

Fallout 3 Walkthrough v1.05

*** Side Quests ***

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1.The Power of the Atom
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Sheriff Simms offers up this quest when you enter Megaton. You'll need an explosives skill of 25 to mess with the bomb. Once you're at 25, disarming it

is a guaranteed success. It's also well worth it. Tell sheriff Simms afterwards and he'll reward you with a deed to a house in Megaton and you'll

pick up 300 xp. The house is located above and behind the Brass Lantern cafe,

which is right in front of the bomb. Inside you'll find a bobblehead stand

in case you find any. You'll also be able to sleep there to regain health.

The robotic butler will supply you with purified water also.

* Update *

Alternatively, you could go with the negative karma route and talk to Mr.

Burke at Moriarty's saloon. He proposes a wild plan to detonate the atomic

bomb in the center of town. He'll give you a couple hundred caps if you agree;

500 if you have a high speech score. You'll still need an explosives skill of

25 to arm the bomb. Then attach the device Mr. Burke gave you. Next travel to

the deep south of the map to Tenpenny Tower and report to Mr. Burke. You'll

receive a suite in the tower to replace the house you would've had in Megaton.

A third option would be to accept Mr. Burke's proposal and then turn him in

to sheriff Simms. The sheriff will run straight to Moriarty's. Follow him

and stand next to him as he confronts Burke. As soon as the sheriff turns his

back Burke will pull out a silenced 10mm and kill him. That is, if you don't

step in and blow Burke's head off. You'll have to act fast. Kill him and

take the silenced pistol from him if you want it. If you haven't yet disarmed

the bomb, all you'll get from the sheriff is a thanks. Make sure to disarm

it when you can to get your house.

-Thanks to Ahriman Eye for help on this part

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2. Blood Ties

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Lucy needs a letter delivered to her family in Arefu, to the northwest. Run northwest until you see a large bridge over the river. Talk to the town's defender to get a small sidequest. Knock at each of the three houses in town and talk to the residents to finish this one. Next you can offer to help him get rid of "The Family", a group of raiders that have been threatening the town.

* Update *

Travel northeast to the Northwest Seneca Metro station. It's not too far north of the river. Inside you'll soon find two ghouls who operate a clandestine jet factory. If you are friendly to them, they will offer to pay you 15 caps for each box of Sugar Bombs you bring back.

Anyway, go through a side door and down into the sewer. Go left once you reach the subway and you'll soon come upon a guard. Go where he directs and you'll have no problem finding The Family.

-Thanks to Liam Thompson and others for helping me find the Family

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3. Wasteland Survival Guide

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Talk to Moira at the Megaton supply store and agree to do research for her to begin this quest. I did the three quest items in order. First off, head northeast to Super Duper Mart for food and medicine.

You'll likely encounter a couple mole rats and a fly on the way. I had to kill two armed raiders before entering the building. Inside I faced five more of the thugs. You can find food in the northeast corner room, inside the refrigerator. Some ammo and frag mines are in canisters behind the counter on the west side. Sleep in the bed in the south restroom after all the raiders are dead. This will restore your health to full.

Behind the northwest counter you'll find the pharmacy key in a metal box on the table. Go a little south to the pharmacy and loot the tons of ammo and medicine from the room, including a mini-nuke! After exiting the room, five more raiders stormed in. After this battle I found myself with plenty of weapons and ammo.

Now head back to Moira at the supply store. If you found both food and

medicine, she'll let you keep everything and also gives you a food sanitizer which will prove very useful for removing radiation.

The next chapter involves irradiating yourself temporarily. The easiest way is to stand next to the atom bomb in the center of town. No matter how much radiation you take, Moira will cure it with her special concoction afterwards. If you reached 600 rads, you'll receive a slight mutation that allows you to regenerate crippled limbs as long as you have radiation sickness. Either way your rad sickness will be completely cured by her potion. Last is the town of Minefield.

