



XBOX 360®

LIVE

RESTRICTED

VAULT DWELLER'S
SURVIVAL GUIDE



RESTRICTED

VDSG VTB-001-13



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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GAMEPLAY CONTROLS



V.A.T.S. Controls

RB	Enter V.A.T.S. Mode <i>Hold to Scan</i>
RT	Select Target
R	Switch Between Targets
L	Target Specific Body Parts
A	Accept V.A.T.S. Targeting
B	Exit V.A.T.S., Cancel Queued Attacks

INTRODUCTION TO FALLOUT 3

Nuclear war. The very words conjure images of mushroom clouds, gas masks, and bewildered children ducking and covering under their school desks. But it's the aftermath of such a conflict that truly captures our imaginations, in large part because there's no real-world equivalent we can relate to. Mankind may have witnessed the horror of the atomic bomb, but thankfully we've somehow succeeded in not blowing up the entire planet. At least, not yet.

Fallout 3 presents a much grimmer reality. Imagine if, after World War II, the timeline had split. Our world forked into one branch, the Fallout universe the other. In that other branch, technology progressed at a much more impressive rate, while American society remained locked in the cultural norms of the 1950's. It was an idyllic "world of tomorrow," filled with servant robots, beehive hairdos, and fusion-powered cars. And then in the year 2077, at the climax of a long-running war with China, it all went to hell in a globe-shattering nuclear war.

That's where you come in. Fallout 3 takes place two hundred years later, in the year 2277, in post-apocalyptic Washington D.C. and its environs. The "Capital Wasteland," as it has come to be known, is a nightmare landscape of roving Raider gangs, freakish Super Mutants, rotting Feral Ghouls, and malfunctioning military robots. It's a good thing you've been living underground for the past nineteen years, safe and secure in an official Vault-Tec facility known as Vault 101. Everything is fine and dandy, until your father — who has been the one constant in your life — decides to leave the vault unexpectedly, forcing you to follow in pursuit. So much for safety.

Now here's the good news. When that giant vault door slides open and you're thrust into the harsh sunlight of the Capital Wasteland, you're completely free to make your own destiny. Follow after dear old Dad... or forget he even exists. Head straight into the ramshackle town of Megaton, and meet its eclectic inhabitants... or shoot first and exchange pleasantries later.

That's really the most important thing to remember about Fallout 3 — it's your game, so play it the way you want. There is no "right" way to play. Try out the many skills and perks found in this manual. Try using V.A.T.S., the all new combat system. But most of all, remember that each challenge the game gives you has multiple ways of solving it, and multiple outcomes. There are many paths to success, and yes, the game does eventually "end." But how it ends is up to you, and the character you play.

We here at Bethesda Game Studios hope you have as much fun adventuring in our world as we've had creating it. It's been an honor keeping the Fallout universe alive, and it's time for you to experience that wonder all over again, or for the very first time, whichever the case may be.

Oh, and one more thing. When you finally catch up with Dad, be nice. Or not...

- *The Fallout 3 Team*

MAIN MENU



CONTINUE

Continue playing from your most recent saved game.

NEW

Starts a new game of Fallout 3.

LOAD

Allows you to select from a list of previously saved games.

SETTINGS

Takes you to the Settings Menu where you can adjust your gameplay, display, audio, and control preferences. See pg. 40 for more info.

CREW

View the credits for the team that brought you Fallout 3.

DOWNLOADS

View any Downloadable Content you have obtained for Fallout 3.



THE GAME SCREEN



HIT POINTS (HP)

Your overall health. When your HP are gone, your character dies.

COMPASS

The compass indicates the direction you are heading, as well as enemies, nearby locations, and quest markers. See pg. 6 for more information about your Compass.

ACTION POINTS (AP)

The total number of AP available is based on your character's agility (See S.P.E.C.I.A.L., pg. 14). Action Points are only used in V.A.T.S. Mode (see pg. 30).

WEAPON CONDITION (CND)

The shorter the bar, the worse the condition of your weapon.

AMMO

The ammo you have for your equipped weapon. The first number is how many rounds you have before a reload, and the second number is your remaining ammo.

ENEMY HEALTH BAR

Shows the current health of the enemy.

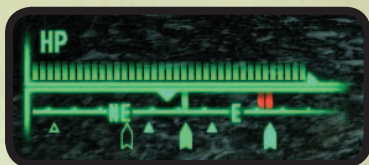
RAD METER

Will appear whenever radiation damage is taken.

XP BAR

Will appear whenever experience points are earned.

COMPASS AND ACTIVATION ICONS



▲ CLEAR TRIANGLE

Indicates a location that you have not yet discovered.

▲ FILLED TRIANGLE

Indicates a location that you have previously discovered.

➡ QUEST TARGET

If you have an active quest, any quest targets will be displayed on your compass as a solid arrow. The quest target will flash faster and faster as you get closer to it.

➡ MAP MARKER

If you have placed your own marker on the map, this will be displayed as a transparent arrow.

■ FRIEND/FOE MARKERS

People and creatures that you perceive are displayed on the compass as vertical bars. Green bars indicate friendly people/creatures. Red bars indicate enemies. Your Perception stat determines if you can "detect" them.

CROSSHAIR

Your crosshair will change whenever you are able to interact with an object. Press **A** to interact with the highlighted object. A red icon/text always indicates a crime will occur if you perform the action.

THE PIP-BOY 3000



- B** Enter/Exit Pip-Boy.
- D-Pad** or **Left thumbstick** Scroll up/down through lists; move left and right through menus in each section.
- LT** and **RT** Cycle right/left through the three main menus.
- Right thumbstick** Pan around Maps, scroll some skill/perk descriptions.

