to visit mandatorily in order to access the main quest branch, Tranquility Lane), you can travel southwest from that location and run right into Girdershade. It's underneath a half-destroyed highway bridge, and can't be missed (though it's only made up of a pair of shanties).

Once you're there, you're going to want to head into the home of Sierra Petrovita, which will likely be the house closer to your approach direction. Once inside, speak to the young blond woman within. This is Sierra, and Sierra has the rather strange distinction of being the Capital Wasteland's most ardent Nuka-Cola fan. She has plenty of memorabilia strewn around her home, and is chock-full of both knowledge of and excitement for the Nuka-Cola product. Ultimately, after talking your ear off, she'll offer to give you a tour of her little home-side museum (if you're nice to her, that is).



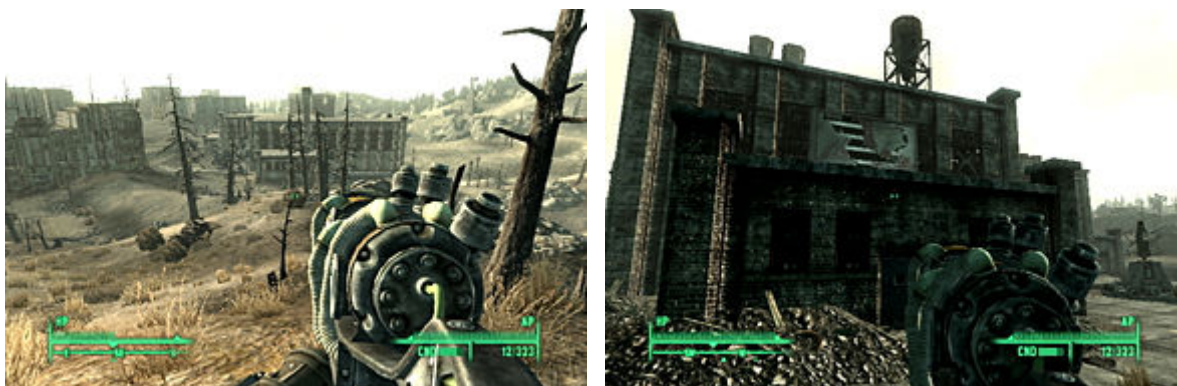
Agree to take the tour, and then begin to follow her around to all of the corners of the house as she shows you memorabilia and explains to you the history of Nuka-Cola and the corporation behind it leading up to the day when the bombs fell and life was changed forever. Somehow, Nuka-Cola is still available in great quantities in the Capital Wasteland, primarily because of the fact that Nuka-Cola's hub was located in Washington D.C. And just like that, Sierra springs the quest on you. She's really obsessed with Nuka-Cola, but she's really, *really* obsessed with Nuka-Cola Quantum, a product you've no doubt run into many times on your journey. This blue-hued drink was only in its limited release when the Chinese attack occurred, so it's a rare drink indeed. But she wants you to find some for her. Thirty bottles, to be exact.



Agree to do this for her and she'll give you more information, including the location of the Nuka-Cola bottling plant nearby, where shipping manifests are located. Alternately, you can bring her any Quantum you already have to work your way to the magic number of thirty before you get going. Either way, as soon as you leave her home, you'll be automatically intercepted by an eager man named Ronald Laren, who will initially accuse you of wanting to shack up with his girl (though Sierra isn't even his girl). If you reason with him, you can convince him to take the Quantum from you for the same price, so he can deliver it to his girl and impress her. Especially devious gamers can get twice the amount of Bottle Caps from him as Sierra was offering. Or, you can just kill him. He's irrelevant to the side quest other than offering you a neutral alternative to unload the bottles, possibly for more Bottle Caps.



The Nuka-Cola Plant is located on the far south end of the map. It's due west of the Flooded Metro, and southeast from the Fairfax Ruins and Fort Independence. It's a fairly large building, so it's hard to miss and you should have no issues finding it whatsoever. The enemies you run into, if any, will vary depending on where you are in the game and what enemies you've cleared and not yet cleared. When you arrive at the building, simply enter through the front door.



Once inside, you'll have some options, though your path will more than likely lead in one particular direction before very long. The lobby of the building doesn't have much of interest to you, except for some items to find behind the counter. Along the wall, you can find **two Stimpaks** in a medical kit. Also behind the desk, in a half-buried metal box, will be a **Box of Detergent**, some **Railway Spikes**, and more. The door at the top of the room is extremely difficult to pick open, so we'll assume you can't. To the right, down a corridor, is a kitchen. Plenty of **Nuka-Cola** can be found within; you'll also have to do battle with one of the building's security robots within. Speaking of Nuka-Cola, you'll find *plenty* of it here, so don't expect us to mention each and every time you can find it. If you don't find myriad Nuka-Cola here, you're not very good at searching.





## Side Quest: The Nuka-Cola Challenge (Continued)

### PART ONE

### PART TWO

Swing leftward down the corridor from the lobby, killing the Protectron you run into in this next computer-filled room. Access the various files on the computers if you want, but there's nothing here you have to read (and as for that safe on the wall, you don't have the key to open it, so ignore it for now). Scour the desks for some various items, although you won't find anything too valuable. **5mm Rounds** are about the best you're gonna do here. Then, work your way northward into the next room, killing two more Nuka-branded Protectrons before exploring the various metal boxes on half-destroyed shelves in the room. A **Fission Battery** and a bunch of **Wonderglue** are the most valuable items you're likely to find here. When you're done scouring, head up the inclining ramp and then go through another door you encounter.



The corridor on the other side of the door is populated by a new enemy called a NukaLurk (which is just a Mirelurk on crack) and a Nuka-Cola Protectron. One will likely fight and kill the other, so you only have to deal with one of them. Follow this linear pathway to the next area of the factory (through the door). You should run into a pair of NukaLurks here --- take them out and begin to explore the room they were surrounding. The most obvious thing is an easily-hacked computer terminal that will awaken a Protectron (hack it for experience, then kill it for even more). Three **Pulse Grenades**, a **Laser Pistol**, some **Microfusion Cells**, a **Sensor Module**, and plenty of curative items (a **Stimpak**, a **Blood Pack** and more) can be found nearby. Then, seek out a staircase heading downward.



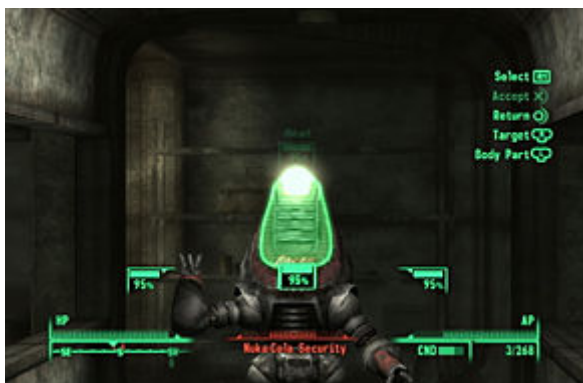
This downward-leading staircase will ultimately lead to a Quantum-filled corridor that you're going to be forced to wade through. Just like Nuka-Cola Quantum in bottles, the Quantum flood here is slightly irradiated, but you have no choice but to press through (if you're especially prone to the effects of radiation, consider RadAway and Rad-X your best friends here). Press forward, dealing with any NukaLurks you encounter (there will be at least three). Ahead, you'll see debris blocking your path. Climb a nearby staircase (the second you encounter, ignoring the first one, which is a dud) and then drop down to the path below, on the other side of the debris. This will allow you to reach an otherwise-obscured staircase which will lead to the building's offices.



This section can get confusing, so understand that there's little reason to explore... at least on the first floor. Swing right (heading left leads to a room with nothing), and then swing leftward down the corridor. While you can indiscriminately slaughter weak Radroaches left and right here, you really should focus on finding the staircase leading up to the floor above (a sign that says SHIPPING will lead you along the proper route). Once on the second floor, there's more reason to explore (you can find a **Big Book of Science**, a **Pack of Cigarettes**, some **5.56mm Rounds**, and a **Stimpak**, amongst other items), but again, you want to find a staircase leading upwards again. Finally, you'll encounter another door, which will lead you into yet another area of this building's epic interior.



These next rooms are confusingly laid out and connected, so you'll want to explore every crevasse as you progress so you don't get lost. The enemies here are ones you should be used to dealing with by now -- Nuka-Cola Security Protectrons are the primary enemies you'll have to deal with here, though you'll likely be dealing with some other foes as well, from ridiculously-weak Radroaches to horrifyingly-aggressive NukaLurks. You'll also run into a robot named Milo, the still-working mechanical foreman of the facility. You can deal with him in any number of ways, from convincing him you work there to killing him. Either way, search his body (if you kill him), as you're going to need to access the computer in the room he emerges from. No worries for those worried about karma here, either --- killing Milo won't net you negative karma. After all, he's just an annoying robot.





Once you've hacked and accessed the computer in the room Milo was guarding, you'll be able to uncover the shipping manifests, so you can find three great locations to find Nuka-Cola. These locations are ones you've probably already visited, and include the Super-Duper Mart, located near Megaton (you likely already visited this location if you did Moira's Wasteland Survival Guide side quest, easily the longest in the game). Now that you have those goods, however, you should still do just a little bit more exploration before heading on your way. You can find some much-needed Nuka-Cola Quantum in this very building if you just progress a little bit more.



In the adjacent factory room, when you scale the various floors, you should be able to find (amongst a great many items) another computer. This computer, unlike the last one we deal with, doesn't have information on it. Instead, its purpose is to control the conveyor belts below that would send out manufactured Nuka-Cola Quantum to waiting trucks outside. However, the conveyor belt is broken when you try to activate it, but doing so will give you **three bottles of Nuka-Cola Quantum** to add to your inventory. All you have to do is head down to the conveyor belt and find all three stuck in the machine. Nice!



There's little else to do here. Unfortunately, the locations you're given won't have thirty bottles of Nuka-Cola Quantum within (not even close), so scouring those locations is a good idea, but it won't get you to thirty. This is one of those missions where you're going to have to spend an extended amount of time collecting the goods you need as you do other things. However, you should still go visit Sierra regularly to unload the Quantum you currently have, and to get your caps in return (or, see her stalker for even more Caps). Good luck!

### Side Quest: Ghouls Love Scrap Metal

Steps	N/A
Items	None.

You've no doubt run into human-like creatures called Ghouls during your journey through the Capital Wasteland. In fact, the Ghouls *are* human; just really, really deformed and thus castoff from society. Though some live amongst humans (you likely met Colin

Moriarty's bartender, Gob, when you first visited Megaton), most of them aren't welcome amongst humans at their settlements. Thus, a place called Underworld was founded, a city teeming to the brim with Ghouls. Underworld is located inside the Museum of History downtown, and it's hard to miss once you're there, since the Ghouls have taken the whole thing over.



When you first visit, as you can see both in the screens above and below, you'll be intercepted by a Ghoul named Winthrop, who seems to have a bit of sway with the Underworld residents. After laying out the ground rules for your time in Underworld, he'll tell you what he does. Winthrop is a mechanic and maintenance worker who keeps Underworld running smoothly. He's in dire need of Scrap Metal, however (kind of like the water maintenance worker back in Megaton), but instead of offering you Bottle Caps, he offers you Rad-X, RadAway and Stimpaks galore for any Scrap Metal you bring him. And since Scrap Metal is found everywhere in the Capital Wasteland, you can do well for yourself by bringing Winthrop any Scrap Metal you find and exchanging it for curative items. Just some food for thought!



### Side Quest: Mysterious Charon

<b>Steps</b>	N/A
<b>Items</b>	None.

Underworld is the city of Ghouls in Fallout 3, one where these outcasts can get some peace and quiet from the post-nuclear world outside. Located downtown at the Museum of History, Underworld has plenty to keep you occupied for hours upon hours. One of the briefer

encounters you will have here is in Underworld's seedy bar, an establishment aptly named The Ninth Circle. You can find it on the left side of Underworld; it has two entrances you can use.

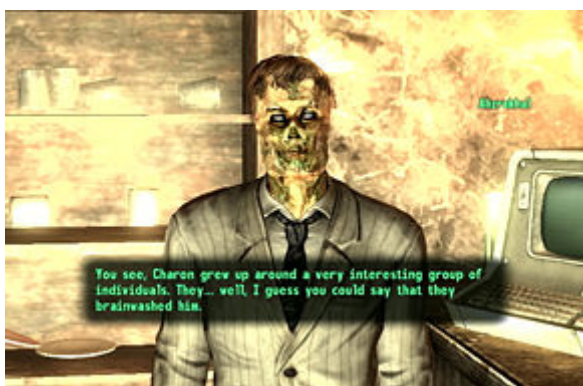


There aren't many patrons of the bar you can talk to, but you will undoubtedly notice a solemn figure standing in the corner across from the bar, a Ghoul named Charon. When you talk to Charon, he'll be brief and to the point -- you'll want to speak with the bartender Ahzrukhal, and not him. If you insist on talking with him, he'll continue to point you in that direction. Don't push your luck too far, however! Instead, relent, and speak with Ahzrukhal behind the bar. You'll get far more out of him than Charon will offer you... well, for now, anyway.





When you speak with Ahzrukhal, you'll learn more about Charon if you so desire (you can also buy drinks and illegal medications off of the bartender if you so desire). It seems that the bartender owns Charon's contract. But when you press Ahzrukhal for more information on him, he declines that Charon is his slave and claims that he's an abolitionist. He admits that Charon probably hates him, but is incredibly loyal nonetheless. This is where you come in. Offer Ahzrukhal 1,000 Bottle Caps for Charon's contract, and he declines. But if you offer up 2,000 Bottle Caps, he'll sell you his contract. Things get ugly, though. Really ugly.



After buying Charon's contract, Ahzrukhal will send you to tell Charon the good news on your own. But when you inform him that it's you that now owns the contract, he exacts revenge in a violent way, ending the bartender's life and shooting his dead corpse over and over again. Finally, Charon relents and lets you know that he's loyal to you now. Of course, if he wasn't Ahzrukhal's slave, the reasons for his loyalty are questionable at best. But nonetheless, if you bought his contract, he's all yours now, and will follow you around fighting by your side until he dies or until you tell him that he's free of his contract. Of course, if you're really cold, you could outright kill him, but why? Charon proves to be a pretty useful asset when the going gets tough.



## Side Quest: You Gotta Shoot 'Em in the Head

### PART ONE

<b>Steps</b>	(1) Kill Dave and get his key. (2) Kill Ted Strayer and get his key. (3) Kill Dukov and get his key. (4) Kill Allistair Tenpenny. (5) Find Dave's key. (6) Bring Dave's key to Mister Crowley. (7) Find Dukov's Key. (8) Bring Dukov's Key to Mister Crowley. (9) Find Ted's Key. (10) Bring Ted's Key to Mister Crowley.
<b>Items</b>	Sniper Rifle, Dave's Special Key, Dukov's Special Key, Ted's Special Key.

### PART TWO

The Underworld is the all-Ghoul city/hideout located in downtown Washington D.C. More specifically, you can find Underworld housed in what was, before the massive nuclear attack, the Museum of History. It's easy enough to find if you're downtown, and chances are you've stumbled upon it during your travels as it is, so we'll assume you know how to get there. Once you arrive, head on inside and through to the concourse, and begin seeking out a Ghoul named Mr. Crowley. Chances are, he's in the Underworld's bar, The Ninth Circle.



When you locate him, begin speaking to him. As long as you're nice to him (or at least amicable), he'll tell you that you have a reasonably good sense of humor (for a human) and then begin talking to you about more pressing matters. It appears Mr. Crowley has a few issues with some humans on the Wasteland, and he wants retribution taken on these guys by way of the old "zombie-killing" technique -- a brutal shot to the head. He'll even hand over a **Sniper Rifle** for you to use before giving you the four names of the men he wants slain. As for why these men should be killed, you'll need to talk to Ghouls on your own to figure that out. The locations of the men you have to kill and how you should go about killing them (or not) is all below.





We'll go in order of the steps given to us in-game. First, we'll go after Dave, who is located at a place succinctly called The Republic of Dave. The Republic of Dave is located in the far northeast corner of the Capital Wasteland, which will force you to walk a long way from nearby locations you might have already uncovered. We sprang our assault from the Clifftop Shacks due west of the Republic of Dave, but you might have a better place to go from. Vault 92 and Old Olney, both due west of the Republic as well (but closer than the Shacks) are another good starting point. For those that have done minimal searching, Minefield might be your best bet. From there, you can travel in a northeasterly direction until you arrive.



Finally, you'll glimpse the unimpressive Republic of Dave from afar. It's really just a group of some rusty metal shacks surrounded by a half-destroyed chain link fence. However, there's only one way to get in (we're assuming you've never been here before). When you arrive at the front gates, a little girl named Flower will intercept you. Convince her you aren't a threat and she'll not only let you in, but lead you directly to President Dave (her father). How convenient.





Follow Flower as she leads you to Dave's home, which is the shack located furthest from the front gate. Once you're inside, you don't have to explore if you don't want to, though you may want to speak to some of the various people you find inside to learn more about the place, especially if you are going to kill Dave, which will make them turn on you (thus forcing you to kill them). When you're ready, you can then speak to Dave, who is callously leaning up against the wall of his office as if he were the cat's meow. Assuming this is the first time you speak to him, he'll ask you all sorts of questions and you can deal with it how you want. Remember why you're here, though.



This doesn't have to end violently. In fact, you can get Dave's key (which your contractor will require as proof that he's dead) by convincing him to give it to you or by stealing it from his pocket. But we decided to turn our Sniper Rifle on the cocky president of five people. Remember, you have to aim for the head and kill him by striking the head to get the full bounty. But after you're done eliminating Dave from the scene, you're going to have to deal with a group of his cronies as well, both in the house and once you're outside. Kill them (or simply run away). It's time to move on to our next target, regardless of how you decided to deal with this. Be sure you don't leave without the proof of his death (supposed or real) in the form of **Dave's Special Key**.