Head northwest a good distance and you'll find a town with a few buildings not completely demolished. You'll immediately notice all the landmines scattered around. They are proximity triggered, so don't get too close. The destroyed three-story building on the north side of town has a sniper on the top level. This seems to be the only enemy in town. Simply reach the playground in the center of town and get the heck out of there. Upon returning to Moira, she'll give you a bottlecap mine and 200 xp for finishing up chapter one. If you have any frag mines in your inventory, you don't actually have to disarm one in Minefield. Two more chapters to go.

For chapter two, I chose to test the mole rat repellent first. Fast travel to Dukov's Place or Anchorage Memorial and go a little west to the Tepid Sewer. Inside, equip the repellent stick and use it to slaughter some mole rats. Return to Moira when you've killed enough and start the next segment. Travel to the Anchorage War Memorial near the tepid sewer entrance and enter through the north door. If you want the optional reward, run/jump to the water in the bottom and place the observer in one of the egg pods. Escape back out the way you came. I ran up the steps all the way to the top where I found an average locked exit door. Pick the lock and make your escape. Return to Moira and start the last segment of this chapter.

She now wants you to return when you have grave injuries, including a crippling injury for the optional reward. I fast traveled to Minefield, blew off a couple legs and returned to her, making sure my health dipped below 50%. For this you'll get 100 xp and some .32 ammo. On to the last chapter!

I chose next to research the history of Rivet City. Persons of interest in Rivet City include Vera Weatherly, Seagrave Holmes, Bannon and Belle Bonny in the bar downstairs. Talk to them and you get a lead to find Pinkerton in the separated bow section.

Next, save the game and exit the city. Go down to the waterline and use a Rad-X, as you'll be doing some swimming. Enter through the underwater door on the closest part of the break. Immediately surface on the other side of the door. Go through the next door and surface again. Make your way to the stairs leading up and you'll face a couple mirelurks. When you come to a door that is inaccessible, there is a switch directly behind you that opens it. On the other side of the door is Pinkerton. I updated the research quest here as well as the Replicated Man sidequest.

Next, Moira would have you explore the old Robco factory to the southwest of Megaton. She is doing a section on old technology. On the way there, you'll likely meet up with some vicious dogs and maybe a Protectron robot.

Inside the Robco building you'll find many mole rats and bloatflies. Follow the catwalks and make your way to the upper level. On the upper east side of the first large room you'll find a door leading to the offices and cafeteria. Keep making your way up and you'll come upon the mainframe room. Install the widget in the mainframe computer and the Protectron in the room will activate, along with all the others in the building. On the way back out I scrapped probably five Protectrons. Return to Moira for some xp and a couple pulse grenades.

Lastly, I headed southeast from Megaton for the library in Arlington. Make sure your health is full and take plenty of ammo with you. You'll have to fight at least 8-10 raiders on the way there.

Inside the library you'll meet Scribe Yearling. You can accept her quest if you like, but either way make sure to ask for help accessing the library's archives. She gives you the terminal password. Use the nearby computer to access the card catalogue. This completes half of the quest. To finish it properly you'll have to access the archives as well.

To get to the media archive, go through the ground floor door and go right

when you get to a large room with a loft. You'll see a door to the media archive. At the top of the stairs go right and wind your way around to a room with two computers guarded by three raiders, one with a missile launcher. Use the archive terminal to transfer the archive and you're done. Back at Moira's you'll get 200 caps and 100 xp, plus the Wasteland Survival Guide! Your survival skills will be increased as a final bonus for this long sidequest.

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4.The Replicated Man
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Dr. Zimmer in the Rivet City science lab wants you to track down a missing android of his. Go to the upper deck and you'll soon find Dr. Preston. I found him in the clinic across from his personal quarters. He will give you two holotapes but he thinks the entire thing is a hoax. Moira in Megaton has another holotape that she will give you for a 100 cap "research fee" or a successful Speech check, although it's not necessary to complete the quest. It is necessary to find Pinkerton to get to the bottom of this one. Next, save the game and exit the city. Go down to the waterline and use a Rad-X, as you'll be doing some swimming. Enter through the underwater door on the closest part of the break. Immediately surface on the other side of the door. Go through the next door and surface again. Make your way to the stairs leading up and you'll face a couple mirelurks. When you come to a door that is inaccessible, there is a switch directly behind you that opens it. On the other side of the door is Pinkerton. Ask him about the android and keep on him. He'll soon tell you the truth. Now you can choose whether to help the android or help Zimmer. I chose Zimmer. The reward was "a higher chance to hit in V.A.T.S. mode". Not bad for a snitch.

