

# Fallout 3

## THE COMPLETE GUIDE

Bought FALLOUT 3? Getting it for Christmas? Either way, Making your way through this massive post-apocalyptic wasteland isn't an enviable task, as there's a vast assortment of vile creatures ready to rip your limbs off. And with over 50 hours of travelling in front of you, we reckon you'd best go out there equipped with help on how to find and finish all of the major quests, grab all of the Bobbleheads and anything else that will get you through your travels with the minimum of fuss. Onwards...



### REMEMBER...

A lot of places (especially on the eastern side of the map) can only be reached via the numerous Metro tunnels that litter the world. So if you find your path blocked, try the nearest train station.

Create a TON of new save files as you play, as it's very easy to have the game mess up your adventure, leaving you high and dry. DON'T rely on just the one save file!

To save yourself a lot of time hunting for Stimpaks, you can sleep in any un-owned bed for an hour to completely heal any crippled limbs and regenerate all of your health for free!

Always keep an eye on how much weight you're carrying around. If you try to carry too much, you'll slow right down, so combine any weapons or dump anything non-essential.

Fast Travelling between areas will save you a LOT of time when the option becomes available, but you'll have to have reached the place normally the first time.

Have a selection of apparel with you that boost specific skills (such as Barter, Speech, Science etc), as these can be equipped when the time is right, to give you the edge.

Choose skills that'll suit the kind of character you're creating. A 'Jack-of-all trades' isn't a master of any, so decide on what you want to specialise in early on and stick to it.

### THE MAIN QUEST

There are 13 main quests that you need to complete to see any one of the four major endings that the

game has to offer. As it was in *Oblivion*, there's always a multitude of ways to reach the end goal of beating each quest. We'll look at each of the missions in turn, giving you a few ideas of how you can choose to complete the main missions.

### MISSION 1 BABY STEPS

So... this is where your long adventure begins. Crawl over to your dad and once he leaves the room, open the gate and head to the 'You're Special!' book on the floor to your left. This is where having previously decided what type of character you want to be, will prove very handy as you distribute your points between the following areas:

You have five points to spend here, but don't forget that you can take away some from one area and put it into another area should you prefer (and DON'T go over nine points in any one area, as the Bobbleheads later on will help you max it to ten!). Once you've assigned your S.P.E.C.I.A.L. skills, follow your dad out of the room to finish the mission!

### MISSION 2 GROWING UP FAST

Once you've taken ownership of your very own funky Pip-Boy 3000, have a quick word with Amata and she'll give you a comic book for your birthday. So go into your Pip-Boy and switch to the Aid screen and select it to permanently increase your melee attacks by one point. Now speak to Old Lady Palmer to get your sweetroll, which in turn will eventually make Butch mad.

Once you're finished annoying Butch, your dad will take you to see Jonas downstairs where you'll get a BB Gun. Assign it to your

**PIP'S TIPS**

Check out the Museum of History's second floor, as it houses one of the most powerful Rifles (Lincoln's Repeater).



D-Pad and then hit the three targets at the end of the room, finally killing the Radroach using the VATS targeting system. Once your picture's taken you'll complete this mission and move onto the next one...

### MISSION 3 FUTURE IMPERFECT

Time for your test! Once you've spoken to your dad (and collected the Medicine Bobblehead), make your way into the corridor where Butch is harassing Amata. Choose to give him a pounding (for some melée practice) and when they give up, take your test, speak to the assessor and he'll allow you to change which skills you can upgrade (again, tailor them towards the type of character you're trying to create). This'll signify the end of the mission.

### MISSION 4 ESCAPE!

Once you're on your feet, Amata may help you out with a baseball bat and a pistol (and don't forget to grab any items from the health pack on the wall). Now make your way through the Vault (you can choose to help Butch's mum out in return for good Karma and his leather jacket if you wish) and if you beat up any of the Vault guards you can get some decent protection before you leave the vault. Head into





the Overseer's office but DO NOT kill the Overseer or you'll mess up quest choices later on. Kill the officer, and raid his room and his office for his password and plenty of pistol ammo. Open the pathway using the password and the terminal and head through until you reach the panel that lets you open the vault. Once you've reached the exit, you have one final chance to tweak your character stats before they're fixed for good...

