

Fallout Nevada Guide

Translated the best I could from STORMER's Polish language guide into English. DM me on Reddit at [DavelnOCNJ](#) with any corrections or additions (for instance, I'm pretty sure I got confused between First Aid and Doctor pretty regularly).

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1. Introduction

Fallout Nevada is a game created on the Fallout 2 engine. It offers a new, open world full of various possibilities, interactions, ways of performing tasks, faction membership, skill development system and SPECIAL system for character creation. In the game we have:

- A completely original story.
- New sound and visual setting (new illustrations, animations, movements, and characters).
- New opportunities to interact with the environment (greater use of Science and Repair, crafting items to use on other objects).
- Greater use of all Skills, because even less significant skills in previous Fallouts (such as Gambling or Traps) can be helpful in solving some quests.
- A new world map containing nine new locations (Black Rock, Gerlach, Lovelock, Hawthorne Military Base, Uranium City, Battle Mountain, Winds of War, Las Vegas, Salt Lake City).
- Three redesigned locations from original Fallout 2 (Vault City, New Reno, NPP Poseidon Oil).
- Five smaller locations (Bridgeport, Wrecked Stagecoach, Tire dump, Car, Provo, The Pound).
- Twelve brand new random encounters (Gas Station, Crossroads, Big Hole, Tanker in the Desert, Forgotten Office, Cafe Hard Rock, Big Egg, Bobby's Cabin, House on Wheels, "Next", Abandoned Guard Camp, Picnic Area).
- Over a hundred new quests to complete.
- Two hundred completely new items (weapons, powders, ammunition, tools, etc.).

Other locations not used in the final version of the game (including Wendover, Eily, Old Man "Rubby") are available only in the Fallout editor, which allows you to place

them on the map (however, the design of these locations is unfinished and there is nothing valuable in them).

The plot of the game is based on setting off from Vault City in search of a mysterious vault item stolen by Jay Kukish – member of a secret biker gang. Our character is defined as the Wanderer. The case of stealing a mysterious item, of course, does not turn out to be trivial and we will not end the game simply by returning it to the vault. Along the way, we will be able to render our services to numerous "gurus" in the wilderness – some of whom represent good, while others are typical scum of the post-apocalyptic world.

1.1. What's new in relation to Fallout 1 & 2

A system was added to the game to allow crafting objects in workshops, laboratories, bonfires and people. We can cure diseases and fix things, as well as craft items, medicines, weapons, ammunition, etc. The possibilities depend on the availability of raw materials and our skills.

1.1.1. Bonfires – require Science 25.

Cures – Sometimes we become infected during our adventure. We can cure it by the campfire (Science 25) with the help of these ingredients (effectiveness depends on the skill of the treatment and the components used) :

- Blood Purifier
- xandra root
- xandra root and disinfectant
- xandra root, disinfectant and drinking water
- wolfberry and Atomic Cocktail (however, it does not work)
- wolfberry and "Bloody Mary" (however, it does not work)
- wolfberry and booze (however, it does not work)

1.1.2. Recipes – scattered across the World map:

- Atomic Cocktail – (Science 40), +100 XP
- Doctor's Bag – (Science 20), +100 XP
- Mantis Snack (Bob Iguana teaches it) – (Science 20), +100 XP
- Molotov Cocktail – (Science 20), +100 XP
- Root Beer – (Science 35), +100 XP
- Stimpak – (Science 70), +100 XP

1.1.3. Chemistry – crafted by the bonfire with the necessary ingredients:

- Antidote – radscorpion tail (1)
- Anti-Rad – Voca Nut Solution (1), Blood Purifier (1), drinking water (1)
- Atomic Cocktail (5) – nuka-cola (5), booze (1), Mentats (1),
- Blood Purifier – wolfberry (2), xander root (1), broca flower (1), drinking water (1)
- Booze – molasses (1), drinking water (1)
- Doctor's Bag – scalpel (1), silver gecko leather (1), empty syringe (1), disinfectant (1), antidote (1), painkillers (1)
- Drinking Water – use a canteen on wells and others water sources
- Healing Powder – xander root (1), broca flower (1)
- Iguana Meal – iguana on a stick (1)
- Mantis Snack (2) – praying mantis leg (2), beer (1), mutowoc (1)

- Molotov Cocktail – Rot Gut (1), flare (1)
- Noodle Soup (+25 HP) – packet of pasta (1), drinking water (1)
- Poison "Horsekiller" – wolfberry (2), radscorpion tail (2), hollow syringe (1)
- Poisoned Beer (5) – beer (5), radscorpion tail (1)
- Root Beer – xander root (2), mutfruit (1), drinking water (1)
- Stimpak – xander root (1), broca flower (1), drinking water (1), empty syringe (1)
- Stimpaks for Stryker's goods – Stryker's goods (1), empty syringe (10)
- Super Stimpak – stimpak (1), nuka-cola (1), mutowoc (1)
- TV Dinner (+25 HP) – TV Dinner (1)
- Voca Nut Solution – Voca nut (10), "Bloody Mary" (1), empty syringe (1)

1.1.4. Ammunition press – produces ammo

- 5 mm
- 9 mm
- 10 mm
- 12 caliber
- 12 caliber coin (don't know what this is)
- 0.223

- 0.30 shotgun
- 0.44 Magnum
- 0.45

1.1.5. Workbench

Potential materials for crafting armor:

- acid gecko skin (1)
- silver gecko skin (2)
- golden gecko skin (1)
- homemade jacket (1)
- leather jacket (1)
- reinforced leather jacket (1)
- tattered bandit jacket (1)

1.1.6. Pip-Boy mods:

- Breaking into locked container & retrieving contents
(\$500, Mentats and Pip-Boy anatomical analyzer)
Repair 40 or Lock Pick 75
- Convert ammo into shells and gunpowder
Repair 10, Big Guns 10
- Fix damaged radiometer in Pip-Boy
(+500 XP, Pip-Boy upgrade)
Repair 40, Science 75
- Gain "Empathy" perk
Repair 40, Science 50

- Improve Melee skills
(in the game file, don't know if it works)

1.1.7. Crafting and repairing:

- Area 51 Alien Blaster (+1,000 XP)
alien blaster (1), scrap (1)
Repair 50, Science 90
- Ammo shells for EMP weapons
scrap (2)
Repair 90, Science 25
(NOTE: must be learned from one of the Quok brothers)
- Ammunition Press upgrade (+100 XP)
ammunition press (1), scrap (1)
Repair 70, Guns 35
- Bandolier for shotgun "Savage" (+150 XP)
shotgun 410 "Savage" (1), leather (1)
Repair 35, Energy Weapons 40
- Bertolini's billiard cue (+350 XP)
billiard cue (1), Bertolini's stick (1)
Repair 30, Gambling 40
- Break lock on suitcase from Hard-Rock Café
(+\$500, Mentats, anatomic analyzer for Pip-Boy,
lose 75 Karma)
closed suitcase (1)
Repair 40
- Convert Big Guns ammo into Small Guns ammo
box ammunition (1)
Repair 10, Big Guns 10
- Counterfeit coins for Nuka-Cola vending machines
(+50 XP, 50 pieces)
scrap (1)
Repair 40

– Debug and install scanner on metal detector (+350 XP)
metal detector (1), ultrasonic scanner (1)
Repair 40, Science 30

– Decipher the old holodisk (+100 XP)
old holodisk (1)
Science 25

– Dismantle dynamite
dynamite (1)
Repair 35, Traps 35

– Hunting Spear
knife (1), sharpened stick (1)
Repair 25, Melee 35

– Install ballistic inserts on a bulletproof vest (+100 XP)
ballistic inserts (1), bulletproof vest (1)
Repair 35, Traps 35
NOTE: vest must be removed before making

– Install empathy amplifier in Pip-Boy (Empathy perk)
empathy amplifier (1)
Repair 40, Science 50

– Keys for Kubotan
key (1)
Repair 5, Melee 10

– Kubotan
(+250 XP, +2 chance to crit, +2 melee damage, +4 melee damage)
"Kubotan" schematic (1), scrap (1), kubotan key (10)
Repair 20, Melee 90

– Laser Gun
damaged gun laser (1), scrap (1)
Repair 40, Energy Weapon 50

- Microfusion cell (+50 XP
damaged microfusion cell (1)
Repair 50
- "Mickey's Revenge" (+200 XP)
"Mickey's Revenge" scheme (1), scrap (1),
Toaster (1), Slave hoop (1)
Repair 40, Unarmed 70
- Nelson weapon repair (+200 XP)
damaged Nelson weapon (1), scrap (1), weapon parts (1)
Repair 75, Guns 40
- Old Farciarz repair
Old Farciarz (1)
(Repair 35, Energy Weapons 40, +150 XP)
- On-board computer repair (+1,000 XP)
on-board computer (1), scrap metal (1)
Repair 60, Science 60
- Place a bedbug on Bertolini's stick
bedbug (1), Bertolini's stick (1)
Repair 15
- PLC repair (+500 XP)
PLC (1)
Repair 25, Science 80
- Powder Grenade
"Powder Grenade" scheme (1), remnants ammunition (30),
Rot Gut (1), flare (1)
Throwing 50, Traps 50
- Radio 2043B repair (+100 XP)
radio (1), scrap (1)
Repair 30
- Remove bedbug from Bertolini's stick
repaired Bertolini's stick with bedbug (1)

Repair 15

- Remove radiometer from the damaged Pip-Boy 2000 (+500 XP)

damaged Pip-Boy (1)
Repair 40, Science 75

- Rusty Katana repair (+50 XP)
rusty katana (1), flamethrower fuel (1), Rot Gut (1)
Repair 25, Melee 25

- Rusty Machete repair (+50 XP)
rusty machete (1), flamethrower fuel (1), Rot Gut (1)
Repair 25, Melee 25

- Torn jacket repair
torn jacket (1), leather (1),
NOTE: The jacket should be removed before making

- Unlock suitcase at the Hard-Rock Café
(+250 XP, lose 75 Karma, \$500, Mentats and anatomical analyzer for PipBoy)
suitcase (1), tools (1)
Lock Pick 75

- As in previous games, we can collect xander roots and broca flowers

- Boarded-up boxes can be opened with a crowbar or a hammer.

- In Salt Lake City we can find an overgrown mutant water lily and collect its ripe Vocas nuts.

- In the wilderness we can find wolfberry bushes. You can use them to collect the fruits of this plant. The greater your Outdoorsman skill, the more you will collect.

- In various places we can find piles of rubbish from which it is possible to extract scrap metal with Repair (scraps have a wide range of applications).

- Sleeping in a hotel costs a little, but it temporarily grants PER +1 and INT +1.
- We can get drinking water from wells using empty canteens. Drinking water is used in some tasks and as an element for the crafting of items.
- Creatures In the game appear almost exclusively from the earlier games, however:
 - Deathclaws are almost absent in random encounters, although there is one place and one meeting with the Coyote tribe, in which two such animals accompany them.
 - There are no super mutants at all.
 - There are no fire geckos at all, but they have been replaced by a milder version of them – acid geckos, which instead of breathing fire, shoot streams of acid. You can also remove their skins.
- In the game, unfortunately (or fortunately) we will no meet NPCs who can become permanent companions. There are only NPCs who will temporarily join us as part of a quest.
- During the game, as in Fallout 2, we will come across a random encounter with our main enemy – the Soul Hunter. He warns us to cease our mission, or it will end badly. Meeting starts when we find ourselves on a map with the ruins of buildings and we should go more or less to the center of the map. Then it activates dialogue.

1.2. Valuable items and information

1.2.1. Ammunition Press – a mobile marvel, we can produce ammunition from its remnants. To be created at Frank's Korchen or mechanic Ed from the Nuka-Cola factory.

1.2.2. Caravan Masters – people who give us a lot of tips concerning

criminal mysteries that we solve. They can be found in New Reno, Winds of War, Las Vegas and Salt Lake City, and we can ask them about the following:

- about bikers (apparently they can show Battle Mountain).
- about the girl from the photo of Ted Bundy.
- about the machine in Anders' garage, which makes strange sounds (it's a car).
- for the transport of Nuka-Cola to cities – they can be couriers.
- the attack on the caravan "Fast Hawk".
- the guy with the scar on his neck or Maxon (the traitor Louie).
- the water filter for Salt Lake City.

1.2.3. Crowbars and Hammers – among other applications, they are also used to open boarded-up crates.

1.2.4. Gambling – it is worth mentioning this classic method of earning money in Fallout. In Fallout Nevada, it is also possible. For greater success in casinos, you need at least 150%. At a lower level, the chances are small enough that we will likely lose. Of course, Gambling also helps us in non-casino games using dice, cards, or tokens.

1.2.5. Garbage Cans – now searchable.

1.2.6. Geiger Counter – known from earlier games, as such can be especially useful when visiting reactors.

1.2.7. Great Lake Map – loading the map to Pip-Boy causes the appearance of a message that traveling in this area will now be easier. We get +75 XP and the Provo mini-location is revealed, next to SLC. When we start a conversation with Big Louie with it in equipment, the game can reset us.

1.2.8. Metal Detector – we use it simply by holding it in our hand. While

running or walking, we click automatically. The console reads either "The detector detected nothing" or "The detector detected something within 1-4 (1-9 if improved) steps away from you. When we get this message, we simply stand on every possible point of the map within the radius of this number. When we stand on the right spot, we will detect the object. Most often we will find a knife, the remains of ammunition, or some money. But there is also the possibility of finding unique items! When finding items, we also gain small amounts of XP. It can also be used to detect hidden traps (mines, rat traps), if our PER is too low to notice naturally. At the workbench, you can improve its range to 9 steps (Repair 40, Science 30, and ultrasonic scanner in our inventory, +350 XP). This scanner gives us Essie Gate after a lucky completion of the quest with fulfilling Wright's contract.

1.2.9. Motion sensor – shows what is moving near us.

1.2.10. Nuka-Cola Vending Machines – we can buy a bottle for \$5. We can also cheat them through multiple coin use or fake coins for which we get -1 Karma. After a long time robbing machines in this way we should receive a special perk and +5 to Steal.

1.2.11. Personal safes located in New Reno, Winds of War, Las Vegas, Salt Lake City Caravan District, Salt Lake City, and railroad districts. These are the storage facilities for the goods to which you need to guess their codes, PER 5. Method of guessing after a moment of reflection is pretty simple, but a little time-consuming. After each attempt to enter a random cipher and hearing a sound, our character determines how many selected digits were hit. For example, if we enter the combination 00000, we will see information that two of the five digits are correct. We have to change one at a time to deduce where the correct digit stands.

Example:

00000 – I get a message that 2 out of 5 are correct, so continue:

00001 – I get a message that 1 of 5 is correct, so further:

Since I changed the last one from 0 to 1 and now only one is correct, I conclude that the last digit is 0, etc. until you guess them all. This can be done in less than 10 minutes. Reward for deciphering the code in each of the safes in the game is +500 XP and a stimpak.

For those who do not want to guess, I give codes to safes in curiosities near every city.

For breaking the codes to all safes in the game we get a perk called "Burglar"/"Safecracker."

1.2.12. Shovel – it is possible to break during use! It seems the probability of this happening is greater when we have greater Strength.

1.2.13. StealthBoy – raises the Stealth skill for some time and we become invisible.

1.2.14. Working Radio – in this game, this is a huge advantage. Holding one in our hand, we can use it to communicate with other people. We should not under any circumstances get rid of it from the inventory when we get it. We gain WORKING RADIO by repairing an ordinary radio, which can be found, for example, in New Reno bunker, on the workbench (Repair 40 and scrap). Another way is to receive it from Gereth in Las Vegas for helping recover his brother from Black Rock during the Disappearance of the Courier quest.

1.3. Some tips for the game

Abbreviations I'll be using:

STR – strength
PER – perception
END– endurance
CHA – charisma
INT – intelligence
AGI – agility
LUCK – luck.

In my opinion, it's not worth playing a character with Intelligence less than 3. I suggest at least INT 4. Dialogue options that require Intelligence to be available a minimum of 3-4 is not included in the "Awareness" perk! This perk shows requirements and chances of success for a specific activity – for example, chance of a successful Lock Pick shows as a percentage, Science with a computer shows the minimum

required level of study, a conversation shows the required INT needed for additional dialog choices.

1.4. Trivia

1.4.1. When we're not playing a very good character and we've done some bad things here and there, we can find wanted posters of ourselves in some cities (for example):

– "Wanted dead or alive for Infanticide.
Reward – \$5 XP000 dead or \$5,000 alive."

– "Wanted dead or alive for Caravan Raids
Reward – \$5,000 dead or \$2,000 alive."

1.4.2. If you want to use the Level Editor to add yourself to the map location of the Government Vault (because such a possibility exists), you will be able to enter it and at the entrance you will find yourself in front of the train. We have the opportunity to get in and drive off to Salt Lake City, just like when the mission is over in the main quest. There is +5,000 XP for doing this, and you can do it in infinity!

1.4.3. There are items in the game's resources that have not been used in the final version, but they can be brought into gameplay using the Level Editor. Such a resource is, for example, REZ4 – a powerful energy weapon that can only be recharged by a mechanic at the Hoover Dam for \$1,000, and destroys almost everything alive with one shot.

1.4.4. There are locations in the game resources that can be added to the world map, but they are empty. Such locations are Incorrect Location, Vault City (in place of Arroyo), Mountains, Caravan and more.

1.4.5. After killing the guys in Power Armor (Wescer, Phil and The Colonel), their damaged Power Armor can be taken from them and be Repaired.

1.4.6. In the text file for Working Radio, we find text about the possibility of using it for cheating. Unfortunately, I have no idea how it can be done or if it can be done. I haven't found any information on whether this is actually

possible or just an unfinished idea of the creators. Cheating would rely on, among other things, choosing your gender, creating money, XP, etc.

1.4.7. I found information in the text files of the game that I can't use in the game and I don't know if it's possible. These things include the following issues:

- After completing the game in Vault City, you should meet Phil the biker. If we had a good reputation with him during the game, he should give us more of the REZ4 superweapon, but I never found him.
- Apparently in either Vault City or in Las Vegas you can meet or find a robot that will obey us. Maybe it's the robot next to Curtis in Vegas, if you can fix it.
- Apparently in the game it is possible to play Black Jack with someone. I haven't found anyone anywhere though. A similar file talks about the possibility of playing a different game.
- Apparently you can find an encounter of bandits attacking farmers. In return for their help, farmers give us something. I didn't get this encounter.
- In earlier versions of the game (0.99a, 0.99b, 0.99c) you can find a random encounter with Vault 15 and make contact with its inhabitants.
- It seems as if at some stage of the game when we hit the wasteland near Vault City to meet a patrol from our hometown, it should have an unusual character, because our hero concludes that the city needs to be warned of something. But I've never had such a meeting.
- Niskigvan is said to tell a story to his children in the evening, but I've never witnessed anything like it.
- Sex with Solomon (I don't know if it's possible as a woman or as a man).

- The doctor from Winds of War should teach us how to make medicine, but I can't activate this dialog option. There should also be a reporting option on Wescer about some of his labs, but I couldn't find anything for that either.
- Theoretically in the game you can find a mutagenic serum from Fallout 2 and use it somewhere.
- There should be a ghoul in Winds of War, but I didn't find one.
- There's supposedly a Madison client in New Reno, and apparently you can talk to him about something interesting, but I couldn't find the guy anywhere.
- Trader Tibbit in Vegas should have a lab helmet for sale according to the game's file, but I've never come across one from him.

1.5. Start of the Game

At the very beginning of the game, we find ourselves in our hometown, Vault City. Our task is to gather the team and go outside to collect weather data. First, talk to the soldier in the room next to us – we can ask him about various details about the mission. When we tell him we are ready, he will follow us. Next we talk to the doctor in the white coat and tell him about it as well. When we tell him we are ready, he will follow us. Then we come to talk to our fearful friend in a blue jumpsuit and convince her of the need to go outside.

Once we have a complete crew, we go to the computer before exiting the vault, and use the "hand" option on it. The door to the vault opens, then we go to the computer at the end of that hall and use that as well.

After a while we find ourselves outside the vault. We have data to collect from five weather stations. We do this by using the holodisk we have in our inventory. We see the location of the stations on the field map of our Pip-Boy. Three of them are on ground level after leaving the vault. After collecting data from the three stations at ground level, we approach a car standing in front of the entrance to the vault and take the rope from the trunk. Go to the southern part of the map and pick up the road sign lying on the sidewalk. Use the rope on the broken ladder found on the wall next to the entrance to the vault, climb up,

download data from the fourth station, then go even higher using another ladder in front of us. There we use the road sign several times (depending on our ST score) on the pile of stones on the right. The pile will slide down and we will have access to the last, fifth station. We hear a strange noise, go back down to the vault entrance, and we see what happened. We talk to the soldier, and then we start the main adventure back in the vault years later.

2. Locations & Quests

2.1. Main Plot & Quests

To finish the storyline, you have to visit (regardless of the order of the quests) these cities in order: Vault City, New Reno, Bridgeport, Hawthorne Base, Lovelock, Area 51, Vault City (2), Battle Mountain, Salt Lake City, Vault Government, Vault City (3).

The list of main story quests is as follows, according to various criteria.

2.1.1. Quests that we actually activate and complete in the Pip-Boy and need to complete the game:

- Stand up: talk to Graves, Willmuth, take your equipment from the warehouse.
- Chase the biker: learn more about Jay in the Black Rock.
- Chase the biker: find out more about Jay in New Reno.
- Pursuit of a Biker: contact the bikers.
- Pursuing the biker: receive a message in the Hawthorne base.
- Biker Chase: find Jay in the Hawthorne base.
- Find information about the "Vault 8" project in Area 51 (optional).
- Recover the item stolen by the biker.
- Punish the thugs who kidnapped the Overseer.

- Complete your mission in the Government Vault.

2.1.2. Quests that are listed in the game files but cannot be activated in Pip-Boy, or even perform:

- Blow up the Government Vault.
- Discover Vault 8's true purpose (doable, optional, related to the main quest).
- Expose Doctor Wilmuth.
- Find the signal jamming beacon in the Hawthorne base.
- Get rid of the spyware in your Pip-Boy.

We also have over a hundred side quests to complete. Some, however, are mutually exclusive. In others it is needed to serve one particular faction that rivals the others. Below is a list of all quests with a detailed description of their passage along with the possibilities of ending and consequences in each case.

2.2. Vault City (Vault 8)

The place where everything begins and really ends (fortunately only the main plot, because the game can be continued provided that you have the "Tireless" perk). Here, the task of the main plot is activated for us. Also we can do minor things for the good of the settlement and for upgrading our skills.

2.2.1. Recover an item stolen by a biker.

This quest is activated after having conversations with Sergeant Graves. It ends the moment we return to Vault City after the events in the Hawthorne base where we get the element (see the task of finding Jay in the Hawthorne base). For his delivery we get +1,000 XP.

2.2.2. Punish the thugs who kidnapped the Overseer.

The quest activates as soon as you return to Vault City after meeting with Jay at the Hawthorne base. Talk to Graves about what

happened here. Then we go to Battle Mountain, which we now have on the map (you can supposedly find it in other ways) and we talk to Phil. Ask him to open the fence door. He'll do it in exchange for a stimpak, an Anti-Rad, Burnout, Mentats, Painkillers, or Psycho. You can also steal his remote and open the door yourself. After opening them, we can go inside and use the computer. We now have an option to track the Overseer's Pip-Boy. For this we get +1,000 XP.

The navigation indicates we should go to Salt Lake City to the railroad district. So we go there and we go to the northern railway. We should get inside the building to the machine room's crane control computer. Go down the stairs and there we can:

- Open locked door with Lock Pick skill but lock is very difficult +135 XP.

- Find the key, which is in a small hut in a desk on the grounds To get to it, we go out to the railway area through the door building on the inside of the fence (inside there are robots), let's go to the hut on the left side of the map and go down to the underground. Over there we go to the end of the corridor and climb the ladder into the hut where there is a desk with a key. We return the same way.

Once you open the door in the basement of the building at the end of the corridor, we will find a computer controlling the airlock. We can use it and open the airlock (with Science 65) for +650 XP.

Then we go down the airlock and we kill ants. On the left side of the corridor, in the niche, there is a secret room, a door which can only be seen by approaching close to the wall, and inside the desk there is a weaker shotgun and some ammo.

At the end of the corridor we go up the ladder and we are inside the hangar with the train. Now we should use Repair on the wires protruding from the wall closer to the upper right corner of the building and also Repair the generator on the upper floor. When both of these things are fixed, we can use the crane control computer and use it to place the barrels in front of the entrance gate. All we have left is to use the lighter (it's in the cupboard in the next room) on the barrels and move away. After a while we will see an animation opening the entrance gate. Before we go

any further, it remains for us to explore the train. It will turn out that the on-board computer is faulty and that you need it to drive the train.

Now it's time to complete tasks for Salt Lake City, which involve finding a train engine and fixing an on-board computer. After completing them and taking the train to the Government Vault, this quest is also completed.

2.2.3. Complete your mission in the Government Vault

Activated when the train enters the Government Vault. We stop in front of some kind of makeshift bridge. We can go to the other side by the bridge or an underground passage to whose entrance is in the ruins of the cabin on the left. On the other side of the bridge we have a camping site and an entrance to the vault.

Inside, there are corpses of citizens waiting for us, as well as two turrets. The best tactic to destroy them is to hide behind the barrels, go out one step, take a shot and hide behind the barrels again to avoid shelling. Another way is to use explosives on the cart forklift with oxygen tanks, which pushes the cart towards the turrets, to destroy them. There's +500 XP for that. In the room on the right you can find a cable that was probably going to be used for this job, but was not needed for some reason. Then we can go down the elevator. In the room there is a hiding place in the wall with some stuff, in the cupboard is located a medical report and portable CL 3000 laboratory and on the floor lies...Overseer! It's just that for me his character is presented as "Error" anyway just trying to talk to him ends up getting kicked out of the game. No less however, I know what a conversation with him might be about, so...

WARNING – SPOILER!

In dialogue with the Overseer, all the rumors we heard in the wasteland so far are confirmed, mainly in Salt Lake City about the Soul Hunter. It turns out that two representatives of the US government are still alive today who live by "absorbing" the lives of the pure, non-mutated people. They need them to prolong their lives, and Vault 8 serves just that for "breeding" pure souls. There's +1,000 XP for killing the Overseer, because that's what he actually wanted.

On the table in the next room there are also the remains of Jay Kukish. We can go down the stairs on the left or right, behind the door that needs to be blown up first. Depending on the choice of stairs you will need a little different order at the bottom to destroy the turrets, but generally it should be as take a shot beforehand and take cover until they are destroyed. Another method to their annihilation is to go down the stairs to the third floor, straight to two glowing energy generators. When we use Repair 80 on each of them, they turn off and you will get +1,000 XP for each.