* UPDATE *

If you choose to help the android Harkness, he will give you his special laser rifle for the task. I found him in the Rivet City marketplace. Use the code that Pinkerton gave you to make Harkness remember his past. Agree to take care of Zimmer for him and you'll receive the rifle.

Return to Zimmer in Dr. Li's lab, but don't kill him right away. Tell him you've found Harkness and give him the location. After receiving his reward, shoot him and his bodyguard.

- Thanks to Maynard Lumhod for this info

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5.Plumber for a Day
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Talk to Walter at the Megaton water processing plant and offer to fix the leaky pipes around town. You'll need a repair skill of 30 to do this. The first two pipes are at ground level and easy to find. Just look for the water spraying out of them. The last one is a bit trickier. Walk outwards from the door of Moira's supply store and look down. You'll have to jump over the rail and fix the pipe. When you return to Walter he'll be impressed and he'll offer to buy any scrap metal you find for 10 caps per unit. You'll also receive 200 caps on the spot and 110 xp.

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6.Those!
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If you travel through Wilhelm's Warf, just southeast of super duper mart, you'll probably come across Brian Wilks. He wants you to locate his father. He can be found in his house in Grayditch, just to the southwest. Grayditch is a small destroyed town in the midst of an even more destroyed urban area. His father's body can be found inside the house. Return to Brian to deliver the bad news. He can now be found just to the west in a "preservation shelter" which looks a little like a port-a-potty. He'll give you your next task, if you choose to accept it. You need to find the source of the fire ant infestation in Grayditch.

Head to the south until you come to Marigold Station. Go down and follow the tunnels until you come to Dr. Lesko's office. After he explains his experiment, you need to head for the hatchery chamber. Go out the other door in his office and then down into the hole in the tunnel. Despite Dr. Lesko's instructions, I decided it would be better to kill the queen along with anything else I find. Doing this will give you the positive karma ending for the quest. Make sure you kill all five Nest Guardians before leaving. One is located past the queen's chamber.

Return to Lesko with the bad news and then leave his office and go through the door nearby. This is the quickest way back to the surface. You need to report back to Brian Wilks. For the best karma ending you can find a new place for Brian to live. You need to speak with Vera Weatherly in Rivet City. She is wearing a blue dress if that helps you. Afterwards, return to Brian Wilks inside his father's house and give him some good news this time. You'll get 300 xp for completing the quest.

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7.The Superhuman Gambit
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In the town of Canterbury Commons, to the east of Minefield, you'll meet a character named Uncle Roe. He complains of two "super-heroes" that have been battling it out in his town. He wants you to get rid of one of them to stop the fighting.

Just to the northwest of town, go down the hill a little and you'll find a door nestled in the rocks. Make your way down through the tunnels and hit the switch on the wall when you come to a dead end. This opens a stairwell heading down.

When you reach the AntAgonizer's lair, you have the option of killing her or working with her against The Mechanist. I chose to do away with her. Step back towards the door when the fight starts so you don't get surrounded by ants. Return to Uncle Roe afterwards for 200 caps and 300 xp.

*** Main Walkthrough ***

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Prologue: Baby Steps
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After the birth/character creation segment you will briefly play the role of a toddler. Walk forward to dad and he'll close you into your playpen. Open the door when he leaves and go read the book on the floor in front of the toy box to customize your S.P.E.C.I.A.L. attributes.

When your dad returns, follow him to the other room and the scene changes and you are now at your ninth birthday party. You can talk to the partygoers or

just wait if you like. Soon your dad will tell you that Jonas is waiting for you on the reactor level. Exit the room and turn right. Make an immediate left and then follow the sign for the reactor.

Once you have the BB gun, follow them into the next room and take out the three targets. Kill the Radroach when it shows up. This will give you an opportunity to use the V.A.T.S. system. Press V and then select the body part you are aiming for. Since it's only a BB gun, you'll need to hit it two or three times. Afterwards, pose for a picture and it's on to your 16th year.