**MISSION 5 FOLLOWING IN HIS FOOTSTEPS**

As soon as you step out into the wastelands, you'll get enough EXP to level up, so choose the skills you want to upgrade, along with the Perk you feel would be most suited to your character. Now, if you head left (up the rocks) and take out all the Raiders on the bridge, you can get a Sniper Rifle, Flamethrower and various armour and ammo which will prove very handy later on. Now you need to make your way to the town of Megaton (which you can see in the distance from Vault 101's entrance), and you'll meet the town's sheriff (which will trigger off the optional quest 'The Power of the Atom' if you offer to defuse the bomb). Now make your way to the bar at the top level of the town. Speak to Moriarty in his bar (at the top-level of the town, right in the centre) and you can give him 100 caps for the info, or hack his PC, or use any other means to get the info on your dad.

**The Meet up With Three Dog:**

You'll need to make your way across the Eastern part of the map towards the GNR radio station (which is littered with Super Mutants), so you can kill and loot anything you come across on your way there, or do any of the nearby optional quests we've covered later in this guide. To reach it, you need to go

through Farragut West Metro Station to Chevy Chase North and follow the Brotherhood of Steel from here.

Take the Fat Man from the fallen commando (on the water fountain outside the GNR station), and kill the Super Mutant Behemoth with it. Now head inside and speak to Three Dog on the upper floor. Accept his quest to get the satellite dish from the Museum of Technology and you'll be onto your next mission!

**MISSION 6 GALAXY NEWS RADIO**

Head back out of the radio station and make your way to Dupont station via the underground Metro (if you get lost on your way, make sure this quest is selected as the main one, so it'll show you the quickest route on the map). Have your guns prepped and keep an eye out for the Ghouls and Raiders that will litter the path towards the Museum of Technology.

Once you come out of the Metro station you should - ideally - be in front of the Museum of History with the Washington Monument towering above you to your right. You'll need to cross a series of Super Mutant-

filled trenches (a few of which are carrying mini-guns), so you would be wise to equip your better weapons and have a few Stimpaks ready to lick up any wounds you suffer. Your target is to the North-west, so head through the trenches until you come to the Museum of Technology's entrance.

Head inside and take out the two Super Mutants in the lobby, go up the stairs (past the security glass) and through the doors into the makeshift Vault tour. At the end of the tour, head left into the doors to the West wing and you have two choices on how to proceed from here. If you take the route down the stairs to your right, you'll need to take out two Super Mutants and then head through the planetarium

to the dish (which also has a Super Mutant Master waiting for you here). The left-hand route has a series of stairs and three Mutants to take care of (ultimately leading to the same place). So kill all the mutants, grab the dish and head back outside again. Take it to the Washington Monument, use the code you were given on the Terminal by the entrance and place

**PIP'S TIPS**

There's an Alien Blaster that can be found by a crashed UFO, located just north of the MDPL-13 Power Station.



the dish at the very top. Now fast travel back to Three Dog and have a chat to finish the mission!

**MISSION 7 SCIENTIFIC PURSUITS**

Your next destination through the Wastelands is Rivet City (so fast travel here) and be sure to have a chat with Dr Li in the science lab. Once you've finished nattering to her, head to the Jefferson Memorial

(which can be found south-west of Rivet City) and head in via the Gift Shop entrance. Clear out all the Super Mutants (being careful to watch out for the Turret in the first main room) and head into the Rotunda. Walk up the stairs, grab the Holotape off the keypad and once you listen to it, you'll be directed to Vault-112. So check your map and Fast Travel to the nearest place you have been to (closest to the marker), and when you get there you'll actually come across what appears to be just a simple garage, all on its own

Once you're inside the garage, kill the Mole Rats and activate the electric switch in the main room. This'll open up a hidden stairwell which leads to Vault-112, where you'll be approached by a Robobrain so equip the Vault suit he gives you and head on downstairs. You'll come across a room with various pods in a circle, so head on down (grabbing any medikit gear from any adjoining rooms) and get inside the only Tranquillity Pod available to you.