After disabling the second generator, the power goes out and the clock starts counting down to three minutes while starting the emergency power. Then we can go to the second floor and disable the turrets with a Repair. The higher this skill, the higher the probability of disabling the turret. Each is +250 XP.

Downstairs in the rooms, in addition to a large amount of weapons, ammunition and other equipment, you can take water from the tap in one of the rooms. In one of the corpses we find recordings of the Vault citizen, as well as the key in the conference room to open the door to the computer in the room on the third floor.

In addition, on two punching bags we can improve our Unarmed skill on each of them by +5%, and also in the conference room is a wall-mounted safe that gives you +500 XP to open and \$3,000 inside. On this level, we find a piano. In addition to the fact that we can play a melody on it, the text is a note proving that psycho can be extracted from it. I know how to do it though. Then we can go up the second elevator shaft to the third floor.

On the third floor, we can extract the "Exodus" holodisk from the computer, and at the position of the Overseer of this vault, an access card. We go down to the fourth floor stairs on the right.

On this floor, we can pick up this and that, and ultimately we go to big doors that can only be opened with a keycard. Behind them The President is waiting for us. After opening the door, we will see an animation. After this we should destroy the turrets and then we can talk to the president. We can end the issue with him in several ways:

- If we have explosives in the inventory, we can be aggressive and not forgive him for attacking us. Finally, we assemble explosives on it and blow it up. This will result in a loss of 15 Karma and +1,500 XP, and you will be able to pick up the Lord's doll from Nixon's station.

- We can torture the president with protruding cables or by stealing Mr. Nixon's doll from him and tearing off its limbs. He'll give up on us eventually and open the door, you'll get -5 Karma and +2,000 XP.

- We can forgive him for attacking us because he was forced to. If we are patient with him and listen to his story with compassion, he tells us to leave his premises. We will get +15 points Karma and +2500 XP. He's mentioned Nuka-Cola, but I don't know how to use it. This option requires a specific requirement, such as possessing a license to sell Nuka-Cola, etc.

- We can enter into a conversation with him about the national anthem of the United States and use the appropriate argument to convince him to free us. A given argument depends on our skills, and so:

- Having INT 5 and Speech 70 (second dialogue option) we will get +15 Karma and +2,000 XP.

- Having INT 6 and Speech 75 (third dialogue option) we get +15 Karma and +2500 XP.

- Having INT 7 and Speech 100 (first dialogue option) we will convince the President that it's worth going outside because the war is over and we get +30 Karma and +5,000 XP.

2.2.4. After dealing with the President, we can go to the surface. There, right after leaving, we will see an animation in which our train driver is abducted by the Soul Hunter and his men. This very hunter will be on us. He was waiting in front of the entrance to the vault and a dialogue with him will start right away.

In talking to him if we have INT 5 and Speech 75 or 18 experience level, we can ask him some questions. INT6 gives us one more question to ask. Then the fight begins. The fight is difficult, there are a lot of well-armed clones around us, and the Soul Hunter regenerates when he is low on HP! In my opinion the method is to have a high Energy Weapon skill and shoot him accurately in sensitive parts of the body, e.7. eyes. Thanks to critical damage taking away a lot of HP with one shot, we are able to kill him before he regenerates life points. He has a Gauss pistol on him.

After the fight, we free our driver from the house next door and go to the train under a pit or over a bridge. There's another fight waiting for us on the other side with more clones to kill. There are +5 Karma for each clone kill.

We're getting into the train for the journey back to Salt Lake City. There's +5,000 XP for that. We stop somewhere along the route, because the driver has to use the toilet. When he leaves, we are attacked by thugs. We have two thugs to kill and the driver. There are +5 Karma for each. Bandits have a train driver working radio. After the fight, we board the train and return to the cities.

After leaving the railway district, we receive an SOS signal from our vault. We go to Vault City and see that there's been a massacre. We enter Vault 8 and experience an adrenaline rush, which gives us +50 to maximum damage and +50 to ordinary injuries. There are three ways to end the whole story of the game (of course, we must have a mysterious one in the inventory element, and we take it from the floor when meeting Jay in the Hawthorne base):

- We can get caught by the guards at the entrance and let ourselves get taken to the Colonel. There we can peacefully give back the mysterious element, which will result in a BAD ENDING.
- We can kill all the clones on each floor from start to finish. The fight is not easy, because they are strong and well armed. Each kill is +5 Karma. Downstairs we can enlist the help of Sergeant Graves. There are in the cabinets a lot of ammunition, as well as two protective gas suits. On the lowest floor is the Colonel, who has 500 HP. After killing him, on the advice of Sergeant Graves, we

should use a separate elevator and go to the secret floor where we can insert the mystery element and run the emergency procedure, ending the game with a NEUTRAL ENDING, because we are not defined by the narrator as heroes, but as a person who has chosen "the path in between".

- We can take the device after inserting the mystery item, trigger the entire Vault to self-destruct simultaneously, sacrificing our life – this results in a GOOD ENDING. But we can't continue the game because we're dead. For each of the solutions at the end of the game, we get +10,000 XP. If after we have finished we want to continue playing, we must have chosen the "Tirelessness" perk beforehand.

2.2.5. Deliver special items to the warehouse In the south, just below the entrance to the vault.

There is a warehouse, inside it is Sam. After talking to him, we gain access to the locker, where we pick up the things assigned to us, as well as getting information from him about the special Vault Tech devices you need. It will instruct us to collect them and will upload a message to our Pip-Boy about them, but without information about the location of the item:

"Vault-Tech devices required for delivery to the warehouse in Vault 8:"

- Clothing synthesizer chip - Winds of War, abandoned vault, excavated from the machine.
- Gas analyzer - Salt Lake City, slum part, in the basement of one of the ruined houses, extracted from the panel.
- Impulse modulator - New Reno, underground, Thompson quarters, behind panel.
- Ion synthesizer - New Reno, bunker, in a panel on the wall.
- Pressure regulator - to be purchased from the quartermaster at the Hoover Dam in Vegas for \$500 or 10 pizzas (and according to the text file for 250 Nuka-Colas, but that doesn't work for me).

For delivering each of the elements to Sam in Vault City, we get +500 XP. Once we deliver all the required equipment, we will be able to choose one of the items as a reward. We can choose from:

- 20 Stimpaks.
- Combat Armor
- Grenade Launcher (we actually get a rocket launcher!)
- Improved Electronic Lock Pick
- Laser Rifle
- M2041 Machine Gun
- Pancor Jackhammer
- Plasma Rifle
- Power Glove
- Power Hammer
- Sniper Rifle
- Super Set of Tools

2.2.6. Find the missing scout robot.

This quest is activated when we talk to Joshua and, in conversation, notice that something is wrong on the panel (INT 3). Then we can infer from him that he lost one of his robots and offer to find it for him. We go to the left part of the city and head to the closed door in the upper building – you can't get it open, but it can be blown up with explosives (you can find them in NPP Poseidon Oil and other places). After blowing it open, we go inside, smash rats, search the cabinet and go underground in the last room. Downstairs, Ely the ghoul is waiting for us. We can learn something by talking to him about the war. If we provide him with beer, vodka or other liquor, he will give us the key to the door at the end of the hall, or we can just ask him to give them to us. Without keys you will have to open the door manually. After getting the keys from him we get +100 XP.

After opening the door, we go up, smash everything alive and approach the robot to take the holodisk from it. It is worth visiting the hut at the bottom of the map and behind the closed ones. Through the door in the cabinet we find the "Old Holodisk". After dealing with everything in this part, we return to Joshua. We give him the holodisk from the robot and get +300 XP and +20 Karma.

2.2.7. Decipher data on Deputy Sheriff's holodisk

This quest is in the Pip-Boy file, but it doesn't activate or delete on execution. In the house behind the white door in the left part of the city there is a cabinet with an "Old Holodisk". We can take it to Joshua and ask him to decipher it or decipher it ourselves on a workbench with Science 25. We will receive +100 XP and information on Ely Gorbinski. It is a ghoul that lives in the underground building on the left part of the map, the door to which you should blow up. If we read the information from the holodisk, we will be able to return it by talking to him and note that this is what he is talking about here.

After listening to Ely's version of events calmly and re-entering the dialogue with INT 9, we will be able to conclude that some data does not match. We will discover that he has multiple personality disorder and we get +250 XP for this diagnosis. After killing Ely, it is also possible to take the "Wild" shotgun from him.

2.2.8. Learn more about the Gerlach community

This quest is activated when we talk about Gerlach to Sergeant Stark, who is in the building next to the entrance to the vault. He'll order us to explore this community. Just go to the location and witness the events going on there. Then return to Stark and report back to him everything we've seen. We get +200 XP.

We can present their community as a bunch of savages or as an intelligent, organized community. Depending on our decision, the quest can still be solved with the destruction of the Gerlach community or with its relocation to Vault City.

2.2.9. Destroy the Gerlach community

This quest is activated when the Gerlach community is presented to Stark as a band of savages. He will order us to poison their water and give us poison. We can go to Gerlach and use the poison on the water reservoir next to its water pumps. This results in -50 Karma. After heading back to Stark we get +1,000 XP.

2.2.10. Investigate the "suspicious pair" of citizens

The quest is activated when we talk to the "vigilant guard", standing by the building just below the entrance to the vault. When we ask him about the laws in the city, he can have us investigate the case of a suspicious couple of citizens. Then we go south-west of the map, to a place just below the green field to the west part and there among the trees we find a couple of citizens. We catch them red-handed and we can learn a bit about the rules regarding physical activity in the city. We can end the task in two ways:

- Let the couple go in peace and not report their incident to the authorities – we get +100 XP and +2 Karma for this.
- Tell the couple that we will report their antics to the authorities – a moment later we see them at the prison cell. We get +100 XP and -2 Karma. Talking with the guard who gave us the task, we can choose a reward: 20 rounds of 9mm, 24 rounds JHP or \$100.

2.2.11. Collect blood samples from pig rats, coyotes and geckos for Doctor Willmuth.

To be able to activate this quest, you should first talk to the ghoul Harold, who is in Sergeant Graves' cell, or at least look at him. Then we should ask Graves about it and he'll tell us that the ghoul has been infected by some virus. Talk to Harold again and ask him about the virus. Only then, in conversation with Dr. Willmuth, will we be able to ask him about this mutated creature. Then we will learn a bit about the virus and we will learn the definition of infection and get +100 XP. We will also be able to offer the doctor help in obtaining samples of the mutated animals that he uses – there are coyotes, geckos and pig rats. He will give us empty ampoules, and our task is to go to the wasteland, kill these animals and collect from the bodies of the individual blood samples of each species, using ampoules on cadavers. Each sample given to the doctor is +250 XP, and when we deliver a complete set, the doctor will teach us how to cure an infection by the fire.

2.2.12. Minor tasks and curiosities

- On the host computer in Vault 8, if we use Science 30, we get a stimpak.

- Having Speech 35 in a conversation with Dr. Willmuth, we can convince him that it is worth giving us a stimpak for the trip.
- When we use Science 50 on the computer in the room with Doctor Willmuth, we discover that he has deceived us. We get +50 XP, and when with him we can talk and find out more about our past to get +500 XP. This is a cut quest to expose Dr. Willmuth.
- We talk in Vault 8 with Jessie, who is in the room next to Dr. Willmuth and convince her to go outside the vault, +1 Karma.
- We hack the computer in the building where Joshua is standing, using Science 35, we get +350 XP, +3 Outdoorsman and the location of NPP Poseidon Oil on the map.
- Use the Repair skill on the scrap heap in the western part of the city – we gain scrap and +50 XP.
- If we steal the "Cat's Paw" magazine from Sam, we can return it to him and ask what he does in his spare time. We can blackmail him for +100 XP. Then, surprisingly, playing both as a man or woman, we can tempt him into further physical contact. Supposedly the effectiveness of the whole incident depends on Charisma, but for me both low and high Charisma had the same effect. When further contact is made, we get -3 Karma and +200 XP.
- Search the bowl in a small hut in the western part of the city – we get poisoned by the thorns of a predatory plant, but we get 12 thorns (no other uses except weak weapons).
- After talking to the citizen standing by the small dart board, you can try your hand at throwing at the target. If we ask him for some advice first, Throwing skill will increase by +5. If we have low skill, we will score low. If we have a very high skill, we will hit nearly 90% of the targets (about 45/50 points). Winning does not increase our skill, but does get us +300 XP.

2.3. Total Recall

The tasks from this list are not activated and deleted in the order they appear here. List name refers not to the location, but to the plot of the game. To end the storyline you have to, regardless of the order of the quests, visit the cities in the following order:

- Vault City
- New Reno
- Bridgeport
- Hawthorne Base
- Lovelock (optional)
- Area 51 (optional)
- Vault City (2)
- Battle Mountain
- Salt Lake City
- Vault Government
- Vault City (3).

2.3.1. Get on your feet: talk to Graves, Willmuth, take your gear from the warehouse.

This quest starts at the beginning of the game right after completing the quest in the year 2091. We wake up in a vault and our goal is to gather information about ourselves (we have lost our memory) and talk to the above-mentioned citizens of Vault 8. We will learn that some time ago a mysterious theft took a mysterious element from the Vault and that the Overseer suffered. Our task will be finding that item. It is very important that after talking to Graves, go to the quartermaster Sam and pick up the equipment assigned to us. There is a CRUSHED SHEET OF PAPER that is necessary to continue the storyline. Then we go to New Reno. The quest lasts from the beginning until the end of the main story's game.

2.3.2. Biker Chase: Find out more about Jay in Black Rock.

It is likely that this quest will be deleted immediately after researching Jay's case in New Reno. This part of the main story seems to rely on asking the inhabitants of Czarna Skala about bikers. After settling matters in Vault City, we can go straight to the bunker in New Reno.

2.3.3. Biker Chase: Find out more about Jay in New Reno.

We're going to New Reno to the area where Stryker is stationed. We'll try to open the door to the bunker, then we'll talk to the gangster and ask him Jay. If we work for him and he has our trust, we can ask him to give us the key to the bunker, and if not, we can buy it for \$1,000. In the bunker, we go to the console in front of the door and We can:

- Guess the password with Science 90, for which we will get +500 XP

- Use the crumpled piece of paper on the console, which is from the items Jay left us in the locker in Vault City. Use the main computer with this card in your inventory. Then a dialogue option will appear that allows you to contact Jay. Whether we say we are looking for him or pretend to be him, he will appear on our map in the location of Bridgeport, which we cannot discover otherwise. We go there and talk to a Mexican-looking man standing by a motorcycle. Ask him for all the information related to Jay, and we will learn that the trail leads further through the Hawthorne base.

2.3.4. Biker pursuit: Contact the bikers

This quest is also deleted immediately after contacting Jay via the computer in the New Reno bunker.

2.3.5. Biker Chase: Receive a message at the Hawthorne base.

We start this part after contacting Jay in New Reno. When we go to Hawthorne and cross the Dead City, we should get a message from him in our Pip-Boy (very important, otherwise we won't move on!). Then we go to the area of the hangar and get to the right side of the map, avoiding the turrets. We go in first over the electrical box to the roof and go down to the warehouse on the left through the hole in the roof, go through the hole in the wall, open the door to the warehouse in the second row of buildings, and go through the hole in the wall. Finally we are at the walls of the big hangar and we can enter through the pipe. There, take the signal amplifier from the room on the right. Then we can turn on the light with the switch, which is in the z cell front. Next to the elevator door there is a robot that can be destroyed or avoided. The door to the elevator corridor can be opened with a red card to access the reactor, which is in the desk in the room next to the table from which we took a signal booster – or we can

open it manually, but we need very high Lock Pick skills. Downstairs, we turn off the system's protection using the computer at the reactor and get +1,200 XP. We leave the hangar and go to the territory of the garrison. We're going to the second floor of the building and use the signal booster on the radar equipment. Before that, we can still use the computer in the government room to get information about the secret radio station in Lovelock, which will aid us in the quest with the true purpose of Vault 8's existence. When we put the signal booster in place, then it starts...

After a while, we wake up behind a glass pane in the reactor room, and outside stands none other than Jay Kukish himself. We should talk to him. After hearing the whole story and why he stole the mysterious element from the vault etc., we get +750 XP. At the end of the conversation we learn that the base company has arrived. We'll have a choice: fight them alone, because Jay won't (he will want to fight with us but then run away), or if we were in conversation with him and showing appreciation for everything Jay did (it seems that you usually have to choose the third dialogue option to achieve this), we can urge him to fight by our side. For this we get +500 XP.

We leave the room by opening the door on the computer by the reactor. We take our things from the locker and pick up the mysterious element from the floor. Three stalkers await us at the entrance of the hangar. They have combat armor and assault rifles, and it's dark so the fight is not easy. We can kill them or bypass them and escape using the ladder in the secret room to the right of the big gate, behind which there is a brown exit area. When we leave the map, Jay is no longer with us, and we go to Vault City, where another surprise awaits us.

We talk to Graves, asking about the details of the next mission. We finish this task by recovering the stolen mysterious element. We get +1,000 XP for this. Next, we can go to Area 51 to complete the task of finding information about the "Vault 8" project there and a quest to discover the true purpose of Vault 8. Both are unnecessary to complete the storyline, but they are related to it. However, the continuation of our most important mission is the task of punishing the Overseer kidnappers.

2.3.6. Biker Chase: find Jay at Hawthorne base.

This quest is deleted from the Pip-Boy when we complete what is described in the task above.

2.3.7. Locate the jamming beacon at Hawthorne Base.

This quest is only listed in the game's text file, but not in Pip-Boy, although we do need to find the transmitter.

2.3.8. Get rid of the spyware in your Pip-Boy.

Like the above, this task is probably an unfinished idea. Although we had some spyware in the Pip-Boy because Jay was following us, I don't see a way to remove it.

2.3.9. Expose Doctor Willmuth

This task is also not marked in the Pip-Boy, but we can do this and get a reward. If we have Science 50 and use it on the computer next to the doctor, we will discover the truth about our memory. Then in conversation with the doctor, a dialogue option will appear for us in which we reveal it, which the doctor admits he regrets. We'll get +500 XP.

2.3.10. Find information about the "Vault 8" project in Area 51.

The description of this quest also gives a description of Area 51 as a location and place Worth visiting for the valuable items and the possibility of earning extra money and XP on enemies, etc. The quest is not necessary to complete the storyline, but I think it's worth doing.

We can get the coordinates of Area 51 in many ways once we have this quest activated:

- From the scientist in Winds of War in the room next to Wescer for \$300 (in the game file, there is also a dialogue which shows that he will give them to us for free if he sees our contributions to the settlement, but it didn't work for me).
- From the computer in Winds of War, Science 50.

- From Tom Parker in Las Vegas for \$3,000 with INT 3, or for \$1,000 with INT 5 and Barter 65.
- From the archivist Clark with INT 4 if we get his daughter back to him, or by paying him \$100, \$200, \$300 or \$400 for them (depends on Barter skill).
- From Oscar Davis for \$1,000, INT 4 and if we have done any tasks for Sam Philips.
- From the mayor's secretary, INT 4 and CHA 8,
- From the mayor, with INT 4 and we did his ordered task (tells Clark to share data with us).
- From each of the Hawk brothers, INT 4 and after completing the task of attacking a caravan.
- From the archivist's terminal, if we silently kill him.

On the spot we find a large plane buried in the ground. We can break into its hatch with a crowbar and STR 7 (it didn't work for me) or blow it open by planting explosives right next to them. There is interesting stuff inside .

There is a computer in a small building in this part of the map. When we use Science 40, we will be able to extract interesting information about radar stations. We'll also get +400 XP. We will also discover that our Pip-Boy has spyware installed for +350 XP.

In the next area, we have more buildings, but we cannot enter them until we turn on the power. There are also aliens circling around – quite strong, because they have 120 HP, you'll need a good weapon. We go over the fence, where there is a small house with a panel between the power poles. On the panel we use scrap with Repair. 65. This is how we restore power up and get +650 XP. Now the doors to the buildings can open by themselves, but irregularly from time to time. To enter or exit the building best, stand in front of the door, wait 10 minutes, then exit the Pip-Boy and it will be time to open the door and we can go. We plunder what we can, because you can find very interesting things. There are also

punching bags, but we can't train on them until we get rid of the aliens in Area 51. If we use a punching bag, our Unarmed skill will increase by 1 (I have never been able to run this script). In this building is another room where you will find a holodisk with recordings of the officer and more importantly, a safe with the code 153-648-987. There are four safes throughout Area 51, and we can open them with the passwords that are in this building on the other floors in one of the desks. They can also be opened with PER 7 and Lockpick 80. This feat is +200 XP. There is in every safe a dose of poison gas.

After we finish this part of the map, we go to the next one in the south. Over there we need to kill some minions again. In a chest in a small hut we will find explosives. Then we go inside the hangar. There again we encounter several aliens. It is also worth searching the rooms, because there are a lot of valuable goods, and finally we get to open the second safe, to which the code is 045-896-509. We can also use a computer with Science 25, for which we will get +250 XP. In this computer, if we have INT 4, we will notice that there is information about the construction of Area 51 and about Vault 8. After getting acquainted with these, we get +1,000 XP and we have completed the task. After exploring we take the elevator down one floor. There we go along the corridor straight ahead and kill creatures. Finally, we reach a chamber with uh...whatever it is that the aliens secrete, and there we find a ghoul hanging in the midst of this thing (probably an alien incubator). We talk to him and if we have INT 3 we can extract it from the goo. After a while we are in the room next door and after a short exchange, the visitor drops dead. We take the card from him to access the Alpha lab. In this room we have a third poison gas safe, for which the code is 987-469-876, with lots of other interesting gadgets: a lab helmet in the cabinet, passwords for the safes in the desk, the portable CL Factory 3000 on one of the tables, StealthBoy in the desk. Exit doors can be opened with high Lock Pick skills. Each is +100 XP. From the computer on this level in the room with various useful items having Science 25, we can extract information about the aliens, for which we will get +250 XP. According to the game file from the computer, it should also be possible to read passwords and unfortunately, I have not been able to obtain any other information on this. In another room on this floor, there's a security computer. Having Science 50, we can enter it and disable the security by obtaining the same access to all doors on this level or also turn on the force fields, so that enemies have difficult access to us (fields can be turned off with Repair). When we activate them, aliens will run into them

and die. For breaking into this computer we get +500 XP. In yet another room, on the desk there are both parts of the Power Armor blueprints. In the locker is the weapon "Stryker" and the remote control to the force fields, which we can now turn these fields on and off.

If we kill everything that moves in the hangar and come back here after some time, we will see that the aliens have been reborn (probably from this pile of goo). In order to get rid of them forever, we have two (or maybe even three) possibilities.

- We can use three poison containers on the main device ventilation, which is in the room we get to after pulling it out of the goo. For placing them and entering the code that appears on a piece of paper with passwords in the desk next to it (the code reads 013-486-498), we get +1,000 XP. After all that, we have thirty seconds to leave the hangar, because the gas will be released soon. We can go out through the entrance we came in or through the back through the broken windmill. Gas won't hurt us if we are wearing Power Armor or a Safety Uniform. After the atmosphere is poisoned, the aliens will no longer revive.

- In another room there is a small reactor core (?) on top of a computer/console. Using it can lead to the destruction of the aliens. This possibility is given to us by using it and selecting options available if we have INT 7 and Science 75. Then we will serve orders to the turrets of the lower floors (there is no access to them) and our character will see turrets on the screen of his monitor as they destroy alien colonies. For this feat you will get +2,000 XP.

- Using the same computer on the core with Science 100, we can activate the hangar self-destruct procedure. When we hack the computer and choose this option, we will be able to set a timer from 1-5 minutes for our evacuation. When we press "start", the clock will start and you will be credited with +5,000 XP. We rush to one of the exits and depending on which one we choose, the scenario ends differently:

- If we run upstairs, we can exit through the same entrance through which we entered. There will be an explosion and we will be blown

away from the entrance. This entrance will be collapsed and we will never enter the hangar again.

– If we decide to go out through the back exit (through the corridor through the green field to the second part of the floor, then up the ladder we normally go down), we finally reach the hole outside in the place of the windmill. After exiting through the green field, we will find ourselves in the entrance part of the map, and information about the explosion will appear on our console. However, when we go back to the part of the map with the entrance to the hangar, it will be collapsed, but ... it is probably BUGGED, because you can enter the hangar through it normally, as before the explosion! It's just that there's actually nothing inside, because we've blasted everything and killed the aliens.

2.3.11. Discover the true purpose of Vault 8

This quest cannot be activated or completed in our Pip-Boy, however, it is in the game's text file. It seems to me that its purpose is simply providing documents regarding the true purpose of our home vault. First things first...

Anytime we are at the Hawthorne base (there will be many occasions) we can look at the computer on the second floor located in a small room in government halls. From it we can extract information about the radio station in Lovelock. We go there and on the spot we have several ways to find station locations:

– Talk to the leader of the tribe, Ogima. If we have INT 3 and a high reputation with the tribe, we get a dialogue option in which Ogima takes us to the station.

– Talk with Niskigvan and, having the perk "Cheyenne Bandit" or STR 9, we can force him to show the location of the station, which is -10 Karma.

– Talk to the shepherd in the farming area and we can get information from him simply by promising not to say anything to the chief of the tribe, or by giving him a sharpened spear or a cattle

driver, but this will only work if we have a good relationship with him. If we are members of Louie' gang, we can intimidate him and he will show us the station. There is -10 Karma for this. We can also convince him to tell us with Speech 70.

- Talk to the bandit "Fury" and buy information about the location of the station from him for \$300.

- According to the game's file, Avanigizhig shaman should also show it to us, if he trusts us. However, after the conversation ends, when he tells us that he will show where it is, nothing happens to me and I still don't see the area to select on the map.

- We can also extract this location from the computer in the Poseidon Oil reactor.

First, we enter the half-ruined building and Repair the only working generator with scrap metal and get +350 XP. Now we can open the door and enter the next room. Take the access card from the desk. We go down the now operating stairs. We can turn on the light there. Search all rooms while killing the ants and finding some useful items. The door can be opened with an access card or manually (each is +50 XP). Once we've plundered everything, we go to the main room generator. Repair 75, +500 XP. Now that the main generator is fixed, we can use the computer in the room with many desks. We learn some information about the vaults, and also about the secret project CASTLE. Once you have this information, it's time to open the door to the officer's office. We do it using the console by the door. The password is: CASTLE, +500 XP. We can also hack it with Science 75, +1,000 XP. Inside the office, we search cabinets etc. and finally we open the safe with the help of Lock Pick. We get +500 XP for success, and inside are the documents we can copy to the Pip-Boy. Don't throw them away, we're taking them to Sergeant Graves, who will be interested in them. We get +500 XP.

2.3.12. Blow up the Government Vault

I haven't heard of anything like this anywhere in the game. Maybe the creators wanted to introduce it, but in the end they didn't.