Next on Mr. Crowley's list is Dukov. Dukov's Place (which is quite literally the name of the establishment where you'll find Dave) is much, much easier to find and more convenient to travel to than the Republic of Dave. While Dave's Republic was located far, far in one of the corners of the Capital Wasteland, Dukov's Place is located downtown in Washington D.C. In fact, if you teleport anywhere even remotely close to it (such as the Tepid Sewers, Anchorage War Memorial or Dupont Station), getting there shouldn't take any more time than a minute or two, especially if you run into no enemies en route.



When you enter Dukov's Place, you'll find quite the scene. Dukov is a playboy of sorts, and he's surrounded himself with two scantily-clad women who do his bidding. Approach Dave and he'll automatically engage you in conversation (if this is your first visit to his house, which we're assuming it is). Pick his brain about his incredible situation (all the more incredible when you consider the nuclear holocaust outside), and he'll tell you that in return for the services of his two women friends, they are kept safe from the horrors and dangers of the Wasteland. Nice deal, Dukov!



## Side Quest: You Gotta Shoot 'Em in the Head (Continued)

### PART ONE

### PART TWO

Before you decide what you're going to do (whether you want to kill Dukov outright to grab his key or figure out another solution), you should speak to his two prostitute friends, Fantasia and Cherry. Doing so might give you another conduit by which you can get the key (namely, convincing Cherry to get it for you). You could also pickpocket Dukov if you want. Or, you can reengage him in conversation and, after picking his brain about the events surrounding his requested assassination, convince him to hand over the key on his own.



Of course, those of you playing with an evil slant (which is probably a great deal of you) will simply want to cap Dukov in his head and get it over with already. If this is the case, then make sure to hit him with and kill him with Sniper Rifle rounds to his head. Anything else won't satisfy Mr. Crowley's strict rules, netting you a significantly smaller reward for your troubles. Be sure that, either way, you don't leave Dukov's Place without getting **Dukov's Special Key**. Without it, you can't prove he's dead (or at least pretend he is).





Next up on our list is a man named Ted, located far, far away, at Rivet City. However, chances are you've visited Rivet City already (you *have* to visit Rivet City multiple time during your main quest), so getting there is as easy as teleporting there and heading on inside via the massive bridge leading to the ship's main door. If, for some strange reason, you've never been to Rivet City, then consider teleporting to a nearby location in the southeast corner of the Capital Wasteland and going from there. The Jefferson Memorial is the single closest place to the floating city (which is in a long-abandoned aircraft carrier -- extremely difficult to miss, indeed!)



You're going to have to walk around and do some searching for the guy you're looking for. Ted wears a white tee-shirt with suspenders, and is a younger man. He's easy enough to spot when he's in your vicinity, but you're going to have to find his exact location in Rivet City. And since Rivet City is rather expansive, this can take some time. We found him in Rivet City's marketplace, but you might have to look elsewhere. The marketplace is your best bet, however, so keep scouring the locale until you run into him.



Because of the fact that Ted's *father* is the one Mr. Crowley is really angry at, and not him, even evil characters might find it difficult to kill Ted. Plus, Rivet City is crawling with security guards and other people who will be all sorts of hostile to you if you shoot Ted. So, you should attempt to get Ted to hand the key over to you through your powers or persuasion, or simply pickpocket him. Killing him, regardless of your character's slant, should be a last option. You're in for a world of pain if you open up fire in Rivet City.



Once you have **Ted's Special Key**, you have to head over to Tenpenny Tower, where your last target is located. Now, this is where things get a bit sketchy. Tenpenny Tower isn't only a location, but the name of an extensive side quest which you may have already undertaken. If you did, then there's a good chance Allistair Tenpenny is already dead (at which point, you likely disclosed this information to Mr. Crowley before you undertook his offer). If not, you have to head to Tenpenny Tower to do him in.



Tenpenny Tower is tucked in the middle of nowhere on the southern end of the Capital Wasteland, far west of the downtown area. It's a beautiful tower that pierces the sky, largely intact from the nuclear explosions that occurred a couple hundred years ago. We'll assume you've already been here, at which point you can head right inside to the lobby. Take the elevator up to Tenpenny's loft and then head outside to the balcony. If it's empty, Tenpenny is already dead (at which point, you can just enjoy the radical view). But if not, do him in before heading back to Underworld.



With all of the tasks above completed, it's time to head back to Underworld. Once you do, go right on back to the bar there, The Ninth Circle, and find Mr. Crowley wandering around. You'll need to speak with him several times to unload your keys and get your money (as the game assumes you'll be doing this quest over time instead of all at once, thus you can drop off each key as you find it). With the keys in Crowley's hands and new money in your pocket, it's time to go. But where is Crowley off to? Well, you'll have to figure it out on your own (though the quest gives you plenty of hints...)





### Side Quest: Brotherhood's Deceased

Steps	N/A
Items	None.

During your travels, there's a good chance you're going to come across items known as Brotherhood Holotags. These items, most often found on dead Brotherhood soldiers (or their outcast brethren) seem useless. After all, they have no value when you try to sell them at a

store, and while they don't take up room or weight in your inventory, carrying them around seems like a real waste. But it's not a waste at all! There's someone in The Citadel -- the building formerly known as The Pentagon -- who will pay top dollar (well, Bottle Cap) for those Holotags. Since you'll have to visit The Citadel multiple times during the game's main quest, you can't miss your opportunities to do this. But if you want to find The Citadel early, it's located in the downtown region, right along the western bank of the Potomac River. Even in its half-destroyed state, it's a hard target to miss.



Once you're within The Citadel's walls, you're going to want to head on inside to a location called A Ring (you can find a door directly there adjacent to the entrance into the inner courtyard of The Citadel). Walk around until you find a group of scribes dressed not in Power Armor, but rather in red cloaks. One of these scribes is a man named Jameson. Speak with him at length about the plight the Brotherhood experiences in finding downed brothers lost in action. Those Holotags you have are keys to remembering their deeds. So, begin forking them over to this man for Bottle Caps galore!



## Side Quest: Long Lost Knowledge

<b>Steps</b>	N/A
<b>Items</b>	None.

Almost every single, solitary book you encounter in the Capital Wasteland is destroyed in one way or another. But some books, called Pre-War Books, are in relatively pristine condition. Yet, they're seemingly useless when you try to sell them. But don't just discard them! You're

going to want to hold onto those precious items and visit Arlington Library downtown as soon as you can. The good news is you will likely visit this location if you undertake the epic Wasteland Survival Guide side quest given to you by Moira Brown of Megaton. If not, finding the Arlington Library is easy. It's at the southern end of the map in the D.C. area, on the west side of the irradiated Potomac River.



When you arrive here, you'll find a Brotherhood of Steel scribe named Yearling behind the counter right in front of you. Speak to her and she'll tell you that she's looking for Pre-War Books that she can use as a sort of remembrance of lost knowledge. She'll pay good money for them, so any Pre-War Book you have in your inventory or otherwise stashed away somewhere safe should be brought here from time to time so you can exchange the knowledge within those tomes for precious Bottle Caps. Nice!



## Side Quest: Trouble on the Homefront

<b>Steps</b>	(1) Return to Vault 101. (2) Learn what happened to Vault 101. (3) End Vault 101's troubles. (4) Stop the Overseer. (5) Talk to Amata. (6) Leave Vault 101 forever.
<b>Items</b>	None.

At a certain point in the game (more towards the end of the main quest than towards the beginning of it), you can actually head back to Vault 101, the vault your character grew up in and exclusively lived in for the first nineteen years of his life. Regardless of what you did in the vault before leaving, who you killed, or who you let live, you'll find that this quest will still be available. The

one way you'll know for sure that you can undertake this quest, thus accessing Vault 101, is to pick up a stray radio signal from the vault. When you pick that radio signal up when you're near the vault, you're good to go. So, head towards the vault's outer wooden door and then approach the vault lockup to proceed.



This is a confusing side quest, not because it's long or drawn-out (or even difficult), but because there's a lot of variations depending on the events that took place when you first escaped from Vault 101. As a result, we've written what we did during this optional side quest, but you might find things differently here. For instance, the old Overseer will be the one wreaking havoc on Vault 101's residents, but if you killed him when you escape, a story arc will be included where a *new* overseer is installed before you arrive. So, keep all of this in mind going forward, for some of the characters we ran into and events we took part in may differ from your own experience.



As long as you listened to the entirety of Amata's distress signal over the radio, you will automatically know that the password into the vault is none other than her own name (this will be inserted automatically). Once you're through the outer door, head into the next door, and you'll be intercepted by a Vault 101 guard (for us, it was Officer Gomez). He'll be friendly with you, even if you're somewhat hostile towards him, and ultimately tell you the situation in Vault 101. It appears people know that both your character and your character's father have escaped, and they want to see things outside on their own. But the Overseer won't have any of it. After picking Gomez's brain for everything he knows, don't let him go just yet. First, ask him to bring you to Amata. (Alternately, you can go see the Overseer immediately, though we opted not to during our particular playthrough).



Follow Gomez after asking him to bring you to Amata (if you asked him to bring you to the Overseer or opted to do some exploration on your own, then you are *indeed* on your own). You won't run into her immediately, however. First, you'll run into a fray between one of the Vault 101 rebels (those who want to leave the Vault) and a security guard named Officer Taylor. The rebel in question is Gomez's son (who you can talk to later), and although the trigger-happy Taylor fires a round at him, he misses. From there, you can speak to Taylor and then continue along towards Amata's location, which is in your father's old clinic. Remember -- you can stop following Gomez at any time if you want to talk to someone you encounter or explore an area. He'll wait for you until you're ready.



When you finally reach Amata's location in the clinic, you'll finally be able to get to the bottom of just what's going on. Amata fills you in on what's happened since you've left; things have certainly not been good. The Overseer is trying to keep everyone in Vault 101 indefinitely, even though the evidence is now clear that the Capital Wasteland outside isn't completely heinous to live in. People have died and subsequent lines have been drawn in the sand. It's up to you to solve this problem one way or another (though Amata begs you not to actually kill the Overseer -- what you do to him is up to you, of course).



Here's how we handled the situation. **Remember!** You **don't** have to do what we did. There are other options and other people you can work with here. We chose to work with Amata and put her at the helm of Vault 101, however. After all, we knew we could trust her! Navigate your way to the server area of the vault (marked as "Admin"). Here, you'll run into a man named Officer Wilkins. There's no reasoning with him; he'll go at you when you speak with him. Down him and then proceed. Thereafter, we ran into the *new* overseer, a man named Mack. We killed him too. Keep in mind that you may run into the old Overseer if you didn't kill him at the beginning of the game.



Once the deed is done, return to Amata. She won't exactly be thrilled that you killed the Overseer in cold blood, but she'll still talk the helm of Vault 101 as its new Overseer, since that appears to be what the remaining living residents want. Amata has every intention of keeping Vault 101 as their home, but they want to explore the outside world, trade with people out there, and learn more about the world outside. But, because of the havoc you caused earlier and just caused now, you're asked to leave... for good. Do so, and you'll successfully finish this side quest.





## Side Quest: Strictly Business

<b>Steps</b>	(1) Enslave the sniper Arkansas from Minefield. (2) Enslave Susan Lancaster from Tenpenny Tower. (3) Enslave Red from Big Town. (4) Enslave Flak from Rivet City.
<b>Items</b>	Mesmetron, Slave Collar (x4).

Strictly Business is a side quest with evil written all over it. As a result, there are a few caveats attached to the side quest. For instance, if you already undertook the Paradise Falls quest/side quest (depending on if it's a main quest necessity or not), chances are you cleared the entire Paradise Falls slaver settlement. If that's the case, you're out of luck. You need to do this side quest

before you deal with Paradise Falls one way or another. Preferably, it should be undertaken as soon as you arrive at Paradise Falls (which is located towards the northwest end of the Capital Wasteland), that way you have the option of dealing with the slavers however you want once the deed is done.



When you arrive at Paradise Falls for the first time, you're going to be greeted by a character named Grouse. Grouse is guarding the entrance to the slaver safe-haven, and he'll instantly start talking crap to you as you arrive. If you're a chaotic evil character, you should be able to get into the slaver compound without much of an issue, but everyone else is going to have to cough up a staggering 500 Bottle Caps. Thankfully, once entrance to Paradise Falls is secured, you can speak to Grouse again and get some work from him. It appears he wants you to capture four "VIP" slaves, and he'll split the commission with you for each of them. Sounds good to us! Unless you're playing a good character, of course, at which point that simply won't jive with your style.



Nonetheless, the list of four characters is given, along with their current location, which can be seen on the Pip-Boy map. You'll need to use the **Mesmetron** weapon Grouse gives you, along with **four Slave Collars**. You can be violent with each character you need to capture, but ultimately you'll need to stun them with the Mesmetron long enough to get the slave collar on them. Got all of that? Good.

Let's start with Flak, who is located all the way down in Rivet City. If for some reason you've never been to Rivet City, now's as good a time as any to get there, since it's an important location on your main quest. Rivet City is a large settlement on board a split-in-half aircraft carrier from long before the nuclear war. It's the southeastern-most point on the Capital Wasteland map. Once you arrive, you're looking for a guy named Flak, who can be found in Rivet City's marketplace. He's co-owner of the arms shop on the ship. When you locate him, try to follow him until he walks away from other people; though this isn't necessary, this will make your escape much, much easier. Then, walk up next to him and aim at his head with the Mesmetron. This will freeze him up, at which point you can speak with him, tell him to put the slave collar on, and have him head on back to Paradise Falls. Leave the ship (likely under fire) and teleport back to Paradise Falls to ensure his return, and to receive another slave collar.



Next on our list will be Susan Lancaster, located down at Tenpenny Tower. Tenpenny Tower is a pristine apartment building for the upper class located at the far southwestern portion of the map. There's a side quest by the same name available, and chances are you will have stumbled across this obvious location already. But if not, walk along the southwestern portion of the map and keep an eye out for a large tower in the distance. Gain entrance (if you've not yet been here, chances are you'll have to bribe your way in), and head on inside, seeking out the suites. Chances are, you'll find Susan in her room by herself. Use the Mesmetron on her, and then have her put the collar on. From there, all you have to do is make it out of Tenpenny Tower and back to Paradise Falls.





Grouse will again hand over a slave collar. Now you have two more targets. This time, we'll go after Red. She might be the most annoying of all four characters to enslave, purely because she might be in a number of locations, depending on what you've already done and what you've yet to do. Basically, Red is a resident of Big Town, but she's initially in a jail cell at Germantown Police HQ, being held by Super Mutants. If you undertook the side quest Big Trouble in Big Town already, and you freed her, then she's in Big Town, a settlement north of Megaton, due west of the Bethesda Ruins. If you haven't yet done it, then you can go to Germantown Police HQ, northeast of Big Town and due north of Meresti Train Yard (the latter allows you to kill two birds with one stone). Either way, find her, use the Mesmetron on her, and send her on her way. You should then follow her back to Paradise Falls instantaneously.



Finally, we're on the last of the four people to enslave. This guy's name is Arkansas, and he's an older gentlemen who is the only living resident of Minefield. Minefield is an abandoned town that due north (although quite a distance from) of Megaton. This place has the name Minefield for a reason; it's got mines *everywhere*, and you need to do your best to dodge them. This isn't difficult to do if you simply run through, towards the houses at the back end of the road splitting the ex-town in two. When you start coming under fire, use VATS to find Arkansas' location, and then climb up to the house he's in. Use a regular gun to knock the gun out of his hands, but be careful not to kill him! Then, break out the Mesmetron, convince him to put on the collar, and then send him on his way. When you return to Paradise Falls after this fourth successful adventure, the side quest will end in success. Now to take care of those slavers...





## Side Quest: The Superhuman Gambit

### PART ONE

<b>Steps</b>	(1) Find the Mechanist or the Antagonizer, and stop their rivalry. (2) (Optional) Ask Derek for information about the Mechanist and Antagonizer. (3) (Optional) Find the Mechanist and stop him. (4) Report back to town for your reward.
<b>Items</b>	Combat Shotgun, Knife, Steam Gauge Assembly (x2), Rake, Stimpak (x3), Dirty Water (x2), Plunger (x2), Sensor Module (x2), Wonderglue, Blood Pack, Paint Gun (x2), Potato Crisps, Purified Water, Dandy Boy Apples (x2), Conductor.

### PART TWO

Canterbury Common is a sizeable settlement on the far eastern end of the Capital Wasteland. Due north of the downtown area, the town is located north of Vault 108 and the Corvega Factory, and is a pretty simple place to find. When you first arrive, however, you'll find a rather bizarre scene... and that's really saying something considering the irradiated Capital Wasteland is one huge bizarre scene. Two superhero-like characters, who you later find out are named The Mechanist and The Antagonizer, are heated foes. And by the looks of it, they're dragging the rest of the town into their messy rivalry.

When the two foes disappear towards their yet-unknown lairs, you're free to investigate Canterbury Commons in order to find out some additional information. There aren't many people to speak with, unfortunately, but each person you find will have something interesting to say and can certainly help you in your quest to stop these warring maniacs. The first person you're going to want to seek out, bar none, is Uncle Roe. Chances are he'll intercept you as soon as he sees you. You'll get the most information on the situation (and about Canterbury Commons) from him. After picking his brain, however, you'll want to move on and speak with some other people in the town.



There are four other characters worth talking to. The young boy that Uncle Roe tells you about, Derek Pacion, can give you plenty of information about The Mechanist in particular, though he seems pretty smitten with the conflict of the two superheroes, since his life is otherwise a bore. Dominic "Dom" D'Ellsadro is the town's gun-slinger, who takes care of the town's dirty business. Make sure to speak with him as well. The two other characters, Joe Porter and Machete, have little to say, but they should still be spoken with as well.



When you're done speaking with all of the aforementioned people, it's time to do any last-minute exploration of Canterbury Commons. Then, you should consider which of the two superheroes/villains you want to go after. Do you want to go after the AntAgonizer? Or do you want to go after The Mechanist? Remember that going after both is a futile endeavor, both unnecessary and theoretically impossible. We've opted to go after the AntAgonizer, and she's located north of town. If you want to after her nemesis, The Mechanist, then you're free to do so. Please keep in mind that that branch isn't covered in this guide.