RAD METER

To the top left of your Pip-Boy is a personal radiation meter that tells you how many Rads you've currently taken in radiation damage.

SECTIONS

There are three main menus in your Pip-Boy 3000:

Stats — Information about your characters stats and abilities.

Items — All of the items your character is currently carrying.

Data — Contains your maps, quest info, notes, and access to any radio signals you can pick up.



STATS MENU



The Stats Menu has five sections: Status, S.P.E.C.I.A.L., Skills, Perks, General.

The following information always appears at the top of the Stats screen: Your character's Level, current and max Hit Points (HP), current and max Action Points (AP), current Experience Points (XP), and the amount of XP needed to level up.

STATUS MENU

The Status Menu has basic info about the health of your character. Moving up/down on the **Left thumbstick** moves you between the three important subsections for Status:

CND

Shows the condition of each part of your character's body indicated by a bar. The shorter the bar, the more damaged that body part is. When the bar is gone, that part is considered crippled and will appear as a dotted line. If you have any Stimpaks in your inventory, press **A** to use those to restore your overall health and some of the condition of each body part. Press **X** to select the body part you would like to apply a Stimpak to restore that part's condition directly.

RAD

Shows your current level of Radiation Resistance and how many total Rads of damage your character has taken. If you have RadAway in your inventory, press **A** to use it to flush Rads out of your system. If you have Rad-X, you can press **X** to increase your character's Rad resistance for a period of time.

You can be exposed to radiation either directly from the environment, or by ingesting irradiated food and water. A small amount of radiation will not hurt you, but as your accumulated exposure goes up, you will begin to suffer ill effects (including death, eventually).

RADIATION POISONING EFFECTS:

- 200 rads: -1 EN
- 400 rads: -2 EN, -1 AG
- 600 rads: -3 EN, -2 AG, -1 ST
- 800 rads: -3 EN, -2 AG, -2 ST
- 1000 rads: Death!

EFF

Shows all of the positive and negative effects your character is experiencing. This could be due to radiation damage, certain clothing you have equipped, Aid you may be using, and other effects.

S.P.E.C.I.A.L.

Your seven primary attributes. See page 14 for a description of each attribute. A (-) to the right of the number indicates that attribute is suffering a negative affect, while a (+) indicates it is enjoying a boost. Check the EFF section of your Status Menu for more information.

SKILLS

Information on your skills. See page 16 for more information.

PERKS

S.P.E.C.I.A.L. abilities you can choose every time you Level Up. See pages 18-26 for more information on Perks.

GENERAL

Lists your many accomplishments while playing the game as well as your current Karma status (Evil, Good, Neutral) as well as your rank within that status (e.g., Reaper).

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ADAPTING TO THE OUTSIDE WORLD

Figure 1.1

YOU'VE LEFT THE SAFETY AND COMFORT OF THE VAULT. WHAT NOW?

The moment you exit the vault, you will notice a piercing bright light. Like a creature of the night, your eyes are not accustomed to the bare sun. Make sure to shield the retinas with tinted goggles.

ITEMS MENU



The Items Menu has five sections: Weapons, Apparel, Aid, Misc, and Ammo.

WEAPONS

This menu displays all the weapons in your inventory.

APPAREL

Displays any items you can wear, including armor, clothing, and accessories like hats.

AID

Aid shows all items you can consume to change your character's stats, including Stimpaks, Chems, and any Books or Magazines.

MISC

This list displays Miscellaneous items, including Keys, Bobby Pins, and other items.

AMMO

This list displays any ammo that can be used for weapons in the game.

MENU CONTROLS

- A — Equip, unequip or use the selected item.
- X — Drop the selected item.
- Y — Repair the selected item (see Repairing Weapons and Apparel, page 31).
- RB — Hotkey the selected item (see next page).

ITEM CHARACTERISTICS

Items in your inventory may have a number of characteristics that will appear when the item is highlighted:

DAM – How much damage the weapon does (the higher the number, the better).

DR – The percentage of damage resistance the item offers (the higher, the better).

WG – How much the item weighs.

VAL – The item's value in Bottlecaps.

CND – The current condition of the weapon.

EFFECTS – Any positive/negative effects your character will experience if the item is equipped.

Weapons will also display the caliber ammo the weapon uses along with the current rounds loaded and remaining rounds.

HOTKEYS



In the Inventory Menu, press and hold **RB** and press a direction on the **D-Pad**. Then highlight the weapon, apparel, or Aid you want in that slot. Note, you can still change sections and menus in your Pip-Boy with the Hotkeys open, and the item will be assigned when you release the **D-Pad**.

While playing, use the **D-Pad** to select any of your eight Hotkeyed items. You can also press and hold the **D-Pad** to see all your Hotkeys.



Figure 2.1

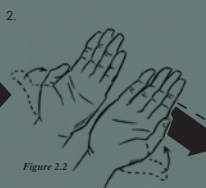


Figure 2.2

IF PROTECTIVE EYEWEAR IS UNAVAILABLE,

press your index fingers and thumbs together and place your hands over your eyebrows in an open and horizontal fashion, thus shielding yourself from the most harmful rays.

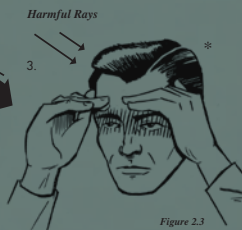


Figure 2.3

* Note that this is not an ideal form of eye protection and may not allay the threat of blindness.