2.4. Winds of War

This is a military location. To get into the barracks, we must use one of several methods:

- having INT 3 the guard will offer us a pass for \$300.
- having INT 4 the guard will agree to a pass for \$100.
- Speech 60 will be enough to convince him that the Commander wants to see us, but he will not let us in if we're carrying drugs or alcohol.
- We can use the argument that we have a holodisk with data on Hawthorne, the subject of the settlement, ammunition for heavy weapons, that we are looking for the perpetrators of the robbery, or that we sell Nuka-Cola.
- We can also spit on the guard's feet and either enter combat with him and the rest is carnage, or surrender and they will take us to prison...which is necessary, to activate the "Help the prisoner escape" quest.

Wandering around the map in the vicinity of Winds of War, we can find random encounters with a Private fighting off bandits. If you help him in the fight by killing the bandits and keeping him alive. Talk to him and he will thank us for our help and tell us about the people in his settlement. For each incident of such assistance, our reputation in Winds of War increases.

2.4.1. Take care of the local hooligans who attacked you.

This quest is activated when exiting and the two guys attack us. It should happen when we are staying in the barracks part of the map. During the attack we can:

- Surrender and let yourself be taken into custody. After sitting there for 24 hours, it turns out that we were not only detained, but also robbed! Our things are in the locker by the cell, but our money will be gone! (This situation does not happen when he arrests us for insulting the guard). We can then tell the Commander that they attacked us first, our reputation will drop a bit, but we'll get +500 XP and an apology from the Commander.

– We can kill the thugs, get some loot from them, and report them to the Commander. Rewards as above, but this time we keep our possessions.

2.4.2. Deliver 30 bottles of beer to the quartermaster.

If we have INT 4, we can suggest he sell the alcohol. He will ask us to collect 30 bottles of beer, and we get +600 XP and \$750. We can report him later to the Commander, for which we will get +350 XP, and if we have INT 3, then we get another \$100.

2.4.3. Help the prisoner escape.

This quest activates and ends simultaneously. First we have to insult the guard at the entrance to the barracks and get him arrested. We get to the cell where we can talk to another prisoner who happens to be sentenced to death. We wait 24 hours and we can "talk to the door". Then you can just politely leave or choose a dialogue in which together with the other prisoner we throw the guard into the cell and we run away. In order for the escape to take place, we must leave the building in such a way that the soldiers running in the street do not see us. We go to the upper right corner of the fenced area where the barrels are. There our friend thanks us for our help in escaping and saving his life, and he says that we will be able to find him in the Las Vegas Forest. We get +1,500 XP, but for insulting a guard earlier, we lose a bit of a reputation. After the prisoner is released, we will be able to meet him in Las Vegas at the casino Monte 3. When we talk to him and buy him a drink, he will talk after getting drunk about a secret drug factory near Vegas.

2.4.4. Help Robert and Jessica escape from the settlement.

After entering the second part of the city to the north, turn at the green In the field. On the left is a house where Robert is staying. In a conversation with him, we can find out that he would like to run away with Jessica from the settlement. We can offer our help with this, and activate the quest. Jessica is in the house further to the left with her brothers. The girl won't want to talk to us if our character is male, but if we are female, we can get some info about the settlement. Being a male, she will only talk to us after we steal the keys and tell her that Robert is waiting for her. It isn't important for solving the task. Her brothers are also not inclined to

talk with us – there are only two dialogue options and both end the conversation before it can begin. We steal the keys to the house from one of the brothers and go to Robert. The next task can be solved in two ways.

- We give the keys to Robert and get +500 XP. Then we report to one of Jessica's brothers about Robert stealing their keys. Then we'll see the brothers beat him to death. We will get -20 Karma, +1,000 XP and \$1,000 from brothers, and from his corpse we can take the key to the secret compartment.

- We give Robert the keys to Jessica's house (+500 XP) and we offer help in escaping. He'll ask for delivery ropes. For it, we can extort either canteens or \$100. We get +500 XP. After delivering it, if we agree to help further, Robert tells us to wait until night and that the electricity in the barracks should be turned off, so that the couple can escape unnoticed. Wait until midnight. Then, go to the electrical box on the wall of the barracks (between Robert's and Jessica's houses) and use Repair on it. In the barracks, the lights will go out and we will watch a sequence in which the couple escapes using a rope over the fence. Robert will throw us the key to the caches in Winds of War. We get +1,000 XP, +50 Karma. With the key, we go to the rightmost part of the map (the entrance to it is on the right, in front of the guards entrance to the northern part of the city) and use it on the stove located in the ruins. We find some goodies in this ELECTRONIC LOCK!

2.4.5. Find historical information in the Hawthorne database

If we have 7th level of experience, we can ask the Commander for a job. He will order us to go to the Hawthorne base and find information there that he needs. Go to the garrison area in this base. Entrance to the main building is guarded by two turrets. We can turn them off with the electrical panel behind the wall of the building, or just destroy it (see the task for Louie getting to the base). On the upper floor, we should disable the force field with Repair 90, or by blowing it up with explosives. We will be attacked upstairs by a little robot. Go into the government room (with a map on the wall) and in the desk we find a holodisk with data for the Commander. In the locker there is a pre-war uniform that we also take. Having these items, we return to Winds of War and talk to the

Commander. For giving him pre-war clothes we get +5 Karma, while the data holodisk gives you +2,000 XP and \$2,000.

2.4.6. Punish the soldiers who attacked the caravan

This task is simultaneously activated and deleted from the Pip-Boy. The trick to completing this task is to help the pallbearer Bobby. He is in the room on the right in the public building. First Aid 50 or Doctor 50 can help him recover some damage for +3 Karma and +350 XP, but we can do it only if we haven't worked for the base Commander before. The military here doesn't have a good reputation in this settlement – we must have a low reputation, although strangely later for one of the solutions a higher one is required, so you then need to raise it. He can also be cured by paying the doctor \$100 – for this one variant we get +3 Karma – and this variant can be used even when we already worked for Wescer. Now that we've cured Bobby, we're ready to learn from him that certain soldiers had attacked the caravan and robbed it. We go to a Private named Jimmy who is standing by the barrel just behind the guards. There, we can make him talk with the Guns 65 or INT 7. Next, we have the option of recovering from the unique Desert Eagle and \$200.

- We can only buy the weapon for \$1,000 or exchange it for an Assault Rifle, Combat Shotgun, Hunting Rifle or Civilian Shotgun.

- We can use the reputation argument if we have it and we will only recover the weapons.

- We can fight Jimmy. For victory in the fight, he will give us weapons. Leaving the ring, we use the hand option on the table blocking the entrance. Our things are nearby In a bucket. We can also kill Jimmy by just looking for a gun in the second bucket.

- We can report to the Commander about the attack on the caravan and if we have Speech 40 (but there are some bugs here, we need to try a few times). Convince him that he should punish these guys, and we'll get the guns back and \$200. As a result, we get +500 XP.

In the conversation with Bobby, we have four options:

- We can tell him that we punished the perpetrator, but did not find the weapon (lie for -5 Karma), but we gain a unique Desert Eagle or \$200 if you chose the variant with the Commander's report.
- We can give him the gun and keep the \$200, we get +15 Karma and +750 XP
- We can give him \$200, which will result in +5 Karma, +750 XP and we keep the unique Desert Eagle.
- We can offer to give up the weapon and \$200 – we will get +20 Karma, +750 XP, and Bobby will kindly let us keep the \$200. After a while, we'll be able to find Bobby in Las Vegas in the caravan parking lot where he'll give us 7 Voca Nuts and we'll be able to get him to talk about the Black Caravan.

2.4.7. Find the survivors of the Swift Hawk caravan.

This quest seems to activate when we first go to Vegas. There we will talk to the members of the tattered "Swift Hawk" caravan. When we return to Winds of War, we will see Bibbit standing in another place, this time by a barrel with two other guests. Now If we talk with him, we can get information about the caravan robbery, but not for free. We can just give him \$200 and get +3 Karma, or give \$200 but request a comic in return (applicable). He will tell us the chilling story of how his caravan was ambushed. Then we can reply that:

- We found out that all the other members are dead – a lie and therefore -5 Karma and +500 XP,
- We met four members in Las Vegas – we get +5 points Karma and +500 XP.

After that, we're just going to announce that we've met a surviving member named Bibbit in Winds of War, to Andy or Randy Hawk who are in Las Vegas. They'll thank you for helping them find the others. If we demand a reward, it will result in -3 Karma. If we are modest, we will get +2 Karma and a lighter.

2.4.8. Get radio frequency data for the spy or report him to the Commander.

This quest is activated when you talk to the traveler standing in one of the rooms in the building at the entrance of the settlement. If we have Steal 40 (surprisingly, even in its absence, other dialogue options have the same effect) we can offer to steal radio frequency data from the computer at the main base. He will offer us \$500 for it, and with Barter 50 we can successfully get it up to \$1,000. Then we go to the second barracks part of the settlement. There we can:

- Talk to Commander Wescer and tell him about the spy – he will have the spy immediately arrested and we get +500 XP and we get a boost in reputation.
- Enter the room with the main computer and use Science 50. We can also extract a lot of interesting data from the computer, including radio frequency data. For delivering them to the spy, we get \$500 or \$1,000 and +750 XP.

2.4.9. Investigate the incident at the checkpoint and report back to Wescer.

We get this task as the second one from Commander Wescer. He commissions us to find out what happened at the checkpoint between the guards and some people. We go to the public building at the entrance of the settlement and, when the quest is active, we see some people who were not there before. We can talk to them and find out everything about the incident. After that, it's worth going to Private Derren standing in the barracks area right at the entrance and listen to his version. He'll offer us \$300 to get rid of a couple of people from the city. Get rid of them from this one settlement, and you can do this:

- Reputation of at least Liked or STR 8 or Speech 55, we can convince him in a friendly way to leave here. We'll get \$300 from Derren.
- Kill them and get -5 Karma for each.
- After talking to the villager and Derren and learning about the plans, we can tell Wescer about them. Then he will allow their

wedding and we will get +5 Karma. Report the end of the case to Wescer, get \$100 and +500 XP.

2.4.10. Restore the farmer's trust.

For this quest, I see two lines of dialogue with Wescer talking about a farmer who has lost trust in the village, but...there is none anywhere else in the game text that would indicate the possibility of completing the task. Probably this unfinished idea.

2.4.11. Minor tasks and curiosities

- In the main computer in the Commander's quarters, we can find a lot of valuable information. We can hack it with a minimum of Science 50. We'll get +500 XP for this. You can get out of it the location of Area 51 and the Vault to the north. Science 80 let's us extract from the computer "Assisted Armor Schemes Part 1." – necessary to create this armor. You can also get it by stealing the access key from the scientist and using it on the computer.

- In a conversation with Billy, you can buy a mysterious stone from him for \$50 or try to win it from him by playing cards with Gambling 80. We get +250 XP if we win.

- The quartermaster can make us 6 plasma grenades for \$2,500 within two days if we have Speech 40.

- The quartermaster will want to buy back from us the mysterious stone that we got from Billy for \$200. He will also ask you to find the second part of the stone for another \$200. It is in a silver cabinet in the barracks, which only soldiers are allowed to enter. However, you can get in there with a high enough Sneak. You have to go through the corridor to the last room with the silver cabinet without being noticed. If one of the soldiers sees us, he will throw us out, and if he sees us sneaking a second time he will attack.

(NOTE: the sale did not pay off, same as the task with the car).

- Anders can do upgrades for us, prices based on our Barter.

- assault rifle

- assemble or disassemble sticks into dynamite
- Desert Eagle
- hunting rifle
- increase the power and capacity of the flamethrower
- leather armor
- Magnum revolver
- MK2 metal armor
- old metal armor
- reduce the weight of the grenade launcher

– Anders can sell us part 1 of the Assisted Armor blueprints for \$3,000, if we spoke to a mechanic in Salt Lake City earlier about the armor. You can also force a blueprint reward if you killed thugs earlier in Vegas, that he sent us after and we have a contract to kill. Then we will threaten to report it to Wexer, but he will agree to steal the schematics for us, and we will receive -10 Karma.

– Andres can be persuaded to make ammo for us if we have the raw materials for the production of ammunition, and if we have INT 3 and Speech 40. He will make 200 pieces in two days for \$1,000.

– Andres can fix the train's computer for \$3,000.

– We can give Anders information from the holodisk found in Hawthorne, which will surprise him greatly.

– There is an ammo press in Anders' garage on a workshop shelf! It can be accessed through the lower entrance after using the symbols on the statues and climbing the ladder through the roof. if we go out through the main door, Anders will attack us.

– If we have INT 3, the doctor can make us Stimpaks, Super Stimpaks, Antidote, and Healing Powder from their respective ingredients, at prices depending on our Barter.

– Code for our personal safe: 01452.

– Wescer can sell the Hawthorne finds – a box of heavy ammo for \$750 and a Nominal Pistol (unique weapon) for \$1,000.

- With INT 3 Science 40, we can find out exactly what the scientist does in the Commander's building. Also, we can learn about the monsters that live in the abandoned vault who attack soldiers at night. They are Deathclaws, and we can go there and kill them.
- Using a metal detector you can find the following things in the following places:
 - The public area – one near a pile of old cars on the right, and one by the well.
 - The military district – one at the fence inside the front settlement, one in the recess of the Wescer building – polymer plates!
 - In the north of the map there is an abandoned vault. There are Deathclaws there, a clothing synthesizer chip, and a Power Armor T-51 from the autonomous T-51b system. You can't find this vault yourself, unless:
 - Science 50 gives us the data from the main computer in the Commander's quarters.
 - We bribe a quartermaster to show us the place for \$300.

2.5. Gerlach

This is a small farming settlement. The first time we enter it, we will immediately have the ability to activate the quest to save Steve from execution. Then we have to do some typical fallout quests.

2.5.1. Repair the water pump

This quest is related to saving Steve from execution. We can still do it separately and get other rewards, even if we allow Steve to be killed. To activate it, you need to talk to Steve during the attempted execution, reject the idea of killing him, then talk about the pump and suggest fixing it. We go to the pump and use a scrap on it or a fuse, Repair 25. A fuse can be obtained at the following ways:

- Buy from Frank Korchen in the south part of New Reno for \$300.

- We can go back to Vault City and ask Sam for it, who refuses. Then we go to Graves, whom we can tell the truth that we need him for Gerlach, or lie about why (-2 Karma), and he tells us to talk to Stark. Regardless of whether we are honest about Gerlach, we will be issued a fuse and get +200 XP

- We can find one in Reactor 5 Storage at Poseidon Oil.

Having obtained the required equipment, we return to Gerlach and use it on the pump, Repair 25. We get +350 XP for fixing it. After talking to Gerlach again we can be rewarded with either a 10mm Pistol or SMG with magazine. According to the game file, we should also have a choice of a fully loaded cattle prod, 7 frag grenades, or double-barrel shotgun with bullets (I was unable to activate those dialog choices).

2.5.2. Save Steve from execution

We have a chance to activate this quest only if it is immediately after our first entering of the settlement. We arrive a moment before Steve's execution. We then go to Gerlach – the leader of the settlement (guy who stands out in appearance) and talk to him:

- We can support the execution process and watch the convict die, for this we get -30 Karma.

- We can pay \$1,000 to save him, and we get +500 XP, +30 points Karma.

- We can offer to repair the water pump that Steve broke. To use this argument, Repair 35. Then he'll get a few more days to live, and we'll be able to Repair the pump.

- INT 3, Speech 65, we can convince him that it is worth leaving the prisoner alive and we get +500 XP and +10 Karma. If we've delayed the prisoner's execution, we can talk to Gerlach and convince him to let us talk to him about pump repairs, and for this you need INT 4, Speech 40, Repair up to (but not over) 35. Steve

can then tell us what is needed to repair the pump. To repair it, you must use scrap or fuse (scrap is easier to find). We get +350 XP. Then we go to the leader Gerlach and we tell him that the pump is fixed. He will release the prisoner, and we will get +500 XP and +10 Karma. We can also talk to Steve and extort another reward. He will tell us that he can improve our jacket leather and will give us weapon parts. If we talk to his sister, we can extort her into showing us a secret stash in Gerlach. On a pile of stones we use a shovel to find a 10mm pistol and \$320. Steve is able to fix the reservoir in Lovelock.

2.5.3. Move the community to Vault City

This quest is activated if during conversation with Sergeant Stark, we will speak well of the Gerlach community. He will propose transferring them to Vault City as employees. We go to Gerlach and talk to Mr. Gerlach, who will tell us that for transfer, we should talk to the citizens (just convince one). We can solve it in three ways:

- Use the argument that we saved Steve (if we did it earlier).
- Use the argument that we fixed the water pump (if we did it earlier).
- INT 4 and Speech 70, we can use the argument of prosperity in our hometown.

Finally, we go to Stark and receive +1,000 XP as a reward.

2.5.4. Gecko Hunting: Trial Lesson

This quest is activated when you talk to Evan and ask him about hunting. If we've reached at least experience level 3, Evan agrees to let us hunt with him as long as we did something good for the settlement earlier. Strangely enough, he wanted to hunt at my place only after the community was moved to Vault City, despite my Reputation dropping from "accepted" to "neutral" for this quest. Evan lives in a hut just to the right of the entrance to the settlement, even if everyone else has moved to Vault City. If we agree to hunt with him, we'll go to the hunting grounds and he'll give us a whistle and rat traps. After talking to him, we can ask him to teach us

how to set traps, if we have Traps skill to no higher than 35, it will raise Traps by 5%. Hunting is relatively simple. We go a bit forward and, between the rocks, we set traps in different places. The geckos we lure there then have the greatest chance of falling into it. Once we set the traps, we use the whistle by holding it in hand. Geckos react when a light appears above their character "!!", then run to where we were standing when we whistled. Repeat the steps until all four geckos fall into the traps. The trap can be picked up after a gecko falls into it, or you can disarm with a Trap skill when he has not yet fallen into it. After hunting a gecko we get +35 XP, and when all four fall in and we tell Evan about it, we get +300 XP. If we kill geckos in a way other than setting traps, (they really are weak so we can just kill them outright), we also get +300 XP, but Evan won't want to continue hunting with us.

2.5.5. Gecko Hunting: Collecting Eggs

After completing the first part of the quest, we can return to Evan and ask where he gets his supplies from. We can express our willingness to participate in this way in another hunt, the aim of which is to collect gecko eggs. He'll take us under the cave where these reptiles live. He will instruct us that we should collect at least ten gecko eggs and kill at most half of the geckos (killing anyone with a trap is +35 XP). We have 14 eggs we can collect. We can use a spear, or we can use rat traps and whistle tactics we learned in the previous hunting quest. When we collect at least 10 eggs, preferably all 14, we can:

- Refuse to give him the eggs, which will result in -5 Karma and Evan won't want to see us again, but we will keep the eggs for ourselves (you can sell them).
- Give him all the eggs, he will give us some (if we collect all 14 he will give us 4) and we will get +500 XP. After returning from to Gerlach, you can ask him to teach you how to take off the skins made of geckos (gutting geckos perk)

2.5.6. Kill the Legendary Radscorpion

This is the last task Evan can give you. He will tell us about The legendary Radscorpion that hunters found somewhere in the north east. He will give us some information about its weak points and point out the

place where it can be found. NOTE: In the conversation with him, the dialogue shows that Evan shows us on the map where this legendary beast can be found, but no location appears on it (probably a BUG). In contrast, this radscorpion can be found in a random encounter by circling in an area near one "square" of the map that is 3 squares up from Black Rock, then 5 squares to the right. This area is revealed when we talk to Evan about the quest. The Legendary Radscorpion is quite strong. For defeating him we get +500 XP. I managed to come across this radscorpion even when I didn't have the quest activated. In game resources there is an unfinished design for the Chitin Armor that was supposed to be crafted from this scorpion shell.

2.5.7 Minor tasks and curiosities

- After playing for a long time (and if we completed the quest of transferring Gerlach community to Vault City), we decide to return to Gerlach, we will find a suicidal death of Gerlach, who broke down because his society has left him.
- Steve can upgrade the leather jacket for us in exchange for saving his life.
- Evan can upgrade the shotgun to a sawed-off shotgun, and the sawed-off shotgun to "Wild" (he can add a bandolier to it). Do these things instead for three canteens of water if we haven't saved Steve yet, for two canteens of water if we've already saved him, and if we've been with Evan once for hunting. This gives us an additional option where he will do it for \$120.

2.6. Black Rock

2.6.1. Save the community from "infection"

Jasmine (a prostitute) is the source of infection in this town. After entering the settlement, we can ask her to take off her shawl and her unusual skin will appear. If we have First Aid 30, we will be able to diagnose that it is an infection, +100 XP.

The quest to save the community from the plague activates when we talk to Justin, who will order us to get rid of Jasmine from the settlement. Next, we can talk to her and:

- Bring her "Blood Purifier" – a substance that can be bought mainly from doctors in Salt Lake City, Winds of War or Las Vegas (rarely in New Reno). After giving her this medicine, we gain +30 Karma and +350 XP. We don't get money from Justin because he's pissed at us for what we've done.
- Give her poison saying that it is a medicine – she will die on the spot, and we get -10 Karma and +350 XP for completing the task, plus \$100 if we report to Justin after completing the task.
- Intimidate her, and finally attack and kill her – we get -5 Karma, +100 XP and \$100 from Justin.
- Tell her that for the sake of the settlement she should leave. We can give her \$100 and she'll do it kindly. We get +350 XP and \$100 from Justin. According to the text file, we should also be able to extract \$50 more from William and get +50 XP.

2.6.2. Solve the problem with runaway slaves

Activated when you talk to William – the owner of the bar. He will ask for help in solving the case of runaway slaves. We can talk to the slaves and:

- If we ask the right questions during the conversation, a dialogue option will appear asking us about the slave collars they have around their necks. We can pretend that we are removing them and activate them instead, killing both of them, -10 Karma and +100 XP after talking to William who won't be happy and \$100 from Justin who will be happy.
- With Speech 40 we can order them to leave the settlement and return to their owner, Mr. Luciano.
- With Traps 35 we can help them take off the collars, +10 Karma and +350 XP for it (not end of quest).

- We can say that they are not a threat to the settlement and suggest they work in the stable. We'll get +5 Karma and +100 XP after talking to William.

2.6.3. Solve the Brahmin's disappearance

This is another task that William will give you after solving the problem of runaway slaves. He will ask us to track down where one of his Brahmins has disappeared. He tells us to talk to his son who looks after the cows. Ask him everything, and then use the "hand" on the prominent, broken rail at the front of the fence. We can follow the traces to the corpse of the brahmin, which we examine and discover that the cow has been shot and has bullet marks. We go back to tell William about it, who then suggests talking to Justin about these types of cartridges. He indicates that only Bolt (the one in the tent on the left side of the map) uses them. After talking to Bolt, we get information from him about why he killed the brahmin, +100 XP. We can listen to it until the end, then go back to William and make a decision together:

- We can tell Bolt to leave as punishment – we get +300 XP
- We can tell Bolt that William will forgive him due to the difficult circumstances that accompanied the case – we get +10 Karma and +300 XP.

2.6.4. Solve the courier's disappearance

This is the last task William gives you. It has the nature of an investigation. We learn that one of their couriers, Milo, is missing. Knowing that he came from Gerlach, we go there and ask Evan about him, and more importantly, Milo's wife, who is staying in one of the houses at the table. If we previously moved the Gerlach community to Vault City, then Evan will stay, but instead of Milo's wife, there will be a message for Milo on the table that we need to read. After interviewing Gerlach, we learn that Milo had recently seen a shady guy from New Reno, and that when he disappeared, he was wearing Brahmin leather boots with a star on them. We go back to Black Rock and talk to gravedigger Bob. We notice that he wears exactly the same boots Milo had. We still need to press him to tell us what he knows about his disappearance. This can be done three ways:

- STR 8 and Karma under 50, we can intimidate him into talking – violence results in -1 Karma.
- We can use the reputation argument if we have high reputation in the settlement.
- We can convince him with Speech 45.

Once we have information from Bob, we can go with it to three different people. We can talk to Justin, Eugene or William.

- In the conversation with Eugene, who turns out to be the perpetrator of the robbery, we can convince him with Speech 25 to leave the settlement, or we can use another argument with the "Cheyenne Bandit" perk (probably the same perk as "Big Louie' Right Hand", but translated differently). Then he'll give us a working radio and give us the frequencies to track the missing caravan.
- In conversation with William, he will give us \$100 for help. After revealing the truth to him about Milo's death, he will give us a working radio and the radio frequencies of the caravan that is in danger of being attacked by thugs.
- Talking to Justin, we won't get any information about the caravan or the radio.

While still in Blackrock, we simply use the working radio and select the option to follow the signal. We reach a cave in front of which the bandits are waiting. We immediately enter into dialogue with them and can attack or make a deal with them. There are two ways to complete the quest here:

- The bandits want us to enter the cave and lure out the hiding caravan. When we go in and find the caravaneers, we can lie to them that the bandits are gone – then we will all go outside and an open fight with the bandits will begin. You can also kill the caravan members (-5 Karma each), loot their trunks, and tell the bandits about it. After returning to Black Rock, William complains to us that the caravan couldn't be saved, but we still get +350 XP.

– We can kill the bandits (+5 Karma each) and then tell the caravan that the bandits are gone and the road is safe. You could kill them all through combat, but you are most likely not ready yet for a direct fight, so there is a better way. Go inside and in the upper right corner there are a couple of radscorpions, kill them to take their tails if you don't have them yet (a third, already dead radscorpion is also in this area, just take its tail). You can proceed to the caravan people and talk to them or just pass them directly. If you talk to them you can learn how they became trapped, and either lure them out to raiders, go out with them to fight the raiders (makes the direct fight much easier) or tell them you need to think. Proceed to the empty part of the cavern on the left, if you get close to the left side wall you will get a console message "there's a fresh breeze blowing" and you will easily find a hidden exit. Once outside best to use sneak mode, there is a nightshade plant outside for Jasmine's quest if you didn't do it yet. There will also be a fireplace that you can use and it will give you the option to poison the raiders stew pot, for that you will need to either make the horsekiller poison with nightshade berries or just throw in radscorpion tails (you need 3). Then just go back inside the cave and wait an hour or two for the poison to take effect. Come back out to find the raiders are dead, loot their corpses and inform the caravan people that the raiders are dead, after that you can return to Black Rock and trade with the caravan leader. One of the bandits has an old revolver in his inventory. After returning to Black Rock, we find the leader of the caravan at the bar and he will thank us for our help, +20 Karma, +700 XP. William can additionally give us \$200 or his unique "Lucky" pistol.

2.6.5. Minor tasks and curiosities

– After playing the game for a long time (or after the end of its main quest), when we enter Black Rock, we will see Smith's funeral. Earlier, we hear from Bob the gravedigger that a coffin is prepared for Smith, because he will die soon. You can dig up useful notes from his grave (this, of course, results in -5 Karma and the Grave Robber perk). When we use them, a message appears on the console that thanks to them we gained knowledge about several locations on the map and obtained some recipes.