**MISSION 8 TRANQUILLITY LANE**

You'll now appear in a sepia-toned world (supposedly a typical 1950's American neighbourhood) and you have two choices on how to complete this next

area. You can either go for the good karma option (which takes less time), or the bad karma option (which takes longer but is much more interesting). We'll cover both options available to you regardless:

**Good Karma Method:**

If you head to the Dither's house (found to the north-west of your starting point) and speak to 'Old Lady Dithers' regarding what's going on, she'll tell you that none of it is real and that you need to head to the abandoned house and activate the Failsafe terminal. Once in the - very dark and creepy - house, you need to activate the following items in the following order to give you access to the terminal: Broken Radio, Glass Pitcher, Garden Gnome, Glass Pitcher, Cinder Block, Garden Gnome and finally the Glass Bottle.

Once the terminal appears in front of you, select the 'Chinese Invasion' program, read the manual, activate it and head outside to see a bunch of Chinese Army men gun down the entire village for real! Once that's done you can speak to Betty in front of you to find out what's been going on, or you can

head straight through the door beside you to finish the quest with positive karma.

**Bad Karma Method:**

If you're feeling rather devilish, you can complete this mission a different way. Once the mission starts, head over to Betty and agree to make Timmy cry by any method you wish (punching him in the gob is the quickest way) and head back to Betty for your next task. She'll ask you to break up the Rockwell's marriage (without killing either of them), so head into their kitchen, pick up the rolling pin and bludgeon Martha Simpson to death with it. Take the pin back to Mr Rockwell and convince him his wife did it.

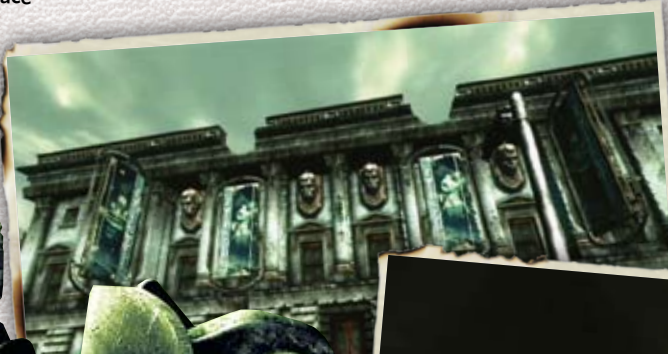
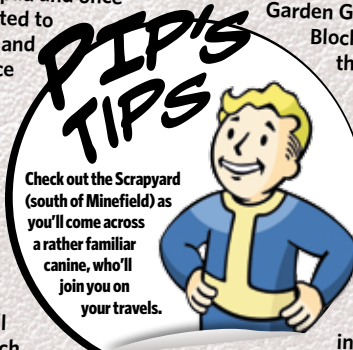
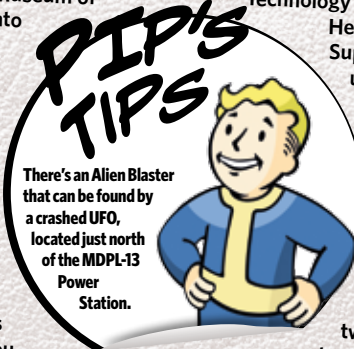
Now head back to Betty for your next task, which is that you've got to - creatively - kill Mabel Henderson. There are a few ways of doing this, but the quickest is to go into her kitchen and fiddle with the cooker's pilot light and then ask Martha to bake you a cake. The resulting fire will get you the results that you desire. Now head back to Betty for the

grand finale... She'll ask you to kill EVERYONE in town using the knife and mask found in the dog house (which is in the garden of the abandoned house. So pick this up and go on your rampage slicing everyone up with your culinary skills. Once everyone is dead, head back to Betty to be allowed to exit the simulation and meet up with your father again.