Finding the AntAgonizer's Lair isn't too difficult, though you'll be on your own to add to it your map. You'll want to head northwest of town, but not too far off (the town should still be in your purview). There's some rocky terrain at the northwest section of town, so walk around this area until you hear the familiar "ding" of your Pip-Boy adding a new location to your map. You'll see the door leading into the rocky terrain; this is the lair you seek.



## Side Quest: The Superhuman Gambit (Continued)

### PART ONE

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Once inside, head forward to the intersection, being mindful of the mine laid there. Then, with your back facing the way you came, turn right. This leads to a dead end, but there are plenty of items to add to your inventory here, including **three Stimpaks**, valuable **Sensor Modules** and a **Steam Gauge Assembly** amongst other goods. Also be certain to disable the trap here, which will earn you a **Combat Shotgun**. Then, go back to the intersection and head forward, going down the stairs and through the door, deeper into the AntAgonizer's lair.





Head down the lengthy staircase as it winds deeper and deeper into the subterranean lair. When you have the opportunity to head right, bypass the room for now. Instead, follow the corridor ahead of you over some planted mines and to a dead end. You should be able to add a valuable **Steam Gauge Assembly** to your inventory here. Then, backtrack and opt to go into the room we earlier ignored. Hit a switch on the far wall to make a staircase appear, and then climb down the newly-founded staircase.



The stairs will lead you to a sewer full of irradiated water, but thankfully you don't have to do anything other than cross the water and enter through a hole leading to another pathway. Now's the time where you'll start to encounter the AntAgonizer's ant fiends, first in the form of weak worker ants, and then in the form of more powerful soldiers. Thankfully, weapons like the Combat Shotgun do them in rather easily, especially if you aim for the head. Simply traverse this pathway (it's completely linear, even when it appears it's not), and enter the lair proper upon your arrival to another wooden door.



Walk through the pathway and enter the makeshift throne room of the AntAgonizer. Approach her on her throne and a conversation with her will begin. While there are multiple ways to get through this (you can join her or convince her to stop her attacks, for instance), we still opted to attack her and kill her to put an end to the madness. If this happens for you, she'll summon her soldier ants to attack you while she fires on you from afar. A *great* way to handle this particular situation is to use some Frag Mines on the ants when they're bunched together. Chances are, this will fray at least one of their antennas, and they'll begin to attack each other, and even their human master. This will give you the opportunity you need to lay the killing blow on the AntAgonizer.



Regardless of how the situation is handled, be sure to explore her pad for some items (such as some **Dandy Boy Apples**, **Purified Water**, a **Conductor** and more), and then leave, heading back the way you came to reach Canterbury Commons (if you killed her, you can sleep in her bed if you need to heal). Once back in the Commons, seek out Uncle Roe. He may be in his house if you don't find him walking the streets. Simply alert him to the fact that the AntAgonizer has been dealt with, and he'll thank you for your work, handing over your reward in the process. And just like that, the side quest is completed! Oh, and if you want to follow up on The Mechanist (even though you don't have to), the best place to start is the Robot Repair Center due south of town.



## Side Quest: An Executive Break-In

<b>Steps</b>	N/A
<b>Items</b>	Wrench (M), Turpentine (M), Ashtray, Hammer (M), Ophthalmoscope, Coffee Mug, Tin Can (M), Scrap Metal (M), Crispy Squirrel Bits, Squirrel on a Stick, Fancy Lads Snack Cakes, Blood Pack, Dirty Water, Stimpak, Tire Iron (x2), Bottlecap Mine, Paint Gun (x2), Plunger, Motorcycle Handbrake, Sledgehammer, Knife, Pack of Cigarettes, Pugilism Illustrated, Cram (x2), Buffout, Abraxo Cleaner, Vodka, Box of Detergent, Mini Nuke (x3), RadAway (x2), Fat Man.

One of the most common questions asked about Fallout 3 in regards to non-essential side quests is, how does one get into the White House? Well, it's no easy ordeal, that's for sure. Then again, it's not outrageously difficult, either. The fact remains, though, that you can't simply walk from Pennsylvania Avenue through the front door. Instead, you have to be a little more... creative. Have you located Pennsylvania Ave. Northwest on your map yet? It's located in the southeast corner of the Capital Wasteland, in the downtown area (naturally), wedged in between Georgetown East and Metro Central. When you arrive at that location, don't go into the metro tunnel, but instead put your back to the entrance. Then, walk

straight ahead to the building on the other side, near a pile of debris. Search the ground and look for a manhole cover. This "Utility" tunnel is your key to the White House.





Once in the tunnel, head forward and go right at the first opportunity you get. You'll be able to find plenty of goods in this room, though you'll want to be selective about what you grab. **Four Turpentine** bottles, some food like **Fancy Lads Snack Cakes** and **Cram**, and curative items such as a **Stimpak** shouldn't be left behind. And of course, don't leave without that **Bottlecap Mine**, the issue of **Pugilism Illustrated**, and that **Pack of Cigarettes** either. Head back into the corridor. If you continue straight ahead to the intersection with the blown-out car in the middle of it, you'll find nothing. All three passages from there lead to dead ends. So, swing across the corridor to the pathway on your left, and follow it up some stairs, all the way to a door that leads to Pennsylvania Avenue. Be sure to grab the **Vodka** from the nearby shelf before heading outside.



The White House isn't quite how you might remember it, but then again, how could it be? The Chinese undoubtedly made it a high priority target when launching their nuclear arms, which explains why you'll be severely radiated while traversing the small area that *used to be* the White House. Immediately use some Rad-X on yourself to help you survive the abnormally high radiation in the area, and deal with the Glowing Ones you encounter once outside. Then, begin exploring, but be quick. Though this is a cool area to add to your map and one of the most sought-after locations in the game, there's little to see, and you won't be able to see any of the interior of the White House, since it no longer exists. Careful searching will result in some other nice items, however, amongst them two **RadAways**, a **Fat Man** nuclear launcher, and three **Mini Nukes** to use in it. Nice!



## Side Quest: Reilly's Rangers

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<b>Steps</b>	(1) Find Our Lady of Hope Hospital. (2) (Optional) Locate the Ranger's ammo crate. (3) Locate Reilly's Rangers. (4) Locate a Fission Battery. (5) Lead Reilly's Rangers to safety. (6) Give a Fission Battery to Donovan. (7) Return to Reilly at Ranger Compound.
<b>Items</b>	5mm Rounds (M), Carton of Cigarettes (x2), Lawnmower Blade, Darts, Camera, Scrap Metal (M), Wonderglue (M), 10mm Rounds (M), Baseball Bat, Dirty Water (M), Pork N' Beans (M), Cram, Beer (M), Drinking Glass (M), Utensils (M), Coffee Mug (M), Purified Water (M), Pack of Cigarettes, Firehose Nozzle (M), Nuka-Cola (M), Recon Armor, .32 Caliber Rounds (M), Frag Grenade (M), RadAway (M), Rad-X (M), Scoped .44 Magnum, Combat Knife, 5.56mm Rounds (M), Blood Pack (M), Stimpak (M), Med-X (M), Whiskey (M), Vodka (M), Switchblade, Missile (x2), Shotgun Shells (M), Bobby Pins (M).

Reilly's Rangers is a fairly lengthy side quest that can be learned about (and thus undertaken) in a number of ways. However, the most direct way to undertake the mission, where you'll learn more about what you're supposed to do straight from the source, is to head to Underworld. Underworld, if you've yet visited the location, is within the Museum of History in downtown Washington D.C. on the east side of the Potomac River. It's the city of Ghouls, where friendly Ghouls can live without fear of being ridiculed by the post-apocalyptic world that doesn't accept them as human. When you arrive, you'll want to specifically find The Chop Shop, Underworld's clinic. It's on the first floor of the concourse area towards the back (and on the right).



When you arrive, you'll find an unconscious female named Reilly in one of the clinic's bed. When you speak with her, you'll likely be unable to wake her up on your own (unless you have an extremely high Medicine skill, at which point you might have some luck). First speak to the nurse, Nurse Graves, who is a kindly Ghoul who is all about doing the right thing by her patients. Then, speak with Underworld's resident doctor, Dr. Barrows. Barrows too is a nice Ghoul who cares about his patients, even if they're human and not Ghoul. You can speak with him at length about the woman in bed, Reilly, and her rangers (a mercenary group called Reilly's Rangers). Then, you'll have to convince him through speech to wake Reilly up, even if it's theoretically bad for her health. Save *before* attempting to convince him, that way if you fail in convincing you can reload the game and try again.



When you're finally able to convince Dr. Barrows to awaken Reilly from her coma, he'll take out a syringe, stick her with it, and she'll suddenly wake up. Seemingly in no pain (and able to stand even though she reportedly has a broken leg), she'll relay a whole slew of information as to what happened to her and her team (the Rangers). It appears that when mapping out an area of the Super Mutant-littered downtown area, they were assaulted by a Super Mutant ambush. Be these unusually aggressive Super Mutants gave them hell, chasing them through several buildings, killing one of the five Rangers, and leaving three of them stranded and their leader, Reilly, maimed and nearly dead. Of course, this is where you come in, because Reilly wants you to find her team and make sure they get to safety.





Now, Reilly gave you some options. While she let you know where her teammates are holed up fighting endless Super Mutant resistance, which is at the Statesman Hotel, she also gives you the option to visit the Reilly's Rangers headquarters, where you can stock up on plenty of goods before going to give the Super Mutants hell. For the sake of this walkthrough's completion, we will bring you along to grab the optional gear before going to the hotel; keep in mind, however, that you don't have to do that. To begin the trek to their compound, you'll want to leave Underworld and run up towards the Capitol Building up the road a ways. Oh, and be ready to fight a ridiculous amount of Super Mutants, Talon Company Mercenaries, and rogue robotic foes as you go. If you've already cleared this area of hostiles, however, things should be much more peaceful for you.



When you get to the Capitol Building, head on inside. You can only breach the western end of the building from here, but once inside, immediately seek out the door nearby that leads to the eastern branch of the building. After the area loads, get ready to fight a plethora of Super Mutants as you head forward through the largely-linear corridors. Collect what goods you can (there's nothing to grab except lots of **Whiskey** and **Wine**), and when you finally reach a door leading back outside to Seward Square Northeast, take it. Keep in mind that if you've already added this latter location to your map, you can teleport there automatically without having to go through the Capitol Building.



## Side Quest: Reilly's Rangers (Continued)

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Seward Square Northeast is chock full of Super Mutants, so you're going to have to deal with them. Strangely enough, the first time you visit this area, Mini Nukes will rain from the sky (possibly from the Enclave), negating some of the Super Mutants' strength and numbers. However, the residuals are creatures you're going to have to directly deal with or dodge in order to proceed. Make sure to scour their bodies for needed material after they're slain, and then head rightward (going to the left from the stairs will lead to a debris-filled dead end). When you're ready, it's time to sniff out the Reilly's Rangers HQ.



Reilly has already marked your Pip-Boy's map with the exact location of her compound, which is located downtown, on the easternmost border of the Capital Wasteland. It's likely far away from anything else you've yet explored, unless you've been quite thorough in uncovering various locations around the Wasteland. The best way to get there from Seward Square is to go into the obliterated residential area adjacent to the Capitol Building. Though there seems to be many areas to explore, it all funnels towards the east end of the map. When you begin to find Reilly's Rangers logos spray-painted on walls, which consists of two swords crossing over a green four-leaf clover, you're close. Continue to traverse the pathways around you to find the entrance to the compound, using the password Reilly gave you to avoid having to hack their computers.





The compound seems bigger than it actually is, and there's not an incredible amount of goods here in the first place, but there's still plenty of reasons to visit this place before going to visit the stray Rangers. After all, free items are free items! Scour to find lots of incidental items (**Coffee Mugs**, **Drink Glasses** and the like). You'll likely want to avoid those goods, but it's the more valuable and useful goods amongst them you don't want to miss. You should find a total of five **Stimpaks** within, some **RadAway** and **Rad-X**, **Recon Armor**, plenty of ammunition (such as **10mm Rounds**, **5.56mm Rounds**, and **.44 Magnum Rounds**), and plenty more. Clean the place up before heading outside.



Once outside, there are more goods to get. The hollowed-out building you find yourself in the middle once outside can be climbed via some staircases that have survived the nuclear bombardment. On the top floor of this destroyed building, you should be able to add plenty of ammunition and curative items to your inventory, including **Stimpaks**, **RadAway**, **10mm Rounds**, **Missiles**, **Shotgun Shells**, and more. Before proceeding with the main part of our mission hereafter, you may want to teleport instantly to Rivet City, Megaton or a similar location to sell off unneeded goods, so as to not become encumbered during the heat of battle.





You may have already stumbled across the two important locations for this particular side quest -- The Statesman Hotel and Our Lady of Hope Hospital. But if you haven't, the best place to begin looking for these two destinations is from either Vernon Square Station or Vernon Station East, both of which are slightly north of these areas. The hotel and hospital are located along the same road, and are actually hard to miss. Out of the two areas, you'll want to head to the hospital for now, as we'll breach the hotel a little later. If the large red cross logo above the hospital's door doesn't give away the location, by the way, then perhaps the bloody handprint on the front door will.



You'll find yourself in the lobby of the hospital, which should be clear of enemies, and will remain that way so long as you're quiet. Start by grabbing the only valuable item here, the **Pack of Cigarettes** in the filing cabinet behind the desk. Then, decide which of the two doors you want to take out of the area. The door on the right leads to the stairs that will bring you to the second floor. We'll want to get there eventually, but first we recommend you run through the other door and begin clearing the myriad Super Mutants and Centaurs you'll find here. This will make exploring for booty much easier, once the floor is devoid of enemy resistance.



## Side Quest: Reilly's Rangers (Continued)

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Now, to explore. Take the door on the left side of the lobby up the pathway beyond. Open the first door on your left -- this will require you to pick the lock. You'll want to make sure to do this, however, because this room holds *four* med kits, all on the wall, which will hook you up with a plethora of **Stimpaks**, **Med-X**, **Bobby Pins**, **Purified Water**, and more. After grabbing those curative goods, grab the **Nuka-Cola** from the machine out in the hallway if you so desire, and then continue along as the path bends rightward. The rooms on both the left and the right sides of this corridor should be scoured for hackable computers and, more importantly, the ridiculous amounts of healing items that are in each room's medical kit. You won't be longing for Stimpaks for quite some time, my friend.



On the previous route, you should have found a couple of staircases leading downward. One leads back outside, so ignore that one, but the other leads to a dead end where you can stock up on **5mm Rounds**, **5.56mm Rounds**, and some **Frag Grenades**. As the path swings rightward, you'll be brought to a larger reception room, where the staircase leading up to the second floor can be found. Further exploration will net you random items, like **Firehose Nozzles**, **Paint Guns**, **Wonderglue** and the like, but ultimately you'll want to take the staircase you encounter up, where you can breach the second floor of the hospital. Be sure to clear all Super Mutants in the previous area before proceeding, so as to maximize earned experience.



Your time spent on the second floor is going to be brief. Scour the rooms on the left and right of the corridor you initially head down if you so desire, ultimately hacking the computer ahead to open the safe nearby (or you can just lockpick the safe). The large cafeteria on your left is what you'll ultimately need to breach, but expect to find a slew of Super Mutants attempting to stymie your path. Kill them and search their bodies for needed goods before proceeding into the adjacent kitchen. A couple of **Pilot Lights** and some **Whiskey** can be found here, but you'll find little else of substantial value. Off of this room, you'll find a staircase leading upward and back out to Vernon Station. You'll want to take this door.



This door leads back outside, though you'll be on the second floor, using a makeshift bridge, a large metal beam, to cross over to the adjacent building, the Statesman Hotel. Conveniently, this is where Reilly's Rangers are located, though you'll need to climb up a couple of more floors to reach them. Drop down to the floor below once on the far side of the beam, head on inside the hotel, and drop down through the hole in the floor to the area below. Search for goods in a nearby medkit, and then follow the pathway to an adjoining corridor, being careful of Super Mutant traps en route.





This floor is largely linear, since many of the walls that once separated the rooms of the hotel have long since fallen down due to wear and decay. Have your weapon at the ready to deal with any Super Mutants and Centaurs you encounter, which will be seldom, though they'll still have a presence here (remember -- they're the reason the stranded Rangers upstairs can't escape). Regrettably, there are few items to find other than a stray **Stimpak** and some foodstuffs in a vending machine. When you find more stairs leading up to the next floor, take 'em.



There's an obvious item of interest as you walk up these stairs, and that's the locked ammunition box you encounter. Reilly told you to expect it, and with the password you found, you can open it, where a ridiculous amount of rounds for many of your weapons can be found. Grab the gear, then run upstairs from there. Again, you're seeking out yet another staircase that leads even higher into the hotel, and again you'll need to run around the bombed-out rooms fighting Super Mutants and Centaurs as you go. Again, there are few (if any) items you'll want. Simply seek out those stairs and go through the door at the top of them to proceed.



## Side Quest: Reilly's Rangers (Continued)

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Head forward and pick the door open on your right, which will lead you to a storeroom full of goods. As usual, you'll want to grab everything you can. The **nine Frag Grenades** you'll gain in here is by far the biggest thing you'll get, but you'll want to search for other valuables as well. Back in the corridor, head forward until you see a large, wide open room on your left (the other bedrooms here hold very little in terms of goods, so don't bother exploring them). You'll encounter some Super Mutant thugs here, and the elevator on your right is broken for the time being, so kill whomever you encounter and bust on through to the other side. Follow this corridor down to another staircase leading up. You'll ultimately reach the hotel's restaurant area, but be sure to pick open the storage room nearby for more curative items. You should have, by this point, found about fifty Stimpaks here. Wow!



The idea from here is to get to the lounge area of the hotel. However, there are two ways to breach the lounge, and you should explore both ways in order to maximize your Super Mutant kills for experience and the goods on them, as well as to find what appears to be the never-ending supply of medical kits strewn around both the hospital and now the hotel. The one way you can breach the lounge (which will probably give you a bit of an advantage on the Super Mutants populating it) is to find a way *around* the main entrance (which is the way you're "supposed" to go in), thus finding a debris field that will lead down into it from the back. If you want to take the front door through, that's cool too. The Super Mutants and their Centaur cohorts you find are of the more powerful varieties, but you should still have little difficulty executing them. And what's more, the **Vodka** and **Whiskey** lying all around is good to grab -- you can sell it later. And don't neglect the plentiful armory *behind* the bar in the lounge. It's easy to miss, but ammunition galore, and even more **Frag Mines** can be found there.