- If we have INT 3, Grave Robber perk, Speech 35, and Liked (or higher) reputation in the city, we can get information from Bob that he is a necrophiliac. We'll get +50 XP and a "Cat's Paw" magazine.
- According to the text file, it should be possible to talk to Dave who can tell us about gecko skins and upgrade the plasma gun. But I can't talk to him at all.
- William sells gecko eggs for \$50 each.
- Former New Reno boxer Mike stands in the bar. We can offer him a fist fight. Win it for +350 XP and \$100.
 - If we lose the fight with Mike but we have Unarmed under 70 and high reputation in the city, he can increase this skill by 3%. If we have a neutral reputation, he will do it for \$200. According to the game file, however, he will refuse us if he thinks we may be a bandit or if he says that people in the settlement don't like him. I do not know what it depends on.
- INT 5 in a conversation with Mike, we can deduce that he must have had some kind of weapon to get through the wasteland. We will find out that he has a power glove and we can buy it for \$3,500 or if we have Speech 60 for \$2,500.
- Near Eugene, you can find some ammo scraps with the metal detector.
- William also sells the unique "Lucky" Pistol and a Pistol Part that can be fitted to a 9mm Pistol.
- When we talk to Jasmine after she is cured, we can ask her if she wants to start a family. With INT 3, go talk to gravedigger Bob and ask why he is single. Then, in the conversation with the prostitute, you will be able to ask her if she would like a date with Bob. Then talk again to Bob if we have a reputation of Liked (or better), and there are two ways to complete the mini-quest:

- Tell him Jasmine considers him a scumbag, garbage, etc., and when we return to her, tell her he's not interested. We deprive them of the opportunity to be together, -5 points Karma, +250 XP.

- Tell him Jasmine has been cured of her infection and wants to start a family. Return to her and tell her he's interested, +10 Karma, +250 XP.

2.7. Lovelock

This is a location consisting of one part inhabited by a Cheyenne Indian tribe, and the other part being bandits led by Big Louie. The location's name can also be found in some dialogues, as that was the original name of the location. We can work for both sides – some are good, some are bad. There is also a radio station here, which plays a role in the main plot. Chief Ogima doesn't want to talk to us if we are a "Babykiller" and will be less willing to talk if we have dug up graves in the settlement before, or if we have the "Cheyenne Bandit" perk.

2.7.1. Kill the bandits who are terrorizing the Cheyenne tribe

We can do this task (I had a problem with its activation in Pip-Boy, it doesn't want to appear, but we can do it), if we have INT 3. Talking to Ogima about the problems facing the village, he will order us to deal with the bandits. He'll tell us to talk to Gekkek Hawk, who is guarding the village, and he'll show us where the bandits are (it's just the northern part of the map, which we can enter ourselves). If any of the bandits notice us, they tell us to talk to their boss. We can convince him that we want to join them and then leave. In a conversation with Gekkek Hawk on this map, we can learn that the bandits also have a water tank, or we can find it ourselves behind their main building. Once we get caught by the bandits, talk to Louie and pretend we want to accept a quest from him, then we return to the Gekkek standing in front of the entrance to this part of the map and with CHA 6 we can convince him that we are not a traitor to the tribe, but only pretended to cooperate with the bandits, +100 XP. In order to complete the task:

- Sneak to the back of the building undetected and use the three "Horsekiller" poisons on their water tank, then wait a few days.

There will be blood stains near the thugs. Only Big Louie will be left alive. After poisoning the tank, we get +2,000 XP.

– Kill them one at a time, +5 Karma for each.

2.7.2. Neutralize Big Louie

This is actually the second part of the task of eliminating the bandits. I don't see a way to activate them, but we can do them in two different ways:

– Simply kill the leader of the thugs in normal combat, +500 XP, +5 Karma. After poisoning the water tank, Big Louie will survive and walk around the dead bandits, so you'll have to kill him yourself anyway. We can also sneak up to his floor by first going to the back of the building and avoiding the guards, then going down to the underground through the passage near the heap of stones. There, we go downstairs through the corridor to the door that needs to be opened and has a trap on it. Then we go up the stairs to the second floor and find Louie in the room. He has no weapons so he can be easily killed.

– We can get caught by a bandit patrolling the area and let ourselves be led to Louie. Once in conversation with Big Louie, we make fun of him. He'll get mad right away and the bandits will take us to the back room where we'll have to fistfight. If we have Steal 55, a message will appear that we managed to steal something from the bandit while walking. It will be some kind of brass knuckles. We can use it in combat. First, we fight one bandit to the death. After killing him comes another, and after killing him, finally Big Louie. For killing them all this way, we get +2,000 XP. However, a fight with any bandit is not easy, you need to have a high Unarmed skill and it's best to be full of chems. After killing the bandits who come to us in the "ring," we can take the door key from Louie's corpse and open the door. Behind there, however, there are four more thugs. It's best to stand blocking the doorway, so they can only attack us one at a time.

After returning to Ogima, we get +1,000 XP and a Cheyenne tribe figurine, which gives +1 to Luck when held in hand.

2.7.3. Defeat Makozid in a fistfight

It seems that the quest can be activated in conversation with Makozid, if we talk to the leader of the tribe beforehand and ask him about everything in detail. High reputation with the tribe and STR 7 will trigger a dialogue option in the conversation with this warrior, in which we see his high fighting skills and we can offer him our competition. We go to an area away from the tribe and fight bare-knuckled there. We can:

- Win the fight – after losing a certain amount of points, Makozid will give up and you will get +1,500 XP. We shouldn't kill him, because then it results in -5 Karma and we become an enemy in Lovelock.
- Lose the fight – we get +500 XP.

2.7.4. Ogima wants a water tank repaired for the tribe

This quest activates in a conversation with the chieftain of the tribe, Ogima, if we have INT 3 and ask him why it's so primitive here. This lets us repair the tank. We can do this in three ways:

- Repair 40 and two pieces of scrap used on the tank will repair it, +1,200 XP, +10 Karma.
- We can ask Steve from Gerlach, whom we saved from execution, to fix it. He will do it if we already fixed the water pump in Gerlach, +500 XP.
- We can ask Frank Korchen of New Reno to fix it. He will agree to do so at prices based on our Barter skill as follows:
 - Barter under 51 = \$2,000
 - Barter 51 = \$1,500
 - Barter 54 = \$1,400
 - Barter 58 = \$1,300
 - Barter 62 = \$1,200
 - Barter 66 = \$1,100
 - Barter 70 = \$1,000

For paying Frank to do the repairs, +1,000 XP.

After returning to Ogima you will get +10 Karma and you will be able to choose a reward of 30 sandwiches. If we refuse to accept the reward, we will get +50 Karma.

2.7.5. Clear the plantation of predatory plants

This is the first quest we get from the tribe leader. When we realize that they are very distrustful of newcomers, we can propose to clear the plantation of predatory plants. Go to the western part of the map, through the highlands of the plant, and return to the leader. We can also ask the shepherd to borrow a spear and get it in two ways:

- Promise to return it. He will lend it to us and we can voluntarily return it, +1 Karma and as gratitude the shepherd will let us keep it permanently.
- With the "Cheyenne Bandit" perk or Karma 0 (or less), we can demand a spear for our protection, then get in a scuffle. If we have STR 8, we will win it. This results in -3 points Karma, but we can still return the spear to its owner.

After returning to Ogima, we get +5 Karma if we don't take any rewards (\$300 or a sandwich).

2.7.6. "Help" Rot

We activate this quest when we give an alcoholic drink to Rot – a bandit in a black jacket who is a junkie. After using it, we have to wait a few days (the same is true after each administration of the agent), and then talk to him. He will ask you to provide him with more alcohol (beer, vodka, Rot Gut or "Bloody Mary"). We get +50 XP for doing this. He will ask for another drink. For it we will get +100 XP but -3 points Karma. If we give him "anti-smokers" or painkillers, we will receive +150 XP but -2 Karma. If we shout earlier, we will get -3 Karma. Finally, he will request Psycho. Then we have the option to search him and we can find a 10 mm pistol in his possession. Taking it will result in -5 Karma. When we give

him Psycho we get +250 XP and -5 points Karma. Only a memory will remain after the last one from Rot.

2.7.7. Return Niskigvan's possessions taken by the bandit "Fury"

When we talk to this healer with INT 4, there will be a dialogue option in which we notice that he has poor tools. We will learn that his property was taken by a thug named "Fury". He is in the bandits' territory. Three things can be done to reclaim the shaman's backpack:

- Talk to "Fury" (of course, you have to let yourself be taken to Big Louie first, have a conversation with him and at least pretend that you want to join him so that we can leave him in peace) and in this conversation you can either win the backpack by playing cards (we bet \$100) or buying it back. The price and the chance of winning depend on the skill of Barter and Gambling (I managed to win at 50).
- Take it from his corpse if we plan to slaughter the bandits. It can't be stolen.
- If we are a female and we have CHA 5, we can sleep with him in exchange for the backpack.

After returning it to its owner, we get +350 XP and +10 points. We eat and we can ask for sandwiches.

With INT 3, the backpack can also be sold to the doctor in Winds of War for \$1,000 or a doctor in Salt Lake City for \$500. This, however, does not close the quest.

2.7.8. Akabidab asks to find Gizhiyash in New Reno

When we talk to the hunter standing at the table with food, we learn that his brother is missing in New Reno. We can offer to find him.

- We go to New Reno and go to the Luciano ranch (south-western part of the map). There we can enter the farm through the gate, bypass the walking guard, and enter the stable with the Brahmins to talk to Gizhiyasha.

- Another way is to open the door to the locked room (-2 Karma), take the guard's jacket from the wardrobe & wear it. If we have INT 4 and we are caught, we will be able to say that we are a new employee.

When we find Gizhiyasha, we can offer to deactivate his collar or buy him from the owner. We can open the door to the central shed, where the computer that controls the collars of slaves is located (the lock is quite difficult, you need a high Lock Pick skill). There we can:

- Science 25 allows us to blow up all the slaves, +100 XP and -50 Karma.
- Science 40 or Repair 40 allows us to deactivate all collars, +250 XP.

In addition, we can:

- Traps 40 to remove the collar manually from the slave himself and add it to our inventory,
- After talking to the slave, we can buy him for \$1,000 from a guard named Machete. We also have to give him clothes afterwards. Benefits +50 Karma and +500 XP on return as above.

When the Indian is free, we go tell him about it and he tells us that he still needs clothes to escape safely. We can give him a leather jacket or leather armor or maybe some other armor, but I can't figure out what. Once he runs away, we get +50 Karma and +500 XP. When we return to Lovelock and talk to Akabidab, he will teach us some tricks which give us +5 to both melee and throwing weapons, plus he will give us a throwing knife.

2.7.9. Find a way to cure poor Makkon

This is a very complicated task. To be able to start it at all, we first need to talk to the shaman about the boy lying in the corner of the tent. To

be able to ask him about the boy and propose treatment, we must have an INT 4.

Then we go to the chief of the tribe and we have to convince him that we are able to cure Makkon and get his permission. You can get it in several ways. With First Aid 15 and Speech 25, we can use a dialogue option in which we say that we will use specialized medical equipment for treatment and that we will use alcohol, herbal or pre-war anesthesia, or we can say that we will perform the operation together with the shaman.

Once we have permission for the operation, we go to the shaman and he will conduct a medical knowledge test with us. Depending on how many questions we answer correctly, the shaman will react differently to our knowledge:

- 0-4 correct answers – he will cross his arms and say that our knowledge is too low – no consent to the operation.
- 5 correct answers – frowns and says that we have some knowledge, but not enough to perform the operation – no consent to the operation.
- 6 correct answers – he will smile and say that we have enough knowledge to carry out the operation – he will give us permission.
- 7 correct answers – he will smile and his eyes will shine with delight and say that we should even check him over – he will give us permission.

The correct answers are as follows (in sequence):

- small intestine
- did not die because the bullet did not damage any serious organs
- digests food
- the wound heals for several weeks

- they should be cleaned with alcohol
- healing powder causes a decrease in perception
- addiction can disappear after some time without taking the drug

Then we take tests of perception, agility, endurance, and perhaps strength. Unfortunately, I was unable to determine the relationship between the character's parameters and the test results, because during the modification of these parameters the game often crashed, and with different combinations I got different results (e.g. PER=5, STR=5, END=5 and AGI=5, I sometimes got a satisfactory result, sometimes the highest possible, and sometimes a negative result). What I do know is that there are four possible outcomes for this test:

- negative – the shaman will not allow us to perform the operation
- positive for +500 XP and agrees to the operation
- positive for +750 XP and agrees to the operation
- positive for +1,000 XP and agrees to surgery (shaman will say we are extremely talented)

In order to go through these tests, we cannot be addicted, poisoned or irradiated. Before starting the operation, you will need to collect:

- drinking water
- knife, throwing knife, combat knife, razor or scalpel
- painkillers, alcohol or datura (this can be used by a shaman)
- pliers or pincers (i.e. tools)
- painkillers or first aid kit or doctor's bag (included)
- healing powder or stimpak.

If we have at least one item from each set, we can proceed with the operation. The operation can end in four ways depending on the tools used:

- If during the operation we use primitive equipment belonging to Niskigvan, we get +10 Karma and +1,000 XP.
- If during the operation we use (I don't know what combination of items and skill level), we get +2,000 XP as it states in the game file, and possibly +25 Karma. It didn't work for me with any combination.
- If during the operation we will use medium-class equipment (first aid kit, tools, alcohol disinfection, medicinal powder) and we have First Aid 100, we get +50 Karma and +3,000 XP.
- If we use top-class equipment during the operation (doctor's bag, tools, disinfection with drinking water, stimpak), we get +75 Karma and +5,000 XP.

Perhaps there are more possible combinations of skills and items that we use. There is also an option to use a scalpel for surgery, but I had an error loading it into my inventory. In the text file of the conversation with Makkon there is a text that says that we get eternal glory with the Cheyenne tribe, that it's a miracle that he was cured, that we were sent by the blue mother and that we get +10,000 XP (!) ... but it's probably a dream, because I could not activate this conversation in any way, and in addition my game crashed many times after the operation was completed. But maybe the script really does work and you can end the whole job like that. I recommend checking it out and good luck.

2.7.10. Big Louie: Find a way to get to Hawthorne Base

Let me mention at the beginning that in order to get a job with Big Louie, we should go to the bandits' territory and get caught there so we can get taken to their boss. We should be polite in talking to him, because if not, he will lead us to the cage and make us fight to the death with his thugs and ultimately with himself. After leading us to him, he will search us and can take a sniper rifle, a map of SLC lake, Vegas drugs, a Vegas artist's porter or a lighter from our inventory. In addition, I noticed that the "Traces" perk indicates that if we want to start cooperation with him, we

should have Karma up to 250. However, I'm not sure if it's a mistake or if it actually works. I will also mention that although he is a gangster and initially by completing his orders we can lose some Karma, the last task seems to have a different character – you can say that Big Louie "converts".

The gangster will give us our first task, which will consist of going to the Hawthorne Base and finding a way to get inside. When we tell Lusiek that we are ready for the expedition, we will go to the base with his two types.

We can poke around a bit in the first two maps (in one of the electrical boxes we can find a flare and apparently in some scrap heap a knife that I never found). In the dead city, there is a robot in the building with the corpse of the seeker. Having Science 40, we can activate the robot and order it to go to the warehouse and clean out the mines. We'll get +500 XP for this. (The HSRobot text file says that you can do something else with it, but I don't know how to do it or if it is possible at all). Finally, we go to the third map to the garrison area. There, we have to watch out for mines and leave our companions for a while while we go along the right edge of the map to the electric box. After opening it, we use Repair on it, turning off the turrets in order – Repair 70 gives a chance of about 10% to disable, but it's better to have Repair 80. We get +300 XP. In this part of the map, it is also possible for your comrades to destroy the turrets by standing far enough away from them. Next, when the turrets on this map are inactive or destroyed, we go to the next part. There, keeping to the right side, we climb onto the roof of one of the hangars over the electrical box (everything on the right side), then go down through one of the holes in the roof on the left side, and go forward through the hole in the wall. Ahead is the second hangar. Here we can open one of the doors and go through the hole in the wall again to the other side. Once you're in the north of the map, a bit to the left there's a pipe through which you can get inside the base. Then we go to take the card from the desk in the room on the right and turn on the light in the room in the north of the hangar. There is also one security robot that can attack us when we approach the door behind which there is an elevator. We use the red card on the door or we can open it manually if we have a very high lockpicking skill (around 100). Then we go down the elevator and go forward. In the reactor chamber in the terminal, we turn off the base's security system. We get +1,200 XP. We go back to our guys who, if we didn't leave them on the

previous map, were left outside the turret-guarded area, and tell them that the security system is disabled. They'll tell us to go back to Louie. We get +1,000 XP. Louie, after returning, congratulates us on completing the task and announces that from now on we are his man.

2.7.11. Louie: Collect and deliver Stryker's payment

This is another task given to us by Big Louie. He tells us to go to New Reno and collect the payment from Stryker. We are going to him (he is in the southern district of the city) and in the conversation with him to give us the briefcase we should have Guns 60 or Unarmed 60. After receiving payment, we also have the option to start working for Stryker right away. When we have it, we take it to the boss. We get -5 Karma and +500 XP, \$500 and Stimpak.

2.7.12. Louie: Kill the traitor named Balder

The third task given to us by the gangster from Lovelock. In order to complete it, we go to New Reno. There is a caravan parking lot right next to the entrance. We can ask the kid/guide about the man we are looking for. In the parking lot, among the guards, there is one bald man with whom we can talk. If we have PER 5, a dialogue option will appear in the conversation in which we discover his real name, which is Maxon. After discovering we can:

- Attack and kill him on the spot, but it's hard without getting into a fight with gunmen. For killing him on the spot we get +1,000 XP, and after returning to Louie we get -5 Karma, +1,500 XP and \$1,000.
- Make him go with you to the slums and kill him there without witnesses – rewards as above.
- We can let him get off the map. Then we can find him in Vegas at the Monte Casino by the bar, or in the big room on the first floor depending on the time of day. INT 3 and PER 7 can recognize him in conversation (he's changed his appearance, he now has hair) and we will get +100 XP for it. We can exchange a few passes with him and finally kill him or leave him alone. There is +1,000 XP for a kill.

- INT 5 or Speech 25, we can offer to buy his weapons, which we will present to Louie as proof of the task. We'll get +5 Karma and +1,500 XP and \$1,000 from Lucy.

NOTE: There is a bug when trying to buy weapons from Balder. You have to try the transaction many times to finally get Maxon's shotgun in your inventory. It seems that you also need to sell him some weapons for him to accept the trade.

2.7.13. Louie: Get revenge on dealer Solomon in New Reno

The quest can be activated by talking to Louie after completing the quest with stopping the courier. We go to the boss and he orders us to take revenge on Solomon in New Reno – he's the guy in black and blue clothes in the den behind the Cotton Club and the Eldorado casino. First we should talk to the gangster Fatty Jackson, who will give us a contract related to Solomon. When we find a gangster in New Reno, we won't immediately know that this is Solomon. In order to discover his identity and have various dialogue options available, you need to conduct an investigation. This can be done in three ways:

- Talk to the dealer standing right at the entrance to the Eldorado casino. When we ask him about a guy named Solomon, he makes us pay \$1,000 for information or if we have INT 3 and STR 9 with Unarmed 90, we can intimidate him and he'll tell us where to find him.
- Go to a slum house where a family lives with two children playing a game. When we talk to the guy in the green sweater, INT 3 and First Aid 50 will be able to diagnose his illness for +200 XP and -5 Karma IF we inform him that he will die painfully. However, if we have INT 5 and Speech 80, we can ask why there is no doctor in town. A dialogue option will appear that will prompt him to tell us who Solomon is and where he is.
- After talking to Fatty Jackson, we can follow his instructions to the underground casino Eldorado, where boxing fights take place. There we can talk first with the bartender, then the coach, then Bishop, and finally with the judge (a short guy in blue). INT 4 can

extract information about doping from him for \$100. Then we go to Stryker's headquarters and talk to a guy there named Racer. We have to give him some liquor to enter into a dialogue. Now we can ask if he knows Solomon. He'll tell us that with a small favor he can make an appointment with him. He will ask you to bring his chrome glasses from the strip club. Go to this club and enter on the invitation he gave us. There we can talk to Mommy about the glasses, and then to the bartender who has them. We can buy them from him through ordinary trade, or having Speech 55 we can convince him that it is worth giving it back. We return with them to Racer and get +200 XP and he tells us where Solomon is.

By using one of these methods, we already know where it is and what Solomon looks like. We're going to him.

NOTE: There are a lot of bugs in the conversation with this dealer. He often crashes the game, he doesn't have items in his inventory to trade, or the conversation is incomplete. For getting information from him on why he poisoned Fatty Jackson, we should get +250 XP/ However, it is so bugged that the appropriate dialogue option does not always appear. I was able to determine that it should appear at INT 10 and probably CHA 5. There is also another possibility to determine this – see the task with the ringmaster in New Reno. An easy way to avoid crashing the game is to first use the "binoculars" option on Solomon and then enter into dialogue with him. The quest can be solved in three ways:

- You can just kill him and cut off his finger with the ring as evidence for Louie. For the kill itself we get +100 XP, after returning to Louie we get +1,500 XP and \$3,000.
- If you have INT 10, you can talk to him about drugs. After a few dialogue combinations, we'll be able to conclude that we can take the ring from him, along with the finger. To force him to cut off his finger with a ring, we need Speech 50. We get -30 Karma and +100 XP for chopping off the finger in a brutal way, and rewards from Louie as above. If we have Speech 70 we can convince him to cut it off himself. For this you will get -20 Karma and +100 XP.

- If we have INT 10 and First Aid 45 with painkillers in the inventory, we can offer him amputation with anesthesia. For this feat we get +350 XP and other rewards from Lusiek.

2.7.14. Louie: Stop the Vegas courier

Immediately after going to Louie with the information that we killed Balder, he orders us to take part in a robbery of the courier from Vegas. Immediately after the conversation, we move to a place in New Reno, where an ambush is being prepared for the courier. All we have to do is wait with the rest of the thugs for the right moment and attack, or we can meet them and start the slaughter normally. There is -5 Karma for killing each member of the courier crew, -5 karma for killing a courier, and +1,500 XP. After the robbery, we can loot the corpse and take the courier's briefcase. When we have it, we can end the task in two ways:

- Deliver the briefcase to Bertolini, because he was the addressee. We'll get -5 Karma, +300 XP and \$1,000 for this. We will also be able to use her argument when we ask for a job with this crime family.
- Return the briefcase to Louie and we also get -5 Karma and get a \$3,000 reward.

2.7.15. Louie: Organize a show in Vegas

This is the last favor we can do for Louie. In order to start the whole sequence of events, we should first take the NEWSPAPER CUTTINGS from Louie's desk and read them, thanks to which the text about Louie will be uploaded to our Pip-Boy. Then, having INT 3 in the conversation with the Big Boss, we will be able to ask him who Louie Armstrong is. Next, we head to Las Vegas and go to the Hard-Rock Café. Here also having INT 3, we can ask Woody the bartender why the cafe scene is empty. He tells us to talk about it with his boss, Sam Philips. Talking to Sam, we will be able to recommend our friend, Big Louie, to perform on stage. For Sam to agree, we need to get the job cleared of drug possession charges. Once we have the approval, we can go back to Big Louie and tell him that there is a place for him on stage in Vegas. He will be happy and go there as soon as possible, and we will receive +50 Karma and +2,500 XP. Here the

task should probably be deleted in Pip Boy, but it didn't even show up for me in the first place.

Then we can meet Lušek in Las Vegas at the Hard-Rock cafe, during the day in the back of the building, and in the evenings on stage. If we tell him that his people are dead, he won't care. However, if they are alive, we will be able to meet Ripper in Lovelock's room because he wants to take his place. After we talk to him, we can accept the offer to kill Big Louie. We can end the case in two ways:

- If we kill Louie while he is in Vegas, we get -5 Karma and +250 XP for the fight itself (apparently Lusiek has really come back from a bad life and is a good character since we lose Karma on killing him). Ripper will give us \$5,000 as a reward, and if we have Barter 50, we can get even \$6,000.

- We can also tell Louie about Ripper's evil plans, and in return Louie will offer a \$1,000 reward for killing his foe. We get \$1,000 when we talk to Lusiek after killing him. Even if we only kill the Ripper upstairs, the bandits become our enemies, and there are +5 Karma for each kill. In fact, after receiving the order from Ripper in the second dialogue with him, we can declare that we have a counterproposal, while after killing him in the conversation with Louie in Vegas, no dialogue was activated in which I told him about it, but \$1,000 immediately appeared in my inventory... BUG?

2.7.16 Minor tasks and curiosities

- On the map, where there is a farmland with predatory plants, there is a house behind the abyss. In order to get to it, you need to use the rope on the destroyed bridge first. Science 15 and Repair 35, use the planks lying next to the house on the side you are on. We can do this in two ways:

- By ourself, if we have STR 6.

- We can ask the shepherd for help by intimidating him (required perk "Cheyenne Bandit" and surprisingly we don't lose Karma) or convincing with INT 7, but then the argument will result in -3 Karma.

After installing the planks, we can lower the bridge and we have access to the locker with lumber and the exit.

- Shaman Niskigvan can heal us for \$100 or for free (I don't know what it depends on, maybe reputation).

- According to the game's dialogue file, it should be possible to learn how to gut geckos from Makozid for +750 XP. However, I can't activate it at all so maybe it's not in the final version of the game.

- Shaman Niskigvan can make us a healing powder of broca flower and xander root for \$25, an antidote for radscorpion tail poison for \$25, and a cure for infection from broca flower, xander root and two cups of nightshade for \$250.

- In a conversation with the Shaman, if we have Doctor 40 or First Aid 40, we can exchange experiences with him. If we convince him that it's worth using pre-war medicine, we'll get +100 XP and +5 to first aid (possibly less if this skill is high).

- In a conversation with Omakaki, the tribe's cook, INT 4 and CHA 8 allows us to convince her to give us a sandwich. We can also force her dish with the "Cheyenne Bandit" perk or in an act of aggression we can spit on food. Both options will result in -5 Karma.

- With the "Cheyenne Bandit" perk, you can rape the Omakaki cook (sick!). In the dialogue, we can gradually move further and further and get -5, then -10, and finally -50 Karma and +500 XP. There is also a message in the text file that we can get +200 XP instead of +500 XP, but I don't know how to achieve that.

- Using the meat on the head of cabbage lying next to the attic of the kitchen, we can make a sandwich, but for stealing we will receive -2 Karma.

- If we have a high reputation in the settlement, we can ask Makozid to teach us Outdoorsman in a conversation about hunting. He'll agree in exchange for a sandwich and milk. It will increase our

Outdoorsman skill by +5 points if we have it up to and including 90, and by +3 points if we have it above 90.