DATA



The top portion of the Data Menu will always display your current location and the current date and time. The Data Menu includes five sections: Local Map, World Map, Quests, Notes, and Radio.

LOCAL MAP



The Local Map displays an overhead map of your current location, as well as any nearby doors. Highlight icons to display information about doors and their destinations.

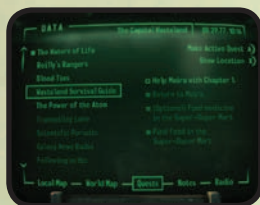
WORLD MAP



The World Map shows an overhead map of the entire Capital Wasteland area, and markers for any places that have been discovered during the course of your adventures. You can even fast travel directly to any place you have previously visited by highlighting the location and pressing **A**. On the World Map, your path to a quest target is indicated by a dotted line. In some cases, you may need to take a route through different areas, and the dotted line will reflect that.

Move Up/Down on the **Left Thumbstick** to zoom in/out on the map. Use the **Right Thumbstick** to move around the map. Press **X** to place your own marker on a Local or World Map. If your active quest has any quest targets, these will be displayed on both the Local and World Maps.

QUESTS



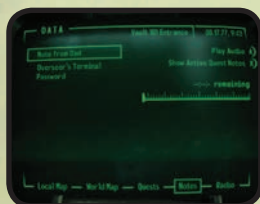
The Quest screen in your Pip-Boy's Data section tracks your progress in every quest you have undertaken. To the left is a list of quests; those with bright text are active; those with darkened text have been completed or somehow failed. Your active quest is marked by a small box.

On the right-hand side of the screen are the objectives for each quest. The active objectives have bright text and are on the top of the list; the completed objectives have darkened text and are at the bottom of the list. Objectives marked as "(Optional)" are not necessary to successfully finishing the quest.

You can select any quest as the currently "active" one, or immediately view the location of the active quest's current target on the World Map (if the location is known). Quest targets are shown on your compass and maps for the active quest only.

Note: Not every quest will provide quest targets. In some quests, you must discover the objective's location on your own.

NOTES

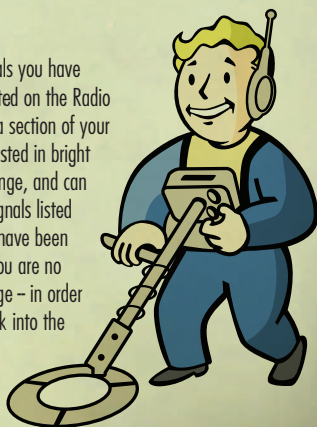


Contains all quest related and miscellaneous notes you find in the game, both written and audio. Notes you have not read or listened to are listed in bright text. Notes you have already read/heard are listed in darkened text. Press **A** to listen to an Audio note (the audio will continue to play even if you close your Pip-Boy menu). Press **X** to toggle between All Notes and only Active Quest Notes.

RADIO



All the radio signals you have discovered are listed on the Radio screen in the Data section of your Pip-Boy. Signals listed in bright text are within range, and can be listened to. Signals listed in darkened text have been discovered, but you are no longer within range - in order to listen to one of these stations, you have to move back into the signal's receiving range.



S.P.E.C.I.A.L.



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.

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BLENDING IN



Figure 3.1

IDEALLY, YOU WANT TO FEEL AT HOME IN THE WASTELAND

Learn to mimic the people around you. Do what you see. This will put them at ease about interacting with a stranger. But – and this is crucial – do not lose your head. Blending in does not mean undermining your ethics. Say no to disagreeable situations. Trust your instincts.

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FINDING FRIENDS

YOUR NEIGHBORS WILL BE AN ACQUIRED TASTE

Simulations show drastic changes will occur in the human psyche due to the constant anxiety of daily survival. You will find neighbors whose very existence seems a sheer nightmare. But remember, while those aboveground will be seasoned by the horrors of the Wasteland, they are people just like you. Give them no reason to be hostile, and they will remain amicable.



Figure 4.1

SKILLS



Barter

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.

Related S.P.E.C.I.A.L.: Charisma



Big Guns

The Big Guns skill determines your combat effectiveness with all oversized weapons such as the Fat Man, Missile Launcher, Flamer, Minigun and Gatling Laser.

Related S.P.E.C.I.A.L.: Endurance



Energy Weapons

The Energy Weapons skill determines your effectiveness with weapons such as the Laser Pistol, Laser Rifle, Plasma Rifle and Plasma Pistol.

Related S.P.E.C.I.A.L.: Perception



Explosives

The Explosives skill determines the power of any set mines, the ease of disarming any hostile mines, and the effectiveness of any thrown grenades.

Related S.P.E.C.I.A.L.: Perception



Lockpick

The Lockpick skill is used to open locked doors and containers.

Related S.P.E.C.I.A.L.: Perception



Medicine

The Medicine skill determines how many Hit Points you'll replenish upon using a Stimpak, and the effectiveness of Rad-X and RadAway.

Related S.P.E.C.I.A.L.: Intelligence



Melee Weapons

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.

Related S.P.E.C.I.A.L.: Strength



Repair

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.

Related S.P.E.C.I.A.L.: Intelligence



Science

The Science skill represents your combined scientific knowledge, and is primarily used to hack restricted computer terminals.

Related S.P.E.C.I.A.L.: Intelligence



Small Guns

Small Guns determines your effectiveness with all conventional projectile weapons, such as the 10mm pistol, BB Gun, Assault Rifle, and Combat Shotgun.