We're close to the stray Rangers now. The catwalk surrounding the bar is the key, for it has a doorway that leads to a staircase which leads to the roof. *This* is where the missing, holed-up Rangers can be found. You've no doubt seen plenty of already-slain Super Mutants in the hotel. This was the dirty work of the Rangers. The roof holds a slaughter many times more impressive than that. And since this is an utmost survival mission, all of their bodies have been picked clean. Find the hiding spot of the Rangers and speak to them. They'll cut right to the chase -- they need a Fission Battery located back in the lounge. Before going back to grab it, be sure to speak to each of the three Rangers and give them ammunition. You'll be thankful you did this later.



Backtrack to the door leading off of the roof, and climb the stairs back to the catwalk surrounding the bar. Jump down and look for a bombed-out utility closet near the bar. Within is a broken Protectron, just like one of the Rangers promised you would be there. Examine the body and grab the **Fission Battery** off of it, and then go back up to the roof and give it to the Rangers' tech to fix the broken elevator nearby. This will allow the party to get back into the building, where they can make their grand escape.





If you thought this escape was going to be easy, though, then you're sadly mistaken. The last vestiges of the Super Mutant group in the hotel will be there to greet you. This is why you'll be glad you gave ammunition to each of the surviving Rangers before going through the door. If you don't, chances are they won't be able to defend themselves. This will negate the awesomeness of what Reilly will give you if they all survive (though, alternately, you could kill them outright, right when you meet them). After busting through and getting to the entrance, the Rangers will leave you. Now, all you have to do is go back to their base to meet up with the survivors.



That's the beauty of going to their base to raid it *before* going to rescue the Rangers -- you can automatically teleport back to the location to end the lengthy mission. If you opted not to, however, you're going to have to find it on your own (consult the beginning of this side quest walkthrough for more information on that, if needed). Once back, find Reilly and speak with her. So long as her crew survived, she'll be thankful you helped her out and give you a choice of items (we grabbed that dope Minigun, but take the armor if it suits you better). Nice job!



## Side Quest: Agatha's Song

### PART ONE

<b>Steps</b>	(1) Recover the Soil Stradivarius from Vault 92. (2) (Optional) Locate Vault-Tec Headquarters. (3) (Optional) Discover the location of Vault 92. (4) Return to Agatha.
<b>Items</b>	Agatha's Ammo Box Key, 5.56mm Rounds (M), Missiles (x2), Mini-Nuke, .32 Caliber Rounds (M), 10mm Rounds (M), Tire Iron, Pre-War Money (M), Toy Car, Firehose Nozzle, Nuka-Cola (M), Pilot Light (x2), Brahmin Steak, Iguana Bits, InstaMash, Conductor (x2), Paint Gun (x2), Sensor Module (x2), Wonderglue (x2), Bottle Caps (M), Chinese Pistol, Energy Cell (M), Laser Pistol (x3), Dirty Water (x3), Stimpak (x4), Plunger (M), Carton of Cigarettes, Stealth Boy (x2), Microfusion Cell (M), Medical Brace, Bobby Pin, Vacuum Cleaner (x3), Lunch Box (x4), Purified Water (x2), Darts (M), Fission Batteries (x2).

### PART TWO

In the depths of the Capital Wasteland, you can stumble across an old woman living all by herself named Agatha. The best way to get to her house is to go to Meresti Trainyard, which is itself northeast of Big Town and due south of the Germantown Police HQ. When you get to the Trainyard, you'll want to get to the higher rocky outcropping to the east. By traversing this area, you'll eventually find a quaint wooden bridge gapping a chasm that will lead to an equally quaint shack. Within, Agatha can be found (feel free to pick the metal boxes outside of her house for regular items, like **Pre-War Money**, a **Tire Iron**, a **Toy Car** and the like).



When you head inside the shack, you'll find the elderly Agatha, likely sitting in her comfortable rocking chair. Speak to the kindly old woman to learn about what she does out in the Wasteland, how she survives, and ultimately, what she needs you for. It's at this point that you'll get to the bottom of what you need to do for her. Living by herself, Agatha trades with Wasteland caravans, exchanging her music (a rarity in the nuclear wasteland) for goods she needs to survive. Her homemade violin doesn't hit all of the right notes, so she needs you to get a violin tucked away in Vault 92 for her. This is easy enough to do, though you'll need to take a detour before going to Vault 92 itself.





First thing's first, however. With the **Ammo Box Key** she hands you, raid her husbands ammunition store near her rocking chair. A **Mini Nuke**, some **Missiles**, and plenty of random ammunition can be found within. Then, head outside. Agatha mentioned to you that Vault 92's location is unknown to her, but that more information could be found at Vault-Tec HQ downtown. It's completely unnecessary to go here if you want to cut to the chase, but this is a strategy guide, so we'll go to Vault-Tec HQ first. Skip ahead in the walkthrough if you want to go right to Vault 92. The key to finding Vault-Tec HQ is Vernon Square North, towards the north end of the downtown region. If you instantly teleport there, headquarters is quite literally a short stroll down the obliterated street.



Once inside, have your weapon strapped and ready to go. If you haven't been here, then this place will be crawling with robotic foes and Super Mutants alike. It may seem quiet on the ground floor at first, but as you begin to rove around, Super Mutants, Mr. Gutsy models, and more will start coming out of their hiding spots. Lay waste to these foes, taking refuge in one of the two bathrooms if things get too out of control, letting your foes come to you. Before proceeding up the only surviving staircase to the second floor, be sure to scour the bodies of deceased Super Mutants and robots (both those you killed and those that were dead upon arrival) for goods you may need, especially ammunition.





On this second floor, which acts as a catwalk in this area surrounding the lobby, you can explore the employee kitchen if you so desire (we raided the fridge for foodstuffs and took the **Pilot Lights** from the ovens). However, you'll ultimately want to take the door to the left of the staircase, which will lead to the corporate offices. Climb the stairs on the other side of the door and lay waste to the Sentry Bot you encounter. Swing left when you get the chance, and then go right into the room, where chances are you'll run into a Protectron or two. This initial room you encounter has little of interest, but the blown-out room to the left doesn't only have a safe to pick open, but a medical kit and several toolkits as well. Many items can be found in all of this receptacles, including a **Chinese Pistol**, a **Laser Pistol**, **Stimpaks**, **Energy Cells**, **Conductors**, **Wonderglue**, **Sensor Modules**, and more. Nice!



With all of those goods acquired, there's little else to grab here. However, you're still going to have to deal with a ridiculous amount of robotic foes here (no more Super Mutants) in four main varieties - Mr. Gutsy, Robobrain, Sentry Bot and Protectron. Laying waste to all of these enemies is important on this level not only so they don't follow you to the next floor, but because they're worth good experience and all have plenty of valuable ammunition on them. Pick their bodies clean, explore for anything you may have missed (for instance, a **Stimpak** and two bottles of **Dirty Water** can be found on a shelf in the office room, but little else), and then seek the staircase leading up to the third floor.



## Side Quest: Agatha's Song (Continued)

### PART ONE

### PART TWO

After you come up the stairs, go left, and then swing leftward once more. Ignore the room we're circumventing, since we're avoiding it for a reason -- the room has no floor. To avoid falling to the floor below, ignore the room all together. Instead, work your way around the area and clip any remaining enemies. There is really nothing of interest here other than some **Bottle Caps** in filing cabinets sitting in debris-filled corridors. There is *one* notable exception, however, and it has to do with the room directly over the room you raided on the second floor. If you can somehow work your way around to the closet on the far side of the room, you can find a ridiculous amount of items, including a **Laser Pistol**, two **Stealth Boys**, **Microfusion Cells**, a **Medical Brace**, some **Vacuum Cleaners** and more. Ultimately, though, your destination is the staircase leading to the fourth floor, which will bring you to the Vault-Tec administrative location.



Here's where you're going to find out the location of all remaining active Vault-Tec vaults, but it's going to take some legwork. The first floor has absolutely nothing of interest, so immediately seek out the second floor. Here, you'll have to deal with any remaining robotic foes, including pesky Mark V Turrets, but this is nothing you shouldn't be able to easily handle. There are various computers up here you can hack, to get more information on Vault-Tec, disable those Mark V Turrets, and the like. However, it's the mainframe terminal you encounter that will be of real interest. If you encountered two computers that opened mainframe access, then you should be able to interact with the terminal (if not, backtrack, find those computers, and activate the overrides). This will let you download the needed information. Then, all you have to do is backtrack out of the building. It's time to travel to Vault 92.



Now remember how the Pip-Boy works. Just because you know the location of Vault 92 now doesn't mean you can just instantaneously travel there willy-nilly. If you haven't been there, you have to manually find the location first. With the information garnered from our adventure through Vault-Tec HQ, you'll now know that Vault 92 is located in the northeast segment of the Capital Wasteland, tucked in between the Republic of Dave and the Clifftop Shacks. Once you arrive and enter Vault 92's entrance, run forward and raid the medical kits for curative supplies (you can also find some **Fission Batteries**, a **Laser Pistols** and more ammunition on the same table). Then, head up the stairs and forward through the next door.





Now, Vault 92 is gigantic. We're not going to hold your hand exploring the entire area; you can certainly do that on your own if you so desire, however. There's a lot to see in and acquire in the Vault, so we implore a thorough exploration. For the sake of this walkthrough, however, we'll bring you to the location of the Soil Stradivarius and nothing more. From the room off of the entrance to the Vault, you'll have *three* doors you to take. The doors ahead of you and on the right are rooms that lead to various points of the vault, but the locked door on the left, once picked, will ultimately lead to the "sound testing" area of Vault 92. Head down the stairs and to the sound testing room to begin our short fetch quest.



When you reach the sound testing area, be prepared to be attacked by Mirelurks. Lots of 'em. Take them down as fast as they come at you (your Flamer is a great weapon to use on these pesky foes), and begin exploring the area around you. Remember -- while there are many great items to acquire in Vault 92, we're here for one reason and one reason only -- the Soil Stradivarius. When you finally come across a staircase leading down further into the subterranean vault branching off of this small area, you're nearly there.



On this lower floor, chances are you'll find a door that's locked and requires a key. *This* is where the violin is being kept, but you don't have a key. What do you do? Well, a nearby security computer terminal located on this very floor, once examined, will unlock the door without the key. Once the door is unlocked, you'll be able to breach the music stand-filled room. On a table in the far end of the small room is the **Soil Stradivarius**. Grab the item, and then go back the way you came, leaving Vault 92 behind. Remember -- if this is a place you want to explore more thoroughly, you can return at any time. Or, if you're patient, you can do it before you leave.



But ultimately, with the violin in hand, you'll want to leave Vault 92 and instantaneously teleport back to Agatha's House. Once you arrive, speak with her and hand over the violin. While you could do the evil thing and lie to her, selling it to other interested buyers around the Capital Wasteland, we opted to do the right thing here. You, of course, don't have to do that if you don't want to. And just like that, this quest comes to an end. But remember! There's more to this quest than meets the eye. While the quest may *technically* be over, Agatha will need some sheet music to play. In fact, one of those pieces of sheet music is located back at Vault 92...



## Side Quest: Head of State

### PART ONE

<b>Steps</b>	(1) Talk to Caleb Smith. (2) Make sure the Lincoln Memorial is free of Super Mutants. (3) Get a picture of the Lincoln Memorial. (4) Tell Hannibal the Memorial is free of Super Mutants. (5) Talk to Hannibal Hamlin. (6) Take the picture of the Lincoln Memorial to Caleb. (7) Tell Hannibal that Caleb is ready. (8) Meet Hannibal at the Memorial.
<b>Items</b>	Whiskey (x3), Nuka-Cola (x3), Noodles (x3), Lincoln Memorial Poster, Dart Gun Schematic.

### PART TWO

This is a bit of a bizarre side quest, because you have so many choices in how to complete it. **Please keep this in mind**, because we've chosen a *very specific* way to go through this quest that need not be mimicked if you're looking for bad karma, for instance. We chose the righteous path here, but even then, we were specific in our methodology. Therefore, feel free to execute this side quest how you see fit. We started it at the Temple of the Union, a random location on the far eastern edge of the Capital Wasteland. It's northwest of Canterbury Commons, where The Superhuman Gambit side quest

is. It's also due south of Grisly Diner. Get to this location to proceed.



The Temple of the Union houses runaway slaves who have evaded their Slaver captors. Thus, they aren't incredibly trustworthy as far as you getting into the structure. Once you *are* in, however, you can speak to everyone within, though you'll want to seek out a man named Hannibal for proper introductions. After promising this man that you won't give he and his fellow ex-slaves away, he hands over a key to his complex and immediately asks you for help. He wants to leave this bombed-out building for the Lincoln Memorial. After all, these guys, for rather obvious reasons, worship the man.





Clearing the Lincoln Memorial isn't the only quest you have to undertake, however. Hannibal will instruct you to seek out a man named Caleb within the temple. Find this man, who is a stone mason (he has a large sledgehammer on his back, giving him away). When you speak to him, you'll learn that it's up to him to fix the memorial as best as one can. To do this properly, he'll need a picture of what the memorial looks like in its pristine state. That way, he knows exactly what needs to be done to bring the place back to its pre-war glory.



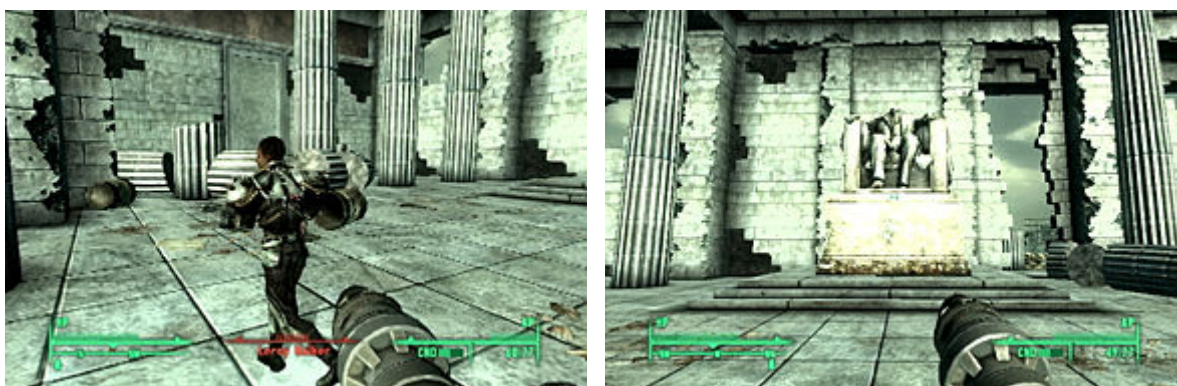
With all of these tasks fully understood, it's time to travel to the Lincoln Memorial. The location of it should now be revealed on your Pip-Boy map, though you won't be able to travel there instantaneously unless you've already visited the location prior to accepting this side quest. Your best bet is to instantly travel to a location near it. The Washington Monument, located downtown in the middle of the mall, is your best bet. And since you *have* to visit the Monument during the game's main quest (in order to fix Galaxy News Radio's broadcast beacon), it should be added to your map for instant travel early in the game. The Washington Monument is in the middle of the mall that stretches to the Capitol Building in one direction to the Lincoln Memorial on the other end. The memorial, as seen in the screens below, is your objective.



When you arrive, Slavers will intercept you. Depending entirely on your moral disposition, these guys may be interested in speaking with you, or they may open fire on you immediately. Either way, we decided to fight the Slavers, but keep in mind that if your character has an evil slant, you can change the course of this side quest from what we decided to do. We decided to light these baddies up though, so pick a good place to begin the massacre and work your way around the building, destroying pathetic slaver after pathetic slaver. Be sure to pick their bodies clean once felled!



The slavers with actual names (such as their leader, Leroy) are usually better-armed and more aggressive than their lesser counterparts, so pay special attention to those foes to ensure that they don't mess up your day. After you're sure that everyone has been killed (it doesn't hurt to stand still for a minute or two firing your gun every so often to make sure all of the slavers have met their maker), feel free to explore the maintenance room underneath the monument, accessed from the doorway to the left of the staircase. After grabbing the **Whiskey**, **Noodles**, **Nuka-Cola** and other incidental stuff below, you can then teleport instantly back to the Temple of the Union. If enemies are nearby and you are therefore unable to travel quickly, that's probably a good sign that a slaver or two is left alive.



## Side Quest: Head of State (Continued)

### PART ONE

Go back to the Temple, let yourself in, and again seek out Hannibal. He'll be ecstatic that the temple is cleared of Super Mutants (even though the Slavers did the work for you), and even *more* ecstatic that the slavers who occupied the sacred monument have been dispatched as well. But your quest is far from done, because Caleb, the mason, still needs a picture of the memorial as it was before the nuclear holocaust. And for that, you'll need to head to the Museum of History.





The Museum of History is, like the Lincoln Memorial, located in the downtown mall. Thus, the same springing-off point you chose earlier, the Washington Monument, is a great place to return to in order to find the Museum of History. Of course, if you've already explored the museum, or if you've accessed Underworld, the Ghoul-only city within the building, then you can go there immediately without having to teleport to a nearby landmark. Either way, keep in mind that upon your arrival, you don't want to go straight through the doors from the lobby, since that leads to the Underworld. Instead, it's the door on your left that leads to the museum itself that's of interest to you.



A thorough exploration of the museum isn't necessary, since there's something very specific we need to get here in a rather large locale. Therefore, if you want to explore the place in its entirety, you're on your own. Indeed, we'll direct you straight to where the poster Caleb needs is located, and then get you out of here quickly, so you can live to see another day. You'll want to begin by climbing the stairs to the second floor, which will call out many of the Ghoul strands located here. Your Flamer will be your best friend in cleaning these annoyances up, but be weary of the powerful Glowing Ones!