- When we bring Gizhiyash from Reno to our tribe, we will be able to go hunting with him only with a spear and healing powder. We will have to kill two common geckos and one golden one together. After returning to the village, the hunter can teach us "Gecko Skinning".

- After completing the quest for the shaman-doctor Niskigvan in the tent, you can ask him to teach you how to make some useful medicines. He will teach us how to make "Blood Purifier", "Horsekiller" poison, healing powder and antidote and we will get +500 XP. The same skills can be taught to us by a gangster named "Fatty Jackson" if we have INT 4 for \$500, or for free if we've served Big Louie.

- Fatty Jackson can make the following for varying prices, depending on our Barter skill:

- antidote – radscorpion tail needed.

- healing powder – need broca flower and xander root.

- stimpak – need an empty syringe, broca flower and xander root.

- Akabidab can sharpen our spear for us after completing his task, thanks to which its combat parameters will increase slightly.

- In the conversation with the shepherd in the farming part of the settlement, according to the game file, it should be possible to buy a toaster from him through conversation and give him a leather jacket as a good deed. These options don't work for me. However, I can buy a toaster from him by way of trade. Supposedly it raises some skill, but I don't see any changes when I have it in my inventory. It is, however, necessary for the production of "Mickey's Revenge".

- In one of the graves in the tribe's settlement there are the ashes of the ancestors. After consuming them, we are temporarily poisoned and get +1 to Luck and -1 to Stamina.

- In the area where the bandit camp is located, on a hanger above their premises, we can find a torn leather jacket hanging on a string.

- In the overturned car next to the bandit building, we can find scrap metal (more useful in this game than in classic Fallouts).

- We can play cards with a bandit named Fury. The stakes in the following rounds are as follows (we bet money):

- Bet \$50 vs Healing Powder – 100 XP if won
- Bet \$100 vs Super Stimpak – 200 XP if won
- Bet \$300 vs Psycho – 300 XP if won
- Bet \$500 vs his pistol with ammo – 500 XP if won
- Bet \$700 vs chewing gum – 750 XP if won

Of course, success in the game depends on your Gambling skills. In my opinion, the most valuable is chewing gum, which can be used for cheering.

- INT 5, we can talk to "Fatty Jackson" and ask him about local secrets. For \$50 or \$100 (I don't know what makes the difference, maybe reputation with bandits) he'll tell us about some guy they once captured, but he escaped and took some stuff with him. He says if we find him, everything he has will be ours. In the upper right corner of the map there is an uncharacteristic piece of fence. We can break it with a crowbar or with a high STR. Behind it is a scorpion and the skeleton of a guy with some stuff.

- Ripper is Louie' guy in metal armor. With Speech 50 we can convince him to tell us something about himself and we'll get +100 XP for it.

- From the moonshine distiller in the bandits' kitchen, we can steal 3 vodkas if Jackson is not around.

- With a metal detector you can find the following things in the following quantities:

- 7 in the bandit part

- Near the stones on the right side of the Lovelock sign
 - A tire in front of the Louis sign
 - Near a crate pile inside of the main bandit building
 - Near another crate pile inside of the main bandit building
 - Next to a bed adjacent to the fighting cage on the right side of the map
 - Near rocks on the north side of the map behind a chair
 - On a bush next to the clothesline

- 3 in the agricultural part

- Between the satellite and the puddle
 - In the cow's bones
 - Between the visitor and the nativity scene.

- 3 in the tribal part

- By a tree near the fence opposite the entrance to Lovelock
 - By the skull pole near the passage to the bandit part
 - Between a tree and a tent on the passage to the plantation site

2.8. New Reno

In terms of local government, this city is no different from New Reno in Fallout 2. Crime families also rule here and we have the opportunity to work for them. Some will refuse to cooperate with us if we have previously worked for their competitors, and others will have no objections. The city is relatively large and there are also plenty of mini-quests to complete.

To work for gang bosses, you need to be at level 7, and you can also perform a specific task for a person who recommends you to work for a given gangster. Perhaps the general fame in Reno, which we gain by winning fights in the ring and getting a perk, helps us. But I can not confirm whether this is actually the case.

Below is a list of activities that allow you to work for individual bosses:

– Bertolini will allow us to:

- be commanded by Bishop after several fights in the ring
- report about Chase – a spy
- see an administrator who can recommend us for helping him
- deliver a package from a courier from Vegas

– Stryker will allow us to:

- use the help of his chemist Terry in finding doping for the fight
- the "Cheyenne Bandit" perk will convince him that it is worth commissioning work for Louie' man
- going to his page when collecting money for Louie
- "giving" Devero and his friend Nick to them
- rescuing his man on the Huey tracking quest

Of course, we can't have Thompson behind us because they're enemies.

– Wright will allow us to:

- gain high reputation in the slums (we gain it by completing tasks commissioned by their inhabitants)

– Thompson will allow us to:

- gain "Cheyenne Bandit" perk
- gain "Bertolini's Advisor" perk

But he won't want to work with us if we've already worked for him, Luciano, or Stryker.

– Luciano will allow us (in order for Machete to let us in, you need to be at level 4 or be able to use some of the arguments below):

- get an order to work by the accountant for whom we performed a task
- get an order to work by Chase, for whom we performed a task
- report on the spy we are to meet after taking the first task from Bertolini (at the same time we lose our job with him)
- complete tasks for Wright and get them to cooperate

2.8.1. Patrick asks to heal Itch

In the first conversation with Patrick, we can answer some of his questions, for which we will get +100 XP. We can also offer him help in his activities. He will ask you to heal his friend Itch. We should be able to do it if we have First Aid 30, although the console suggests that success depends on Luck, so it can be done by trial and error. After healing and talking to Patrick, we get +500 XP and +5 Karma, or we can demand \$100 and immediately lose the 5 Karma we just acquired.

2.8.2. Patrick asks for a message to be delivered

Another quest given by the preacher. Go to Tuco – the guy in combat armor who stands at the entrance to New Reno and guards the Nevada Express. He won't talk to us if we're Louie' man, there may even be a fight. In a conversation with him, we learn that the package is in the possession of a child who lives in a house in the slums just across the street. Go talk to the kid and we can intimidate him, which results in -2 and -5 Karma, or we can treat him gently. Then we talk to his father and buy this shipment from him for \$100, or convince him to give it to us with Speech 55. After giving the letter to the owner, we get +10 Karma and +350 XP.

2.8.3. Patrick needs help organizing a screening of The Mormon's Other Job.

We should first talk to Mr. Wright to get permission to show the film. If we have INT 4 we can convince him to agree for \$1,000, or if we have a high reputation in the slums he will agree to do it for free, or if we have INT 4 and Speech 75 we can just convince him to do it. We get +500 XP. Then we go to Patrick and tell him that the film is approved and if we are ready, we can start the screening. Our job is to be Patrick's personal bodyguard during the show. The quest can be completed in three ways:

- Do nothing and at some point a guy will approach the Mormon and kill him – this way we complete the task of eliminating Patrick given by Stryker without losing Karma. Patrick has a photon gun with him.
- When we see a suspicious guy who is interested in Patrick, we can talk to him and scare him away and kill him there – but no matter how far from the audience we attack this man, the task will still fail, because the audience will run away in fear.
- When we see a suspicious guy who is interested in Patrick, we can steal his pistol from his inventory before he manages to approach him. This will make him abandon the assassination attempt and leave the map. Then the quest ends successfully and we get +1,000 XP. After returning to Patrick, he thanks us for our help and we get +50 Karma and our reputation in the slums grows, i.e. we are getting close to getting the "Hero of the Slums" perk.

2.8.4. Support Harding in his suffering

The quest doesn't seem to be able to be activated in the Pip-Boy, but it is perfectly doable. We should talk to the poor man in the slums at the entrance of the city. We can offer to help Harding with his depression. After talking to him, go to his neighbor opposite and get information from him. We return to poor Harding and with INT 3 we get a dialogue option available in which we ask about Patrick's club. Then we go to this Mormon and ask him to tell us about his club. For this you need INT 4, Science 35, and First Aid 35. We will find out what's wrong with Harding. Then with INT 5 we say that we do not agree with the methods of his treatment. There will be talk of giving him an anti-smoker, but it won't be needed. We go back to Harding and talk to him. In order to finally solve his problem, we go to the strip club in the western part of the city (entrance \$100) and talk

to Mom. We buy a ticket from her for \$50 (or steal it) so Harding can have "fun/therapy" and deliver it to our patient. +500 XP and +25 Karma. Quest finished.

2.8.5. Solve Miss Clover's debt

Talk to Mrs. Clover, who lives in the slums in the entrance part of the city (she lives alone). We will find out that her husband left her in debt and we can offer help. Then we go to the administrator of the casino "Eldorado" (the man in the jacket on the second floor) and we bring up the subject of this lady. Then:

- The administrator will offer us the opportunity to forgive the debt in exchange for the delivery of a cigarette case owned by Mr. Wright. He keeps them in his locker in a room guarded by a bodyguard. You can sneak in there and take the cutter or kill Wright and the bodyguards (you get -5 Karma for each bodyguard's death).
- We can personally pay Mrs. Clover's husband's debt of \$1,000.
- If we have already completed tasks for Bertolini and we have a perk that proves we're a member of his gang, we can ask him by addressing him as "boss" to write off this debt. NOTE: I had a bug when using this option, because when telling Mrs. Clover about everything, I didn't have the dialogue option to end the case and I didn't get the XP. For informing the debtor that her problem has been solved, we get +20 Karma and +500 XP.

2.8.6. Find the missing researchers from the slums

After you talk to another slum resident in the entrance part of the city, Mrs. Essie Gate will ask us for help in finding the missing researchers/seekers – Robert and Mark. First, we go to the Hawthorne Military Base and there, in the second part of the map from the entrance, in one of the huts, we find the corpse of the seeker, next to which there is a note. It's Robert. We take the note and return to Essie Gate. For solving Robert's case we get +250 XP. Then we learn that Mark is also missing. The trail leads to the apartment of other slums in the second part of the city (the family in the middle apartment). When we go to talk to them with

INT 4 and Speech 80 we can get the information that Mark was banished from Reno to save himself from Wright, against whom he failed to complete the mission at Hawthorne Base. We get +300 XP for this. Mark is in the Black Rock bar. There we go and in conversation with him we can:

- Lie to him, say that Wright sent us, and persuade him to fake his death, thereby taking over his mission. We can make money with Wright for that. This lie will result in -10 Karma and +500 XP.
- Tell him that Robert's wife is sending us and that for her sake he should return to Reno despite the threat from Wright. We get +500 XP and if we've done enough to help the slum dwellers, we'll get the "Hero of the Slums" perk as well as the metal detector. After giving Robert's wife (Essie Gate) information about Mark, we get +500 XP.

2.8.7. Find and punish the graffiti artist

If we have INT 4 and talk to the receptionist at the Silver Legacy Hotel, we can ask him about the graffiti on the hotel wall. Then you can offer to find its author. First we can talk to the poor guy standing by the barrel by the hotel. After feeding him fruit, meat, baked iguana, iguana on a stick, sandwich or milk, we will get +1 Karma and he will tell us about the mysterious boy who paints on the walls at night. The kid/guide standing in front of the entrance to the city can also tell us about it. We have to wait until 4am, then go outside near the graffiti drawings. We see a kid approaching from the east. If we catch him at night, but at a time other than 4am, he will run away from us and we will not catch him in the act. However, at this hour, the kid approaches one of the paintings and then we can accost him and catch him doing illegal activity. Next we can:

- Intimidate him by saying that if we catch him here again, we'll sell him to the slavers. Then he will run away and you will get +300 XP, +5 Karma and \$100.
- Catch him and take him to the casino reception. There we can use the violence option, which will result in -5 Karma and \$100, or we can have him clean the walls so that Karma will not change and we will only get a cash reward.

- With INT 5 we can, after catching him and taking him to the receptionist, offer for him to paint in order to attract more tourists. For this option we get +600 XP, +35 Karma and \$100.

2.8.8. Find and kill Ted Bundy

NOTE: According to my findings, this quest and the other one about Ted Bundy can only be solved as a woman, because he is related to working in a strip club.

When we want to "talk" to the front door of the strip club, if we're playing as a male character, we can pay \$100 and enter normally (this applies to some quests). If we play as a woman, we can also pay \$100 at the entrance, or if we have an INT 6 (although the "Traces" perk shows 7), we can use the argument that we would like to work for Mommy. In conversation with her, if we have INT 3, CHA 7, and AGI 7, she may agree to a trial performance. He tells us to come in the morning of the next day. We get \$100 for the first show, then \$200, \$300, \$500, \$1,000 and +1,000 XP, and finally \$1,500. At the fourth show, Mommy informs us of the threat posed by the pervert Ted Bundy. The fifth show is interrupted by rapists storming the club. Mommy tells you to run. You can:

- Exit through the main door and be raped – this results in poisoning, loss of hit points, and Mommy doesn't want to talk to us anymore.
- We can escape through the back exit and on our way meet the sadist, Ted. Kill him and take the photo of the girl he has. For this action we get +5 Karma and +500 XP. Then we can get behind the thugs at the main door and deal with them (you can't start a conversation because they will rape us) or we can run away from the map and wait a few days for them to disappear. After all this, we go back to Mommy. If we tell her we killed Ted Bundy, she'll let us do one more show for +2,000 XP, \$3,000, and a pole dance perk that gives us Reno reputation. After killing Ted, the quest ends.

2.8.9. Solve the mystery of Ted Bundy's photos

This is a quest following the events at the club that happened if you became a dancer there. Taking the photo from Ted Bundy's corpse, we learn from Mom that one of the club's dancers is in it. Then we ask about this photo of the bartender from our club and we get a certain address. Next, we go to the slums in the entrance part of the city, to the apartment of the unruly family with whom we had to deal when collecting the package for Patrick. Father will tell us for \$200 (\$100 if we threaten not to ask him) that a certain sadist, Ted Bundy, lived in this apartment before them. We'll find out he's moved south somewhere. We get +250 XP. Then we go to the part of the city where the railway is located and on the right in the second house from the top of the map, we open the lock and find a fridge. We can choose all possible dialogue options one by one, extract some loot, condoms, and finally evidence of Ted Bundy's crimes. We get +250 XP for a successful investigation. The penultimate stage of the investigation is to go to Las Vegas to the Hard Rock cafe. There, for everything to go successfully, we must have INT 6, CHA 5 and Speech 80. We talk to the waitress and choose the softest dialogue options, which ultimately lead to the knowledge that the waitress we are talking to is Susie – Ted Bundy's would-be victim. We now get +1,500 XP for solving the mystery photos and +5 Karma if we chose the comforting dialogue option at the end of the conversation. After returning to Mommy, we tell her that we have found the missing dancer, and we get +500 XP and +5 Karma.

2.8.10. Punish the fake bikers

It seems that this quest was supposed to be a continuation of the quest to clean up the image of bikers. However, the content of this quest appears only in the quest text file, not in the Pip-Boy file. Instead, there is a duplicate quest with the star of the New Reno scene. Probably an unfinished quest and not added in the final version of the game.

2.8.11. Find the source of fake information about bikers

This quest can be activated by talking to biker Phil, who is in Battle Mountain. When we ask him about their biker community, we learn that they are not a gang and that someone is trying to defame. We can agree to investigate and go to Reno. There, talk to Tuco the musher and ask him about the attack on his caravan. Having INT 6 we can remind him that

there is no evidence of bikers' guilt in this case. He'll tell us to find them. Then we should find the place of the robbery and two people can help us:

- In conversation with the caravan master on the second floor of the Silver Hote, we can get the location of the robbery site.
- William of Black Rock for \$50 or free if we have a high reputation in the settlement .

A small location "Broken Diligence" will appear on the map. There, we find the corpses of three people and a robot. In the chest you can find 12 bottles of Nuka-Cola, a tactical survival knife by the policeman's corpse (a unique weapon!), and a holodisk with a recording by the robot. We get +750 XP for loading the holodisk into the Pip-Boy. After that, we have several options to complete the task:

- Return to Battle Mountain and report to Phil what we saw and found. He'll recommend that we go to Tuco and present this evidence. When we do, we'll get +500 XP and a 20% discount on Nevada Express services. The final step is to go back to Phil and deliver Tuco's apology and clear the bad image of the bikers. For this act you will get +1,000 XP and \$200 from Phil. We will also increase our reputation among bikers.
- Give the disk to the perpetrators of the robbery, i.e. members of the caravan staying in the restaurant of the Silver Hotel. For this we get \$2,000 for our silence and +500 XP from them and the whole thing is closed.
- Return the holodisk to the caravan master at the Silver Hotel and show it to him. He will tell us the whole story related to this robbery, and finally we will be able to decide what to do next, and so:
 - Destroy the holodisk for free or charge \$2,000 for it, either way gives +500 XP.
 - With Science 75, we can offer to falsify the evidence on the holodisk by reprogramming it in favor of the caravaners and to the detriment of the bikers. For this we will get +750 XP.

2.8.12. Become the champion, the legend of the New Reno ring

This quest cannot be activated, but it is definitely possible to complete it. It simply consists of winning all available boxing fights in the basement of the Eldorado casino. We go to Mr. Bishop's room in the basement and having INT 3 we can offer our participation in the fights. Moreover, in order to fight, you need to have STR 5 and Unarmed 50. With each subsequent fight, the opponents are getting more and more difficult, so the skill of hand-to-hand combat is very important here. For consecutive victories we get:

- 1) \$100 and 100 XP
- 2) \$200 and 200 XP
- 3) \$300 and 300 XP
- 4) \$400 and 400 XP
- 5) \$500 and 500 XP
- 6) \$600 and 600 XP
- 7) \$700 and 700 XP
- 8) \$800 and 800 XP
- 9) \$900 and 900 XP
- 10) \$1,000 and 1,000 XP

After the fifth fight, we get the opportunity to work for Mr. Bertolini, because we have gained some fame in the city and Bishop recommends us. In addition, after the fifth fight, we have the opportunity to talk to the referee (a dwarf by the ring) and ask him about potential doping, because a difficult fight awaits us. If we have INT 4 and a reputation in the city of Liked, we can get \$1,000 information from him about Stryker's coke producer. Then we go to Stryker, ask him to enter the lab and talk to Terry Devero there. We can buy up to five portions of the drug from him. BUG: Terry will charge \$720 for a Stimulant, but strangely, if we have less in our inventory, we can take any amount without paying!

2.8.13. Louie: Get revenge on dealer Solomon in New Reno

If we start looking for Solomon after learning from Fatty Jackson that he was selling drugs to boxers, and if we become interested in doping for a fight, and we get information from the judge about Terry Devero, then we will also be able to find out from Terry why Solomon decided to poison Fatty Jackson.

The amount we get for winning the fight oscillates around the given values, because viewers can bet on the winner. In my case, when I had Luck 8, the differences were in the order of +/- \$1-3. For winning all 10 fights, you get the "Ring Master in New Reno" perk, which increases your Damage Resistance and Fall Resistance during combat and adds +1 to Stamina.

2.8.14. Become a star in New Reno

This quest is only available when playing as a man. Just like boxing quests cannot be activated, neither can this one, but it can be completed. We go to the bartender in the pub in the upper part of the city with the Eldorado casino. In a conversation with him, we can ask why the stage is empty. Then we can offer him to create a band that will play on it, but he will agree to it only if we have CHA 7. Then he will give us the clue to talk to the trumpeter Ornett who lives in the slums below. When we talk to him, we'll find out that Wright has his trumpet. We can recover it by:

- Killing the gangster and his men (there is -5 Karma for each man, and the slums will suffer from Wright's death) and taking the trumpet from the wardrobe in the room guarded by the guard.
- Buying back from Wright for \$1,000.
- Stealing from his closet, and this is best done at night, when Wright is sleeping and the guard is not at the door. The greater the stealth skill, the easier this will be.

We deliver the trumpet to Ornetta and the first member of our group is in place at the club. Then we go to Charles the guitarist who lives in the entrance part of the city in the slums. To convince him to join the team, we should have a good reputation in the slums, and preferably have the "Hero of the Slums" perk – otherwise he will not want to cooperate with us. The last member to recruit is the street musician Jay (surprisingly, in a conversation with Milton, he is named Richard?) in the bar, who is standing by the barrel right next to the bar. We have to praise him for his sense of rhythm, having previously given him \$10. For praise we will get +1 Karma. We now have a complete group. We go to Milton's in the tavern and announce everything. We can start the show. For the first time we will

get +500 XP. Then Milton (the bartender) will tell us about the problem with the lack of security and ask us to deal with it. We will be forced to cooperate with one of the mafia bosses. The appropriate dialogue option will appear when we have completed a task for a given boss and we are his man, except for Thompson, because Milton has been cooperating with him from the beginning. The protection conditions are as follows:

- 1) Thompson – will demand 50% of the revenue, or with INT 4 and Barter 75 (or being his man) we can get a discount of up to 25%
- 2) Bertolini – will demand 35% of the revenue
- 3) Wright – will demand 30% of the proceeds
- 4) Stryker – will demand 25% of the proceeds
- 5) Luciano – he will demand 15% of the proceeds

Next, Milton tells us to give the kids posters to put up. It doesn't seem like a necessary task, but perhaps it brings additional benefits. Next, we should wait for the day of the next concert that Milton has scheduled for us and talk to him on that day at the exact time scheduled to start the concert. For the second performance, I got about \$1,200. When we arrive at Milton's appointed time to play the third concert, we find out that it was canceled because a man was threatening one of the members of the group. When we talk to Ornett, we'll learn that it's Martin, one of the former black members of the music group. We will find him in the southern part, in the house opposite Frank Korcher's workshop. In a conversation with him, we can just yell at him and then kill him, or with INT 4 and Speech 75 we can offer him our place in the team. Another way to do this is to grant a wish, which is to kiss his ass. There is also a dialogue option with INT 7, but no matter which option we choose, there are no benefits from it. Return to Milton and tell him that the matter with Martin is over. He sets us a date for the third concert. For its performance, we should get about \$1,200, after which we will find out from Milton that the band has decided to break up and there will be no more concerts. We gain Fame for the entire quest, plus +2,500 XP and the "White Jazzman" perk.

2.8.15. Do Solomon's dirty work

In order for the quest to start at all, you must have the Grave Robber perk, which is not easy to guess. In addition, you must recognize that Solomon is Solomon, and this can be done in four ways:

- After talking to Fatty Jackson earlier after receiving a kill order from Big Louie and investigating doping in the pit (see the quest with "Champion of New Reno").
- After asking about Solomon the dealer in the black jacket standing outside the Eldorado Casino.
- After examining a slum dweller in a green sweater, who was ill with cancer (see the quest "Get revenge on New Dealer Solomon in Reno").
- Having INT 10, we can recognize him by the ring on his finger.

In each of the above cases, when talking to Solomon, I have dialogue options for chopping off his finger or trading, interspersed with the text "Error". In addition, the game often turns off when starting a dialogue with him. If, on the other hand, we have the "Grave Robber" perk, then after entering the trade option, it should appear in the second position (when you also have the "Hints/Traces" perk, it should also say "[Grave Robber] Error"), an option that let him do his dirty work. After selecting this option, I again saw only "Errors", but by messing with them, you can finally choose such a variant of the conversation that activates this task.

Once we have them activated, we go to the railway station and approach the grave with the cross (before activation, only the cross is visible, and the grave cannot be dug up). We dig it up, take the rotting corpse (weighs 50 pounds!) and we get -5 Karma. We take them to Solomon and by choosing the "Error" options we can complete the quest getting +350 XP, -10 Karma and three doses of modified corpse amphetamine. The quest is ridiculously difficult to find and activate, and there are not too many profits.

2.8.16. Bring a Vegas comedian to "Cotton"

This quest is a replacement for the male variant of the quest in which you become a star in New Reno. This quest can only be done as a woman. If in a conversation with the bartender of the Cotton Club we have INT 4, we can ask him about the job. He'll offer to find a comedian in Vegas and deliver him here.

This Vegas comedian is a man who lives with his family in a cottage on the grounds of the Hard Rock cafe. We can talk to him and offer him an escort to Reno. Thus, he actually becomes our only NPC in the game that we can have with us a little longer. Nevertheless, he does not impress with his skills because he does not fight, and can only serve as a porter. What's more, when he is with us, our Luck drops by 3! The text file suggests that this loss is dependent on something, but I don't know if it really is. After getting to the Cotton Club in Reno with him and talking to the bartender, we get +750 XP and \$500, and after a week the bartender will give us another \$1,000 as promised.

2.8.17. Meet N. Hauer at the "Silver" hotel

This quest is activated if you first visit Stryker's quarters and find the room where he keeps his slave from the Devero family. In order to bypass the guard, we have to let him stop us approaching the door, then we can pay \$100 to let us in, or with Speech 50 we can convince him that we are coming about Terry's wife. Once inside, all we have to do is talk to Terry.

After leaving the building, a kid appears in front of us. We go to him and he accosts us saying that there is a man waiting for us in the Silver Hotel on the second floor who wants to talk to us. We can give the child some money and get +1 Karma. The quest is activated. We go to the hotel on the second floor and see a man in a habit in one of the rooms. In a conversation with him, we learn that he is a friend of Terry Devero, who is being held by Stryker and that he would like to plot his escape. If we have INT 4 and Melee Weapons 75, when asking him about the trip to San Francisco, we can effectively recognize the weapon he has for which we get +100 XP. After talking to him the quest ends. It is not deleted in the Pip-Boy, but disappears.

2.8.18. Organize the Devero family's escape from the city

This quest is a continuation of the story with the meeting with Nick Hauer. After talking to him, we go to Terry Devero, who is being held by Stryker, and tell him that his friend was asking about him. Next, use 3 alcohol on the guard guarding the entrance to Terry's room and open the back door to the building. After completing these steps, we tell Terry that we can run away with him. We leave together through the back door and

walk to the west side of the city backwards without the Stryker guards noticing us. Then we go to Nick Hauer's room at the Silver Hotel and see him and the entire Devero family. The task can proceed in several ways:

- Go to the thugs standing outside the hotel door and give them Terry with his family and friend. This is where the quest ends, and we get -50 Karma, +500 XP and a recommendation to work for Stryker. On Nick Hauer's corpse we can find the unique melee weapon "Blind Fury".

- During the conversation with Nick, we have to give him a rope so they can escape through the window from the thugs lurking in front of the entrance.

- We can tell them to leave normally through the door if we chase the thugs out of the hotel door beforehand. We can do this using a few arguments:

- If we've served Thompson, we can convince them that our boss will take care of them if they don't get away with it.

- If we've served Stryker, we can tell them to quit, because the boss has ordered that this event is secret and it's none of their business.

- Having INT 5 and Speech 75 we can tell them Terry made a bomb and he's about to blow up the casino – they'll run away.

- According to the game file, we should be able to pay them \$1,000 to make them disappear, but I don't have that option.