Leave your room and turn right for the classroom. Choose a desk and the personality test begins. Don't worry too much about your answers; if your assigned skills are not to your liking, you can tell the teacher the test was wrong, and he'll let you choose your three major skills manually. Having already played the game once, this time I chose Lockpick, Repair and Small Guns. Leave the classroom and three more years pass, bringing us to present times.

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Escape from Vault 101
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Now you are in the middle of an impending crisis. It seems the Vault 101 security forces are looking for you. Amata gives you her father's 10mm pistol and warns you of the situation. Before you leave, take the Stimpaks from the first aid kit on the wall near the door. Make sure to equip your new pistol. Very soon you'll run into the first security goon. He's armed only with a baton, but don't feel bad about putting a few rounds into his face. Take his armor and equip it also. Head NW and you'll run into Butch. You can help his mother with a few Radroaches for some positive karma.

Follow the sign for the Atrium and you'll have to take out a couple more guards once you reach it. Take their guns to make repairs on your own at a later time. Go upstairs, kill the security chief, and make your way to the Admin office to the west. On the way you'll see a body on the floor. He's wearing a useful Utility Jumpsuit if you'd like one (good for making repairs).

I saw the overseer and a security goon in a side room interrogating Amata on the way and I killed both of them with a little negative karma involved (I'm a vengeful person). Amata will be mad at you for killing her father, but not to worry, you'll never see her again after you leave the vault.

Continue on your way and go left to the Overseer's quarters. Loot the room for his office key and now take the right fork to his office and use the key. Loot the room for his terminal password and activate the terminal. Use the terminal to open the Overseer's tunnel and descend.

In the large empty room, activate the switch on the south wall. Activate the switch on the panel in front of the door mechanism and you're almost free. At this point Amata showed up to complain about me killing her father. Soon after came a couple more baton-wielding guards. Dispatch them and make your escape!

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Following in His Footsteps
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Head southeast unopposed to the town of Megaton. The main attraction here is Moriarty's Saloon. As soon as you arrive, sheriff Simms will talk to you.

For a sidequest, tell him you can defuse the bomb (see sidequest 1). Head to the saloon next. Here talk to Colin Moriarty and he'll demand a favor in return for information about your father; unless of course you have the 100 caps he asks for. Agree to his terms and leave Megaton. Go a short distance north to Springvale. Silver's ranch house is the only intact building in town. Agree to hear her side of the story and then offer to take some caps and tell Moriarty that she is gone. You'll receive a hefty 300 caps. Return to Moriarty for info about dad. Looks like you'll head for the

Galaxy News Radio building downtown. It'll be a long bloody road to get there.

Talk to Lucy West sitting at a table to start sidequest 2, if desired. Next head east and cross to the north side of the river on the bridge next to the Super Duper Mart. You'll likely encounter Mirelurks, Centaurs and Super Mutants on the north side of the river. I also encountered two or three raiders as well. Make your way east to the GNR building. After going

under an overpass, you'll see a super mutant encampment. You'll have to kill two of them, but one is packing a minigun, so fight from cover. Make

sure to loot their camp before you move on. Scramble over the barrier and keep heading east. You'll soon find a captive wastelander guarded by a super mutant. You can free her for karma after the mutant is dead. Still going east, sneak down into Friendship Station to avoid the raiders just above. I recommend running in if you have to, one of the raiders is packing a missile launcher.

Inside, there's a ghoul in the right room and radroaches in the left. Continue straight ahead and take out a couple more ghouls near the fire. Go down the escalator and down the south tunnel. You'll immediately find two more ghouls on the left. Loot the shelves and continue down the tunnel. You'll have to cut over to the other tunnel on the left and keep going south until you run into a super mutant with a club. Just a little further and you're at another station. Kill the ghoul, go up the escalator and outside.

Now it's just a little ways south to the GNR building. When you come upon two mutants, three Brotherhood of Steel soldiers show up and waste them. You can tag along with them to GNR. Once there, take cover in front of the entrance and keep out of the battle with the giant mutant! You can recover the Fat Man weapon from the dead Brotherhood soldier afterwards.