**MISSION 9 THE WATERS OF LIFE**

Once you're out of the simulation, have a chat with your father and he'll tell you that he needs to head straight to Rivet City to talk to Dr Li in the science lab. Follow him out of the vault/garage and fast warp back to the city (your dad will be perfectly safe when you do this). Now head to the Scientist's room in Rivet city and your father will have a chat with Dr Li. He'll ask you to join him, so make your way (via fast travel) back to the Jefferson Memorial where you need to reach the Rotunda room again and meet your father there.

Now, before you enter the memorial, you'll have to re-equip your guns again (as they've been removed from the D-Pad by the game for some reason). Now head to the Rotunda and equip a good weapon as a Super Mutant Brute will be waiting for you down here. Once it (and every enemy nearby) is taken out, head back outside and tell your dad that it's safe to enter. Now head back to the Rotunda and ask your Dad what you now need to







line of sight beside the terminal, you should be fine. There'll be a room

do. He'll tell you to head to turn on the Flood Control Pump Power.

Now you should head to the sub-basement of the memorial and make your way to the room with the solid marker in it, with the activation switch sitting in the corner. Hit it and then head back to your Dad so he can give you the fuses, where you'll need to make another trip back down into the basement. Again, head for the marker on the local map, place the fuses in their slot and head back up a level and you'll find the large mainframe door near the caged-off area.

Boot up the mainframe computer inside here and head back out to the intercom on the wall near the steps leading down a level. Your Dad will then tell you that you need to clear a blockage in one of the pipes, which is located right opposite the entrance door to the Jefferson Memorial. Head inside and make your way to the end where you can activate the pump control. Get some weapons ready as you'll now have to fight your way back IN to the control room where your Dad is, against a bunch of heavily armed Enclave soldiers.

**Freedom Fighter**

Head through the now unlocked grating ahead and back into the sub-basement of the memorial building and sneak out of the tunnel and into the room below. The best way to take out the laser gun-wielding Enclave soldiers is to blast them in the noggin' in VATS with your better weapons. Head back to the Rotunda and once the next scene is over with you need to lead the scientists back to the secret tunnel. Make sure you have enough health and/or drugs to take out the army of soldiers and Feral Ghouls that will hinder your progress.

Follow Dr Li through the Taft Tunnel (via the manhole) and lead the way down the tunnel (take the right hand path) down to the terminal which Dr Li needs to unlock. In the adjoining room area couple of Enclave soldiers up above, but if you stay out of their

where two Enclave soldiers are up above and behind you on a platform, so be careful when you reach that part. Take out the Ghouls along the way and you'll finally reach the Brotherhood's hideout. Head up the ladder and Dr Li will get you into the Citadel and the end of the mission.

**MISSIONS 10, 11 + 12 PICKING UP THE TRAIL/ RESCUE FROM PARADISE/ FINDING THE GARDEN OF EDEN**

The se missions have been bunched together as they all intertwine and you'll complete them almost without realising one after another. Now you are inside the Citadel you can do a variety of things such as: getting Power Armour training, getting a Brotherhood of Steel member to follow you for the rest of the game and the next location that you need to visit. So head over to the opposite side of the courtyard and into the Laboratory where you'll find BoS member Star Paladin Cross who will join you if you ask her to. Speak to the head honcho Lyon and get permission to trade and to also get Power Armour training from Paladin Gunny outside in the courtyard (this allows you to wear BoS and Enclave armour for MUCH better protection)!

Now head to the Vault-Tec terminal in Citadel A Ring and then speak to Scribe Rothchild for information on the location of



Vault-87.

Follow him to the glowing map and then head outside to the courtyard. It's quicker to fast travel to Smith Casey's Garage (aka Vault-112) and then follow the marker to Little Lamplight and head into the caverns.

**Another Taste of Paradise**

You'll run into a little runt at a barricade and if you don't have the Child at Heart Perk or a high enough speech skill, you'll have to head to Paradise Falls and get the children out.

Follow the pointer on your map to Paradise Falls and you'll now have a variety of ways to enter the town.

You can either:  
**1).** Start the sub-quest 'Strictly Business' and capture the 'slaves' that you're asked to capture (gaining you negative Karma).

**2).** If you have a high enough speech level and a total of 1700 caps you can bribe your way in and buy the kids from Eulogy.