- We can simply kill them. When we open a way for him to escape in one of the ways, we have two options to further develop the quest:

- Tell Nick that we are not helping them escape any further. We get +75 Karma, +1,000 XP and \$350 from Nick.

- Offer help with further escape – we get the same rewards as above, minus the money. Then we move to an abandoned farm in the suburbs of Reno and there at night we have a conversation with Nick, who hears the approaching enemies. We can tell them to run away while we fight the four thugs alone, or escape through a hole that we can make by removing the planks from the back wall (requires a lot of STR or a crowbar), or order the whole family to stay and help in the fight. After killing the thugs, the quest ends. One of the thugs has a unique 10mm pistol with flashlight attachment.

NOTE: After completing this task, Stryker and his men will be with us hostile, so we won't be able to work for him anymore, but only if we finish the quest on an abandoned farm and Stryker's men are forced to fight us.

2.8.19. Plant bed bugs in the Eldorado Casino

This task is activated if we talk to Chase – the guy standing at the pool table in the Eldorado casino, provided that we have INT 7. For showing knowledge about drugs, we get +1,000 XP and Chase will give us a job. If we have lower Intelligence when finishing the conversation, we only get +100 XP and we don't activate the quest. This quest can be completed in several ways:

- Immediately after talking to Chase, we go to report him to the owner of the casino – Bertolini. We get +500 XP and -5 Karma. Chase's corpse will be lying in front of the casino. If we do that, we can't work for Olivier Luciano because Chase is his man.

- We can plant the bed bugs. We should wait until night, until Bertolini goes to sleep and the guards leave the door. Then sneak into the office and place one bug in the desk and the other on the fan in the room outside the bedroom. We do this by "using" the bug. After that, we return to Chase, who will give us \$750 and we will get +1,000 XP and the opportunity to work for Mr. Luciano.

- One bug can be installed on Bertolini's stick, if we get an order from the administrator to fix it. It can be done at the workbench with

Repair 15. When we do, we give the stick to the administrator and one bug is already in place. However, the second one must still be placed in one of the other ways.

– We can have the janitor kid walking in the hallway plant the bed bugs. To convince him you need INT 4, Speech 70, and pay him \$500. This seems to be a more convenient option than sneaking into the office. Rewards as above.

2.8.20. Get food delivery data

This task will be given to you by Mr. Luciano's accountant. If we have Barter 40, we can offer assistance with information on Thompson's and Stryker's food deliveries. Go to their quarters and extract data on Thompson's transactions from the book lying on the desk in one of the rooms, using Science. In the case of Stryker, we extract them using the computer from the locked room in his quarters. For providing this data to the accountant, we get \$300, +500 XP, and a recommendation to work for Luciano.

Initially, I must point out that we can only perform tasks for gang bosses when we have met the appropriate conditions (I list them at the beginning of the description of New Reno).

I've noticed that Mr. Wright's quests can be done even if you've worked for Thompson and Bertolini before, as long as you've solved the quest for Mark the missing seeker and offered Wright to finish the job he didn't complete or we have a good reputation in the slums.

2.8.21. Wright: Investigate the situation in Uranium City

This is the first thing the gangster gives us if we have a fairly high reputation in the slums, or if we use the argument of Mark's unfinished task. We need to go to Uranium City and do the interview there. First, the ghoul Nelson will surprise us at the entrance and will want to know if we're coming from Wright. Then we talk to the barmaid Marilyn and find out about the situation in the city. We should ask in particular about the monsters that visited the mine and why it was abandoned. After returning to Wright and reporting back to him, we get +200 XP and \$200.

2.8.22. Wright: complete the contract and deliver the C-4

This is another order from the boss. We can first talk to the family living in the slums opposite Wright's location and find out about their missing son Mark, who was supposed to perform a task for a gangster (of course, we might have found him earlier).

Ultimately, we have to go to the Hawthorne Military Base. For a detailed description of how to bypass traps, disable turrets, etc., see quest 10. Lovelock for Louie. C-4s are in a chest in the first hangar on the right at the top of the map, right next to the entrance to the base building itself. They weigh 50 pounds (!) so you need a lot of space in your inventory. After getting them we take them to Wright and we have several options to complete the quest:

- Bring the goods and say we got them ourselves – we will get \$1,000 from him.
- Bring the goods and say we got them ourselves, as well as show the contract to get it – we can have it in the inventory, if we previously somehow got it from the seeker Mark (see the quest with finding the missing seekers) – then the boss will give us \$1,500, while Mark and Robert's families will disappear from the map of Reno.
- Bring the goods and say that the searcher Mark helped us to get them (a lie). Wright won't fully believe us but will give us \$300, +5 Karma and Wright will cancel the debts of the prospectors' families. Then when we talk to Essie Gate, Robert's wife again, and bring her good news, she will give us an ultrasonic scanner – a device with which we can upgrade our metal detector!

We also get +500 XP for each solution.

2.8.23. Wright: Take over a mine from a competitor

The gangster orders us to kill Nelson, who is his competitor. It seems that the most effective way to get rid of him is to plant explosives in his inventory, then run to the other part of the map and so on until Nelson dies. Might need about 3-4 explosives because he's a tough guy. Of

course, you can also just kill him, but one of the guys from the bar and Kelly will also join the fight. After returning to Wright and telling him that his competitor has failed, we get +750 XP and \$1,000.

2.8.24. Wright: find a strange guy in the slums

Once again, we are going to the entrance part of the cities (east) to the slums and between two buildings we find a beggar. After talking to him, we can solve the task in four ways:

- We can just kill the guy, but after returning to Wright, he will not want to cooperate, despite paying us.
- With STR 8 or Unarmed 65, we can force him out of Wright's territory.
- With INT 4, we can pay him \$300 to just go away.
- With INT 5 and PER 7, we can peacefully convince him to leave the slums. After returning to Wright we get +350 XP and \$200.

2.8.25. Wright: lead a meeting with Oliver Luciano

This is the last assignment of the highest order for Wright. After what we did earlier, we go to Mr. Luciano and talk to him for the following options depending on our reputation and whether we worked for other gangsters:

- If we have Speech 70 or reputation of “Idol of the Mobs” we will be able to convince Luciano to cooperate and we will get +1,000 XP, and we will get +500\$ from Wright.
- If Wright is the first man we work for in conversation with Luciano, we can use the argument that we are not a member of any mafia family and we have a good reputation in the city (min. Liked). Then Luciano will agree to cooperate with Wright, and after informing him about the whole situation, we will receive +1,000 XP and \$1,500.
- If while working for Wright we already have connections with other gangs (I could perform tasks for him even after serving Wright

and Thompson), then in the final conversation with Luciano we will not be able to convince him to cooperate. However, in a conversation with Wright, we can tell him about it and, to his displeasure, we will receive \$100 and 200 XP for him.

I am not entirely sure whether the remuneration and arguments actually depend on the factors listed here, because it was not easy to determine this.

2.8.26. Bertolini: meet the informant at the ranch

The first task that this businessman will give you is only to go to Luciano's ranch and talk to the informant (a guy in a green sweater standing right next to the map entrance). We can do the job in two ways:

- Ask him about everything, then go back to Bertolini and get +300 XP and \$200.
- Report the spy to Machette. We get +300 XP and -3 Karma and our cooperation with Bertolini ends, but we can start working with Luciano.

2.8.27. Bertolini: set the restaurant and ranch against each other

Next, Bertolini orders us to spoil the good relations between the hotel restaurant and Luciano's ranch. We go near the restaurant and see a meat caravan there that wasn't there before. We can ask the bartender at the restaurant about the quality of the meat they get. We'll get a clue that this meat was never poisoned. Therefore, we conclude that you should use the "Horsekiller" poison on the meat trailer. This results in -10 Karma. After returning to Bertolini, we get +750 XP and \$500. Or if we fight and kill, for example, a guard, we will get \$250 and +300 XP as a reward.

2.8.28. Bertolini: destroy Luciano's enterprise without killing him

This is another step in taking over the business by Bertolini. We go to Luciano's farm and sneak through the side door of his building into the farm, being careful not to be seen by the guard walking nearby. You can also open the door to one of the rooms in Luciano's house (-2 Karma) and take the ranch guard's jacket from the wardrobe. If we are caught by a

guard at the ranch (to avoid being kicked out of the game, first use the "binoculars" option on him, and then talk) and we have INT 4 we can say we are a new employee and he won't kick us out. We can do the job in two ways:

- Open the door to the shed with the goods and there we find a barrel with fuel. Use the lighter on it and thus cause the business to collapse. Gain +300 XP and -1 Karma.
- Use "Horsekiller" to poison the water in the bath from which Brahmins drink. It is located right next to the homesteads. Rewards as above, but water poisoning results in -5 Karma and +300 XP.

I haven't tested whether blowing up all the slaves will have the same effect when we get to the computer that controls the slave hoops. We can only get to it before freeing Gizhiyash, and it is mainly used to free him, although slaves can be killed then. In any case, this solution seems impractical.

After returning to Bertolini, we receive \$500.

2.8.29. Bertolini: Follow Huey

The boss will order us to follow his son, who is supposed to kill a certain guy. We go downstairs and talk to the gangster's son. We convince him that we should go to seclusion and carry out the execution there. Once we are there, we can:

- Push Huey hard so that he finally decides to kill the victim. This results in -5 Karma, and after returning to Bertolini +1,000 XP and \$500.
- Kill the victim ourselves. We won't lose Karma. If we then go to Bertolini, we can lie that his son killed the victim himself. But the boss will figure out it's a lie, he'll cut off our relationship with us, and only give us \$250. If we say that the son chickened out, he agrees and gives us \$500. With both options we also get +1,000 XP.
- Let him escape and we get +15 Karma and Stryker's recommendation. If we allow the victim to escape and then return to

Bertolini, he will be hostile to us for failing to complete the task, unless, with Speech 50, we use the option that will make Bertolini stop cooperating with us and throw us out of the casino without attacking us. But his son will want to talk to us after the whole thing. As a thank you, he may tell you that the guard in the blue suit has a key to the warehouse. We can steal it back later. It's best to do it at night. By using Stealth, you can enter a barred room and collect loot (it's best to use combat mode for this purpose, because without it it's very hard). We can also ask Huey to reveal information about his father's estate and we will find out that he keeps "a little something" in his safe. He'll give us the combination to the safe. You can only sneak into Bertolini's room at night and the higher the Stealth skill, the better. On the safe, we can use the combination given to us, or if we haven't talked to Huey about it, we can also Lock Pick it, although it's not easy. Inside is Bertolini's portfolio with treasures. I know it's for Luciano's quest, but there's no way I can open it, not even at a workbench. I recommend you try it, because according to Huey, there is \$20,000 inside.

2.8.30. Bertolini: Offer to support Luciano

This quest is listed in the quest list only in the game's text file. Apparently, this is an unfinished quest by the creator. There is no way to activate it or execute it.

2.8.31. Luciano: Help Johnny Chase

If we haven't completed the quest commissioned by John Chase in Eldorado, we can start working with Luciano from him. This task and "Install Bugs in Eldorado Casino" are related. The only difference is that if you pick up this quest from Luciano, you don't have to show high INT when talking to Chase, and you can use the argument that Luciano sent us. The next task looks the same.

2.8.32. Luciano: frame the Eldorado casino

The next task given to us by the head of the ranch is to slander the reputation of the Eldorado casino. After receiving the order from the boss, we go to Machete and talk to him about possible ways to solve the case:

– Drinking poisoned beer in the casino – you can buy 5 poisoned beers for \$300 from the dealer right next to the entrance to the casino. Then we have to plant (using Steal) one beer into the inventory of five regular customers of the casino. Each tossed bottle gives -1 Karma and +100 XP.

– Trigger a street shootout near the casino using the Tommy Gun. This rifle must be stolen from Bertolini's warehouse. It's best to do it using the combat mode – steal the key to the warehouse from the guard in the suit, open it, turn on the combat mode, enter as close to the lower right corner of the room as possible so that the guard doesn't notice us, stop the fight, re-enter the combat mode and take the Tommy Gun from the first wardrobe. We go back to the point closest to the corner, because from there the guard can't see us and we leave the room in the same way. We robbed a warehouse, and the guards aren't hostile to us. Despite my high Stealth skill without combat mode, I didn't manage to rob the warehouse. Once we own the Tommy Gun and also the Balaclava – the balaclava that Machete gave us, we put it on, take the Tommy Gun and shoot some homeless man on the street near the casino. As a consequence, we get -5 Karma, +500 XP.

After returning to Luciano, you will receive \$500. If during this quest we kill Bertolini or start working for him, Luciano will give us \$350 for this quest and refuse to cooperate further.

The game file also talks about cutting off the electricity using the electrical boxes on the floors of the Eldorado casino, but I don't know if that is or was meant to be used for this purpose, and I haven't really been able to do it with my bare hands or tools at all.

2.8.33. Luciano: Trick the Eldorado Casino (2)

Quest listed in text file only.

2.8.34. Luciano: steal a briefcase of money from Bertolini

This quest is the first quest given to us by Luciano, if when asking him for a job, we inform his guard Machete that we are recommended by Johnny Chase, for whom we previously had to complete the quest.

The rancher will order us to go to the Eldorado casino and steal the briefcase of money from Bertolini. He keeps it in his room in a safe. The easiest way to steal it during the day is simply by entering the room in combat mode, then breaking the lock on the safe and taking the briefcase (it weighs 35 pounds!). We also leave the room in combat mode and no one attacks us. Unfortunately, an attempt to break into the safe at night when Bertolini sleeps next to it ends in failure even with a very high Stealth. However, if we are a woman and we have CHA 10, we can sleep with Bertolini (+1,000 XP), and when we wake up, we will be in his bedroom and we can freely open the safe and take the briefcase while he sleeps. If we do everything silently and return with the briefcase to Luciano, we'll get +1,000 XP, \$2,000 and -5 Karma. If, however, we make a mess during the theft, Luciano will find out about it and will give us only \$1,000 as a reward.

2.8.35. Luciano: cause a conflict between gangsters

After talking with the boss, we go as usual to Machete, who advises us this time that in order to set the gangsters against each other, we can do two things:

- Install explosives on the front door of their quarters – we simply use the unfired explosive on the locked door in both Thompson's and Stryker's quarters. We should also wear a balaclava.
- Kill one member of each criminal group. Not exactly silently, but with a balaclava on, we should just shoot one Stryker man and one Thompson man and quickly escape the map.

After returning to Luciano, we get +1,000 XP and \$1,000.

2.8.36. Luciano: perform a secret transaction on the outskirts of the city

This is the last quest given to you by Oliver Luciano. After talking to him, we go to his guard for information. If we are ready, we go with him to the suburbs of Reno, where a secret transaction takes place. We are going as Bertolini's representative. On site we can:

- Kill the whole crew (-5 Karma each), which will please Luciano anyway, because after returning to him we will receive +2,000 XP and \$500.
- Sell the suitcase and part in peace. Moreover, Barter 75 can convince the recipient to tip us \$500. After returning to Luciano, we will receive +2,000 XP and \$1,000.

Also, after accepting the position of his Advisor from Luciano (perk "Luciano's Advisor") we will receive +1,000 XP.

2.8.37. Stryker: Eliminate Mormon Patrick

The first task from this boss is to solve the problem of this preacher of the Word of God. Stryker will order us to get rid of him. We can:

- Kill the preacher, which results in -25 Karma, and after returning to Stryker, +350 XP and \$350 (Karma loss can be avoided if you let him die at the hands of the assassin during the movie screening quest). He has a unique photon pistol with him.
- With INT 4 we can convince Stryker, after getting to know Patrick, that he preaches the Word of God and is harmless. Having convinced the gangster to keep him alive, we don't get money, but do get +500 XP and +25 Karma.

2.8.38. Stryker: Collect the drugs from the dealer

Next, the gangster will ask you to collect his money from the dealer. Go to the part of the city with the Eldorado casino and our target is the guy in the black jacket standing in front of the building. We have the following options:

- Kill him, thanks to which we keep the \$1,000 we got from Stryker to pay for the goods, and we also get \$100 and +500 XP when we return to him.
- With Barter 50 we can bargain to give him \$900 and he will disappear. We'll keep the \$100 and still get Stryker's rewards.

- Just pay the full amount that Stryker gave us, which is \$1,000, and leave in peace. Rewards as above.

2.8.39. Stryker: scout Thompson's quarters

A quest to prepare for the final fight. Stryker gives us a camera, and we just have to go to Thompson's quarters and take five pictures there, one for each corridor. But we have to be careful that none of the guards see us with the camera or we'll have to hand it over. After taking the photos, we return to the boss and he gives us \$300 and we get +1,000 XP.

NOTE: I've noticed that this quest is the last one we can do for Stryker if we previously worked for Luciano and have his Advisor perk. After that, Stryker won't give us another job. I did not check if the same situation is when we completed Luciano's quests, but did not accept the position of his Advisor.

2.8.40. Stryker: Eliminate Bettie Paige

The penultimate task of Stryker is to eliminate Thompson's Achilles heel. Bettie Paige is a prostitute standing near the entrance to the Cotton Club. We're just going to kill her. We can do this in two ways:

- For killing her and each of her prostitutes in normal combat, we gain +5 Karma.
- Drop Bettie in the inventory with the poisoned condom we got from Stryker. After leaving the map, you will receive a message that Betty Paige has died of a mysterious disease. We will get +500 XP and -10 Karma.

After returning to Stryker and saying that the task was done, we get +350 XP and \$350.

2.8.41. Stryker: prepare to invade Thompson

Before the final fight, we need to go to Thompson's Quarters and turn off the electricity. In a conversation with Stryker when downloading this quest, with INT 3, we can volunteer to Stryker for us to participate in the fight. He'll give us a 9mm rifle and two Stimpaks.

We go to Thompson's quarters and enter the room with the generator. With Repair 40 we'll be able to turn off the generator. Then we go tell the Stryker man who's waiting outside the Thompson building. The raid begins, in which we can take part or not. Whether we fight or not, when we go to Stryker with the good news, he will give you +1,500 XP, \$1,000 and the "Stryker's Man" perk.

2.8.42. Thompson: punish street thugs

If we go to Thompson and ask for a job, he tells us to take care of the thugs who offended him first. These are two guys standing by a barrel right at the entrance to the district where Thompson is located. We should talk to Stinky Grizzly. After talking to them, we can kill them or, having reached the 7th level of experience, extort \$200 and tell them to run away. Stinky Grizzly has a homemade gun on him. After returning to the boss, we get +250 XP.

2.8.43. Thompson: investigate the attack on the propaganda group

The next thing the boss will ask of us is to play detective. He'll tell us about the shelling of his men during the strike and tell us to investigate. First, following his instructions, we talk to the wounded man in the room at the end of the quarters corridor. We ask for all the details. Then we go to the part of the city with the Eldorado casino and we can talk about the case with the dealer in a black jacket standing by the barrel and with the "boss" of prostitutes. Most importantly, we need to use Science on the street lamp between these two people, the one the guy in the morning is telling us about. There we find fragments of the sphere. Finally, we have to go to the building where Patrick is staying and enter the balcony. There, we find a husk lying at the edge of the balcony. That's all the evidence and we bring it back to Thompson. We get +500 XP for clearing things up.

2.8.44. Thompson: convince Mordino to cooperate

Mr. Mordino is a bit of a problem for our boss in his quest for power in the city. He will demand that the problem be resolved, and this can be done in a couple of ways:

- Kill Mordino – just for winning the fight we get +250 XP, he also has \$200 and we lose -5 points Karma. After returning to our boss, when we tell him about Mordino's death, we'll get +1,000 XP and \$1,000. However, this solution does not fully satisfy him.

- With INT 4, a dialogue option will appear in the conversation with him, which will explain why Mordino does not want to cooperate. Next, we should talk to the hotel receptionist downstairs and ask about the Mordino family. Then we ask the bartender in the hotel restaurant opposite. Finally, we go to Stryker's quarters, open the door to the room with the computer and in the computer Science 30 finds us information about Stryker's plans for the businessman's family. When we take the holodisk with the obtained data to Mordino and we have INT 4, he will agree to cooperate with Thompson. After giving the news to the boss, we get +1,000 XP and \$1,000.

- Kidnap Mordino's family and blackmail him. In order to do that, you should first talk to him, and then to the receptionist at the Silver Hotel about the Mordino family. Next, we're going to talk to the bartender about the same thing, and then we should wait until about 8:00 p.m. when child janitor Billy comes out of his cubicle and starts clearing the tables. Then we can enter into a dialogue with him and get information about the Mordino family in two ways:

- Give him caramel candy – then he will tell us and we get -5 Karma and +75 XP.

- Convince him that it is worth telling us with CHA 8 and he'll talk, and you'll get +75 XP.

Once we know where the Mordino family is, we can go to the railway grounds and in the upper part of the building where Frank Korchen is staying, a staircase to the basement is revealed. There we find thugs hired by Lewis Mordino (you can witness their conversation with the mafioso when we first enter his room). We should kill them and take the key to the basement from the leader. The basement door is on the end wall, but is cleverly hidden by the dark texture of the ceiling, so you have to get close to the wall to spot it. The key fits the door of the cell where the family is sitting (they can also be opened with Lockpick, but the lock is not

easy). Inside, if we've killed the thugs, we can talk to the family and do two things:

- Abduct them. There is -50 Karma for this (sic). After a while, we will be at Thompson's and our last task is to go to Mordino and tell him that we have his family. He'll agree to cooperate, and we'll get +1,000 XP and \$1,000 from Thompson.
- Kill Mordino's wife (-5 Karma), cut the finger off her corpse, take it and show it to Mr. Mordino. We will receive -35 Karma, he will agree to cooperate, and from Thompson we will get the rewards as above.

2.8.45. Thompson: sabotage Stryker's business

Another job commissioned by our boss. We need to find out what Stryker is up to in the near future. To do this, we go to the part of the city where he works and we can get information about his plans in two ways:

- Talk to Thompson's scout, who should be circling around the Stryker building. If we give him the password from Thompson, we will be able to extract info from him about the planned meeting with Stryker for \$1,000 (if we kill him, Stryker's men will attack us). Moreover, if we have INT 3 and Barter 50, we can guess that he will spend our money on the Nevada Express, for which we will get +100 XP.
- With Science 35, you can use the computer in Stryker's room again and get information about the planned meeting.

Once we have the necessary knowledge of the plans, we go to the second floor of the Silver Hotel and find a man in combat armor and his two guards in one of the rooms. We can just kill them, or with Speech 80 or Barter 55 we can convince them to cooperate with Thompson, using the argument that he will win the war anyway and will have power in the city. For bringing good news to the boss, we get +1,000 XP and \$2,000.

2.8.46. Thompson: prepare to attack Stryker

The final quest, the goal of which is for Thompson to gain power. Before it starts, if we have CHA 8 or Barter 30 we can get a weapon from the boss – he'll give us the option to choose a 9mm rifle and 40 rounds, a photon pistol, or 8 frag grenades and a combat knife, and he will throw us a stimpak. Once we are equipped, we go to the part of the map where Stryker is located, enter the room with the computer we know and select the option to disable the security systems. Then we go to the man standing at the entrance to the bunker. We announce to him that everything is ready for the fight. We can decide whether we fight them or head back to the boss. After talking to Mr. Thompson for the final victory we get +1,500 XP and the "Thompson's Man" perk.

2.8.47. Minor tasks and curiosities

- If you killed the gangsters in Lovelock, one of their surviving members will surprise you right at the entrance to the city. We can end the meeting in several ways:
 - Just kill him, for which we get +5 Karma.
 - With INT 8, we can use the tattoo argument, and then we can part with him peacefully.
 - With Speech 80, we can convince him that it is worth parting without violence.
 - Pay him \$1,000 to leave us.
 - We can, and this is interesting because the "Traces" perk shows that the 9th level of experience or with any combat skill 80, use the threat of argument from the bosses in the city. For the argument to be effective, we must already be at the service of one of them, i.e. have a characteristic perk. Apparently it's a typo.

We get +500 XP for a peaceful resolution of the case.

- The two guys standing in front of Patrick's building, one of them is Stinky Grizzly. He can attack us at some point and demand

protection money. You can give it to them or fight it. It seems that the chance of a robbery is higher the lower your Strength is.

- Use food on the poor. This will result in +1 Karma each time.

- If we are Louie's man and we start a dialogue with the gunman Tuco, he will insult us because of his gang affiliation. With STR 9 and Unarmed 70, you can effectively knock him out for +300 XP and -2 Karma.

- The administrator of the Eldorado casino may order us to repair Mr. Bertolini's damaged stick. We take the stick to the railway part of the city, where on the left side of the house there is a workbench and there we can repair this stick with Repair 30 and Gambling 40. You must have a normal cue (you can find one on the pool table in Luciano's headquarters). For doing this we get +350 XP. Or we can hire Frank Korchen for \$200. Either way, taking the stick to the admin, we get +200 XP and \$200. We can also put a bug on it as part of the task given by Chase.

- In the entrance part of the city, on the leftmost side of the map, there is a building with a refrigerator. The entrance is not visible, but you can enter it. There is some leftover ammo in the fridge.

- If we helped people from the slums, we get a 10% discount in Barton's shop.

- There are two guys on the left side of the intersection from the entrance. The one dressed in black and blue will offer you a can of old dog food to sell. If we agree to pay \$100 for it and then eat it, we will be poisoned and intoxicated with the stench of decay, unless we are wearing power armor to protect us from the stench. Further on, it's even more interesting, because we can talk to the guy who gave us the can and:

- Scare him with our boss (if we already have one in the city) and then the guy will give us \$200 as compensation for the bullshit and we'll get +200 XP for doing justice.

- Scare him with force if you have high STR and you'll also get \$200 and +200 XP.

- Threaten to return someday for revenge – +100 XP.

- Just let it go, also +100 XP.

- We can ask the same guest to make us a Molotov Cocktail if we have INT 3 and at a Barter-dependent price. We need to bring him beer, Rot Gut and a flare. The guy in the blue jacket across from the Wright house can also make us a Molotov cocktail. He also has a "Molotov Cocktail" blueprint for sale.

- In the Silver hotel, with INT 5, we can ask the receptionist for a job. He will order us to fix the fan in the room upstairs. To do this, you need Repair 40, or we can help ourselves with tools, because using them adds +20 to repair. We get +250 XP for fixing it and \$100 from the bartender.

- In the restaurant of the Silver Hotel, we can listen to the story of a sad customer if we tell him we are from a settlement in the north. We will get +100 XP and +5 or -5 Karma depending on whether we react empathetically or mockingly.

- In the Silver hotel restaurant if we have INT 4 we can beg for a sandwich from the bartender. We must ask for it dozens of times during the conversation, or he will give it to us right away if we have CHA 7.

- In the hotel on the right side there is a vending machine with "Pretty & Glamour". We can collect seven items scattered throughout the wasteland. These are:

- Toothpaste, in a room on the second floor of the Monte Casino in Vegas.

- Healing Water, a sad guest in the Hard-Rock cafe in Vegas will give it to us after listening to his story.