Use the intercom next to the door when you're ready to enter. Go upstairs and find Three Dog. Accept his quest and the current one is complete.

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Galaxy News Radio
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Leave out the front door and go back through the ruined elementary school. Head east from where the Brotherhood first helped you and go down into the Metro Station. Kill two ghouls near the tunnel entrance and head south down the tunnel. Go down the left fork and make your way up to the exit. Head outside to Dupont Circle.

Take out four or five raiders here and go west. Follow the path around to Dupont West and go down into Foggy Bottom Station. Go through the first door, kill the raider, and proceed down to the next level. At the next station, go up the escalator, kill another raider, and exit to Georgetown.

You'll find an abandoned townhome on the left where you can sleep if needed. You'll likely encounter a mutant and a centaur near it.

Continue south and go down into the Georgetown/The Mall Metro. The tunnels are all blocked. Just exit out the opposite side and head east down the mall.

Head towards the Washington monument and four or five dogs will greet you.

You need to keep fighting your way east to the museum. Some super mutants have taken up positions in and above a trench system on the other side of the

Washington monument, so proceed slowly. I came across six mutants on my way to the museum entrance (on the south side).

Inside the museum, two mutants with rifles meet you right away. The columns

make for nice cover, so take them out and then go upstairs and through the

south door, into a vault exhibit. Make your way through the linear path and

back out onto a balcony (no enemies). Go through the double doors to the west

wing. Next go through the upstairs door and into the room with the huge missile. Take out the two mutants and go downstairs. On the ground floor

you'll find the lunar lander you're looking for. Snatch the dish off of it

and make your way out of the museum.

Backtrack to the monument and use the terminal at the gate to open it up.

Go up to the top and replace the broken dish. Now fast travel back to GNR

and talk to Three Dog to finish the quest. He gives you your next lead on

finding your dad. Off to Rivet City!

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Scientific Pursuits
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Fast travel to Dukov's Place and head south from there along the river to reach Rivet City. After passing the scavenger's hut you'll see two Centaurs.

Just past them are three mutants staked out up in a ruined building, one with

a minigun. I took them out by running to cover at the base of the stairs and

fighting them one at a time as they came down. Pick up the minigun when you

can so the other mutants don't grab it and use it! Loot the ammo and first

aid kit upstairs and continue south.

Stay along the riverbank and soon after passing the Jefferson memorial you'll see the aircraft carrier in the distance. Be careful near the barricaded encampment, there're three or four mutants hanging around it.

Continue until you're directly across from the carrier. Go up the ramps in

the building to the top level and use the intercom on the pole. Go across

the bridge after it extends and enter the left door to the stairwell. Don't

go up or down, just enter the door to the midship deck. At the end of the hall go right and then make a left. In front of you is the science lab where

Doctor Li is located. After talking to her for the next lead, you can talk to Dr. Zimmer to start sidequest 4.

Make your way back to the Jefferson memorial and you'll have to kill three mutants to gain entrance. Just go up onto the metal walkway and the entrance is at the other side.

Inside, there is a mutant near the hall intersection. A turret on the ceiling of the next room can be taken out with two or three shots. Go straight into the next room and then left and through the door into the rotunda/control room. Two more mutants will try to stop you.

Another couple of mutants inside the rotunda would love to stop you as well.

One carries an assault rifle. There are three holotapes near the top of the control room steps. Listen to them for your next lead. Looks like your dad traveled all the way out west to vault 112. Fast travel back to Megaton and get some sleep in your own bed before continuing.

I fast traveled to the Jury Street Metro station and went southwest from there. Not too much in the way of opposition between there and vault 112.

At the map marker is Smith Casey's garage. Go inside and activate the switch

next to the metal floor to open the secret entrance. Activate the switch

next to the vault door and enter. You'll soon be greeted by a robot and prompted to change clothes. Equip the Vault 112 jumpsuit and go out into the

hallway and to the right. Take the first left and jump down onto the groundfloor. Enter the vacant Tranquility Lounger to finish up this quest.