**3).** Kill every slaver in Paradise Falls and get showered with loads of positive Karma (however, if you kill everyone here you'll no longer be able to complete the 'Strictly Business' quest and thus miss out on its Achievement). So we recommend that

you create a save file here and try out option one (for the Achievement) and then option three.

Option one is covered later on in the guide (so skip to that part if you want to do it now), or simply go in



blazing (ideally with your BoS partner), kill the slavers and then rescue the kids (be warned that you'll need a fair bit of health and ammo to get through them all)! Once the kids are outside the gate you'll complete mission 11, so fast travel back to Lamplight and re-approach the barricade.

The Mayor can now be persuaded to let you in, so enter and then talk to the mayor again until he guides you to Murder Pass. Once the gate is open, make your way through the door, but have enough ammo and health ready for the Super Mutants that lie up ahead.

Once you're inside the Vault, you'll need to wade through a decent number of Super Mutants (of all types) and you'll eventually come across a Mutant trapped in a test room. If you help him escape, he'll get the G.E.C.K. for you, but you'll need to shoot your way through a few monsters to get back to him. Once Fawkes is out, follow him (killing any Mutants in the way) and he'll retrieve the G.E.C.K. device for you. Leave him and head back the way you came until you're suddenly stopped by a blinding ball of light...

**MISSION 13 THE AMERICAN DREAM**

You'll wake up trapped in a cell with Colonel Autumn interrogating you for the Purifier Code. Tell him where to go and he'll be told by the president to leave you alone. Once you're free grab all your gear from the locker (and re-equip it all) and head out. You're supposed to have a free passage through to the president, but as that'll get halted later on, you might as well kill your way through now!

So make your way to level two of Raven Rock (killing all in your path) and you'll eventually come across 'The President'. If you stopped off in the Colonel's room earlier on this level, you'll have the energy weapon Bobblehead and the self-destruct code (found in the footlocker). Tell the president you

know the code, take the virus and head out through the level one door. You'll be attacked by the Enclave, but there'll be sentry robots to help you out now. Once you make it outside, you'll meet up with Fawkes again, so head back to the Citadel for the final mission...

**MISSION 14 TAKE IT BACK!**

Now, a word of warning, once you finish this mission you cannot finish anything else! So

we STRONGLY recommend that you create a fresh save file and use that to complete any remaining side missions in the game. Once you're ready to go, head back to the Citadel and to the labs. You'll be given the choice to either hand over the Virus or not (this'll effect the ending you receive), so make your choice and then decide whether you want the Power Armour or the Recon Armour (neither makes a real difference as you're right near the end of the game).

Head outside the Citadel and follow the giant robot. Once you're crossing the

bridge, hang back as you'll get pummelled with incoming missiles before you know it. Once you make it to the Memorial, head into the Gift Shop entrance again and make your way back to the Rotunda. Kill Colonel Autumn and the two Enclave soldiers here and then it's time for the grand finale. You must decide whether you or Sentinel Lyon is the one that goes into the chamber to activate the code. This choice will also help dictate what type of ending you'll receive. If you decide to go in yourself, the code is: 2 1 6. Congratulations! You've now finished the game!

If you haven't finished all of the possible sub-missions or got all 1000 Gamerpoints, why not load up some of your earlier save files and take another tour of the wastelands?

**OPTIONAL QUESTS**

There's an awful lot more to the Wastelands than the 14 main missions, with a large number of gruelling sub-quests on offer. Some of them will award you with Achievement points and extras on completion, others offer Karma, items and/or caps for your troubles.