Related S.P.E.C.I.A.L.: Agility



Sneak

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.

Related S.P.E.C.I.A.L.: Agility



Speech

The Speech skill governs how much you can influence someone through dialogue, and gain access to information they might otherwise not want to share.

Related S.P.E.C.I.A.L.: Charisma



Unarmed

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.

Related S.P.E.C.I.A.L.: Endurance

PERKS

LEVEL 2



Black Widow/ Lady Killer

Ranks Available: 1
Requirements: None

In combat, you do +10% damage against male (Black Widow) or female (Lady Killer) opponents. Outside of combat, you'll sometimes have access to unique dialogue options when dealing with the opposite sex.



Daddy's Boy/ Daddy's Girl

Ranks Available: 3
Requirements: Intelligence 4

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.



Gun Nut

Ranks Available: 3
Requirements: Agility 4, Intelligence 4

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.



Intense Training

Ranks: 10
Requirements: None

With the Intense Training Perk, you can put a single point into any of your S.P.E.C.I.A.L. attributes.



Little Leaguer

Ranks Available: 3
Requirements: Strength 4

Years as the Vault little league MVP have honed your hitting and throwing. With every rank, you gain 5 points of Melee Weapons skill and 5 points of Explosives skill.



Swift Learner

Ranks Available: 3
Requirements: Intelligence 4

With each rank in the Swift Learner perk, you gain an additional 10% to total Experience Points whenever Experience Points are earned.



Thief

Ranks Available: 3
Requirements: Agility 4, Perception 4

With each rank in the Thief perk, you gain an immediate bonus of 5 points to both the Sneak and Lockpick skills.

LEVEL 4



Child At Heart

Ranks Available: 1
Requirements: Charisma 4

The Child at Heart perk greatly improves your interactions with children, usually in the form of unique dialogue choices.



Comprehension

Ranks Available: 1
Requirements: Intelligence 4

With the Comprehension perk, you gain one additional skill point whenever a skill book is read.



Educated

Ranks Available: 1
Requirements: Intelligence 4

With the Educated perk, you gain three more skill points every time you advance in level. This perk is best taken early on, to maximize its effectiveness.



Entomologist

Ranks Available: 1
Requirements: Intelligence 4, Science 40%

With the Entomologist perk, you do an additional +50% damage every time you attack a mutated insect, like the Radroach, Giant Ant, or Radscorpion.



Iron Fist

Ranks Available: 3
Requirements: Strength 4

With the Iron Fist perk, you do an additional 5 points of Unarmed damage per rank.



Scoundrel

Ranks Available: 3
Requirements: Charisma 4

Take the Scoundrel perk, and you can use your wily charms to influence people -- each rank raises your Speech and Barter skills by 5 points.

LEVEL 6



Bloody Mess

Ranks Available: 1
Requirements: None

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.



Demolition Expert

Ranks Available: 3
Requirements: Explosives 50%

With each rank of this perk, all of your explosive weapons do an additional 20% damage.



Fortune Finder

Ranks Available: 1
Requirements: Luck 5

With the Fortune Finder perk, you'll find considerably more Nuka-Cola caps in containers than you normally would.



Gunslinger

Ranks Available: 1
Requirements: None

While using a pistol (or similar one-handed weapon), your accuracy in V.A.T.S. is significantly increased.



Lead Belly

Ranks Available: 1
Requirements: Endurance 5

With the Lead Belly perk, you take 50% less radiation every time you drink from an irradiated water source.



Toughness

Ranks Available: 1
Requirements: Endurance 5

With the Toughness perk, you gain +10% to overall Damage Resistance, up to the maximum of 85%.

LEVEL 8



Commando

Ranks Available: 1
Requirements: None

While using a rifle (or similar two-handed weapon), your accuracy in V.A.T.S. is significantly increased.



Impartial Mediation

Ranks Available: 1
Requirements: Charisma 5

With the Impartial Mediation perk, you gain an extra 30 points to Speech... so long as you maintain a Neutral Karma level.



Rad Resistance

Ranks Available: 1
Requirements: Endurance 5

Rad Resistance allows you to -- what else? -- resist radiation. This perk grants an additional 25% to Radiation Resistance.



Scrounger

Ranks Available: 1
Requirements: Luck 5

With the Scrounger perk, you'll find considerably more ammunition in containers than you normally would.



Size Matters

Ranks Available: 3
Requirements: Endurance 5

You're obsessed with really big weapons. With each rank of this perk, you gain an additional 15 points to the Big Guns skill.



Strong Back

Ranks Available: 1
Requirements: Strength 5, Endurance 5

With the Strong Back perk, you can carry 50 more pounds of equipment.

LEVEL 10



Animal Friend

Ranks Available: 2
Requirements: Charisma 6

At the first rank of this perk, animals simply won't attack. At the second rank, they will eventually come to your aid in combat, but never against another animal. This perk affects the Dog, Yao Guai, Mole Rat, and Brahmin.



Finesse

Ranks Available: 1
Requirements: None

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.



Here and Now

Ranks Available: 1
Requirements: None

The Here and Now perk immediately grants an additional experience level, complete with all the advantages that brings.



Mister Sandman

Ranks Available: 1
Requirements: Sneak 60%

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 Available: 1
Requirements: Luck 6

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 Available: 1
Requirements: Intelligence 5, Science 50%

You've been pushed around long enough! With 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 Available: 1
Requirements: None

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.

LEVEL 12



Cannibal

Ranks Available: 1
Requirements: None

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.