- Bath Salt, In the bathroom at the Luciano Ranch in New Reno.
- Atom Blades, in a room on the second floor of the Eldorado Casino in New Reno.
- Towel, at 6th Bullet hotel in Salt Lake City behind the door which costs -2 Karma to open.
- Scented Soap, on the floor of the family house in Salt Lake City in the district with the sheriff.
- Wet Wipes, in a locker in a motel in Battle Mountain.

For delivering the whole set to the machine, we get +1,200 XP and a care kit, which after use gives us +1 CHA, +25 to maximum damage, and +5 Healing Speed. The Grooming Kit can also be sold to Lewis Mordino for \$1,000 or \$1,500 if you have Barter 50, or for \$2,000 if we have Barter 75.

- The security guard can throw us out of the Silver Hotel if we are addicted, but this only happens if we approach him while the stairs can be approached normally.
- On the second floor of the Silver Hotel, in one of the rooms, there is a caravan recruiter. If we kill him silently, for example with poison, we will gain access to the Nevada Express map, which is on his table. We can extract the location of all major locations on the world map from it. When the guy is alive, there's no way to get to the map. I don't know if there's ever a moment when he's not there.
- In the Silver Hotel upstairs, in a locked room with a door that can be opened, you can find the "Doctor's Bag" blueprint.
- In a conversation with a kid who sells information about the city, with INT 3 we will be able to find out, by paying him a few dollars or by intimidation, about a secret place near the caravan parking lot where someone left some interesting things. This treasure is hidden under the tire lying next to the barrel on the left side of the entrance to the location. There's a stimpak and 20 ammo scraps there.

- On the second floor of the Silver Hotel, an excited guest is standing in a room. If we steal the "Cat's Paw" magazine from his inventory, he will realize after a while and grab our hand. We can end the case in several ways:

- Let him search us – he will find his lost magazine with us and we will get -1 Karma. We will not get to keep the magazine.

- Let him search us – if right after stealing it we go into our inventory and throw the magazine on the floor (we have about 3 seconds before the dialogue starts), then he will find nothing. We won't lose Karma, but we'll keep the magazine.

- Confess to the theft, which will result in -1 Karma and offer to buy the magazine from him. He will demand \$50, or \$35 with Barter 35.

- Choose the escape option – we get -3 Karma, +50 XP and the magazine.

- On the right, outside the Silver Hotel, in a corner on the wall there is a small broken window that we can interact with. Our character will say that we won't be able to squeeze through. Then when we talk to the kid-guide and with INT 4 we will be able to convince him to break into the room through this window. For this you will receive -75 Karma. The kid will take interesting items from the cabinets in this room, including a Geiger Counter. For the feat you will get +100 XP.

- In the restaurant of the Silver Hotel, there is a comic book in one of the dumpsters.

- With INT 4 and Barter 40 we can get information about caravan routes from Barton the merchant, for which we will get +100 XP.

- We can buy tickets for the Nevada Express caravan ride at the Barton's. With the "Uranium City Sheriff" perk, he will offer to sell

the revolver at a lower price. Also, if he notices that we're robbing people in the caravan parking lot, he'll raise our prices by 10%.

- In the part of town with the Eldorado casino across from it lives a guy with cancer and his kids. You can resolve a quarrel between them for +100 XP. However, if we have INT 3 and Gambling 35, we can play their game with them. For winning, we get another +100 XP and the game itself, although I don't know what it is for.

- The guy in the blue jacket on the left of Wright's house can give us a set of lockpicks in exchange for:

- any 10mm pistol (regular, extended magazine #80, with flashlight, nominal).

- Magnum revolver regular or with an extended magazine.

- Desert Eagle (regular, gold, with crosshair, with extended magazine)

- "Detective's specialty" – I have no idea what this weapon is.

We will also get +100 XP for the exchange.

- If you're female and have CHA 10, you can sleep with Bertolini for +1,000 XP.

- In the room on the second floor of the Eldorado Casino, you will find "Atom Blades" – an item from the Pretty & Glamour collection.

- The part with the casino to the left of the house in the slums is a small garbage dump. With Repair 25 we can extract scrap from it and earn +50 XP.

- There's a trainer in the basement of Eldorado that can give you +5 to Unarmed (or +3 if you're highly skilled) for \$1,000.

– A kid is standing at the entrance to the Cotton Club. In a conversation with him, we can find out that the owner of the club did not pay him his due salary for work. We can offer to:

– Give him the whole sum of \$100 – for \$10 we get +2 Karma, and when we decide to give the whole amount we get +10 Karma and +250 XP.

– Say we'll talk to the bar owner, Milton. We can convince him to give up the money with one of the following...Speech 48, STR 9, 7th level of experience, or scaring him with our boss (if we have one). After giving the money back to the child, the rewards are as above.

If we just chase the kid away, we get -10 Karma

After solving the case positively for the boy, he will give you a plasma grenade as a thank you.

– In the Cotton club, we can listen to the story of a sad customer for +100 XP.

– We can sell gecko eggs to Milton the bartender from the Cotton Club, and to Myers the bartender at the Silver Hotel restaurant, at a price depending on our Barter.

– There is a drunk walking next to the Eldorado casino with \$109 in his inventory (maybe the amount depends on something). I guess he is only in the game to rob him, because when he is robbed, we get -5 Karma.

– If we have a high reputation in the slums, which Wright likes, we can ask him to let us visit his museum for +100 XP.

– Myers, the bartender at the Silver Hotel's restaurant, will raise our prices by 25% if we don't have a good reputation in the city.

– An angry guy in a black jacket is standing by one of the slot machines in the hotel casino. In the conversation with us, he will desperately ask you to loan him \$50, promising that he will pay it

back if he wins. We wait a day and he asks us for \$50 again. One more day and we can give him \$50 again. Finally, after another day, we have the opportunity to ask why he keeps losing and give him another \$100 to play in our presence. It's only now that we have the opportunity to use Science on this machine he's playing on, and we'll discover that someone has put a clever mechanism in there to make it impossible to win. We'll get +100 XP. Then with INT 3, we can offer the guest three ways to repay the borrowed money:

- Make him play on another machine. When we come back in a few days we'll get +500 XP and \$1,000.
- Let him go and say that we will try to win ourselves.
- With Gambling 30 we have an option in which we will calculate exactly how much he should return. We get +500 XP, and when we return again in a few days, +500 XP and \$1700.
- One of the street lamps on the side of the Silver Hotel flashes at night. To fix it, we first use Science on it (no requirements), then Repair, and the higher the level of this skill, the greater the chance of success. The next two are in the district with the Eldorado casino. We get +50 XP each. But be careful, they can also be permanently broken after several failed attempts.
- In Thompson's quarters, in the room on the right there is a broken AutoDoc. We can repair individual modules in it with a Repair of 35, 60, 70 and 80, respectively, getting +100 XP, +250 XP, +350 XP and +500 XP for them. At the end, we can still completely repair it with Repair 90 for +750 XP.
- In Thompson's quarters, in one of the rooms is his man with a wounded hand. We can heal his broken arm, and success depends on the ability to heal. For healing you will get +50 XP, and then you can give him a stimpak. For that you will also get +50 XP and +5 Karma. Instead of a stimpak, we can also tell him that the AutoDoc is working, if we fixed it. If he heals there, we'll get +5 Karma and +75 XP. We can heal his hand regardless of whether he used a stimpak or an AutoDoc before.

- In Thompson's quarters, in one of the rooms there is a guy who makes ammunition for guns. If we bring him leftover ammo, he'll make us 10mm or .3 rounds – 24 rounds for \$100. According to the guy himself, he will do it for free if we've served Thompson, but my money gets taken anyway! Probably a BUG.

- In Thompson's quarters in the room with the generator, using Repair on the control panel on the wall, we will extract from it the impulse modulator required for the warehouse in vault 8.

- You can break into the warehouse in Thompson's quarters by opening the door with Lockpick, or by hacking the console with Science 60. Opening the door is +100 XP, hacking the console is +350 XP.

- In Thompson's quarters, in the desk with the income book, there is a damaged thermonuclear cell. This can be repaired at the workbench.

- In a conversation with Terry Devero while he is at his workshop, we can talk about chemistry. If we have INT 4 and Science 50, we can get some knowledge from him and we will get +200 XP.

- Terry Devero, a man working for Stryker can make the following for us at prices which will depend on our Barter:

- medicinal powder (broca flower + xander root).
- antidote (radscorpion tail).
- stimpak (broca flower + xander root + empty syringe).
- super stimpak (stimpak + Nuka-Cola + mutfruit).
- "Horsekiller" poison – I'm not sure if he makes it, because I don't see what ingredients he could use.

- To rob Stryker's warehouse, you need to use the right tactics. We open the back door to the building, then the door to the warehouse and enter just one step so that after a while the dogs start chasing us. At the same time, when the guards start running into the room, we run through the back door while the dogs chase us. When we move south as far as possible from the building, we can deal with the dogs. Then we wait a few days off the Reno map and when we

get back to Stryker's quarters, the dogs in his warehouse will be gone, and we can safely take the stuff from there!

- Inside the bunker in Stryker's area, in the second room, there is a locked electronic door that cannot be opened by yourself. We can find the keycard right next to the third computer on the right from the door using a metal detector. In the room, there is a plasma gun in the box.

- At Luciano's farm there is a butcher who is trying to light a cigar from a fire. If we give him a lighter, he will tell us about the history of the ranch, for which we will get +100 XP.

- At Luciano's ranch is Machete, who has lost his machete. We can offer him to find it if we have INT 4. To find it, use the metal detector near the entrance to the house in the north-eastern part of the railway map. For delivering it to Machete we get +200 XP and \$250. We can also renew this machete at the workbench and have a normal melee weapon.

- Machete offers to buy slave collars from us for \$100 each. This dialog option is available if we have INT 5.

- Frank Korchen lives on the railway lands, from him we can buy a fuse for the water pump for \$300 that allows us to repair the pump in Gerlach, and we can have him fix the water tank in Lovelock for a price depending on our Barter. He can also craft for us at prices depending on our Barter:

- assemble or disassemble sticks of dynamite,
- cattle driver,
- Desert Eagle,
- hammer,
- hunting rifle,
- leather armor,
- leather jacket,
- magnum revolver,
- metal armor,
- Nelson's damaged gun.
- shotgun,

- spear,
- "Wild" shotgun (bandolier will add to it),

He also produces counterfeit coins that we can use on Nuka-Cola vending machines. He makes 100, 200, 300, 400 or 500 of them. The price of one is \$1. We can ask for them only after Ned reveals their secret after the leap of the century.

– With INT 4, Frank Korchen will be able to make an ammo press for us. We can get it in several ways:

- Pay an advance of \$5,000 and after a few days, when the press is ready, come back and pay another \$5,000 to get the goods,
- Pay an advance of \$5,000 and after a few days, when the press is ready, come back and instead of cash, give him a great set of tools to get the goods,
- In exchange for the work, give him a super set of tools right away, and he will do it immediately and for only \$2,000,
- Pay an advance of \$5,000, after a few days, when the press is ready, go back, kill Frank, and collect the press and cash from the warehouse mentioned below.

This press can then be upgraded for \$1,000 to make more ammo types, or you can do it yourself at the workbench.

– If we kill Frank Korchen (-5 Karma), then use Science or Repair on the bright yellow poster on the right wall in his building, we will find a safe hidden behind it. There's +80 XP for that. Inside are Frank's resources, i.e. fuse, fuel regulator, ammo press and our paid \$5,000 or \$10,000. The presence of these things, of course, depends on whether we have not previously taken them from him. I couldn't get into the vault while Frank was alive because he wouldn't allow it.

- Inside the bunker in Stryker's area, in an open room on the wall, there is a control panel from which we can repair the ion synthesizer for the warehouse in Vault City, and there is a radio on the ground – very useful.

- With the metal detector, we can search the entire map for various loot that normally cannot be seen until we detect them. And so, in individual districts, loot can be found in the following places (more or less) and numbers of items:

- 4 in the Silver Legacy district:

- In the caravan parking lot by the shop wall,
 - By the scrapped car in the right part of the map (unique 10mm pistol!),
 - By the wall of the hotel restaurant near the barrel with two hooligans,
 - By the broken lamp post next to the green field to the northern part of the map,

- 2 in the Eldorado district

- In the room at the bottom of Patrick's apartment,
 - Behind the slum building by the heap of garbage from which we take scrap (a unique knuckleduster!),

- 5 in Stryker's district

- 3 are at the bunker entrance by prominent trees
 - One to the left of the bunker
 - One to the far right of the bunker with an old necklace (supposedly has some quest meaning that I have no idea about),
 - One on the tire
 - 1 By the barrel on the right side of the map,
 - 1 to the right of the door to Stryker's quarters among the junk

- 6 in the railway district

- one among the barrels at in front of the workshop,
- one near a chair on the lower left corner of the map around the train cars,
- three near the road on the side of the four houses
 - one by the cross stuck in the ground
 - the second near an axle with a wheel on it
 - the third near a car door – here lies Machete's machete. It can be returned to its owner or refurbished at the workbench with Scrap and Rot Gut, with Melee 25. We'll get +50 XP.
- One in a dirt patch near the destroyed truck in front of the workshop

– Using the metal detector, we can find the entrance to the sewers in the middle of the street on the right side of the Silver Legacy map. The entrance can also be found if you stand exactly where it is and use a working radio. The radio in this district tells us of a weak signal somewhere nearby. When we use the rope and go down, we will find a couple of rats there, and in the room at the end is Chris, who will introduce himself to us as Cruz. When we thoroughly question him about his history, we will be able to suggest an interview with his wife Shelley. She lives with her husband Colin in a slum in an apartment on the left side of the building. We now have two ways to complete the mini-quest:

– Talk to Colin and show him the place where Chris is hiding. For doing this, we get -10 Karma and +1,000 XP. If we also force Colin to give us \$300 for the information, we will get another -5 Karma. Colin will go to the place and kill Chris. On his corpse we will be able to find a protective suit and a pole weapon, but if we kill him ourselves we will find a pole and a lighter in the corpse.

– When we tell Shelley that we have found her first husband, she will run to him immediately. We'll get +500 XP and when we go back down to the sewers and talk to Chris, he'll give us a lighter.

- In the building right at the entrance to the city there is our personal safe (one of several in the game). Code for this safe: 13020.

2.9. Poseidon Oil Reactor

This is a location with no quests, but worth visiting because of the loot that can be found there and the item necessary for the car (see the car quest).

Geckos walk all over the outer territory. Some goods can be found in the huts. To get to reactor 5 you need to blow up or open the door with the lockpick skill and you need to have it for min. 75 to make it work at all. For success we get +500 XP. Inside, we can fight with protective robots or having science for min. 75 we can disable the security systems in the console at the entrance, for which we will get +1,500 XP. Another way is to sneak into the reactor room and take the blue access card from the ghoul's corpse, which can be used to disable the protection. Robots can also be deactivated by repairing them for min. 50, but the higher this skill, the greater the chance of success. There's no XP for that. Maybe it can be done by sneaking up on the robot and deactivating it, but it's very difficult. Next, we can enter the warehouse, but the door is locked and the difficulty level of the lock is one of the highest. To open them, you need to have this skill very high – below 100 the chance to open is 0%, at 120 it is 11%, only at 135 the chance is 25%, etc. There is +135 XP for opening them. Inside we find a lot of good weapons and a few items with special uses and unique:

- Anti-radiation Suit – a very important element for the construction of power armor and protection against high radiation,
- Flamethrower, energy cells and some other stuff.
- Fuse – can be used to repair the water pump in Gerlach,
- Geiger Counter – also found in the locker in the second part of the map,
- Welder – a fairly good melee weapon,

Going through the next rooms, in one of the rooms you will find a cupboard with a red access card to the reactor's main door. On the way to them, we also encounter a hiding place in the wall with a difficult lock, for which we gain +500 XP. Inside is a revolver with ammo, \$600 and some Anti-Rad. The red access door to the reactor can be opened with the card we found, or a high Lockpick for +135 XP. In the main computer room there is another door to the reactor itself with a lock also for +135 XP. In the room with the reactor (cosmically high radiation!!!) you can find Anti-Rad in the wall hiding place and a blue access

card by the body of the ghoul. However, in order to use the reactor's main computer, we must have Science 50. We can extract interesting information from it, and above all, the data and location of the radio station in Lovelock. The Russian Wikia says that there is supposedly some kind of bunker in a wardrobe with a protective suit, the entrance to which is from the sewage system or from the workshop, blocked with barrels. I searched everything thoroughly and couldn't find it.

In the second part of the map is a hut with a car, from which we take out the fuel controller (details – task with the car). To get to it, use the rope on the crane and climb through the roof. Inside the car, in addition to the fuel controller, we can also extract other loot, and we do this by using Repair on the car – the collectibles depend on the level of this skill as follows:

- Repair 20 – extract 3 Molotov cocktails,
- Repair 40 – we extract scrap metal,
- Repair 60 – money (amount probably depends on something),
- Repair 80 – extract some 0.223 ammo,
- Repair 100 – extract 50 microfusion cells.

Using a metal detector, we can find things in the following places:

- 4 in the entrance part
 - by the barrel of the house with the white door
 - by the wooden boxes next to the house on the left
 - by the trash can in front of a house
 - by a chair in the house in front of the reactor entrance
- 4 in the second part
 - near the south corner of the fence next to a car door
 - near the south corner of the garage
 - near the entrance to the under construction reactor area
 - near an axle inside of the garage

2.10. Area 51

This is a location related to the main plot, but you can also find a lot of interesting things there. I list here those items that have some more special meaning, and they are:

- a great set of tools – a hangar with a saucer,
- holodisk with the officer's recordings – in the building outside,
- laboratory helmet – desk downstairs,
- portable chemical laboratory CL 3000 – desk downstairs,
- schemes for power armor, both parts – cabinet at the bottom,
- StealthBoy – desk downstairs.

A detailed walkthrough of this location and the tasks related to it can be found in the "Find information about the "Vault 8" project in Area 51" quest.

2.11. Bridgeport

We can discover the location of this small settlement only by contacting Jay Kukish in the New Reno bunker using a piece of paper that we took from the Vault City warehouse.

2.11.1. Help Dante pass the test (he needs weapons and painkillers)

Dante wants to join a biker gang. If we talk to him, we can offer to help him do that. He'll need guns and painkillers from us. We can give him any type of 10mm pistol (regular, extended magazine, model 80, flashlight, premium 10mm) and medicines in regular form or those from a first aid kit or doctor's bag. For delivering each of these items to him, we get +250 XP. If we have Small Guns 75, we can teach him how to use it, for which we will also get +250 XP. In exchange for your help, Dante will want to tell us about his father's hiding place under the bathtub. In his bathroom, we can use Science on the bathtub to extract \$650 and get -10 Karma. We can also refuse to steal from a human and get +10 Karma. The text file suggests that this amount should depend on something, but I don't know what it is. I checked, it wasn't from Luck.

2.11.2. Convince Dante to (not) join the bikers

NOTE: There seems to be a mistake in translating this quest into English, as the quest is about convincing Dante NOT to join the bikers.

When this quest is activated, talk to Dante's father, the farmer. He doesn't want his son to join the gang. We can dissuade him from the decision with Speech 75. For completing the quest you will get +350 XP, and the quest with Dante's test will disappear.

2.11.3. Bring the Brahmins back to the pen

A guy standing right at the entrance next to the pen is guarding the brahmins. We can offer to bring them back to the pen. We do it simply by using the "move" option on each of the brahmins and for it to work requires STR 8. From the hints in the information window, if we don't have enough strength, the cattle driver can help us, but I don't know how to make that happen. Direct the brahmin to enter the enclosure. There are three of them. For completing the task we get +300 XP.

2.11.4. Treat the child yourself or provide meds

Another farmer's family has a sick child. We can cure them with First Aid 55. We'll get +10 Karma and +350 XP for this. Another way is to give the farmer, the child's father, a medical bag or first aid kit. The rewards are the same for that.

2.11.5. Prepare a caravan from Reno to Bridgeport

This task can be given to us by a farmer with his family. After we talk to him about the conditions in Bridgeport, we will be able to offer cooperation with caravans from Reno. We go to this city and talk to the caravan master in the parking lot. We can convince him to cooperate with Bridgeport by having a high reputation with Caravans, Barter 50, or Speech 75. For completing the quest you get +5 Karma, +500 XP, and an apple pie from the farmer's family.

2.11.6. Find the missing resident

I don't see a way to activate this quest or complete it. It's in the Pip-Boy's file, but I found nothing in Bridgeport that would indicate such a task could be performed.

2.11.7. Restore electricity

This task can be given to you by a farmer living in the second house from the right. There is no electricity in the city and numerous electrical installations must be repaired in order to restore it. Higher Repair skill increases our chance of success. First, we repair the generator in the

building in the lower left corner of the map, then the electrical box on the wall of this building, then the transformer in the middle of the map, and finally each of the four panels on the left wall of each of the residential buildings. There is +250 XP for each panel. When we fix them all, Jacob will give us whiskey and farmer fruit, and we will get +500 XP in the conversation.

2.11.8. Save the village from the bikers

This task can also be given to us by a farmer who asks for electricity to be restored. We learn that bikers are not welcome in Bridgeport. We can offer to get rid of them. We can do this in two ways:

- Kill them one at a time – Karma doesn't change. After informing the farmer about this fact, we will get +500 XP.
- Get rid of them peacefully. To do this, we should have already completed the quest from the main storyline, concerning Jay Kukish's meeting in the Hawthorne base. Then we just go talk to biker Derry and tell him that things in Hawthorne are already taken care of. This will result in the bikers leaving Bridgeport after a few days, and we will get +500 XP after sending the message to the farmer.

2.11.9. Minor tasks and curiosities

- We can give the farmer and his family a bottle of Nuka-Cola as a gift for a child. We get +1 Karma, +5 XP, and we grow a bit of reputation in the settlement. I think you can supply these bottles unlimited.
- In the house with the closed door that we can open, there is a cabinet with pre-war books. Using Science 50 to gain +300 XP and learn interesting things about the settlement.

2.12. Las Vegas

Las Vegas is a city clearly referring to its counterpart in Fallout New Vegas. This city is teeming with life. We can find a bar and casino and the Hoover Dam. There are many tasks to complete here, some of which are

commissioned by lawbreakers, and others by law enforcers. By completing them all, we are able to solve the most complicated crime mystery in the game, get a lot of money and XP along the way, and we can also get the "Private Investigator" perk if we have solved enough crime puzzles before.

2.12.1. Investigate the latest crimes in the city under orders of the mayor

The mayor is on the second floor of the town hall. In order to enter his room, we first need to talk to the secretary and tell her that we have an important case. This dialogue option seems to be available after we've wandered around the city a bit and have done a bit for the police. In addition, INT 3 and 10th experience level are required for the secretary to let us in. 16th experience level or Speech 90 is required for the mayor to give us a job.

This man will tell you about the current situation in the city and order you to investigate recent crimes in the city. He will offer us a reward of \$30,000. In order to complete this quest, you actually need to complete a number of others in the city, as the crimes are related to each other to some extent. You can take a quest around the beginning of the quests in Vegas and gradually get the materials you need. We can also take an advance from the mayor – \$ 1,000, \$2,000, or \$3,000. There is also an option in the dialog where we take 4,000, 5,000 or 6,000 dollars, but I don't know how to enable it or if it is even possible.

At some point, when we enter the entrance part of the city, we will see a policeman standing in the middle of the street. When we get closer, he will enter into a dialogue with us and reproach us for meddling in the affairs of the city. Having a reputation of at least Accepted, we can convince him that it is not worth attacking us. We can also kill him and we'll get +200 XP, and then the next question will be: why did he attack us? According to the dialogue files, we should be able to meet him again, but this time he is not hostile, and he in fact gives us a super stimpak. However, I don't know if this is actually possible.

During the investigation, i.e. when we perform various tasks for other people in the city, a policeman standing on the street next to the town hall may be mysteriously shot.

The whole quest really ends when you go to the final conversation with the mayor and present him with all the required evidence. To run this dialog you need INT 6. The evidence in the case is: a note from Davis stolen directly from him, a recording of a conversation with a dealer in blue pants and a black jacket standing outside the Hard-Rock Café, the laboratory in "The Pound" should be found on the map, a note stolen from the safe in the Vortis room – slavers, a note stolen from the desk in the laboratory in "the Pound" (see this fun fact), a note stolen from Tom Parker (6 elements!). When we deliver all this to the mayor, he will have a long conversation with us in which the guilty will be determined. Thus, we have solved an extremely difficult and complicated crime mystery, and as a reward we get the promised \$30,000 and +10,000 XP!

Perhaps after completing this long and drawn out task we will receive the "Private Detective" perk, which gives us INT +1. I received it when I had previously completed criminal tasks in other cities as well. We seem to get it when we solve enough crime mysteries.

2.12.2. Find the archivist's missing daughter

To be able to complete this task, it is necessary to complete the quest to find Jay in the Hawthorne base, because after talking to him, Battle Mountain becomes visible on the map.

When we want to get a job with the chief of police in Las Vegas, the first task will be to find the missing daughter of the archivist. We go to the second floor of the city hall and talk to the fat guy. We will learn that his daughter was last seen at the Hard-Rock cafe. There we can ask about her and the bikers, and we find out that she stays with them. Thus, we gain a clue. We go to Battle Mountain and there we find Mr. Clark's daughter among the team of bikers. We have two options to solve the problem:

- When we talk to her without special skills, we can at most find out why she ran away. She'll give us a necklace and tell us to take it to her father. When we do this, we'll get +1,000 XP, and if we're hostile to him, we'll get -5 Karma.
- With CHA 5 and Speech 90, we can convince Clark's daughter that her family is more important. This argument will work and she

will decide to go back to her parents. We get +3,000 XP and +50 Karma. When we return to the archivist, in addition to thanking us for our success, we will also get \$2,000 as a reward.

2.12.3. Phillips is accused of distributing the poison himself

When we ask the bartender in the Hard Rock cafe to talk to the boss, with INT 3 and 7th level experience, we can ask him why he is sad. He'll tell us someone's trying to frame him. We can offer help in solving the case.

When we find out about his drug problems, it's worth talking to the dealer dressed in black and blue standing next to the coffee shop and recording a conversation on the Pip-Boy in which he says that Sam Philips used to have problems with drugs.

In order to complete the task, we go talk to the pallbearer Bob, who is staying in one of the houses in the suburbs of Vegas. From him we can learn that he traded with Sam. If we have a high reputation with Caravaners (so I conclude from the script) or Karma 250 we can ask him to give us the substance he sold to Philips. We learn that it is a food additive and we can complete the task as follows:

- Take the evidence to Oscar Davis – the policeman behind the desk in another room. Give it to him as proof of Sam's guilt. We get -10 Karma, +1,000 XP and \$2,000. If we present the same ID to the policeman at the reception, we will also get -10 Karma and +1,000 xp, but only \$1,000. Thus, we completed the task "Help the police put Sam Philips in prison".

