The nuclear powered survival guide!

The latest action RPG from the makers of Oblivion is simply brilliant. It features a vast assortment of post-apocalyptic guns and dialogue as you guide your character from the comforts of Vault 101 into the big, bad, nuclear-ravaged Capital Wasteland.

There are plenty of choices to be made along the way. And with hundreds of hours of potential gameplay ahead of you, too, we reckon that a few pointers to help you get the most out of this epic journey are in order.

So stick on that radioactive suit and grab your pistol as we give you expert tips on how to survive, show you where all the awesome weapons are and tell you where to find ALL the bobbleheads and special weapon schematics, as well as pointing out a few cool things and strategies we reckon you'd be mad to miss out on.

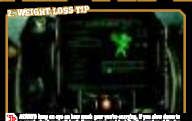
GENERAL TIPS

There's so much to keep track of as your character develops throughout your journey, so we thought we'd supply a few handy pointers to help those who aren't sure how to manage some of the more delicate elements of the game.

1. HEAL THE DEAD

Use the Stimpak (health) to fix the condition (a) of companions to the maximum (100%) every time you use it. Stimpaks are also the best way to restore health to a dead companion (you'll get a message telling you to use a stimpak when you're ready to revive them).

2. WEIGHT LOSS TIP



ADAMS Items such as nuka cola and purified water may be used over and over to restore health. Keep a few bottles in your inventory at all times and you'll never be without a way to restore weapons or drug addiction and you could be set for months.

3. HACK IT UP

The best way to hack a terminal is to check for a word starting in "m" and ending in "e" (there's only one word that fits this description). Then try "more" and "menu" and you'll be in. Failing that, you'll have to use trial and error, but you'll only have four attempts before the terminal locks itself down.

4. YOUR TARGET

The VATS system is powerful when used correctly, but you'll need to be careful. Don't waste your AP on a target that's too far away, as you'll miss and waste your AP. Instead, get close to your target and then use VATS to target their head. You'll do more damage and you'll be more likely to hit.

5. A DOG'S LIFE

Use your companions from the various factions to increase your karma. Dogmeat is a good choice, as he's always with you.

6. BOTTLED UP

Use Rivet City's Science Lab to purify water. Head to the Jefferson Memorial, enter the Rivet City Science Lab and speak to Dr. Li. Ask her to purify water for you. She'll ask for a bottle of water and a purified water. Head to the Potomac River, fill a bottle with water and then return to the Science Lab and ask her to purify it. Repeat the process as many times as you like.

7. SAVING GRACE

Use your ADAM, Charisma and Luck skills to help you get out of tricky situations. Charisma is particularly useful for persuading people to do what you want them to do, while Luck helps you get the best out of the game's random elements.

SCHEMATIC AND RARE WEAPON LOCATIONS

Not only can you deal death with the game's assortment of readily found weapons, but you can also build your own unique guns from spare parts littered throughout the world! But... if you also search hard enough, you can pick up some very unique weapons along your travels...

SCHEMATICS (ALL 21)

Note: each schematic can be found three times, allowing you to power each new weapon up a total of two times. To build one you need the correct number of spare parts and a work bench at which to build it.

ROCK-IT LAUNCHER

Build the Rocket Launcher schematic, found in Rivet City's Science Lab, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

NUKA GRENADE

Build the Nuka Grenade schematic, found in the Museum of Technology, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

SHISHKEBAB

Build the Shishkebab schematic, found in the Underworld Tunnels, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

DART GUN

Build the Dart Gun schematic, found in Megaton, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

RAILWAY RIFLE

Build the Railway Rifle schematic, found in Megaton, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

DEATHCLAW GAUNTLET

Build the Deathclaw Gauntlet schematic, found in the Museum of Technology, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

BOTTLECAP MINE

Build the Bottlecap Mine schematic, found in Tenpenny Tower, and then head to the Rivet City Armory. Here you'll find a work bench at which you can build the weapon.

RARE WEAPONS

There are an amazing amount of really-built unique weapons hidden throughout the wastelands. Below, we'll detail where to find some of the best.

ALIEN BLASTER

Location: Just north of the DMV, at Power Station

THE TERRIBLE SHOTGUN

Location: Dunwoody Rifle Underground

THE POWER FIST

Location: Republic of Dave

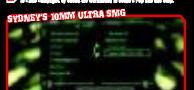
OL' PAINLESS

Location: Anywhere Ash

MISSMATRON

Location: Anywhere Ash

SYDNEY'S 10MM ULTRA SMG



Location: The National Archives

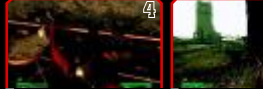
GET TOOLED UP REALLY EARLY IN THE GAME

To become equipped with a wide arsenal of cool weapons, bottlecaps, skill upgrades, decent armour, ammo, health packs, custom weapon schematics and a useful Ghoul Mask not long after leaving the vault, follow these steps...