**THE POWER OF THE ATOM**

This sub-quest can be

**PIPPI'S TIPS**

Make a save file once you reach Exp Levels 7, 13 and 19 with Good Karma, so you can drop Karma levels for Achievements.





completed almost immediately after leaving Vault-101 (if you upgrade your explosives skill to 25 points that is). Head to Megaton and speak to Sheriff Simms about the bomb in the centre of town, and if you can diffuse it, he'll offer you your own pad in Megaton! You can (if you wish), proceed to diffuse the bomb and get positive Karma and the Achievement. Or... you can head up to Moriarty's bar and speak to Mr Burke who's sitting in the corner of the bar. He'd prefer it if you didn't save the folk of Megaton and instead, he'd rather you attach a device he'll give you to allow you to set off the bomb! If you're going for an evil character, choose this option and then plant it on the bomb. Now

head to Tenpenny Towers (near the bottom left of the world map) and go up to the penthouse suite. You'll now have a front row seat and the finger on the switch, so flick it and enjoy the - rather impressive - fireworks display. Mr Tenpenny will provide you with a key to a suite in the tower for your troubles.

### THE WASTELAND SURVIVAL GUIDE

Find Moira in Megaton and she'll ask you to complete a multitude of tasks for her as she writes a guide book to the Wastelands. We'll tell you the easiest ways to finish them all...  
**1)** Contract radiation sickness (200 and/or 600 Rads): Stand in the Radiated water by the town's bomb.

- 2)** Grab some food from the Fridge of the Super Duper Mart (be wary of the Raiders there).  
**3)** Head to the town of 'Minefield', reach the playground and grab a mine (Be careful of a Wiley eyed sniper nearby).  
**4)** Use the Mole rat repellent in Tepid Sewers (near Dukov's place) on three Mole rats.  
**5)** You will now be asked to become severely injured by a Mirelurk, but

- you can bypass that if you tell her you know enough medicine to tell her what happens.  
**6)** Slip an observer that Moira gives you into a Mirelurk pool (small bag of eggs) at Anchorage Memorial.  
**7)** Head off to the local library to download some information for her (found in two separate terminals).  
**8)** Finally, head to Rivet City (speak to Mr Pinkerton - 'Replicated Man' mission - and Belle Bonny).

### TENPENNY TOWER

This optional quest is activated once you speak to Chief Gustavo in the main entrance area to the Tower (which is done either by paying 100 caps or by choosing to blow up Megaton in the other optional quest 'The Power of the Atom') Tell the general that you want to help remove his Ghoul problem and you can achieve this goal in one of three ways:

- 1)** Persuade the ghouls to co-habit with the humans (requires excellent speech levels).  
**2)** Kill the head Ghoul Roy for a measly 700 caps and negative karma.  
**3)** Agree to kill Roy, but instead double-cross Tenpenny by

letting the Ghouls into the tower via the basement key which can be found on either Dashwood or Gustavo (Dashwood will give it to you if you ask him, otherwise pickpocket Gustavo for his). Once they're in, Roy will give you an excellent Ghoul mask (which when worn, will stop all ghouls attacking you) You can now raid everyone's corpses for a ton of ammo, the keys to Dashwood's safe (containing schematics and more) and the key to the tower's armoury outside (which has a load of weapons and ammo in it) Certainly much more useful than 700 caps!

### THE REPLICATED MAN

If you speak to Dr Zimmer in the science lab of Rivet City, you'll be offered the quest of finding an escaped Android (he'll also offer you an optional quest to chat to Dr Preston for further info on the Android). You'll eventually be approached by a lady known as Victoria Watts. She'll offer you the chance to end the mission early with positive karma by giving you a piece of the Android, which you then offer to Dr Zimmer as proof of the Android's death (it's a lie). Bear in mind that whilst this option is by FAR the quickest (and definitely the easiest of the lot), you'll lose out on a few extras (such as special weapons). You can find the android via finding Mr Pinkerton (who can be found past a series of really dangerous underwater tunnels, located

### TROUBLE ON THE HOME FRONT

Once you've managed to get the Scientists to the Citadel, Fast Travel back to Vault-101 and you'll be able to pick up a distress signal on your radio. Amata will give you the new entrance password so head on inside to see how things have been. You'll soon discover that it's taken a turn for the worse and you now have a number of ways to deal with this, as you can:  
**1)** Kill the Overseer, letting the Rebels take over the Vault.  
**2)** Persuade the Overseer that he's doing the wrong thing (if your speech level is high enough).  
**3)** Contaminate the water using the Water Chip and force everyone to leave the Vault.  
**4)** Kill everyone in Vault-101 and then walk away.  
 If you persuade the Overseer to speak to Amata again, she'll offer you a Utility suit in return. But no matter how you tackle this mission, once it's done you can never return back to Vault-101 ever again!