On the second floor, you'll want to go left, where you can explore what was once a wide open display room. The door in the corner of this office, which leads to the offices of the building, is what you're ultimately looking for. When you've found it, head up the stairs beyond the door to the first set of corridors you encounter. Just like during our last foray in the previous area of the museum, this place too is crawling with various kinds of Ghouls. Slay any foe you encounter, and grab any item you want, but keep in mind we're not covering this area in its entirety.



Have you yet encountered a locked cell door? Good. There are two of them on this floor, and both of them lead to the same area. Thankfully, both locks are also easily picked, so you should have no problem accessing the room beyond the gates. In this room, the shelves have destroyed books all over them, as well as some other artifacts you may or may not want to grab. Ultimately, you'll want to use the staircase leading up to a catwalk on one side of the room. The **Poster** you seek is on the wall above one of these desks. Grab it, and then leave the museum. You have what you need.



Once you've left the museum and find yourself back outside, you should be able to teleport back to the Temple of the Union, so long as you've already cleared the mall of foes. Once back at the temple, you'll want to immediately seek out Caleb. Tell him you have the poster, and he'll be glad you did all of that work for him. Continue upstairs and see Hannibal hereafter. With news that the Super Mutants and Slavers at the memorial are dead, and with the poster Caleb needs now acquired, it's time for the ex-slaves to set up shop at the Lincoln Memorial.



You'll have to "guide" the ex-slaves there, but you don't actually have to go there on foot. Rather, head back to the Memorial and wait for 24 hours of in-game time. After the time has elapsed, you'll want to head to the Mall Northwest metro station, where your friends are waiting for you. As long as you gave them enough time to get there, they'll wait there until you go and speak with them. It's upon this last conversation that you have with them that the mission will end successfully! But as a final reminder, you don't *have* to help these guys. In fact, if you have no heart, you can do quite the opposite.





## Side Quest: Stealing Independence

### PART ONE

<b>Steps</b>	(1) Retrieve the Declaration of Independence from the National Archives. (2) Defend the Rotunda. (3) Return to Abraham Washington in Rivet City.
<b>Items</b>	10mm Rounds (M), Frag Grenade (x5), Frag Mine (x4), Energy Cell (M), Bill of Rights, Lying Congressional Style, Blood Pack, Dirty Water (x2), Stimpak, Stealth Boy (x2), Pre-War Money, Chinese Pistol, Psycho, Bottle Caps (M), .32 Pistol, .32 Caliber Rounds (M), Tales of a Junktown Jerky Vendor, Whiskey (x2), Harmonica.

### PART TWO

If you're an American history nut (like the author of this guide, for instance), then this side quest might be more up your alley than any other in the game. To undertake the quest, you'll need to head to Rivet City. Rivet City is an impossible location to miss during the main quest, since you'll need to find it relatively early in your quest. So, if you've gotten anywhere at all in the main quest, you've already found Rivet City, and you can teleport there instantly. If not, you'll have to get searching. Rivet City is a gigantic American aircraft carrier that's split in two. It's a peaceful settlement of post-nuclear survivors, and it sticks out like a sore thumb. It's the more

southeastern location in the Capital Wasteland.



When you arrive at Rivet City, you're going to want to head to the mid-ship deck and seek out the on-board American history museum called the Capitol Preservation Society. Keep your hands to yourself as you move through the museum (it has a large plane hanging from the ceiling, but you don't want to steal the smaller items, lest you attract unwanted attention). In a nearby apartment, you'll find the museum's curator, a man named Abraham Washington. Speak with him and he'll cut right to the chase -- he wants a document known as the Declaration of Independence to add to his collection. Agree to fetch it from the National Archives for him, and he'll add the location on your map (if you've yet to be there). You can pick his brain further about the document and American history in general, but rest assured his notion of American history is quite wrong. Time certainly equates to the loss of knowledge, especially in a post-apocalyptic reality many hundreds of years detached from said events.



So now, it's time to leave Rivet City and head to the National Archives, located in downtown Washington D.C. If you've found this location already, awesome -- you can simply teleport there. If not, then you're going to want to head to a location on the Mall downtown, whether it's the Washington Monument, Museum of Science, Museum of History, Capitol Building, Lincoln Memorial -- whatever. Any of those locations (or the metro stations strewn throughout) work just as well as one another. Hopefully you've unlocked at least one location down there; otherwise, your trek to the archives is going to be much more arduous. The large building is tucked in an alleyway near all of these locations, not on the mall itself. So, get searching!



You've found the building? Awesome. There are two entrances into the building, the front entrance facing the Mall, and the back entrance, facing a whole lot of debris and little else. As tempting as it might be to take the back entrance, don't bother. The front entrance will expedite your adventure through the National Archives, so long as you're willing to be friendly with someone you meet inside. That's entirely up to you, however. If you're playing with an evil slant, you can still take this route and do things a little differently than we did, but if you're completely rogue, consider using the alternate route entirely. Either way, you'll want to head through the front door, around the circular lobby, and into the rotunda. This is where the crap hits the fan, at least temporarily.



You'll meet the female character that Abraham Washington mentioned. He said that he presumed she was dead since he dispatched her to the National Archives chasing after the Declaration of Independence. But she's not dead, she's very much alive. Her name is Sydney, and there will be little room for small talk as the two of you meet. You'll have to defend the rotunda with her as Super Mutants pour into the room. She's placed mines all over the room, but it won't be enough to take all of these foes on. Direct your fire at them from afar, trying to create a bottleneck at the doorway into the room. The missile launcher-equipped Super Mutant should be a priority when he arrives on-scene, since he can cause massive amounts of carnage. Once they're felled and the game informs you the objective is complete, the coast is clear. Search their bodies for ammunition.



Now you can speak with Sydney, and what you decide to do here is really up to you. We implore you to not kill her or ignore her, but instead enlist her in helping you out. You'll split the difference with her after all is said and done (unless you decide to off her, that is), but she'll make your adventure through the National Archives much quicker and easier. This isn't only because she's strapped with a gun and can help you fight the baddies you meet en route, but because she has access to a little secret that will cut your time here in half. Ready?





## Side Quest: Stealing Independence (Continued)

### PART ONE

### PART TWO

There's a slightly-obscured computer terminal at the back end of the rotunda that Sydney was so ardently protecting. Now that you've helped her fend off the Super Mutants and have gained her trust (and her computer password), you can activate a lift in the center of the room with said computer terminal. After you do that, step onto the raised platform that appears and go to a secret area below. There are two doors out of this room you can use to proceed. Take the "unmarked" door that leads to a staircase leading downward. If you take the other door, which will bring you to the sub-basement of the structure, then you're going the wrong way.



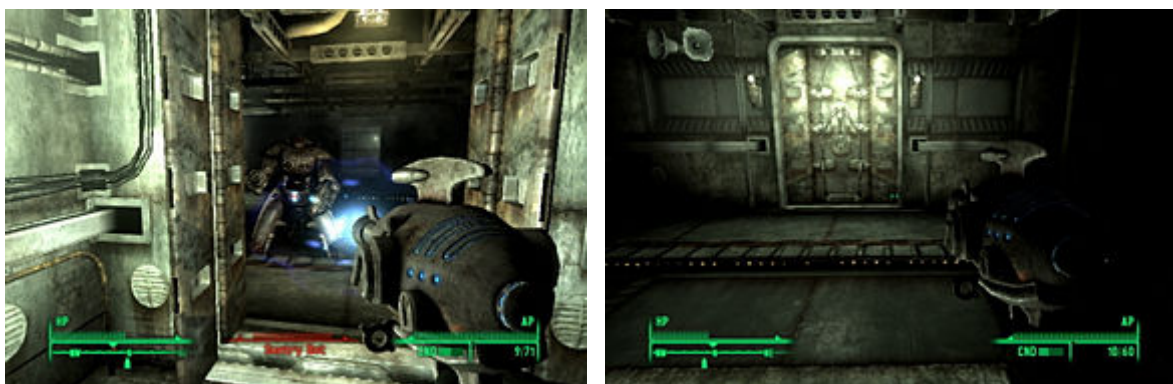
The first room you encounter after going down the initial set of stairs will likely be populated by a lone Mr. Gutsy. Eliminate him and go down the corridor he was guarding. A door on your right can be picked open -- do so if you can. If not, go around the linear corridor to the other side, where the corridor behind the locked door empties (so you're simply saving yourself some time by picking that lock, but it's not necessary). Either way, on the parallel pathway, you're going to run into a Mr. Gutsy and a Sentry Bot. Deal with both of these enemies as well, as you press down the corridor there were ardently guarding.



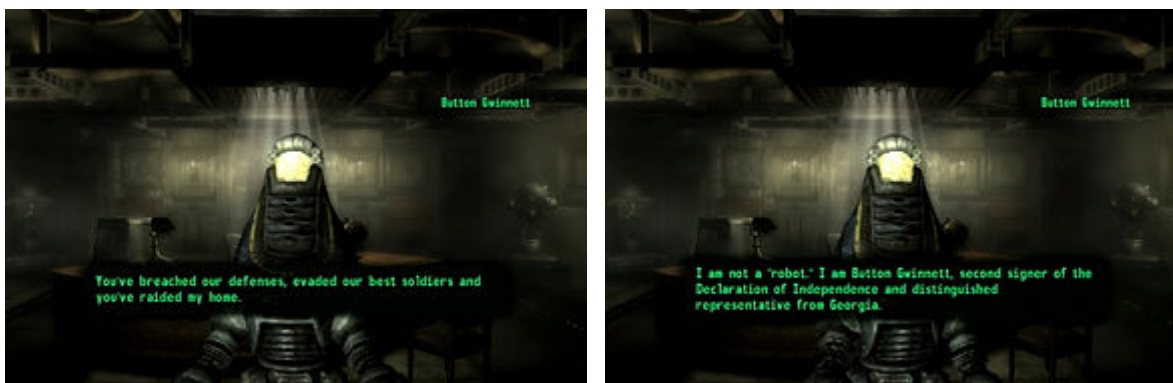
This room has a staircase leading downward and a broken "utility" door on your right. If you examine the door, you'll find that you need a 67 Science rating or higher to fix the door. It's irrelevant, since the door leads back the way you came. The real point of interest here is the staircase leading to the floor below, where a door can be found. By taking this door and the small pathway beyond it, you'll find three doors. The door on your left should be picked open posthaste. Another door will have to be unlocked thereafter. The room you find will be populated by two Mark VI Turrets (these could have been disabled upstairs, if you examined the turret generator near the sealed door). The booty in this room is worth the trouble -- **Frag Grenades**, **Frag Mines**, **Energy Cells**, a **Stealth Boy**, some curative items, and even the **Bill of Rights** are within this room. After grabbing all of those goods, go back to the previous pathway and pick the lock on your right.



If you can't pick this lock on your right, then you're going to have to get to the Archival Strongroom by going around the long way. By picking this lock, however, you can cut directly to the chase, following the linear pathway behind the once-locked door straight to the Archival Strongroom entrance (expect to fight another Mr. Gutsy and Sentry Bot en route). What you find within the room is, however... well... it's interesting, to say the least.



Are you an American history nerd (like the author of this guide, for instance)? If not, then you probably have no idea why the Protectron with a powdered wig on his head is so funny (other than the fact that he's a Protectron with a powdered wig on his head). Button Gwinnett was a real person, a representative to the Second Continental Congress from Georgia who was the *second* signatory on the Declaration of Independence. Apparently, this Protectron has been programmed to think he is that person. How you deal with Button is entirely up to you. You may in fact have to do a side quest for him in order to gain access to the storeroom where the Declaration is being held. But if you have a high enough speech rating like we did, you can simply convince him that you're Thomas Jefferson. This will impress him to no end, and he'll hand over the password to his computer terminal. Keep in mind that even with a low speech rating, you can save right before talking to Button and try the speech challenge over and over again until successful. This is highly recommended, in fact.





With Button's password now known, approach the computer terminal sitting on his regal looking desk. Examine the computer and use the password to unlock the door at the back end of the room. Breaching this door will reveal a treasure trove of goods, not to mention three safes that are already unlocked. You'll find all sorts of good stuff in here, most importantly **The Declaration of Independence** and the **Bill of Rights**, as well as a **Stealth Boy**, a bunch of ammunition, and even an issue of **Tales of a Junktown Jerky Vendor**. With the Declaration in hand, it's now time to leave. Grab the **Whiskey** and **Harmonica** off of Button's desk as you leave, and then leave the archives completely, heading back to Rivet City as soon as you can.



Back at Rivet City, you know what to do. Traverse the large ship-turned-settlement until you reach the midship deck, at which point you can seek out Abraham Washington at his Americana museum. Speak with him and hand over the Declaration of Independence to complete your quest. Abraham's interest in your Bill of Rights copy should entice you to search for more documents and artifacts of historical importance, which he may be interested in purchasing from you in the future.



## Fallout 3 Appendices

Welcome to the Appendices section of our guide. Below are various lists and other appendix-like resources for the reader. Enjoy!

<a href="#">Bobblehead Locations</a>	
*	<a href="#">PART 1</a>
<a href="#">Enemy Briefing</a>	
*	<a href="#">PART 1</a>
<a href="#">Perk Master List</a>	
*	<a href="#">PART 1</a>
<a href="#">Super Mutant Behemoth Locations</a>	
*	<a href="#">PART 1</a>
<a href="#">Tips From Tal Blevins</a>	
*	<a href="#">PART 1</a>

## Appendix: Bobbleheads

This appendix covers the twenty Bobbleheads in the game, ranging over the seven S.P.E.C.I.A.L. attributes (which each corresponding Bobblehead will increase by +1) and myriad skills (which each corresponding Bobblehead will increase by +10). Each Bobblehead is located in a different location. A few of them are no-brainers and are nearly impossible to miss, like the Medicine Bobblehead at Vault 101. Others are difficult to find, both because they're in far-off locations and because those locations are crawling with foes, kind of like the Melee Bobblehead at the Dunwich Building. And then there are those Bobbleheads, like the Energy Weapons Bobblehead, that if not acquired when given the opportunity will be forever missed.

Click on the twenty links below to find the Bobblehead you seek. Each description is two paragraphs, along with a couple of screenshots to guide you to the sought-after Bobblehead. We don't get *too* descriptive, other than to tell you the location, where the location is, and what to expect once at the location. But none of these Bobbleheads are even remotely impossible to find. A dedicated afternoon of gaming can net you all twenty rather easily. Enjoy.

<b>Agility Bobblehead</b>	
*	<a href="#">Greener Pastures Disposal Site</a>
<b>Barter Bobblehead</b>	
*	<a href="#">Evergreen Mills</a>
<b>Big Guns Bobblehead</b>	
*	<a href="#">Fort Constantine</a>
<b>Charisma Bobblehead</b>	
*	<a href="#">Vault 108</a>
<b>Endurance Bobblehead</b>	
*	<a href="#">Deathclaw Sanctuary</a>
<b>Energy Weapons Bobblehead</b>	
*	<a href="#">Raven Rock</a>
<b>Explosives Bobblehead</b>	
*	<a href="#">WKML Broadcast Station</a>
<b>Intelligence Bobblehead</b>	
*	<a href="#">Rivet City</a>
<b>Lockpick Bobblehead</b>	
*	<a href="#">Bethesda Ruins</a>
<b>Luck Bobblehead</b>	
*	<a href="#">Arlington Cemetery North</a>
<b>Medicine Bobblehead</b>	
*	<a href="#">Vault 101</a>
<b>Melee Bobblehead</b>	
*	<a href="#">Dunwich Building</a>



<b>Perception Bobblehead</b>	
*	The Republic of Dave
<b>Repair Bobblehead</b>	
*	Arefu
<b>Science Bobblehead</b>	
*	Vault 106
<b>Small Guns Bobblehead</b>	
*	National Guard Depot
<b>Sneak Bobblehead</b>	
*	Yao Guai Tunnels
<b>Speech Bobblehead</b>	
*	Paradise Falls
<b>Strength Bobblehead</b>	
*	Megaton
<b>Unarmed Bobblehead</b>	
*	Rockopolis

## Agility Bobblehead

*"Never be afraid to dodge the sensitive issues."* -- Agility +1

In the northeast segment of the Capital Wasteland, you'll find a location called Greener Pastures Disposal Site. A more specific location is easy enough to pinpoint; the facility is located southeast of Vault 92, and north (and slightly to the east) of both Minefield and the Scrapyard. This former nuclear waste facility doesn't exactly serve much of a purpose now that... you know... the entire country is a nuclear wasteland. However, the radiation levels are higher than usual in and around this area, so you may want to take a Rad-X or equip your finest anti-radiation equipment before you head on in and begin to explore.



The facility itself is actually outdoors, so you're going to need to scout out and locate the actual office/control building in the area. Don't confuse this building with the various rusted-out vehicles and the like you encounter, for this building is actually (and more accurately) an *actual* brick-and-mortar building. When you find it, the inside is dimly lit. You can find a computer to hack, a safe to pick open, and various items. But it's the Bobblehead on the desk next to the computer terminal that is of true interest. Grab it, and watch your Agility get boosted by one for the duration of your adventure!

## Barter Bobblehead

*"Never forget to walk away with more than you've brought."* Barter +10

Out of the twenty Bobbleheads available in the game, this might be one of the more difficult ones to procure. That's because this Bobblehead is located deep within Evergreen Mills, perhaps the most overrun Raider stronghold in all of the Capital Wasteland. Evergreen Mills is located at the far west end of the Wasteland, due east of Smith Casey's Garage (where Tranquility Lane is undertaken). Girdershade is located southwest of Evergreen Mills, while VAPL-84 Power Station is located southeast of it. It's a big location and is difficult to miss, but make sure to go fully-healed, with plenty of ammunition and curative items at your disposal. This is a most unfriendly place.