Fast Metabolism

Ranks Available: 1
Requirements: None

With the Fast Metabolism perk, you gain a 20% Health bonus when using Stimpacks.



Life Giver

Ranks Available: 1
Requirements: Endurance 6

With the Life Giver perk, you gain an additional 30 Hit Points.



Pyromaniac

Ranks Available: 1
Requirements: Explosives 60%

With the Pyromaniac perk, you do +50% damage with fire-based weapons, like the Flamer and Shishkebab.



Robotics Expert

Ranks Available: 1
Requirements: Science 50%

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.



Silent Running

Ranks Available: 1
Requirements: Agility 6, Sneak 50%

With the Silent Running perk, you gain an additional 10 points to Sneak, and running no longer factors into a successful sneak attempt.



Sniper

Ranks Available: 1
Requirements: Perception 6, Agility 6

With the Sniper perk, your chance to hit an opponent's head in V.A.T.S. is significantly increased.

LEVEL 14



Adamantium Skeleton

Ranks Available: 1
Requirements: None

With the Adamantium Skeleton perk, your limbs only receive 50% of the damage they normally would.



Chemist

Ranks Available: 1
Requirements: Medicine 60%

With the Chemist perk, any chems you take last twice as long.



Contract Killer

Ranks Available: 1
Requirements: None

Once you have the Contract Killer perk, any good character you kill will have an ear on their corpse. This ear can then be sold to a certain person (whose identity is disclosed when you take the perk) for caps and negative Karma.



Cyborg

Ranks Available: 1
Requirements: Science 60%, Medicine 60%

You've made permanent enhancements to your body! The Cyborg perk instantly adds +10% to your Damage, Poison, and Radiation Resistances, and 10 points to the Energy Weapons skill.



Lawbringer

Ranks Available: 1
Requirements: None

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.



Light Step

Ranks Available: 1
Requirements: Agility 6, Perception 6

With the Light Step perk, you'll never set off an enemy's mines or floor-based traps.



Master Trader

Ranks Available: 1
Requirements: Charisma 6, Barter 60%

When you take the Master Trader perk, the price of every item you buy from a vendor is reduced by 25%.

LEVEL 16



Action Boy

Ranks Available: 1
Requirements: Agility 6

With the Action Boy perk, you gain an additional 25 Action Points to use in V.A.T.S.



Better Criticals

Ranks Available: 1
Requirements: Perception 6, Luck 6

With the Better Criticals perk, you gain a 50% damage bonus every time a critical hit is scored on an opponent.



Chem Resistant

Ranks Available: 1
Requirements: Medicine 60%

Having the Chem Resistant perk means you're 50% less likely to develop an addiction to chems, like Psycho or Jet.



Tag!

Ranks Available: 1
Requirements: None

The Tag! perk allows you to select a fourth Skill to be a Tag skill, which instantly raises it by 15 points.

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LEVEL 18



Concentrated Fire

Ranks Available: 1
Requirements: Small Guns 60%, Energy Weapons 60%

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.



Computer Whiz

Ranks Available: 1
Requirements: Intelligence 7, Science 70%

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.



Infiltrator

Ranks Available: 1

Requirements: Perception 7, Lockpick 70%

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.



Paralyzing Palm

Ranks Available: 1

Requirements: Unarmed 70%

With Paralyzing Palm, you will sometimes perform a S.P.E.C.I.A.L. 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.

LEVEL 20



Explorer

Ranks Available: 1

Requirements: None

When you choose the Explorer perk, every location in the world is revealed on your map. So get out there and explore!



Grim Reaper's Sprint

Ranks Available: 1

Requirements: None

If you kill a target in V.A.T.S., all your Action Points are restored upon exiting V.A.T.S.



Ninja

Ranks Available: 1

Requirements: Sneak 80%, Melee Weapons 80%

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 criticals do 25% more damage than normal.



Solar Powered

Ranks Available: 1

Requirements: Endurance 7

With the Solar Powered perk, you gain an additional 2 points to Strength when in direct sunlight, and slowly regenerate lost Health.

XP AND LEVELING UP



When you reach the required number of Experience Points (XP), you will level up automatically, so long as you're not in combat. Every time you level up your Health increases, you gain Skill Points to assign to your skills, and you can choose a new perk.

Note: the level for your skills is their natural level and does not include any bonuses you may be receiving due to items or Chems.

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DON'T LEARN THE HARD WAY



Figure 5.1

THERE WILL BE HIDDEN DANGER

It is assured that you will encounter secret traps meant to snuff out your life. These insidious contraptions should be avoided. What may seem like a harmless item – a common toilet, box of ammunition, even a baby carriage – may in fact be a nefarious tool of harm. Once you have identified these pitfalls, take notice. You will often have the chance to use them against the very foes who set them.

COMBAT

Anyone venturing into the Capital Wasteland would be wise to learn how to use both weapons and armor.

WEAPONS

There are several different kinds of weapons in Fallout 3, but they generally fall into five basic categories: ranged weapons, melee weapons, unarmed weapons, grenades, and mines. Your effectiveness with any weapon depends on your character's skills, the condition of the weapon, and the Damage Resistance of any opponents.



When using any weapon, aim with your crosshair and pull **RT** to attack. When using an automatic weapon, holding down **RT** will continuously fire as fast as it is able. Your character will automatically reload a weapon when you use up your current rounds, provided you have additional ammo available. To reload at any time, you can tap **X**.