### BIG TROUBLE IN BIG TOWN

Once you reach Big Town, speak to Kimba and she'll tell you about the captured

townsfolk in the Super Mutant controlled police station. There's a door to your front and left (which is a Very Hard lock), and red can be found in a set of prison cells.

She'll tell you about one of her friends - Shorty - who's being held captive in the kitchen. Once you've freed both of them, head back outside and Fast Travel back

to Big Town. Speak to Red again and ask for the reward (200 caps) and she'll ask you to defend the town (another optional quest).

### STRICTLY BUSINESS

At the entrance to Paradise Falls is a character called Grouse who can offer you the chance to catch a few Slaves for him in return for some caps and entrance into Paradise Falls. Once they've been tagged, they'll automatically find their way to Paradise Falls themselves.

To complete this quest you'll need to capture the following people from the following places:

Arkansas can be found in a house at the end of the Minefield Town with a high powered Sniper Rifle trained on your head. We recommend that you use a Stealth Boy to sneak up behind him and blast him unexpectedly.


Red can be found in Bug Town (once you've successfully completed the 'Big Trouble in Big Town' sub-mission), so hit her with the gun and

send her on her way!  
 Flak can be found in Rivet City, but he's rather hard to get that collar on with all the guards and people in view on the boat. You're probably best doing this at night to avoid getting caught.

Susan Lancaster can be found in Tenpenny Tower, but is also surrounded by people, so again, wait until dark to hit her with your gun and collar.

Head back to Grouse for a 250 caps payment for each one (as

**PIP'S TIPS**



For caps, when you're doing the 'Strictly Business' quest, tell each slave that they have to deal with being a slave.





well as a whopping great pile of negative karma)!

**YOU GOTTA SHOOT 'EM IN THE HEAD**

Speak to Mr Crowley in the Underworld and he'll ask you to kill a few of his enemies in return for some caps and the deed to his bodyguard. To prove they're all dead, you'll need to bring him back a set of special keys which he wants...

You can find Ted Strayer in Rivet City all drugged up. You can use the strength dialogue choice to force him to give you his key without actually killing him.

Head to Dukov's place (right near the Tepid Sewers) and inside speak to Dukov. You can kill him, bribe him, pickpocket him or get Cherry to steal his key for you.

You can find Dave in the 'Republic of Dave', which can be found in the far top-right hand side of the map. You can persuade him to give you the key, or you can steal/kill him for it.

And finally, if you haven't done so already, Tenpenny needs to be executed in his tower.

**Those!** Near Grayditch you'll be approached by a kid known as Bryan Wilks and he'll ask you to clear the town of Grayditch of Fire Ants. Head to Marigold station and as you come across the ants, use a few landmines on the stronger ones to make your life somewhat easier. Inside the station you'll eventually come across a Dr Lesko and he'll ask you to help him out. So head into the nearby tunnel and you'll need to take out five guardian Ants to be eligible for the reward. You can also kill the Queen and the experiment if you like, but you'll probably not get the reward in return. Head back to Bryan and you can leave him there or speak to Vera in Rivet City who'll offer him a home. Go back and tell him to complete the quest.

**THE NUKA-COLA CHALLENGE**

Essentially you need to collect 30 bottles of that glowing Nuka-Cola Quantum and take them to the Nuka-Cola addict known as Sierra in Girdershade. These bottles are hidden all over the wasteland, but contribute to your overall weight, so bear that in mind. She'll give you 40 caps for each one and the Schematics for the Nuka Grenade. You can also offer them to Ronald who wants to bed Sierra, but you won't get a Schematic in return (just more bottlecaps).

**BLOOD TIES**

Find the town of Arefu, which can be located north of Vault-101 and is on one of the broken bridges. You'll be attacked by Evan King, but he'll apologise and you'll need to head to the Meresti Service Tunnels via Northwest Seneca Station. Be careful of traps in the tunnel and when you reach Robert use either a bribe, high speech, cannibal perk or the letter from Lucy to get him to tell you about Vance. Meet the family and any of them can be persuaded to give you the password to Ian's room.