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Tranquility Lane
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You now find yourself in "the matrix". Well, almost. You're in a computer simulation seemingly set in the 1950's. The quickest way to make it out of the simulation is to go into the abandoned house and activate the items in the living room in the following order: radio, pitcher, gnome, pitcher, cinder block, gnome and nuka-cola bottle. A computer terminal now appears in one wall.

Despite the warnings you get, you need to activate the Chinese Invasion Failsafe. It's exactly like it sounds. After the soldiers mop up the townspeople, just use the exit in the playground. You can talk to Betty (actually Dr. Braun) to rub it in his face before you exit, if you like.

After exiting your tranquility lounge your dad approaches you and thanks you.
You've rescued him! He was actually the dog in the simulation.

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The Waters of Life
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Unless you really want to follow your dad all the way to Rivet City, you can fast travel there and meet him in the science lab.

Next we go back to Project Purity in the Jefferson memorial. Your dad and the other scientists will wait outside while you clear out the building of mutants, including the sub-basement.

Next tell your dad the place is clear and follow him to the rotunda. Talk to him some more, then ask what you need to do. He'll have you go down to the sub-basement to activate the flood control pumps. Just follow the signs and you can't miss it. Return to your dad for some fuses then follow the signs for fuse access. Replace them and head for the mainframe computer on the other side of the door you just powered up. Turn on the mainframe, then talk to your dad over the intercom. He needs you to fix a pipe blockage. Go back to the small room directly across from the exit leading out to the wasteland. The one at the end of the hall. Enter the pipe from there. In the section of pipe with the large hole, just turn the red valve. Shockingly, enclave soldiers storm the place while you watch from your hidden vantage! Go through the newly unlocked door and follow the pipe back into the sub-basement. Drop down into the lowermost level and make your way back to the control room. A total of four enclave soldiers will try to stop you. Back at the control room, just stand by the emergency door and watch the proceedings. Make your escape with Dr. Li when the time is right.

While underground, you'll have to defend the escapees from several feral ghouls. I encountered a total of maybe 10. The path through the tunnels is mostly linear. Just make your way to the end and you'll end up at the Brotherhood of Steel citadel. Along the way, I had to donate 5 stimpaks to keep Garza's heart condition under control.

When you get to the citadel, simply walk through the first gate to finish the quest.

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Picking Up the Trail
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Before Elder Lyons walks away, start a conversation with him and ask if you can receive power armor training. Paladin Gunny, walking around the courtyard, will be the one to train you.

Follow the group to the laboratory and talk to Scribe Rothchild once you reach it. He directs you to the archives in the "A" ring, across the courtyard. Go in the door to the left of the one you first entered the courtyard. At the bottom of the stairs go right and you'll find yourself at the archives. Use the first terminal you see and it should be the Vault-Tec one. Access the records for vault 87 and the quest will update.

Return to Rothchild. Next stop: vault 87. You'll need to visit Lamplight

Caverns, north of Smith Casey's garage.

Go into the cavern and talk to the kid at the gate. Ask about Sammy and Squirrel and you'll get the next main quest.

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Rescue From Paradise
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Go north to Paradise Falls and you have two options. You can try to talk your way in or you can expend some ammunition and do things your own way. I

chose the latter. Two slavers meet you at the entrance. Another waits just down the path. Just inside the town gate, you can take cover behind the barricade and fight off roughly 8-10 slavers.

There isn't much to be had in the first building, the barracks.

Further in,

enter Eulogy Jones' pad and kill him. Take the key from his body and use it

to open the slave pens outside. Squirrel is in the left slave pen.

Sammy is

hiding behind a car just outside the main Paradise Falls gate. Talk to both

of them and they'll run off to the southwest. If you've talked to both of

them, then this quest is done. Before heading back to Lamplight make sure

you are well stocked on stimpaks!

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Picking Up the Trail, continued
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Here, you can either ask Mayor Macready for directions, or you can set off

on your own. You'll have to go through Murder Pass to reach Vault 87.

To

find Murder Pass, go down the first tunnel you see and take the right fork.