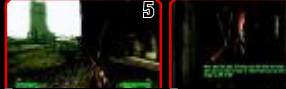
Head out over the bridge and across the traffic, taking out the enemies as you go. Head into the Underground Tunnel and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

Once inside, head towards the south-west corner of the small room in the top left corner. Here, you'll find a Stimpak, which will restore your health. Head out of the room and enter the Underworld Tunnels.

Head towards the Rivet City gate and fight your way through the enemies. Enter the Rivet City Armory and head towards the south-west corner. Here, you'll find a Stimpak. Head out of the Armory and enter the Rivet City Science Lab.



Once inside the Science Lab, head to the north-west corner of the room. Here, you'll find a Stimpak. Head out of the Science Lab and enter the Rivet City Armory.



Once you've killed your enemies, head towards the north-west corner of the room. Here, you'll find a Stimpak. Head out of the Armory and enter the Rivet City Armory. Head out of the other end and enter the Rivet City Armory.

Head back to the Armory and pick up the Stimpak you have purchased. Head out of the Armory and enter the Rivet City Armory. Head out of the other end and enter the Rivet City Armory.

Once the Wheels kill both Ghoul Raiders and the Deathclaw, collect the weapons, ammo and stimpaks and head out of the Rivet City Armory. Head out of the other end and enter the Rivet City Armory. Head out of the other end and enter the Rivet City Armory.

Finally, when you're ready to leave, don't forget to open the chest to the left of the entrance to the Rivet City Armory and collect the Ghoul Mask. Head out of the Armory and enter the Rivet City Armory. Head out of the other end and enter the Rivet City Armory.

BOBBLEHEAD LOCATIONS

There are a total of 20 Bobbleheads to collect in the game. Each one raises a particular statistic by either 1 point (for Strength, Luck etc) or by 10% if it's a Bobblehead for one of the 13 other skills. Some of them are hard to find, while others require you to fight your way through to them.

MEDICINE

Found on the second floor of the house at the end of the path. Head out of the house and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

LUCK

In Tenpenny Tower, head to the north-west corner of the room. Here, you'll find a Bobblehead.

INTELLIGENCE

With Underworld Tunnels open head to the north-west corner of the room. Here, you'll find a Bobblehead.

STRENGTH

In Tenpenny Tower, head into the north-west corner of the room. Here, you'll find a Bobblehead.

CHARISMA

Inside the north-west corner of the room, you'll find a Bobblehead. Head out of the house and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

ENDURANCE

Head out of the entrance to the north-west corner of the room and you'll find a Bobblehead.

BIG GUNS

Head out of the north-west corner of the room and you'll find a Bobblehead. Head out of the other end and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

SPEECH

Head to Paradise Falls, and at the top of the stairs you'll find a Bobblehead.

SCIENCE

Head to the north-west corner of the room and you'll find a Bobblehead.

REPAIR

In the north-west corner of the room, you'll find a Bobblehead. Head out of the house and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

AGILITY

Once you reach Tenpenny Tower, head to the north-west corner of the room. Here, you'll find a Bobblehead.

ENERGY WEAPONS

Head to Rivet City and enter the Science Lab. Here, you'll find a Bobblehead.

EXPLOSIVES

Use the Bobblehead shield and head to the north. Underworld Tunnels.

SMALL GUNS

Use the Bobblehead shield and head to the north. Underworld Tunnels.

LOCKPICK

Make your way to Tenpenny Tower and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

BARTER

In Megaton, Billy Creel holds the Bobblehead. Head out of the house and enter the Underworld Tunnels.

UNARMED

Head out to Underworld Tunnels and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

PERCEPTION

In the house, opposite of Moira, you'll find the Bobblehead. Head out of the house and enter the Underworld Tunnels.

MELEE WEAPONS

Head out of the Underworld Tunnels and enter the Underworld Tunnels. Head out of the other end and enter the Underworld Tunnels.

SNEAK

Head to the Rivet City Science Lab. Here, you'll find a Bobblehead. Head out of the Science Lab and enter the Rivet City Armory.

THE ENDINGS

There are effectively four endings to the game (regardless of the claims made of hundreds more). If you simply can't wait then we have all four endings revealed for you here. Simply place a mirror beside the text to read them!

CHARMING EVIL ENDING

Get a perfect karma rating and perfect charisma. Head to Megaton and enter Lucas Simms' house. Head out of the house and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels.

CHARMING GOOD ENDING

Get a perfect karma rating and perfect charisma. Head to Megaton and enter Lucas Simms' house. Head out of the house and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels.

EVIL ENDING

Get a perfect karma rating and perfect charisma. Head to Megaton and enter Lucas Simms' house. Head out of the house and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels.

GOOD ENDING

Get a perfect karma rating and perfect charisma. Head to Megaton and enter Lucas Simms' house. Head out of the house and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels. Head out of the other end and enter the Megaton Tunnels.