While you can explore Evergreen Mills for hours and not necessarily see it all, the place you're looking for in terms of finding the Barter Bobblehead is pretty clear-cut. Search for a building called the Foundry, and enter it. As was the case outside, myriad Raiders will be within as well as outside, so have your weaponry ready. Adjacent to the Foundry is another location, called the Bazaar. This massive marketplace for bad guys is chock full of hostiles. Shoot to kill here as you traverse the location, grabbing more goods than you'll know what to do with. When you reach the billiard-playing area, you're close to the Bobblehead. Explore the office behind it and keep the light on your gun ready. In a dead end, you'll see the Bobblehead you seek. Be sure to search the shelves you encounter in their entirety, however, because a hanging light conveniently obscures your vision of the Bobblehead if you are quick to look.



## Big Guns Bobblehead

*"The best way to win an argument is to be the loudest."* -- Big Guns +10

Fort Constantine is your destination for the Big Guns Bobblehead, though you won't need to enter the fortress itself in order to acquire said Bobblehead. Instead, you'll want to sniff out the CO's Quarters and look in there, which is adjacent to the fort's actual large frame. Where is Fort Constantine, you ask? Well, it's simple enough to find, indeed. Fort Constantine is located in the northwest corner of the map. It's due east of Raven Rock (the northwestern-most point on the map) and is both east and west of two separate SatCom Arrays (NN-03d to the east and NW-05a on the west).



When you've found the tattered and destroyed Fort Constantine, you're going to want to look for a building adjacent to it that's still very much intact. Very much the trailer-looking building, the CO's Quarters is void of enemies except for a Protectron or two. Search for an already-open safe within (too bad you couldn't crack it yourself!), and amongst the myriad Bottle Caps and ammunition within will clearly be the Bobblehead sought after. So grab it and be on your way!

## Charisma Bobblehead

*"Nothing says pizzazz like a winning smile."* -- Charisma +1

You may have heard tales about Vault 108, and its location will even be marked down on your map once you learn about it. But unless you go far out of your way to actually find the place, you're going to be hard-pressed to ever stumble across it. Located on the far eastern edge of the map, north of the downtown area, you can find Vault 108 south of Canterbury Commons. Vault 108 is a defunct vault and laboratory that's gone terribly wrong. And you'll soon find out just why that is.



The Molerats and Radroaches are theoretically more powerful and more difficult to fight than the endless amounts of Gary clones you'll find here. And it's the cloning experiment that's gone terribly wrong, so be ready to fell the weak-yet-aggressive Gary clones as they confront you. Seek out the Cloning Labs within the expansive Vault, because that's more specifically where this Bobblehead can be located. Don't look on shelves or in small rooms -- this Bobblehead is located on a regular old table, against a glass wall along a darkened area of a medical room. Use our screenshot below to find exactly where it is, and be patient here. This Bobblehead can be annoying to locate.

## Endurance Bobblehead

*"Always be ready to take one for the team."* -- Endurance +1

The Endurance Bobblehead may very well be the most dangerous one you're expected to acquire. After all, it's located in a location with an awfully foreboding name, the Deathclaw Sanctuary. If you're not familiar with the name Deathclaw, then we'll come right out and say that getting this Bobblehead might not be such a good idea until you *are* familiar. That's because the Deathclaw may very well be the most difficult enemy in the entire game to fight. They are aggressive and powerful beasts, who move quickly over almost all terrain and won't stop fighting until either you or it is dead. Their sanctuary is located near the northwest corner of the map. If you go to Raven Rock, which is the northwestern-most location in the Capital Wasteland, Deathclaw Sanctuary is located almost due southeast. It's directly parallel to the Broadcast Tower KB5, and due south of the SatCom Array NW-05a.



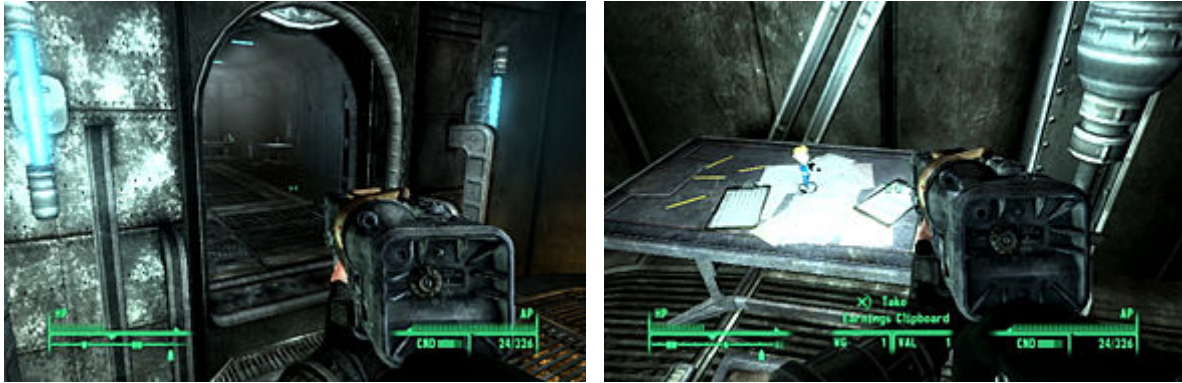
As you approach this area, be careful. As with any locale in the northwest corner of the Capital Wasteland, chances are this place, and areas around it, are crawling with hostile Enclave forces. Enter the gate into the sanctuary itself, and immediately duck down. This dark cavern is a great place to sneak around, but you want to dodge a conflict with the Deathclaws here at all costs. Employ a Stealth Boy if you have it, and then go down the linear pathway, keeping a keen eye out for any Deathclaws. When you reach a well-lit section of the path where the two forks come together, the Bobblehead you seek can be found. It'll be sitting atop a mostly-submerged barrel with a Mini Nuke and a magazine flanking it. Grab the Bobblehead and get the hell out of there!



## Energy Weapons Bobblehead

*"Arrive at peaceful resolutions by using superior firepower." -- Energy Weapons +10*

This Bobblehead is easy to miss, so be absolutely certain you grab it when you can. After being captured by the Enclave forces from Vault 87 after you grabbed the G.E.C.K., you'll find yourself in their capital base, a place called Raven Rock. Traversing the interior of this building is quite dangerous (but still worth it, especially because you can grab Tesla Armor from downed elite soldiers), but unfortunately, you need to get out of Raven Rock in one piece to finish the game.



When you're nearing the end of your Raven Rock excursion, you'll come across a room that you don't necessarily have to explore. This room has a force field in it segregating some item-laden crates from the rest of the room. This should give you a good idea as to the room we're talking about. Near the bed and lockers in this room is a desk; search the desk to find the Energy Weapons Bobblehead you seek, and bask in its +10 to energy weapons greatness thereafter.

## Explosives Bobblehead

*"The best way to solve a problem is to make it go away."* -- Explosives +10

If you need to shore-up your explosives technique, then you needn't look much further than the Explosives Bobblehead, which is located near the WKML Broadcast Station on the western edge of the Capital Wasteland. If you haven't yet found this completely optional location, get searching! The Enclave stronghold of Raven Rock in the far northwest corner of the map draws a clean southeasterly line to the location. It's also located northeast of Vault 87, southwest of SatCom ArrayNN-03d, and west of Paradise Falls. This should give you more than enough locations to find this place which you otherwise may never have uncovered.

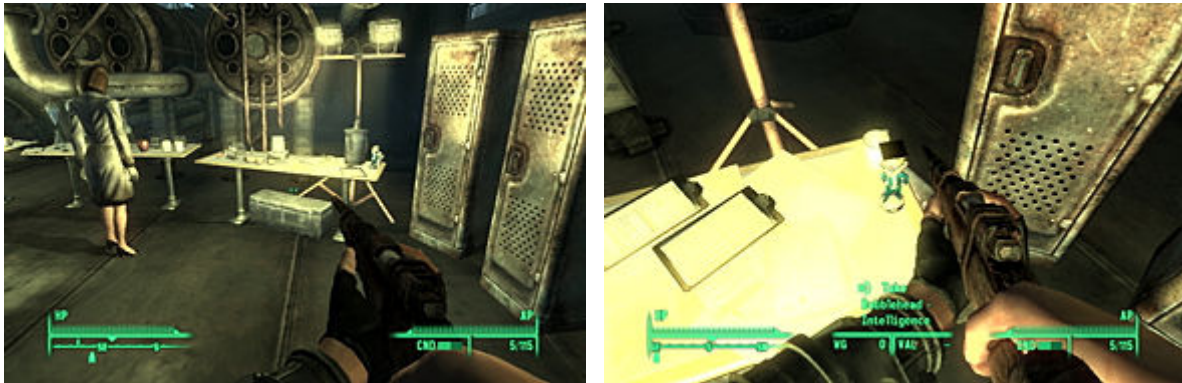


Now, this Bobblehead has downright confounded many a gamer, because the Bobblehead isn't located *in* the WKML Broadcast Station building. Instead, you need to do a little searching by walking away from the building, down the stairs leading to it, and proceeding to scour the outcropping surrounded the elevated ground where the power station is. Careful analysis will reveal a manhole labeled the Drainage Grate to Sealed Cistern. Head on inside and examine the desk to find not only myriad curative items, but the Bobblehead you seek as well.

## Intelligence Bobblehead

*"It takes the smartest individuals to realize there's always more to learn."* -- Intelligence +1

The Intelligence Bobblehead is a difficult (if not nearly impossible) one to miss. Since it's located in a place you *must* visit, down to the very room, missing it is an exercise in near-futility. When you arrive at Rivet City, you'll find a bustling settlement on a long-since abandoned aircraft carrier. But it's the all-important science lab in the belly of the severed ship that is of real interest here, since it contains the Intelligence Bobblehead we seek.



When you find the science lab via the extensive living quarters on the ship, you'll likely be greeted by an old friend of your in-game dad's, a woman named Dr. Li. You'll need to talk to her extensively to proceed with the game's main mission, but more importantly, if you take a look around the well-lit area of the science lab, you'll find this Bobblehead lying on a table, waiting to be grabbed. If you're not sure where to look, simply look for a table with some fresh vegetables on top of it; the Bobblehead you seek is on a table nearby.



## Lockpick Bobblehead

*"Always strive for the unobtainable."* -- Lockpick +10

Bethesda put a lot of work into Fallout 3, and it shows. The very least they could do is name something after themselves, as a sort of eternal marking of their work. Well, Bethesda Softworks is located in Rockville, Maryland, located extremely near to Bethesda (their namesake). Bethesda, bordering Washington D.C. in real life, has a building named after it and the company behind Fallout 3. This area, the Bethesda Ruins, is north-of-downtown, in the southeastern portion of the map. If you know where Farragut West Metro Station is, then all you need to do is head due north from there to run into the ruins. Meresti Trainyard is northwest of the ruins, and the Scrapyard where Dogmeat is found is located almost due north of it. Make sure you're searching on the eastern side of the Potomac. If you're not, you're way off the mark.



There are multiple buildings to scour in the ruins, but you'll want to locate the one marked as East. Keep in mind that if you haven't yet been here, you will run into many, many Raiders, both inside the buildings and outside. Certainly keep that in mind as you go forward, since the fighting here can be intense. When you've finally breached the building marked East, head to the second floor via the debris path as you clear the place of Raiders and hostile gun turrets. Keep a close eye out for the Bobblehead you seek sitting innocuously on a desk near a Mark V gun turret.

## Luck Bobblehead

*"There's only one way to give 110%." -- Luck +1*

The Luck Bobblehead can be procured by visiting the vast, shady area known as the Arlington Cemetery North. This place is located on the western bank of the Potomac across from the ever-dangerous downtown region of Washington D.C. Wilhelm's Wharf is located due north of the cemetery, and Grayditch, where you'll likely slay some killer ants in a side quest known as Those! are nearby markers. Chances are you've already added this location to your map while wandering around the Wasteland, however, especially if you've hugged the Potomac on either coast.

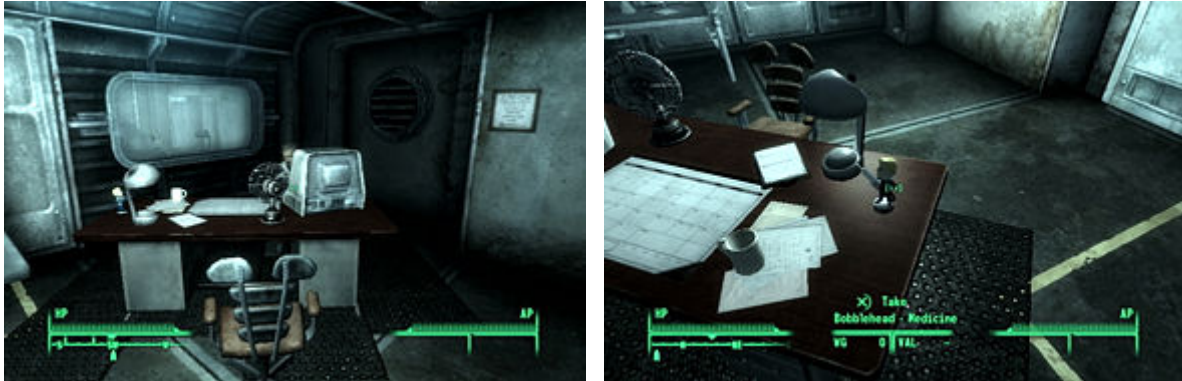


But the Bobblehead isn't located in the cemetery itself. In fact, if you instantly teleport to the area via the Pip-Boy, which we recommend, you'll find yourself on the northern outskirts of the cemetery. Head forward and climb the road upward until you reach the graveyard which is Arlington's distinction. Heading forward with your back facing the point in which you teleported from, you'll want to keep an eye on a colonial-style home on a hill to your right. This is the house where the Bobblehead is located. Head into the house, search its extensive interior for goods, sleep off any injuries, and then head into the basement of the house. The shelf right in front of the stairs contains the Luck Bobblehead you're in search of.

## Medicine Bobblehead

*"The smart man knows a bandage only hides his wounds."* -- Medicine +10

The first Bobblehead available in the game is available very early on. In fact, it's available before you really even get free reign over your own character. After going through the motions of your character's early childhood (both the toddler stage and the point at which you get your Pip-Boy 3000 from the Overseer), you'll be brought to your father's medical office right before you are to take the G.O.A.T., an important test in every young Vault-Dweller's life. And *this* is when you should be prepared to grab your first Bobblehead.



After picking your father's brain about the G.O.A.T. (but *before* taking the test), simply take a look at his desk. You won't confuse which desk is his, because he's sitting at it. There's a computer on one side of the desk. On the other side of the desk, you'll find the Bobblehead you seek. Nice!



## Melee Bobblehead

*"It's important to do business up close and personal."* -- Melee +10

To get the Melee Bobblehead, one has to travel to the Dunwich Building, which is the southwestern-most structure on the Capital Wasteland. With that knowledge in mind, and with the knowledge that it's due west of Tenpenny Tower and the Warrington Trainyard, you should have no problem finding the place. It's a large structure, half-destroyed but still very much standing. Go ahead and enter the building, but be prepared to fight a slew of Ghouls during your visit, including the ever-pesky Glowing Ones.



Exploring Dunwich Building to find what you came for is going to be difficult, but it's worthwhile not only for the Bobblehead but for the immense amount of ammunition and explosives you'll find as well. You'll need to seek out a section of the building known as the Forsaken Dunwich Ruins, which will ultimately lead you to the Virulent Underchambers. Once there, the Bobblehead is below you. Drop down and follow the linear pathways and staircases. As the screenshot below, you'll find the Bobblehead lying on the ground surrounded by the debris. The good news is that the nearby door will lead you back to the regular part of the building, where escaping back to the outside world will be as easy as can be.

## Perception Bobblehead

*"Only through observation will you perceive weakness."* -- Perception +1

To find the Republic of Dave, you have to be quite the explorer. Tucked inauspiciously in the furthest corners of the Capital Wasteland, the Republic of Dave is a small settlement that claims its own sovereignty, and is forced to take care of themselves due to their rather unfavorable location. Thankfully, the Republic of Dave is easy enough to find. It's far away from anything useful (though it's due east from Vault 92), but it's *quite literally* the northeastern-most location on the Capital Wasteland.



The Republic of Dave is easy enough to get into; all you have to do is convince the republic's president (surprisingly named Dave) that you deserve entrance, which you will do by speaking with his daughter at the compound's front gate. Head on inside and explore as you will, but you'll want to head to the museum on-premise, which doubles as a classroom. This building is located on the left side of the small compound. Once inside, simply look at the shelves on the right side of the building to find the Bobblehead you seek. Perception plus one. Nice!

## Repair Bobblehead

*"Why go down with the ship when you can try to fix it?" -- Repair +10*

You'll likely learn about a settlement called Arefu as you explore Megaton near the beginning of the game, especially if you search for information amongst the drunk patrons at Moriarty's Saloon. Otherwise, you'll have to stumble on it by yourself. Arefu is a small village on top of a half-destroyed highway bridge. It's on the west side of the map (more towards the center), due west of Hamilton's Hideaway, northwest of Vault 106, and southwest of Paradise Falls. Just keep an eye on the horizon for a huge bridge, and you'll find what you're looking for.



Arefu is a place in trouble, but that has nothing to do with what you're doing here. In fact, though you'll likely visit this area during the side quest known as Blood Ties. But that's all irrelevant, because you can get this Bobblehead before, during, or after you complete the quest, if you choose to do it at all. Evan King is the sheriff and protector of the small settlement. Of the four or five houses you can enter in the settlement, Evan King's is one of them, but it's locked. Pick the lock and search a table inside the house to find the Bobblehead. Then, get out of that house before the well-armed King finds you!



## Science Bobblehead

*"Always be prepared to explain the hows and the whys."* -- Science +10

Vault 106 is a mostly-abandoned nuclear fallout shelter located in the middle area of the Capital Wasteland. It's located northwest of your home vault, Vault 101, and is to the west of Big Town. When you arrive at Vault 106, you don't have to worry about any crazy mutated enemies or monsters. Instead, you'll have to worry about the few survivors wandering the vacant halls of the vault. These crazed survivors are extremely weak and armed with basic melee weapons, but you should still blow their heads off when you encounter one. Otherwise, they will never relent in attacking.