On the other side of the souvenir shop, go through the door (not the one marked Great Chamber). Continuing ahead will lead you to the pass.

The first left branch has a couple mutants, one with a missile launcher.

Take that branch, destroy the mutants and go down the ramp. Go up onto the

large wooden structure nearby and take out a couple more mutants, one with a

minigun. There're plenty of first aid kits to loot up there. Follow the tunnel leading from the top and take the right fork. You'll fight a mutant

master in front of the vault entrance. Be careful, his body exploded when

I searched it and there did happen to be a grenade in his inventory.

Go through the door and loot the ammo boxes and first aid kit on the shelf.

Go through the next door and continue to trigger the next quest.

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Finding the Garden of Eden

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Inside the vault, take out some mutants, and make your way to the upper levels. There's basically only one way up, so move along and stay sharp for

the many mutants that infest this vault. After killing maybe 9 or 10 mutants

you should reach the test labs. Immediately inside you'll hear a mutant's

voice talking to you. He is an intelligent, friendly mutant that has been

imprisoned here. Talk to him on the intercom and ask if he can help you. Indeed, he is the only way you'll be getting your hands on the G.E.C.K.

After agreeing to free him, turn to the right and go to the end of the hall.

The door on the right at the end has two mutants just inside and also the

fire control panel you're looking for.

After setting off the fire alarm, go out into the hall and kill the man and

the centaur and then I recommend sleeping in one of the rooms before continuing. Go talk to Fawkes, the mutant when you're ready. You can follow

him to the G.E.C.K. and he'll take out four or five mutants on the way. Just

remain a little behind him and loot things on the way. The gore bag in the

room with the test tubes is loaded with assault rifle ammo. He returns shortly with the device and you are left to make your escape. It doesn't go

as planned, however, as enclave soldiers rush in and capture you without a

fight. When you come to, you are deep in an enclave stronghold.

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The American Dream

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You are restrained in an enclave holding cell. You have the choice to give the colonel the correct code or not. The correct code is 216. I chose not to and the colonel was called away by the president before he could do anything about it.

Grab your gear from the locker after the president frees you. Yeah, I was surprised too. Equip everything and head out. A guard is directly outside and another is just down the hall. Continue through the door marked 3A. Even though the president gave an order not to shoot, the colonel soon instructs otherwise and the guards start attacking again, after a brief respite. Follow signs for 3B, then 2A, 2B, 2C, and so on. Once again, the path is pretty much linear. When you reach the control room, go up the steps to the top and activate the ZAX panel to speak to "the president". You'll have to take the vial of FEV virus to leave, but it's your call whether to use it or not. On the first run through, I chose not to and got the good karma ending, so this time I think I'll try it the other way. If so, make sure you don't tell Elder Lyons about the virus, and then just insert it in the machine in the rotunda, at the top of the stairs in the control room. You won't get to do that just yet though.

Make your way through the newly unlocked door behind you and escape the stronghold. This time the president has ordered the security robots to help

you. They'll mow down every baddie with their gatling lasers.

After you make it out, you'll meet up with Fawkes. It seems he has a gatling laser of his own and has used it to clear the area of enemies. If

you want some heavy firepower on your side, just ask him to join you. Head

to the citadel and go into the lab for a cutscene.

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Take It Back!

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After the cutscene, leave the citadel and simply trot along behind the gigantic Liberty Prime robot. It'll pretty much decimate anything in your path. Enter the gift shop and head straight for the rotunda. Fawkes will help you take out the enclave soldiers on the way.

Once you reach the rotunda you're in for the easiest final boss fight ever.

After talking to Colonel Autumn, gun him down along with his two associates and you're done.

You now have to sacrifice yourself by entering the radiation chamber to start up Project Purity. You can choose a good karma ending by not inserting the virus in the machine, or you can do as I did. On this second run-through,

I chose to do as the president asked and insert the virus. Put it in the machine at the top of the steps when the door slides open. Quickly enter the code 2-1-6 in the panel directly in front of the entrance and the purifier will activate. You will also succumb to the radiation. This ending depicted the sad deaths of the mutants/people I had killed. Death to all mutants!