Your accuracy and damage in combat is determined by your skill level with the type of weapon you are using (i.e., Big Guns, Energy Weapons). Weapon condition also affects how much damage is done, as well as the chance the gun jams when it's reloaded. Repairing weapons can increase the amount of damage they do (see "Repairing Weapons and Apparel" below) and reduce the chance of your weapon jamming. Holding **LT** will allow you to aim and fire more accurately, but move slowly.

When you are sneaking (press down on the **Left Thumbstick** to toggle) your character will move slowly but has a chance of a sneak attack bonus on any target that has not detected you. For more information on Stealth mode, see pg. 33.

MELEE AND UNARMED ATTACKS

You can attack an enemy with melee or unarmed attacks when they are within range of your character.

RT: Performs a melee attack. Hold to do a power attack that does double damage.

LT: Block. Blocking incoming melee attacks provides a large bonus to your Damage Resistance.

ARMOR/APPEL

Each piece of armor you wear adds to your overall protection, or "Damage Resistance." The higher the Damage Resistance, the better you are protected. The amount of protection you receive from a piece of armor depends on the armor itself and whether the armor is in good repair.

Your Damage Resistance is the percentage of damage done to you that your armor will absorb. As armor takes damage, its condition decreases. This also lowers how much protection the armor offers. Your Damage Resistance is the total of all the armor you are wearing. Certain pieces contribute more towards your rating than others.

Some pieces of apparel offer little Damage Resistance, but may boost certain stats or skills, like Charisma or Repair.

REPAIRING WEAPONS AND APPAREL

An item's condition affects how well the item works, as well as its value. Weapons of lower condition will do less damage, and jam more frequently. Armor of lower condition will offer less Damage Resistance.

You can repair items in your Pip-Boy by selecting Repair (Y) on the item. You can only do this if you have similar items to use for parts. Whatever item you choose to repair with will be scrapped completely.

The degree to which damaged items can be repaired is dependent on your Repair skill. In many cases, if your skill is too low, you will not be able to repair a weapon or piece of apparel beyond its current condition.

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OTHER COMBAT SITUATIONS

EXPLOSIVE OBJECTS

Some objects in the environment will explode if they sustain enough damage. Fire extinguishers yield relatively small explosions, while old cars will explode into a small mushroom cloud, thanks to leftover fusion material in the engines.

GETTING KNOCKED DOWN

If subjected to a powerful explosive force, you can get knocked down, and your view will switch to third-person. After a few seconds, you will stand back up automatically, and your view will be restored.

YIELDING

If you start a fight you can't win, you can attempt to yield to your opponent. Simply holster your weapon (Hold X), and if they accept your yield, your opponent will cease combat. Otherwise, you'll need to keep fighting, or run away.

V.A.T.S.

The Vault-Tec Assisted Targeting System, or V.A.T.S., allows you to pause the game, assess any combat situation tactically, and target the specific body parts of any enemies onscreen.



V.A.T.S. Controls

RB	Enter V.A.T.S. Mode
		<i>Hold to Scan</i>
RT	Select Target
R	Switch Between Targets
L	Target Specific Body Parts
A	Accept V.A.T.S. Targeting
B	Exit V.A.T.S., Cancel Queued Attacks

PERCENT (%)

Chance your attack hits this body part (e.g., 95%).

LIMB CONDITION

Display the relative health of each part of an enemy. When the bar disappears, the body part is crippled.

AP (ACTION POINTS)

This bar will deplete as you queue up attacks. The flashing part is the amount of AP needed to do an attack. Hold **LT** to see how many you need for another attack if your AP is low.

ENEMY HEALTH

How much health your target has left. The flashing part is how much damage your attack will do if successful. Targeting different limbs often yields different damage.

Pressing and holding **RB** will pause the game and scan the area for targets.

To zoom in on an enemy, simply select it and release **RB**. You are now able to target the individual body parts of that enemy.

When using a ranged weapon, the percentage value next to a body part indicates the chance to hit that body part with each shot. The small bar next to the body part indicates its condition; when the condition of a body part is completely reduced, that body part is crippled, and the targeted enemy will suffer the obvious ill effects – crippling the legs reduces movement speed and any lunging attacks; crippling the arms affects accuracy, etc.

When using a melee weapon or unarmed combat, you will need to be in close proximity to have a chance to hit. Both melee and grenades are “full body” attacks, and you cannot target a specific body part.

Every attack on a body part uses up Action Points. Generally, the smaller a weapon, the fewer Action Points are required for every shot. Keep in mind that you’re not limited to shooting at just one target – at any time, you can switch available targets, and attack them as well, so long as you have remaining Action Points.

When you’ve used up all of your Action Points, and are ready to leave V.A.T.S., press **A**. The number of attacks you can make is limited by your Action Points.

The effects of being crippled depend on the limb. These effects apply to you as well as to your enemies.

- **Head:** Reduced perception, concussion effect.
- **Arms:** Reduced aiming ability. Enemies will be disarmed at the moment their arm is crippled.
- **Chest:** Higher chance to be staggered when taking damage.
- **Legs:** Reduced run speed. Enemies cannot perform leaping or charging attacks.

Some enemies have Antennae or a Combat Inhibitor. Crippling that will cause them to frenzy, attacking anything near them.

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ASSESSING THE SITUATION

USE THE RIGHT TOOL FOR THE JOB

Once you are able to see this harsh and violent world without attachment and anxiety, you will have the opportunity to fine-tune your skills. Without fixating on your enemy’s terrifying intentions, combine armaments and strategy. Some situations might call for a laser rifle, while others just a simple metal pipe.