You'll want to sniff out the living quarters (marked as such) in the vault. This is where the Science Bobblehead is located. It's easy to get lost here, so instead of looking around manually, know what you're looking for as soon as you've breached the living quarters. Head forward and then left over the grating, so that you can enter the door furthest ahead on your left. Follow this linear pathway into a large room and search the shelves on the far side to find the Bobblehead.

## Small Guns Bobblehead

*"Because it's easier to have courage from a safe distance away."* -- Small Guns +10

The National Guard Depot is a large arms warehouse from before the nuclear bombardment. This structure is at the north end of the downtown region of Washington D.C., which is located in the southeast corner of the larger Capital Wasteland. This building is well-guarded both on the outside and, much more so, on the inside. So you'll want to come here prepared, because this place is literally *crawling* with old robots just looking to mess some communists up (not that you're a communist, or anything).



Getting through to where the Bobblehead is located is a long and arduous affair, however. You'll need to head through the structure in order to find the Living Quarters, which will then lead to the Offices, and then back to the main section of the armory. Ultimately, after some electrical switches are struck and you've gained access to the armory section of the depot, you'll be able to go to a well-maintained subterranean section of the depot where the Bobblehead can be acquired. Oh, and you'll likely want to grab the ridiculous amounts of weapons down there before you leave, too.

## Sneak Bobblehead

*"The safest distance between two points is a shadowy line."* -- Sneak +10

Traversing the Yao Guai Tunnels on the western edge of the Capital Wasteland is no easy feat, but if you want to add +10 to your Sneak by grabbing the Bobblehead there, you'll have no choice. The Yao Guai Tunnels, populated (obviously) by Yao Guai, is a nondescript location northwest of Smith Casey's Garage. Since you have to visit Smith Casey's Garage during the main quest, simply go there and then head northwest to find the tunnels. They are hard to spot, since the entrance is located in a vertical crevasse along a rockface, but once you're in the general vicinity, the game will spot the location for you, and you can begin your search from there.



The Yao Guai Tunnels are dark and dreary, so make sure your Pip-Boy light is on. Also make sure to have an awesome weapon handy, because the fast-moving and aggressive Yao Guai in their namesake tunnel will make short work out of you if you're not prepared to deal with them. Head forward through the linear beginning section of the tunnel. When you arrive at a four-way intersection, head left, and begin following the path beyond where the Yao Guai destroyed a wall for you. This will ultimately lead, if you head to the far right section, another area of the tunnels. This large chamber is called the Den, and is populated with even more Yao Guai. However, this is also where the Bobblehead is located. To find it, head towards the middle of the chamber and spot it sitting atop a metal box, like so many other metal boxes you've seen in the game.



## Speech Bobblehead

*"Let your words be your weapon."* -- Speech +10

Paradise Falls is a place you may or may not visit during your main adventure. It's all tied into the events at Little Lamplight. If those young residents refuse to let you in, then you'll need to free their enslaved friends at Little Lamplight before you can proceed. If, however, you're able to breach Little Lamplight without freeing their friends, then this becomes a side quest. Nonetheless, if and when you decide to visit Paradise Falls (which is a rather large settlement of slavers towards the northwest end of the Capital Wasteland to the west of the Germantown Police HQ), you'll be happy to know that the Speech Bobblehead is located there.



You can make friends with the slavers if you want, but chances are you're going to want to rid the world of their presence. This means that you'll have to clear the entire settlement, including the various buildings which contain people, for this place to become the ghost town it deserves to be. However, a man named Eulogy, who is the head of the slavers, resides in his own building near the back end of Paradise Falls. Enter the building and, if you're not friendly with him, kill him and his lady-friend. Then, search a table at the back right end of the large room on the first floor for the Bobblehead.

## Strength Bobblehead

*"It's essential to give your arguments impact."* -- Strength +1

This Bobblehead is likely one of the easier ones to obtain in the game, but you might have to be patient (or daring) in order to get it without issue. The Strength Bobblehead is located in Megaton. More specifically, it's located in the shack adjacent to Lucas Simms' house. If you're not good with names, Lucas Simms is the sheriff of Megaton, and he's a man you don't want to cross. Getting into his house, and therefore gaining access to his shack, can be easy, or it can be hard.



First thing's first -- if you want to get this Bobblehead, and chances are you do, you *must* grab it before Megaton is destroyed (if you so choose to destroy it). Otherwise, it's forever vanished. Now, we recommend waiting until you disarm the bomb (if you choose to take that path), since you'll be able to befriend Lucas Simms thereafter and have fairly free access to his house. If not, you'll need to pick the lock on his house, which is a dangerous affair if you're caught. Either way, once you're inside the house, head to the second floor and seek out the door leading to the shack. On the desk in this room, you'll find the Bobblehead you seek.

## Unarmed Bobblehead

*"When words fail, there's always fists."* -- Unarmed +10

Rockopolis is a rather innocuous location that's nearly impossible to find if you don't know what you're looking for. Thankfully, there's a location nearby that you absolutely must visit during the main quest, so you'll have a good place from which to spring off from. Rockopolis is on the far southwestern edge of the Capital Wasteland, due west of Smith Casey's Garage. The garage is where you'll undertake the main quest known as Tranquility Lane; thus, once you find this location, all you'll have to do is head westward to find your destination.



We recommend traveling at night when finding Rockopolis, since the light pulsating from behind some rocks will give away its otherwise completely obscured location. Once you enter the small hole in the mountain, you may be confused as to where the Unarmed Bobblehead specifically is located. Consider searching the far back end of the rocky room, and look on the ground (it's easier if you shut your weapon's light off). The Bobblehead should be sitting quietly on the ground. Crouch down and pick it up for a +10 for unarmed combat.



## Appendix: Super Mutant Behemoths

In Fallout 3, there are five Super Mutant Behemoths. Defeating them will earn gamers massive Achievement Points (on Xbox360 and PC), or a rare Gold Trophy (on PS3). Beyond that, these are the toughest enemies in the game, and seeking out all five of them to kill is something upper-pedigree gamers are going to want to do regardless.

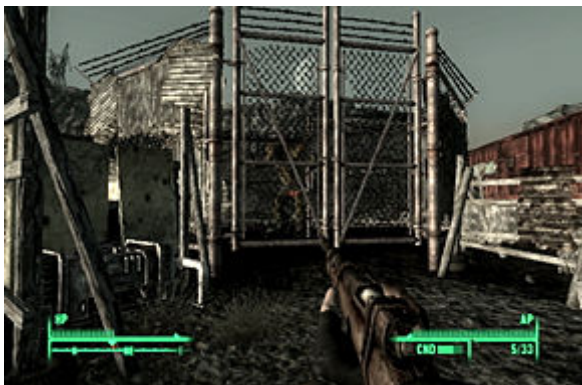
Below are *four* Super Mutant Behemoths, with a link to each of their locations. Click on the corresponding link below to learn more about each of the four Super Mutant Behemoths, where they are found, and how they should be killed. But wait... didn't I just say that there were five!? Well, there are! But the first Super Mutant Behemoth will be encountered and slain when you're en route to the Galaxy News Radio building towards the beginning of the game. The Brotherhood of Steel will help you slay this first one. For the other four, however, well... you're on your own.

As a brief aside, it's mentioned often in the descriptions for each Super Mutant Behemoth. However, we'll repeat it here once more. The Alien Blaster (as covered in the Alien Crash Landing side quest in this very guide) is your best friend against these foes. Without it, you're going to have a much more difficult time than you should.

Super Mutant Behemoth #1	
*	<a href="#">Evergreen Mills</a>
Super Mutant Behemoth #2	
*	<a href="#">Jury Street Metro Station</a>
Super Mutant Behemoth #3	
*	<a href="#">Takoma Industrial</a>
Super Mutant Behemoth #4	
*	<a href="#">The Capitol Building</a>

## Super Mutant Behemoth #1

The first Super Mutant Behemoth we recommend you fight (other than the one at Galaxy News Radio that you have to fight during the main quest) is at Evergreen Mills. Evergreen Mills is located at the southwestern portion of the Capital Wasteland, and is due east of Smith Casey's Garage. The garage is a good place to spring off from if you are heading to the mills for the first time, since you're forced to visit it during your main quest. Be absolutely certain you don't go here expecting to find *only* the Behemoth, however. If you've yet visited this place and cleared it of its ridiculous Raider population, be prepared to do so before engaging the Behemoth.



We recommend heading to this Behemoth first because he's the only one you can fight without every actually having to fight him. What do we mean? Well, this Behemoth is caught in a cage, and as long as the cage's electrical flow continues (as in, the nearby generator isn't destroyed), he won't be able to escape. So, you can fight him while he's still in the cage, but don't waste ammunition trying to fight him on the ground level.



Instead, seek a platform leading up to the train car adjacent to the cage. From here, you have an awesome view of the inside of the cage, where you can start chucking all sorts of weapons his way. Plasma Grenades and Frag Grenades can be chucked at your leisure for *okay* results, but if you want to kill this foe like a fish in a barrel, consider equipping a Minigun and laying into him with a few full clips of that powerful weapon. There's nothing quite like aiming a favorite weapon of the Super Mutants on some of their very own. When he's felled, you should be sure to open the cage after disabling the generator; the Behemoth likely has some Bottle Caps on him.





## Super Mutant Behemoth #2

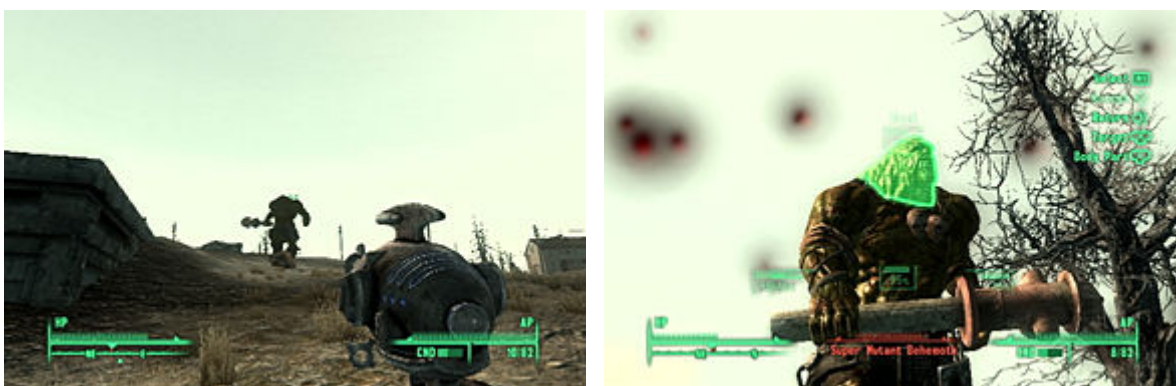
This is certainly the most obscure of all four of the non-GNR-related Super Mutant Behemoths. In fact, without some in-game hints that you may or may not find, getting this Super Mutant Behemoth to show up is next-to-impossible, unless you're extremely lucky. Of course, that's where we come in, because we can tell you exactly how to do this posthaste. A location called Jury Street Metro Station is westward from Vault 101 and Megaton, and is really hard to miss, because it's in the middle of a long-abandoned town. This is only the point from which you will spring, however. The Super Mutant Behemoth is located adjacent to the Jury Street locale.



Walk westward of the metro station/abandoned town. What you're looking for are some red-colored train cars which have been removed from their track, yet remain attached to one another. It's the far train car, which is open on its side, which is of true interest to you. You'll see some shopping carts in the train car, and you might not think twice about it. But wait... is there a teddy bear sitting in one of those carts? Why yes, it is. Take the bait; open the closed-up shopping cart and grab the teddy bear. Then, turn around and watch the Super Mutant Behemoth appear over the horizon, running quickly down the hill towards you.



We've recommended it many times, but in case this is the first Super Mutant you're going to face, we'll reiterate. While there are numerous techniques to utilize against the Behemoth, and while he's more susceptible to being damaged by some weapons as opposed to others, we highly recommend ditching the Mini Nuke/Fat Man technique and equipping the Alien Blaster you acquire from the Alien Crash Landing side quest, covered in the Side Quest section of this very guide. When you do that, chip away at him from afar, and when he gets close, go into VATS and aim at his head. A few headshots will easily take down this gigantic, gargantuan foe.



### Super Mutant Behemoth #3

There's nothing easy about getting to Takoma Industrial, so you may want to do this one first, or you may want to save it for last. Either way, getting there is an arduously-annoying process, since there's only one way to do it. Takoma Industrial is located on the far eastern edge of the Capital Wasteland, at the north end of the downtown area. To get there, you have to access Tacoma Park, but to access Tacoma Park, you must take the subway tunnels from Vernon Square East, due north of the Statesman Hotel. Don't even bother trying to get there any way else, as it's impossible. The good news is that if you've already discovered the area during earlier exploration, you can teleport there instantly.





There are a few things that can help you in this fight versus the Super Mutant Behemoth and his many lesser Super Mutant friends. The most notable of these things is the Talon Mercenary artillery set up nearby. When you get to Takoma Industrial, you'll likely find some Talon remnants fighting the Super Mutants. By climbing a nearby car (as seen in a screenshot below the final paragraph), you can activate the mortar machine they've been using, which will bombard the area where the Super Mutants are located. This should significantly damage their numbers, and is extremely useful as long as you yourself don't go into the line of fire. After all, you're just as susceptible to damage there as your enemies are.



As was the case with two other Super Mutant Behemoths you may or may not have fought already, Fat Man and Mini Nukes simply aren't the best answer here. Instead, utilize the Alien Blaster you found during the Alien Crash Landing side quest (check the Side Quests section of this guide for more if you need to). This weapon won't kill the Behemoth right off the bat, but it won't take much with its immense power. If you're especially daring, weaken it from afar and then let it get close. When it does, go into VATS, aim for the head, and lay the killing blow. Then, deal with his lesser friends if you so desire, and get out of dodge as soon as possible.



## Super Mutant Behemoth #4

The Capitol Building is the seat of Congress... or at least, it was before the Chinese nuclear bombardment made the United States nothing but a distant memory. Located due east of the Washington Monument (a location you have to visit during your main quest, thus making it an awesome springing point), the Capitol Building is gigantic, well-guarded, and easy to spot. Just be ready to fight a slew of Super Mutants, Talon Company Mercenaries, and even robotic foes like Robobrain and Protectrons. And this goes for both inside *and* outside of the gigantic structure.



The dome that marks the Capital Building on the outside is actually what you want to seek out on the inside. Located in the middle of the building, this gigantic chamber will host the Super Mutant Behemoth you're looking for. Thankfully, you'll have plenty of help in fighting it with the Talon Company Mercenaries getting mowed down by it. In fact, you may want to crouch down and remain invisible for as long as possible, letting the mercenaries deal some damage before making yourself seen. Be careful, though! Once the Super Mutant Behemoth makes quick work of the mercenaries, he's going to come after you.



Many a gamer recommends using Fat Man and some mini nukes you take down the Super Mutant Behemoth, but there's really no need. If you followed our Side Quests section and did the Alien Crash Landing side quest, which takes all of two minutes to complete, you should have the Alien Blaster in your inventory, along with plenty of residual ammunition. It will only take half a clip maximum of well-placed shots to do in the powerful Behemoth using this weapon. You can use whatever technique you choose, including the use of clumsy Mini Nukes. But trust us -- you needn't look any further than the Alien Blaster for a quick way to take down this Behemoth... and all of the rest of them.





## Extra Hints

Here are some tips from IGN's very own Vice President of Games Content, Tal Blevins.

When engaging opponets in V.A.T.S, always scroll through the various target points. Occassionally an enemy will be wearing a grenade on their belt, and one well-placed shot will turn them into ground chuck.

Playing as a good character but looking for a way to swipe a nice flamer from the Brotherhood of Steel, or all those credits the caravan heads carry? If you see them while you're exploring the wasteland, tail them for a while. Chances are they'll get into a fight or two. While they can hold their own for a while, eventually they'll be overtaken. Now's your chance to swoop in and take the pickins from their fresh corpses with no loss of karma. Hey, life is tough in the wasteland, and even the holiest of the holy would do the same to you. Just remember, they won't be using it anymore, anyway. Note that if a trader falls, this also means the caravan will no longer be accessible in the wasteland. Oh, and don't forget to grab the trader's key and loot his Brahman...all in the name of survival, of course.

Feeling devilish? While pickpocketing someone, drop a spare grenade in their pocket. It's like the Fourth of July, only with all ten fingers blown off.

Having trouble in a particularly difficult fight? Stay behind cover and let them come to you. Bullets can't hurt you if they can't hit you, and never underestimate the power of a close range shotgun blast to the face as your enemy comes looking for you.

Getting the first shot is a big advantage. If you suspect there's a nearby foe, crouch and tap the V.A.T.S. activation key repeatedly as you look around. If they're in your field of vision, V.A.T.S. will detect them. Remember that you score an automatic critical for massive damage if you can hit an opponent without them sensing your presense.

Ammunition can be hard to come by in the wasteland. Be sure to carry a variety of weapons that use different ammo types so you'll never have to depend on a single bullet caliber or power source. You can also conserve ammo by using bats, sledge hammers, shishkebabs, and other melee weapons when you're close to easy or wounded opponents.

Out exploring and looking for signs of civilization? Try following old roads, rivers, and those rows of destroyed power line towers you see dotting the landscape as they can be good guides for places of interest.

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## Perks

In Fallout 3, Perks are bonuses of varying kinds that are earned after you successfully attain a new level. Each level you earn will not only allow you to dump skill points into your various skills, but will also allow you to choose an available Perk from the list given. There's a catch, of course, since most Perks have varying qualifiers to let you know if you can even earn a given Perk. The higher-level your character becomes, thankfully, the more Perks will become available to you.

Our complete list of Perks below will give you the rundown on what each Perk offers, and perhaps more importantly, what you need to do to your own character in order to unlock said Perk. Unlocking them all in a single playthrough is difficult, but hardly impossible. Perhaps with the help of our list below, you'll be able to gain access to the ones most useful to your style of play.

### Adamantium Skeleton

Ranks	1
Requirements	Level 14
Description	With the Adamantium Skeleton perk, your limbs only receive 50% of the damage they normally would.