Now make a new save file and you can either: Convince Ian to go back to Arefu and have the violence stop in return for Blood packs being donated by the town or kill all the Vampires for a bunch of gear (but negative karma). Once decided, head back to Evan King to give him the news.

**HEAD OF STATE**

We strongly recommend that you save often during this quest as it can save you from some potential headaches later on! Head to the Temple of Union and have a chat with Hannibal, who'll tell you that he'd like to fix the Lincoln Memorial. Grab the gear requested from the Museum of History and then go to Washington Monument and head West to the Lincoln memorial. Save here and then head back to Hannibal at the Temple of Union and give Caleb the poster. Wait an hour and protect them as you travel to the Lincoln Memorial via the Museum Station. Be



sure to clear all areas of enemies, otherwise it's been known for Hannibal and co to get killed far too easily...

**THE SUPERHUMAN GAMBIT**

Make your way to the town known as Canterbury Commons (found a few squares North of Vault-108) and you'll come across a showdown. Have a word with Derek

Pacion who'll give you some info on the two groups that had the face off. You now have a choice over who to kill: either the AntAgonizer, The Mechanist or both.

The easiest choice here is to head to the AntAgonizer's lair north of the town and (whilst avoiding the booby traps), take out the

various ants until you reach the woman in charge. We recommend that you tell her you'll kill the Machinist, in turn prompting him to show up. Now you'll need to kill him for the Ant Sting, and if you kill her as well, you can now get both costumes! Head out and speak to Uncle Roe who'll now give you 600 caps for your trouble.

**BOBBLEHEAD LOCATIONS**

There's a total of 20 Bobbleheads to find in the game, so take a peek below for the name and the exact location of each...

**Medicine:** Sitting on your Dad's desk at the start of the game.

**Science:** Can be found on the shelves of the medical bay in Vault-106.

**Luck:** Go to the cellar of Arlington House, and it's there sitting on a shelf.

**Charisma:** In



Vault-108, check out the cloning table in the labs. **Intelligence:** Head to Rivet City and grab it from Dr Li's desk in the Science Lab.

**Strength:** This one can be found in Sheriff Simm's bedroom in Megaton.

**Endurance:** Deep in Deathclaw Sanctuary you'll come across this one beside some corpses. Yummo!

**Speech:** Waiting for you on Eulogy's desk in Paradise Falls.

**Big Guns:** Check out the safe of the CO's quarters just outside Fort Constantine.

**Repair:** This one's found on King Evan's house in the town of Arefu.

**Agility:** Found in the office of the Greener Pastures Disposal Site.

**Lockpick:** In the Eastern offices of Bethesda Ruins on the top floor.

**Energy Weapons:** Found on Colonel Autumn's table during the 'American Dream' quest.

**Perception:** Have a peek in the Museum of the 'Republic of Dave' for this one.

**Explosives:** Check out the hidden cistern at the base of the WKML Broadcast station.

**Unarmed:** Keep your eyes peeled for Argyle's body near Rockopolis, as it's beside it.

**Barter:** Sitting near the workbench in the Evergreen Mills Bazaar.

**Sneak:** At the end of the Yao Guai caves, sitting on a metal box.

**Small Guns:** On a shelf in the Armoury of the National Guard Depot.

**Melée Weapons:** The final Bobblehead is in the Virulent Underchambers of the Dunwich Building.

**SUPER BEHEMOTH LOCATIONS**

There are five of these super-sized monstrosities to hunt down in the wastelands. Bag'em and Tag'em for 20 Achievement points!

You'll fight this one outside the GNR Radio Station building during the main story. Grab the Teddy Bear from the trolley (near Jury Metro Station), and it'll come after you. Make a beeline for Evergreen Mills, destroy the generator and take it on! Press the switch on the truck outside Takoma Industrial, to drop a bomb on it. Head to the Dome room in the basement of the Capital Basement, for the final one.