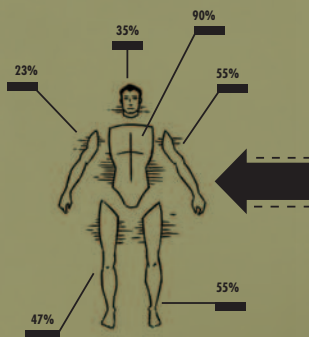


Figure 6.1

AID



When you are hurt, there are several ways to restore your health:

- Visit a doctor and pay for healing.
- Use a Stimpak.
- Eat food or drink water.
- Sleep in a bed.

Each time you take a chem or drink alcohol, your chance of becoming addicted to it goes up. If you stop using that item for a while, this chance will drop. Each item has its own addiction chance, so using one type will not increase your chance of becoming addicted to another.

Addiction will hurt some of your S.P.E.C.I.A.L. attributes. These penalties go away temporarily if you take that item again. But addiction will never wear off on its own. A doctor can cure you of any addiction, for a price. You cannot become addicted to Stimpaks, Rad-X, or RadAway.

In order to heal a crippled limb, you have three choices: sleep in a bed, find a doctor, or use a Stimpak to heal yourself. Stimpaks can be used for general healing (which will also slightly heal crippling damage), or they can be applied directly to a limb to heal crippling damage (which will also slightly heal your overall health). To heal a crippled limb directly using a Stimpak, navigate to the Stats screen in your Pip-Boy, press **X**, then select the limb and use the Stimpak directly on that limb by pressing **A** when the limb is selected.

STEALTH



Your stealth state is displayed when you crouch (click down on the **Left Thumbstick**). [HIDDEN] means nobody detects you. [DETECTED] means someone sees you, but is not currently an enemy. [CAUTION] means someone is searching for you. [DANGER] means you have been detected by an enemy.

How stealthy you are is affected by many factors:

- **Sneak skill:** Your Sneak skill only helps you when you are crouching. The higher your Sneak skill, the easier it is to remain undetected, steal an item, or pick someone's pocket.
- **Enemy's perception:** Some enemies are less perceptive than others, and therefore less likely to detect you.
- **Line of sight:** An enemy is much less likely to detect you if he can't see you.
- **Light level:** You are harder to see in darker areas, or at night, if you're outdoors.
- **Movement:** You are hardest to detect when motionless, easiest to detect when running.
- **Apparel weight:** Heavier apparel makes more noise when moving.
- **Sound:** Most melee weapons make very little noise; bigger guns make a lot of noise.

Attacking while undetected gives you an automatic "sneak" critical.



LOCKPICKING



Right Thumbstick: Apply torque with the screwdriver

Left Thumbstick: Rotate the bobby pin

X: Force Lock

B: Exit

When torque is applied, the closer the bobby pin is to the correct position, or “sweet spot,” the more the lock will rotate before the bobby pin breaks. Only when the bobby pin is in the correct position will the lock rotate fully, and open.

You can also try to open a lock by forcing it, but if you fail the lock will be permanently broken and can only be opened with a key.

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PANIC



Figure 7.1

ROUGHLY ONE IN ONE HUNDRED TEST SUBJECTS HAS BEEN FOUND TO STAY CALM

in the face of gnawing fear. The very nature of living aboveground after a widespread nuclear event will create anxiety. It helps to focus on the moment at hand, asking yourself what you can do right now. Do not wander into daydreams of the past or worries about the future.

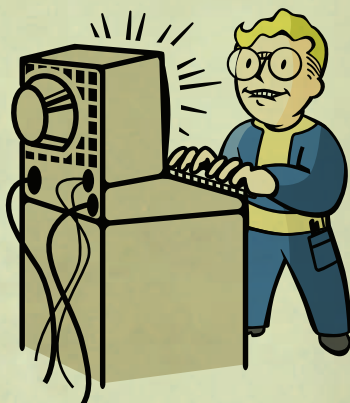
If panic does set in, admit that you are panicking. Have something close at hand that will calm your senses: a soft blanket, a child’s toy, even a favorite rock. Anything to get you out of your thoughts.



When you hack into the terminal you will see potential passwords displayed on the screen. Your job is to determine which word is the correct password.

Each incorrect guess will tell you the number of letters that are in the right location for the actual password (e.g., 2/5 means two of the five letters in that word are in the right place for the correct password). Using the process of elimination you should be able to determine what the correct password is before you run out of tries.

You have at least four tries to guess correctly. If you fail, the terminal will remain inaccessible until you own the password. You can exit hacking at any time and try again by pressing **B**. When you exit and reenter, the password will reset as will your number of tries.



You can find hidden character sets that have a chance of removing dud passwords from the screen, as well as a chance of restoring all of your tries. These sets always contain two brackets at the same time facing one another on the same line. The brackets may or may not have one or more characters in between them.

CRIME AND PUNISHMENT

Crimes are divided into two categories: major and minor.

Minor crimes cause only the victim to become hostile to you:

- **Theft:** If the owner sees you steal something that she owns, she will try to take it back from you. If you try to escape, or persist in stealing from her, she will attack you (or run for help). If you fight back, you are now committing a major crime (Assault, see below).
- **Trespass:** If the owner sees you open a locked door, container, or computer, he will immediately attack you.

Major crimes cause the victim and the victim's friends to become hostile to you:

- **Assault:** Attacking someone without provocation, or fighting back when someone attacks you for a minor crime.
- **Murder:** If there are witnesses who care about the victim, they will become hostile toward you.