### Animal Friend

Ranks	2
Requirements	Level 10, Charisma = 6
Description	At the first rank of this perk, animals simply won't attack. At the second rank, they will actually come to your aid in combat, but never against another animal. This perk affects the Dog, Yao Guai, Mole Rat, and Brahmin.

### Better Criticals

Ranks	1
Requirements	Level 16, Perception = 6, Luck = 6
Description	With the Better Criticals perk, you gain a 50% damage bonus every time a critical hit is scored on an opponent.

### Black Widow

Ranks	1
Requirements	Level 2
Description	In combat, you do +10% damage against male opponents. Outside of combat, you'll sometimes have access to unique dialogue options when dealing with the opposite sex.

### Bloody Mess

Ranks	1
Requirements	Level 6
Description	With the Bloody Mess perk, characters and creatures you kill will often explode into a red, gut-ridden, eyeball-strewn paste. Fun! Oh, and you'll do 5% extra damage with all weapons.

<b>Cannibal</b>	
Ranks	1
Requirements	Level 12
Description	With the Cannibal perk, when you're in Sneak mode, you gain the option to eat a corpse to regain Health. But every time you feed, you lose Karma, and if the act is witnessed, it is considered a crime against nature.

<b>Chem Resistant</b>	
Ranks	1
Requirements	Level 16, Medicine = 60
Description	Having the Chem Resistant perk means you're 50% less likely to develop an addiction to chems, like Psycho or Jet.

<b>Chemist</b>	
Ranks	1
Requirements	Level 14, Medicine = 60
Description	With the Chemist perk, any chems you take last twice as long.

<b>Child at Heart</b>	
Ranks	1
Requirements	Level 4, Charisma = 4
Description	The Child at Heart perk greatly improves your interactions with children, usually in the form of unique dialogue choices.

<b>Commando</b>	
Ranks	1
Requirements	Level 8
Description	While using a rifle (or similar two-handed weapon), your accuracy in V.A.T.S. is significantly increased.



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## Perks

### Computer Whiz

Ranks	1
Requirements	Level 18, Science = 70, Intelligence = 7
Description	Fail a hack attempt and get locked out of a computer? Not if you're a Computer Whiz! With this perk, you can attempt to re-hack any computer you were previously locked out of.

### Concentrated Fire

Ranks	1
Requirements	Level 18, Energy Weapons = 60, Small Guns = 60
Description	With Concentrated Fire, your accuracy to hit any body part in V.A.T.S. increases slightly with each subsequent hit on that body part.

### Daddy's Girl

Ranks	3
Requirements	Level 2, Intelligence = 4
Description	Just like dear old Dad, you've devoted your time to intellectual pursuits. You gain an additional 5 points to both the Science and Medicine skills.

### Demolition Expert

Ranks	3
Requirements	Level 6, Explosives = 50
Description	With each rank of this perk, all of your explosive weapons do an additional 20% damage.

### Entomologist

Ranks	1
Requirements	Level 4, Intelligence = 4, Science = 40
Description	With the Entomologist perk, you do an additional +50% damage every time you attack a mutated insect , like the Radroach, Giant Ant, or Radscorpion.

Explorer	
Ranks	1
Requirements	Level 20
Description	When you choose the Explorer perk, every location in the world is revealed on your map. So get out there and explore!

Fast Metabolism	
Ranks	1
Requirements	Level 12
Description	With the Fast Metabolism perk, you gain a 20% Health bonus when using Stimpaks.

Finesse	
Ranks	1
Requirements	Level 10
Description	With the Finesse perk, you have a higher chance to score a critical hit on an opponent in combat, equivalent to 5 extra points of Luck.

Fortune Finder	
Ranks	1
Requirements	Level 6, Luck = 5
Description	With the Fortune Finder perk, you'll find considerably more Nuka-Cola caps in containers than you normally would.

Grim Reaper's Sprint	
Ranks	1
Requirements	Level 20
Description	If you kill a target in V.A.T.S., all your Action Points are restored upon exiting V.A.T.S.

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## Perks

### Gun Nut

Ranks	3
Requirements	Level 2, Intelligence = 4, Agility = 4
Description	You're obsessed with using and maintaining a wide variety of conventional firearms. With each rank of the Gun Nut perk, you gain an additional 5 points to the Small Guns and Repair skills.

### Gunslinger

Ranks	1
Requirements	Level 6
Description	While using a pistol (or similar one-handed weapon), your accuracy in V.A.T.S. is significantly increased.

### Here and Now

Ranks	1
Requirements	Level 10
Description	The Here and Now perk immediately grants an additional experience level, complete with all the advantages that brings.

### Impartial Mediation

Ranks	1
Requirements	Level 8, Charisma = 5
Description	With the Impartial Mediation perk, you gain an extra 30 points to Speech... so long as you maintain a Neutral Karma level.

### Infiltrator

Ranks	1
Requirements	Level 18, Lockpick = 70, Perception = 7
Description	With Infiltrator, if a lock is broken, and can't normally be picked again, you can attempt to pick it again one more time. This includes locks previously broken by a "Force Lock" attempt.



Intense Training	
Ranks	3
Requirements	Level 2
Description	With the Intense Training perk, you can put a single point into any of your S.P.E.C.I.A.L. attributes.

Iron Fist	
Ranks	3
Requirements	Level 4, Strength = 4
Description	With the Iron Fist perk, you do an additional 5 points of Unarmed damage per rank.

Lawbringer	
Ranks	1
Requirements	Level 14
Description	Once you have the Lawbringer perk, any evil character you kill will have a finger on their corpse. This finger can then be sold to a certain person (whose identity is disclosed when you take the perk) for caps and positive Karma.

Lead Belly	
Ranks	1
Requirements	Level 6, Endurance = 5
Description	With the Lead Belly perk, you take 50% less radiation every time you drink from an irradiated water source.

Light Step	
Ranks	1
Requirements	Level 14, Perception = 6, Agility = 6
Description	With the Light Step perk, you'll never set off an enemy's mines or floor-based traps.

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## Perks

### Master Trader

Ranks	1
Requirements	Level 14, Charisma = 6, Barter = 60
Description	When you take the Master Trader perk, the price of every item you buy from a vendor is reduced by 25%.

### Mister Sandman

Ranks	1
Requirements	Level 10, Sneak = 60
Description	With the Mister Sandman perk, when you're in Sneak mode, you gain the option to silently kill any human or Ghoul while they're sleeping. And, all Mister Sandman kills earn bonus XP.

### Mysterious Stranger

Ranks	1
Requirements	Level 10, Luck = 6
Description	You've gained your own personal guardian angel... armed with a fully loaded .44 Magnum. With this perk, the Mysterious Stranger will appear occasionally in V.A.T.S. mode to lend a hand, with deadly efficiency.

### Nerd Rage!

Ranks	1
Requirements	Level 10, Science = 50, Intelligence = 5
Description	You've been pushed around long enough! Wish the Nerd Rage! Perk, your Strength is raised to 10 and you gain 50% to damage resistance whenever your Health drops to 20% or below.

### Night Person

Ranks	1
Requirements	Level 10
Description	When the sun is down, a Night Person gains +2 to both Intelligence and Perception (up to a maximum of 10). This perk directly affects your "internal clock," and remains active both inside and outside.

Ninja	
Ranks	1
Requirements	Level 20, Melee Weapons = 80, Sneak = 80
Description	The Ninja perk grants you the power of the fabled shadow warriors. When attacking with either Melee or Unarmed, you gain a +15% critical chance on every strike. Sneak attack critical do 25% more damage than normal.

Paralyzing Palm	
Ranks	1
Requirements	Level 18, Unarmed = 70
Description	With Paralyzing Palm, you will sometimes perform a special V.A.T.S. palm strike that paralyzes your opponent for 30 seconds. Note that in order to perform the Paralyzing Palm, you must be completely unarmed.

Pyromaniac	
Ranks	1
Requirements	Level 12, Explosives = 60
Description	With the Pyromaniac perk, you do +50% damage with fire-based weapons, like the Flamer and Shishkebab.

Rad Resistance	
Ranks	1
Requirements	Level 5, Endurance = 5
Description	Rad Resistance allows you to -- what else? -- resist radiation. This perk grants an additional 25% to Radiation Resistance.

Robotics Expert	
Ranks	1
Requirements	Level 12, Science = 50
Description	With the Robotics perk, you do an additional 25% damage to any robot. But, even better, sneaking up on a hostile robot undetected and activating it will put that robot into a permanent shutdown state.



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## Perks

### Scrounger

Ranks	1
Requirements	Level 8, Luck = 5
Description	With the Scrounger perk, you'll find considerably more ammunition in containers than you normally would.

### Silent Running

Ranks	1
Requirements	Level 12, Agility = 6, Sneak = 50
Description	With the Silent Running perk, you gain an additional 10 points to Sneak, and running no longer factors into a successful sneak attempt.

### Size Matters

Ranks	3
Requirements	Level 8, Endurance = 5
Description	You're obsessed with really big weapons. With each rank of this perk, you gain an additional 15 points to the Big Guns skill.

### Sniper

Ranks	1
Requirements	Level 12, Agility = 6, Perception = 6
Description	With the Sniper perk, your chance to hit an opponent's head in V.A.T.S. is significantly increased.

<b>Solar Powered</b>	
Ranks	1
Requirements	Level 20, Endurance = 7
Description	With the Solar Powered perk, you gain an additional 2 points to Strength when in direct sunlight, and slowly regenerate lost Health.

<b>Swift Learner</b>	
Ranks	3
Requirements	Level 2, Intelligence = 4
Description	With each rank in the Swift Learner perk, you gain an additional 10% to total Experience Points whenever Experience Points are earned.

<b>Thief</b>	
Ranks	3
Requirements	Level 2, Agility = 4, Perception = 4
Description	With each rank of the Thief perk, you gain an immediate bonus of 5 points to both the Sneak and Lockpick skills.

<b>Toughness</b>	
Ranks	1
Requirements	Level 6, Endurance = 5
Description	With the Toughness perk, you gain +10% to overall Damage Resistance, up to the maximum of 85%.

## Enemies

Below is a list of most of the enemies in the game that you'll encounter that are of the generic variety, along with a blurb about each.

**Ant** - Ants come in many varieties, and all of them seem to spew fire like walking blowtorches. This has something to do with the experiments on these ants that have gone awry (you'll explore this in a side quest). Your best bet with these foes, whether they're weaker workers or stronger soldier-class creepy-crawlies, is to try to take them out from afar. Remember -- by destroying these creatures' antennae, you can cause them to frenzy on other foes in their vicinity.

**Bloatfly** - Out of all of the enemy varieties in the game, Bloatflies are hands-down the weakest and easiest to defeat. These airborne adversaries have a long-range attack that has surprising accuracy, but unless you're encountering them very early in the game, these attacks should be inconsequential. Their constant aerial movements make them difficult to hit outside of V.A.T.S., but a well-placed shot in V.A.T.S. should do them in at almost any level, with almost any weapon.

**Deathclaw** - Bringing out the fear in Fallout 3 gamers around the world is the Deathclaw. These enemies are not only the most aggressive foes in the game, but they're amongst the strongest as well. More powerful than any upper class of Super Mutant, Deathclaws should be approached with extreme caution, or better yet, not at all. Once a Deathclaw locks on to you, chances are it won't stop chasing you and attacking you until either you or it is dead. Generally, "deep game" locations and Enclave strongholds are chock full of these foes, so dodge them if you can. If you can't, then stay healed, break out your strong weapons, and hope for the best.

**Ghoul** - Ghouls are amongst the more common enemies in Fallout 3, and come in various varieties, from your basic Feral Ghoul to your Ghoul Roamer, and even the powerful green-colored Glowing One. With the exception of the irradiated Glowing One, which provides both a true offensive and defensive dilemma (not to mention they're radioactive), other Ghoul varieties are easy enough to fell, especially with some close-range Shotgun blasts to the head. While these enemies will stymie your advances are bother you in great numbers early in the game, they'll be nothing but cannon fodder by the end.



**Mirelurk** - Heavily-armored and fairly agile, these amphibious enemies, like so many of their evil friends on the Capital Wasteland, come in various forms. The secret to killing them is the same on any variety, however, from the basic Mirelurk to their stronger Hunter and King relatives. While these crustaceous foes are armored and resistant to many types of attacks, their faces are another story entirely. Hitting them in their face with any degree of accuracy necessitates letting them get uncomfortably close, but it's better than wasting myriad ammunition trying to fell them in any other fashion.

**Molerat** - About as common as dirt in the Capital Wasteland are Molerats. The strange thing about this pinkish foes is that they are incredibly aggressive, even if they are easy to slaughter. Their aggression, when combined with fairly agile movements, makes for an interesting battle each time you encounter them. But don't be confused; with the exception of the early portions of the game, Molerats should never, ever, ever threaten your well-being. They're truly more of an obviously-weak nuisance than anything else.

**Mr. Gutsy** - There's nothing funnier than the anti-communist sentiments spewed by Mr. Gutsy. It's unclear how many of these robots (or any of the other ones wandering the Wasteland) are still alive, well and running, but Mr. Gutsy might out-do them all for sheer aggression and variety of weaponry. His laser-heavy barrages can make you seek cover fast, but don't think that getting close to these aerial robots makes life any easier. In fact, quite the contrary is true, for when you get close, Mr. Gutsy will switch from laser weaponry to the Flamer, burning you to a crisp. The upside? When these enemies are slain, they are usually awesome sources of multiple types of ammunition.

**Protectron** - Protectrons are the weakest form of robotic enemies in the game, and are found virtually everywhere. Stray ones from who-knows-where can often be found on the Capital Wasteland overworld, but expect to find even more of them in subway tunnels, long-abandoned buildings, and even in peaceful settlements. Not all Protectrons are violent, but most of them are programmed to kill on sight. Just remember that their presence is far more daunting than the weak attacks they're actually capable of. And be sure to pick their metallic bodies clean once dead -- the batteries that power them are worth massive amounts of money in the post-apocalyptic United States.

**Enemies (Continued)**

**Radroach** - Out of the many varieties of enemies found in the Capital Wasteland, the Radroach is the one you're going to encounter first, when busting your way out of Vault 101. And you won't just encounter one or two -- you'll encounter many of them. Hopefully, you'll instantly learn the most important lesson about fighting Radroaches from the get-go. That lesson being that these foes are so weak that wasting ammunition on them is *never* a good idea. Instead, when you encounter them, bust out a melee weapon such as a Baseball Bat and do them in that way. You'll need that ammunition later for enemies more deserving of it.

**Radscorpion** - Radscorpions (or, more precisely, radiated scorpions) are mutated scorpions that have been running amok on the plains of the Capital Wasteland since shortly after the bombs fell. Making matters worse, not only has their size been exponentially increased by severe radiation, but their aggression and strength has been upped as well. When you encounter these foes, you'll want to run-and-gun, preferably dropping a mine or two to destroy their legs and stymie their advance. And just wait until you encounter their Giant counterparts...

**Raider** - Raiders are, for the most part, anonymous human enemies who wander the Wasteland in search of people to take advantage of, kill, pillage and the like. They appear to be organized into loose gangs and will have some pretty large strongholds throughout the Wasteland, such as at the Super Duper Mart and Evergreen Mills. Dealing with these enemies will be much more difficult early on in the game than it will be by the time you reach level twenty, but either way, you'll want to concentrate on which Raider is equipped with what. If a Raider has a Flamer, missile launcher or other heavy weapon like that, focus on them first. Melee-gearred Raiders are relatively harmless compared to their heavily-armed counterparts. Either way, expect no shortage of these thugs on the Wasteland, and be sure to pillage their deceased bodies when you kill them.

**Robobrain** - While not as common or prevalent on the Capital Wasteland as Protectrons, Robobrain are similar enemies. Slow-moving and equipped with limited gear, Robobrain will put up more of a fight than their Protectron counterparts, but not by much. You'll most often find these guys not on the Wasteland itself, but rather in abandoned factories and other buildings where machinery is common. That's not to say you won't find them anywhere on the Wasteland, but there aren't nearly as common as some other robotic foes -- even the Mr. Gutsy anti-communist model.

**Sentry Bot** - Sentry Bots represent the strongest and most defensively capable of all robotic enemies in the game. They don't have legs, but rather tank-like wheels which allow them to move much more rapidly than their fellow machines. They also have a variety of weapons, including a potent missile launcher that can take out an unsuspecting player in a heartbeat if they don't expect it. The best way to deal with these foes is to do so cautiously. Take cover and fight them patiently. While they're fast and powerful, they don't show an incredible amount of overt aggression. Use this to your advantage to whittle away their health, and don't neglect to search their bodies once felled, since you'll often find a Missile to add to your inventory when you do.

**Super Mutant** - When you first encounter Super Mutants, you'll feel like you've met the most difficult enemies in the game. Then, when you finally learn how to deal with them, you meet their more powerful cousins -- Brutes, Masters and the like. That's when you'll truly be up for a challenge. Either way, these highly-mutated yellow-colored foes are a bit of a mystery in the game. But you'll still find them everywhere, *especially* in the downtown area of Washington D.C. As a result, be ready to deal with their variety of weapons, especially their Miniguns, which they use with devastating accuracy. Of course, there's a positive to fighting the Minigun-toting enemies, as you can grab one of those weapons for yourself after killing your first one. Oh, and for their *highly* mutated Super Mutant Behemoth cousins? Let's just say you really don't want to mess with them until you're ready.

**Vicious Dog** - Vicious Dogs aren't often found in the wild, and when they are, you'll most often find them with their Raider masters. These dogs live up to their name, with incredible aggression, but little bite to their bark. Offing them isn't as hard as it might seem, especially if you use V.A.T.S. And don't worry -- you won't accidentally kill Dogmeat (your own pet dog) if you kill these wild dogs. Dogmeat is nice. These dogs? Not so much.

**Yao Guai** - Fallout 3's mythology makes it pretty clear that Yao Guai are radiated and mutated forms of the Black Bears that were predominant in the Maryland region of the United States before the nuclear bombs fell in 2077. It's at that point that the Black Bear seemingly-disappeared, leaving their Yao Guai brethren in their place. These enemies aren't too difficult to deal with, but they are a resilient breed that will take some firepower to take down nonetheless.