If a fight starts that you did not intend, you can attempt to yield by holstering your weapon. This may or may not be successful depending on how the attacker feels about you. If you've angered everyone in a town and they are attacking you, try leaving and coming back a few days later after they've calmed down. This will work for some towns... but not all of them.

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WATCH YOUR STEP



Figure 8.1

THE WORLD YOU MAY REMEMBER HEARING ABOUT

will be rendered unrecognizable. All that will remain of that more tranquil time will be decaying ruins and fallen landmarks. Negotiate this world with care, as the exposed rebar and damaged stairways of unstable buildings may lead to grievous pain. If you suffer an injury, but can dust yourself off and walk away, consider the experience a lesson learned.

DIALOGUE



When in dialogue with a character, simply select the response that seems most appropriate to the situation... and be prepared for the character you're talking with to react accordingly.

Occasionally, you will be presented with a Speech Challenge. A Speech Challenge is a response preceded by the word "Speech" and the percentage chance of success (e.g., [Speech 25%]); the higher your Speech skill, the greater the chance of success.

Succeed in a Speech Challenge, and you'll achieve the results indicated by the response. Fail a Speech Challenge, and future Speech Challenges with that character will be more difficult.

From time to time you may also be presented with dialogue options where a word appears with no percentage (e.g., [Strength] or [Lady Killer]). In this case, this is a dialogue option that is available to you because of the level of the indicated S.P.E.C.I.A.L., Skill, or Perk and you will always be successful when selecting it. You only get one chance at each Speech Challenge, so if encounter one has a low percentage to succeed, you may want to exit dialogue and try the Speech challenge at a later time, after you've raised your Speech skill.

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Figure 9.1
You are like a pebble thrown into a pond.

SECURE YOUR PLACE IN WASTELAND SOCIETY

As a stranger, every person you meet will cause a ripple throughout the social structure. The way others perceive you and the way you perceive them will open and close the doors of possibility. In many cases, your survival will depend on friendships. Be sure to help as many people as possible. Only turn away those who pose an immediate and obvious threat to your personal safety. Remember – you are your actions.



CONTAINERS



Containers include things like dead bodies, desks, boxes, lockers, and more. To see what's inside a container, direct your Crosshair over the object and press **A**. If the rollover text is red, someone else owns the container, and taking anything from the container is stealing, and a crime if you are detected.

Your inventory is displayed on the left, the container's is on the right. You can switch between the two lists using the **LT** and **RT**. Use the **Left thumbstick** or **D-Pad** to filter the lists (All, Weapons, Apparel, Aid, Misc, Ammo).

You can take things from the container, or move them from your inventory into the container, by selecting an item in either list and pressing **A**. Scroll up and down in lists with the **Left thumbstick** or **D-pad**.

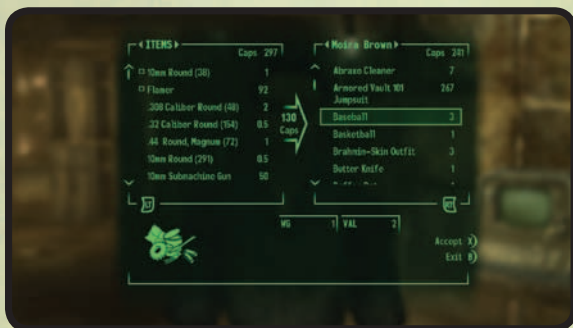
Press **X** to take everything from a container.

B closes the container.

Warning! Don't leave things in containers you don't own!
They may not be there when you come back for them!



BARTERING



The Barter screen allows you to trade, buy or sell items. The prices you get for buying or selling depend on your Barter skill. The menu controls are the same for as for Containers (previous page).

To Barter, simply select an item and hit **A** to move it from your inventory into the other person's (if you want to sell or trade one of your own items) or from the other person's inventory into your own (if you want to buy or trade for one of their items).

As items are moved back and forth, caps (bottle caps are the currency of Fallout) will also be automatically moved between both parties. This is represented by the large "caps" arrow in the middle.

If the arrow is darkened, it means one of you doesn't have enough caps to complete the transaction. You cannot accept the barter if you don't have enough caps. But you can accept it if the other person doesn't have enough, but at this point, you are giving items away for free.

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THE UNAPPETIZING TRUTH



Figure 10.1

CONSIDER THE SOURCE OF YOUR FOOD

You may have heard rumors that the Wasteland will have no safe food or drink. This is so much bunk. Science shows fresh produce and safe water will be available. However, you will likely encounter the need to eat irradiated food like raw chunks of two-headed Brahmin meat. And, in your darkest of moments, when all options are spent, you may shamefully choose to eat the flesh of your own kind.

OPTIONS AND PREFERENCES

You can access the Options Menu from the Main Menu when you load Fallout 3 or at any point during the game, by pressing **START**. The Options Menu allows you to adjust your gameplay, audio, video, and control settings.

GAMEPLAY

Using this menu, you can adjust the game's Difficulty and toggle certain features off or on. The Difficulty setting will adjust how hard combat is. The harder you make the game, the more XP you will receive for combat.

DISPLAY

Adjust the Brightness slider with this menu. If you have certain TVs (e.g. DLP or LCD projection) or play in a bright room we recommend increasing the brightness. You can also adjust the Pip-Boy colors, HUD Opacity, and Subtitles.

AUDIO

Use this menu to adjust volume levels. Note the Radio has its own volume setting for your Pip-Boy.

CONTROLS

In this menu you can adjust Vertical and Horizontal Sensitivity, and Invert the Y Axis. You can also reassign the Action Mapping for the game's controls.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

RESTRICTED

FALLOUT 3



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