- If we present the substance to Oscar Davis and claim it as proof of Sam Philips' innocence, he will laugh at us and not accept it. However, we can present this evidence as proof of innocence to the policeman at the reception. Sam Philips is then exonerated and we get +10 Karma, +1,000 xp and \$1,000 from Sam.

Interestingly, when I tried to present a recorded conversation with the dealer outside the coffee shop as proof of guilt, there was no proper dialogue option, so I conclude that this recording does not serve as

evidence in the case. Maybe it's a BUG or this recording just has a different use that I didn't find.

2.12.4. Help the police put Sam Phillips in prison

This quest can be activated by Oscar Davis when asking him for a job. He'll task us with finding evidence against Sam Philips. We go to the pallbearer Bob. As in the above quest, if we have a high reputation with the Caravaners (so I infer from the script) or Karma 250, we can ask him to give us the substance he sold to Philips. Turns out it's a food additive. We can end the task in two ways:

- Take the evidence to Oscar Davis – the policeman behind the desk in another room. We give it to him as proof of Sam's guilt. We get -10 Karma, +1000 XP and \$2000. If we present the same ID to the policeman at the reception, we will also get -10 Karma points and +1000 xp, but only \$1000.
- If we present the same substance to Oscar Davis as proof of Sam Philips' innocence, he will laugh at us and not accept it. However, we can present this evidence as proof of innocence to the policeman at the reception. Sam Philips is then exonerated and we get +10 Karma, +1,000 XP and \$1,000 from Sam. Thus, we completed the task "Sam Philips is accused of distributing poison".

Interestingly, when I tried to present a recorded conversation with the dealer outside the coffee shop as proof of guilt, there was no proper dialogue option, so I conclude that this recording does not serve as evidence in the case. Maybe it's a BUG or this recording just has a different use that I didn't find.

2.12.5. Find an excuse for "geeks"

NOTE: For all quests related to this group of ghouls: the conversation with the leader of the geeks was omitted in the translation from Russian to English. For this reason, when determining what we can do for or against "geeks," I had to operate on Russian dialogues that are unknown to me and help myself with a translator. I have made every effort to effectively determine the tasks and their course, but some incompleteness and inaccuracies are included.

This quest can be activated after talking to the ghoul Larry, the leader of the group. In order to have appropriate dialog options, we must have INT 3. If we record a conversation with him on the Pip-Boy (probably about their relationship with drugs), we get -2 Karma, and it is also possible to provoke an attack. On the other hand, if we are nice and choose the first dialogue option more or less constantly, this quest should activate after the end of the conversation.

In order to complete it, you should go to the slave district. There, in the slavers' quarters, is Vortis. In his safe is the necessary evidence. We can steal it by luring Vortis out of his room with a working radio – we broadcast a signal that one of the slaves has escaped and Vortis leaves the room for a while. Then we stealthily enter the room and open the safe with the key that we can steal from Vortis, or use Lockpick for +500 xp). You can also choose to kill the slaves while completing the quest to free them and the quest to free Eric (not available in the Pip-Boy).

Once we have a contract between the slavers and someone who has committed to plant drugs in their hollow, we go with him to the police. There we have two options:

- Present the proof to Oscar Davis – he will be furious that we are on the side of what he thinks are the freaks. We will get +5 Karma and +2,000 XP.
- Present the proof to the policeman at the reception – he will accept it with humility and, along with +5 Karma and +2,000 XP, he will give us \$1,000.

Larry can only thank us. However, when we previously activated the task of finding employees for the Hoover Dam, we can now ask with INT 5 if Larry would like to work with his buddies on the Firewall (you have to select more or less the first dialogue options, a message should appear on the console that this fact will interest Bob Neal). This will allow us to solve the second quest above. It seems to me that Larry should also want to do some chemistry for us after completing the tasks for him and teach us and give us two packs of Mentats, but I can't confirm if this is actually the case, because the whole conversation is untranslated.

2.12.6. Support the eviction of "maniacs"

NOTE: (same note as in previous quest)

If we talk to Larry and record it on the Pip-Boy and take the recording to Oscar Davis or the policeman at the reception, we will receive -10 Karma, +1,000 xp and \$2,000, because it will serve as evidence of the guilt of "maniacs" in the matter of spreading drugs. We can still help the police raid their headquarters. There is -5 Karma for killing Larry, and the rest is indifferent. The quest is deleted when we leave the maniac district after killing the ghouls there.

2.12.7. Plant drugs in the geek hotel undetected

This task is given to us by one of the city's important men and at the same time a gangster with bad intentions. To be able to work for him, we have to force a meeting at the entrance to his office in conversation with the guard, with 8th experience level. Another way should also be to be ordered to work by Maxon, a member of the Big Louie gang who is in the Monte Casino, assuming we did not kill him in Reno. There is a dialogue in the game file that shows we can ask him to recommend us to work for Wallace, but I don't know how to activate it. Sam Riley, the prisoner we freed in Winds of War, can also recommend us. After the first conversation after being away from the Vegas map for a few days, we will be able to have a second dialogue with him and, at level 5, we will be able to ask him for a recommendation to work for Wallace. However, to activate the quest in conversation with Wallace, you need to have INT 3. We also have an option in which we record the entire conversation and the crime order on Pip-Boy. It's worth doing, because you can give this recording to the policeman at the reception, who won't do anything about it, because Wallace is too important in the city, but we will get +500 xp, and we can still work for the gangster.

The essence of completing the task is simply to go to the "maniacs" hotel and plant three drug samples in different places. I put it in the locker in the empty room, in the locker in the entrance room, and in the locker in the room with Larry. Nobody saw anything and it worked. When we get back to Wallace, we can announce that the drugs have been planted. We'll get -25 Karma, +3,000 XP and \$2,000.

2.12.8. Get Bob Neal's personal weapon for Wallace

This is another task given to us by this dude from under a dark star. He offers a \$5,000 reward and, having Barter 80, we can talk him into \$7,000. Go to the area where the Hoover Dam is located. There are three ways to get inside by elevator:

- Talk to the guy dressed in white walking nearby. For \$1,000, he will tell us the elevator password,
- Just kill him for -5 Karma and take the pass from his corpse,
- With Science 70 we may be able to hack the computer after a few tries, for which we will get +500 xp and be able to use the elevator.

Downstairs, we don't even have to talk to Bob Neal. But to get his weapon, we have two options:

- Steal the access card to his room from him and open the door with it,
- Lockpick the door to his quarters manually, which is +100 XP and -2 Karma.

In the desk is his personal pistol – the golden Desert Eagle – a unique weapon. When we deliver it to Wallace we get -25 Karma, +3,000 XP and \$5,000 or \$7,000.

2.12.9. Perform Bob Neal's counterproposal

If we don't want to do a second job for Wallace, we can accept a counterproposal from Bob Neal. He wants us to kill his competitor. The easiest way to do this is to plant explosives in his inventory. You can start an open fight, but it will create carnage because all the casino security and then the outside police will attack us. After returning to Bob and telling him about the death of the competition, we will get +3,000 XP and a \$5,000 reward.

2.12.10. Solve the labor problem on the Hoover Dam

This task is given to you by Bob Neal. If we talk to him about why he is dissatisfied with the situation on the Dam, we will find out that he is short of staff. We can suggest finding them. There are two ways to do this:

- Go to the slavers guild and buy 20 "pieces". We need to talk to Vortis for that. In order for the appropriate sequence of dialog options to be available, we must have INT 5 and Speech 80. Redemption is +1 Karma. Then he'll want to sell us a group of slaves for \$10,000. Once we own it, we go to Bob Neal and offer him redemption. Willing to give us \$15,000, or with Barter 70 we can get \$20,000. There is +2,500 XP for completing the task.

- If we have previously completed the task of finding excuses for "maniacs", we can talk to Larry with INT 5 and tell him that Bob Neal is looking for workers for the Dam. Then we can tell Bob that ghouls might work. To convince him of this, you need to have a high reputation, Science 70 or Speech 70. For success we get +2,500 XP and +30 Karma.

2.12.11. Investigate the attack on the "Swift Hawk" caravan

There is a market in the suburbs of the main part of Vegas, and on its left is the parking lot for caravans. There is a barrel, next to which there are two caravans and there are two men there, Andy Hawk and Randy Hawk. Ask what happened to their caravan. They will tell us that they were attacked by bandits and indicate on the map the place where it happened. The quest activates. We can also offer help in finding survivors from this caravan if there are any. In order to do this, we go to Winds of War and there we talk to the Bibbite caravan, who will also tell us the story of a caravan (see the task from Winds of War with caravans) and also show us the place where it happened (gas station).

When we go to the gas station, we will see the corpses of three men. Approach each of them and search. With each one I notice an important detail and each has one item. When we interact with the third dead, lying in the building, we will find a badge of one of the soldiers of Winds of War. In the trailers you can find some interesting prizes. There is a text in the game file that shows the possibility of following Winds of War behind the footsteps we find somewhere, but I don't see anywhere. Using a blade on the corpse of every man, we can bury them, for which we will

get +10 Karma and +75 XP for each one. Strangely enough, you can also dig their graves, which we made ourselves, and in them we will find a caramel and a flare (of course this has standard negative effects).

With proof of guilt, we go to Winds of War. We have two possibilities of recovering loot:

- Talk to one of the two soldiers standing in front of the barracks and show them the badge we found. In exchange for silence, they will show us their hideout, in which we find a can in the trunk behind the door, which must be broken with strength or crowbar, find spoils from the robbery (in the trunk there is no \$1,500, but after opening it the money immediately appears in our inventory – BUG). If we enter the room where the perpetrators stand, they will attack us.
- Talk to their leader and, showing him the badge as evidence of the fault of one of the soldiers, he will do a fancy and win loot, namely \$1,500 and a filter as well as a hunting rifle and a great tool set (useful for the task from Chrysler Motors).

Once we have recovered goods in the inventory, we go to Vegas to Andy and Randy Hawk and tell them about who is behind the robbery. We have the possibilities:

- Give them only the money and we get +2,500 XP, +25 Karma, and \$750 reward. We will keep the filter that is used.
- Give only the filter, and they will give it to us and ask us to deliver it to Salt Lake City, because it is very much needed there. We get +2,500 XP and +25 Karma.
- Give them both items, and we will get +2,500 XP and +50 Karma. He will also give us the filter and if we have 0 Karma (so says the script, but more likely just good Karma), he will give us a caravan jacket. Surprisingly, he will not receive the recovered hunting rifle and great tool set, so we have them for ourselves.

Instead of activating the task, we can also force one of the guests to show the location of the gas station, at which there was a robbery and in which the caravan goods remained. We can do it with STR 6 or 12th

level of experience. After intimidation, however, you will not be able to activate the task.

2.12.12. Help the slaves to escape their prison

This task is nothing but the slaver and two sidekicks. Each is +5 Karma, and in Vortis' safe there is evidence necessary in the task of cleansing the geeks of the allegations of drug production.

After battle, you have to talk to one of the slaves, having INT 3. Then we can announce that the slavers were killed and their people are free. Most of them will run out of the farm, although some will not be happy that they have lost their owners. Nevertheless, after leaving this part of the map, the task will be completed and we will get +20 Karma and +2,000 XP.

After releasing the slaves, it is not possible to employ them to work at the Hoover dam.

2.12.13. Tell police about "black caravan"

Being in the entrance part of the city around the parking lot for caravans, we can see two suspicious guests. They stand at the entrance to the part of the map with the Hard Rock cafe at the barrel. In order for some sensible dialog options, we must have INT 3. We can use the "hand" option on the trailers standing next to them. We will see that they are taking scrap metal and the question will arise: what for?

From what I have determined, before you can find a way to get to the laboratory, we must know that it exists, i.e. it is previously required that someone tells us about it. We can find out from:

- A prisoner we freed from Winds of War who is currently in the Monte casino.
- A dealer in front of the Hard Rock cafe.
- A junkie standing in front of a slaver building can tell us. We can force him to show us on the map or lead us, as well as giving us a tip about the black caravan.

- Lunatic in front of the cafe – talk to him first. After a few days he returns. Give him painkillers with INT 5, and he will tell us.
- Boxer lying on the ground – if we have INT 4 and we have become a champion in Vegas, he tells us there is a black caravan that carries people to a secret laboratory (you can immediately hide in it after this conversation). We get beer, Nuka-Cola, or \$50,
- Text files say Bobby in Vegas, after solving the case with his caravan's robbery, can tell us, but I can't find him anywhere.

If we get to the laboratory, we want to help the dealer. We go to the city with a cafe and talk to the guest in blue pants and a black jacket standing on the right side of the door. Having INT 3, we can raise the issue of the source of his coke. We can get information from him in two ways:

- If we are addicted to chems, we'll have an option in which we beg him to talk about the mysterious drug laboratory somewhere in the wilderness. We will get +200 XP.
- If we are not addicted and we have Science 75, we can show interest in drug production and then he tells us. Also +200 XP.

Once we have this information, we go again to the place where suspicious guests and their trailers stand. This time we interact with one of the trailers to discover drugs in it. We will get +500 XP. Now we have two options for completing the task:

- Report to Davis that we discovered a black caravan. The police will take care of the rest. We get +1,000 XP and \$2,000, but we will not discover the position of a mysterious location.
- With INT 4, we can hide in the trailer and wait for the caravan to go to the mysterious location. There is +1,000 XP for its discovery. After returning to Davis and telling him that we found a coke factory, we get +2,500 XP and \$1,000. Now we have an interesting location on the map.

- After talking to the dealer, we can kill him and take his holodisk. Then, using the radio in the Hoover dam, we will be able to jam the conversation of black caravan members. Using the radio in the parking lot for caravans, we will be able to compare the frequency of conversation with the frequency in the holodisk and we will be able to follow the signal to the secret location. There is also +1,000 XP for it's discovery.

According to the game file, a receptionist policeman should raise some skills for finding a laboratory, but I have not found such an option in any way.

If we want to use a smoker to help in finding a laboratory, we can talk to him with INT 3 and STR 9, or 12th level of experience. Then we can start breaking him so that he finally talks about the existence of the secret lab. We get +350 XP for just extracting information, and we can finally reach the location:

- Alone, if we order him to show them on the map,
- Together, if we force him,
- By hiding in a black caravan trailer. Then we will be able to decide whether we will intimidate the guest so that he does not fall asleep or kill us on the spot, by stabbing him in the heart (even if we do not have a knife in our inventory). For the latter variant there is -5 Karma and +100 XP. We can reach the location, as described above or report to the police.

In the event of a police report about finding the laboratory, they will deal with its liquidation and when we enter the location of "The Pound", we will not find many interesting things in it, because everything has been looted. However, if we get there personally, it is worth arming well, making a sculpture yourself and collecting prizes.

2.12.14. Help the police in the invasion of the "maniacs" hollow

This appears to be a replacement quest for "Support Evicting Geeks". One time when I helped the police raid them I had this quest crossed out, and the other time I mentioned the above. I haven't found any

reward for completing either of them. They simply rely on the support of the police in the fight against ghouls.

2.12.15. Become a legendary champion in Vegas

A quest similar to the one in Reno, activated and completed at the same time. It is also the same as in Reno. We report our willingness to participate in fights in the ring to the judge standing in front of the cage. Must have INT 3, STR 6, and Unarmed 70 to enter.

Then we fight. I must admit that in my opinion, the difficulty level of these fights is very high. Even the final opponents are, in my opinion, too difficult to defeat. I recommend getting yourself some Buff-Up and Psycho, because we won't win without it.

We have 10 fights to take place and the prizes for winning are as follows:

- 1) \$500; +600 XP,
- 2) \$600; +700 XP,
- 3) \$700; +800 XP,
- 4) \$800; +900 XP,
- 5) \$900; +1000 XP,
- 6) \$1000; +1100 XP,
- 7) \$1100; +1200 XP,
- 8) \$1200; +1300 XP,
- 9) \$1,300; +1400 XP,
- 10) \$1400; +1500 XP

The value of the prize we receive varies by +/- \$1-10, depending on how many people bet on our victory.

For winning all fights, we get an additional +1000 XP and the "Las Vegas Ringmaster" perk, which adds +1 to Stamina.

2.12.16. Get to the drug factory in Vegas

I haven't found any specific way to activate this quest. However, I managed to finish it when I hid in the trailer of the Black Caravan and went with them to explore The Pound. It is worth discovering this location because of the possibility of killing the bandits and collecting their loot, as

well as collecting evidence in the investigation commissioned by the mayor.

2.12.17. Eric asks for his brother to be released from captivity

This task is only in the game's text file and there is no way to activate it in Pip-Boy, but we can perform the action. Standing right at the entrance to this part of the map, Gereth can tell us that his brother Eric has been taken prisoner and Gereth wants to give him a letter. It will do it if we have 1 Karma – that's what the script shows, so I conclude that it must just be positive. We can say we'll deliver the letter for free, or we can demand payment – he'll offer us \$200. In order to complete the quest, we can:

- Tell Aidan about Eric's ploy to free his brother and show him the letter as proof. Then we'll see him kill Gereth and get -5 Karma, +500 XP and \$300 from Aidan as a reward.
- Kill the slavers and then tell Gereth that they are dead. He'll be happy and go look for his brother, and he'll give us – whether we asked for payment or not – \$200. We'll also get +500 XP.
- Buy out Eric for \$500. Then we will immediately see them standing together in front of the building. After talking to Gereth, you'll get +3 Karma points, +1000 XP, and a working radio.
- Deliver the letter to Eric. He is in the slave farm. We can enter through the door on the side of the fence. We need to quickly run to the door when the guard is away, quickly open the door manually and run inside. Eric is standing by the outhouse. Give him the message. Then, when we return to Gereth and tell him that we gave Eric the letter, he will plan an action to recapture Eric from the slavers' hand. After a while, we appear at 21:00 in front of the entrance to the basement, where the boxing ring is located, and we see two slavers leading Eric. Together with Gereth, we are storming them. Even if we kill any of them ourselves, the rest of the slavers will not be hostile towards us. There is +5 Karma points for each. After Eric and Gereth meet, we get the rewards as above.

2.12.18. Pizza Delivery: Casino, Shop, and Ring

This task can be activated by the bartender in the Hard Rock cafe, if we have INT 3, CHA 7, and Barter 60. He will give us a job as a pizza delivery man. We get three pizzas and we have to deliver them to three customers in an hour. He warns us to be very nice to customers. Our clients are:

- The guy in the room on the second floor of the Monte Casino. When we get to him, he'll start complaining about why we've been gone for so long, even if we arrive right after receiving an assignment for him. He'll give us \$75 for delivery, but he'll complain a lot. We'll get +100 XP for delivering. If we are kind to him instead of being arrogant, we'll get an extra +100 XP,

- Trader Tibbith running a market in front of the entrance to the city. He will claim that when ordering he was told delivery would cost \$5, not \$10. We can be nice again and give him the \$5, resulting in \$65, or being arrogant we can extort \$75 to the customer's displeasure. We get +100 xp in each case.

- Judge Farber standing by the ring in the slave section of Vegas. When we talk to him, he will tell us to wait. We can choose the option in which we patiently wait for him to pay attention to us or remind him to pick up the pizza. In any case, however, he will be furious with us and will only give us \$65. We get +100 xp for either behavior.

After delivering all the pizzas, go back to the bartender and get +200 xp and \$195. If we have been arrogant in the case of any client, we will be instructed by the boss how to behave towards clients. If, on the other hand, we were nice to everyone, a script should activate in which the bartender congratulates us on the excellent image and gives a \$10 bonus and a 20% discount in the cafe, but in my case, every time I was nice to every customer, the bartender and so he was admonishing me that some customers were dissatisfied... It's most likely a BUG.

If we lose the pizzas, eat them, or time out within an hour of starting the quest, we'll get scolded when we go back to the bartender, lose \$195

(either agree to cover the loss or security will throw us out of the bar and collect our due), but we'll get +200 xp for willingness.

2.12.19. Solve Kevin the thief's debt

In order to complete this task, it seems logical to first talk to the policeman at the reception desk about expressing your willingness to provide detective assistance. In addition to giving us the task of finding the archivist's daughter, he will also tell us about a pickpocket who is prowling in the Clean City, but the task does not activate.

The pickpocket is a kid originally standing by the wall of the Monte 3 casino building. When you talk to him for the first time, he will start running away. We should wait until he runs around a bit, then when he stops, we should approach him as close as possible in stealth mode and then start the second conversation. We will learn that he is running away from bandits and is robbing people because of them. We can intimidate him and demand that he give us what he stole, which will result in -25 Karma and \$175. Later, we have opportunities to help the kid:

- Go and kill Orris and his homie – +5 Karma each. After telling Kevin we killed them, we'll get +500 XP and he quits stealing.
- Talk about Kevin with Orris and he will demand a police laser pistol (a unique weapon) in exchange for leaving the boy alone. You can:
 - Steal it from the wardrobe in the room where David Oscar is staying. It's best to do it in stealth mode so he doesn't see us. He will attack us if we're caught rummaging through the closet.
 - Find it at the leader of the Neon gang, who attacks us in a random encounter.

After delivering the gun to Orris, he promises to leave the kid alone. When we tell little Kevin about it, he will give up being a thief and we will receive +10 Karma and +500 XP.

For me, the quest activated in the Pip-Boy about halfway through its completion, but ended normally.

2.12.20. Orris proposes a solution to Murphy's problems

To activate this quest, first go to the police headquarters and talk to the chief police officer at the desk. We can ask him who the guy behind bars is and ask to talk to him. From the prisoner we can learn that his name is Murphy and he was framed for theft. He'll ask us to talk to his friend Orris. He is standing by the Hard Rock cafe and is wearing a black jacket. This quest is activated when we talk to him and give him some way to solve the quest. There are four:

- Just shoot him through the bars in the cell. After doing that, the receptionist will run up to us and aim his gun. In conversation, having Speech 70 or CHA 9, we can convince him that it was our own business and he should not interfere. We will get +200 XP,
- Poison the water in the jug next to the cell, from which the prisoners drink. Murphy dies and we get -5 Karma and +250 XP,
- Bail out Murphy for \$500. We'll get +5 Karma and +500 XP.
- Convince the chief policeman that he should let Murphy go, having First Aid 80. Then the contagious disease argument will work, and we'll get +5 Karma and +500 XP.
- Prove Murphy's innocence. To do this, after talking to him, go to the second floor of the town hall (entrance next to the police) and talk to the guy in the white coat named Irwin. Having INT 5, there is a dialogue option that makes fun of his story. After asking him all the questions we go to the casino to the room where there is a book on the table. We need to tear out the page with information about Irvin and Murphy without the cashier seeing it, but I have no idea how to do it...anyway when we get the page, it will be the evidence exonerating the convict. For delivering it to the policeman at the reception, we will get +5 Karma and +500 XP, which is the same as above.

- According to the game file, we should be able to sell proof of guilt to Irvin, but I haven't been able to activate such a dialogue option in any way.

Once the Murphy thing is over and we notify Orris, we'll get +500 XP and a choice of 2 Psycho, 2 Buff-Ups, 2 Mentat Packs, or 3 Stimpaks as a reward.

2.12.21 Minor tasks and curiosities

- The first time we arrive in Vegas by car, we immediately park it in the garage, located a little east of the main entrance area of the city. There, we will also see that two thugs are lurking behind the garage door. They will attack us when we leave. After killing them (there's +5 Karma for each), one of them will have a contract to kill us signed by the technician Anders (who sold us the car!) and those thugs who are soldiers of Winds of War. When we report this fact to Wescer, we will receive +500 XP.

- After freeing the prisoner from Winds of War, we will be able to meet him in the Monte 3 casino. After we talk to him and buy him a drink, he will say drunkenly that there is a mysterious drug factory near Vegas, which is related to one of the quests .

- The Minister of Culture on the second floor of City Hall has a very bad opinion of people from outside his city. We can convince him to change his thinking with Science 65 for +250 XP.

- The Minister of Culture is standing next to the terminal. You can use Science 60 on the terminal and we'll get a stimpak from it.

- There is text in the game file that Bobby the caravanner can be found in Vegas and he can tell us about the Black Caravan, but I haven't been able to find it anywhere.

- The Minister of Culture can tell us more about the mayor. Initially, he won't be willing to do it, but if we've completed the mayor's quests before, we'll be able to use the appropriate arguments in the conversation with him. Having convinced him, we'll get +250 xp.

– Near Las Vegas you can find a random encounter where you are attacked by the Neon gang. His boss has a unique weapon with him – a police laser pistol.

– Trader Tibbith runs a small market in the suburbs of Vegas. We can get information from him about the Tire Dump, where the ghoul can improve our car – see the tasks with the car.

– Trader Tibbith is the best equipped person in Vegas. If we enter the trade option with him and then return to the conversation, a dialogue option will appear in which we ask him where he gets all these things. With Barter 35 we can get information from him that he has a secret source from which he obtains items, for which we will get +100 xp. If we have Barter 90, we can additionally guess that it must have something special. When we pull him to the end, he will say that he has guns better than the classic ones, and thus new weapons will become available in his trading equipment, mainly energy weapons, as well as unique ones – the M16K rifle, the electric spear and the AMY glove!

– Two sick guys are lying next to the caravan wagons. Having first aid 75 or Doctor for 50, we can heal them and get +150 XP for each. We can help ourselves with a first aid kit, a doctor's bag or a military paramedical kit, but you still need to have the same skill level for this.

– There is a guy playing cards in a room in the building in the caravan parking area. He may offer us to play for a Stimpak against our \$100. We can buy a Stimpak for \$350 and get +50 XP or play cards for it. If we lose, we lose \$100. If we win, and success depends on the gambling skill, we get a Stimpak and +300 XP, and we can also give him the \$100 out of kindness to get +5 Karma.

– There is an information board in the part where the car garage is located. We can use it to determine whether we want to have the car parked in the garage, caravan parking lot, or in the Clean City, and we can check where we left the car.

– Behind the police station there is a short man trying to fix a robot. According to the game file, it should be possible to repair this robot, and you should probably need a servo motor to do so. But I can't even touch the robot because it says "You can't get there".

- In the garage there is a personal safe, the code is: 31043
- The mechanic at the Hoover Dam can improve our weapons:
 - assisted glove – \$1,500
 - cattle driver – \$800, and we get "Farmer's Best Friend"
 - laser gun – \$1,800
 - laser rifle – \$2,400
 - magneto-laser gun – \$2,000
 - plasma gun – \$1,600
 - plasma rifle – \$2,400
 - REZ4 – \$1,000 every time you recharge.

These prices occur when Barter is around 90. According to the text file, their amount depends on this skill.

– With INT 4 talking to the mechanic at the Hoover Dam, after asking him about everything thoroughly, we will be able to ask him about the special equipment as well. He'll tell us about the Empathy Enhancer for the Pip-Boy. He wants to sell it to us for \$2,000 and install it for \$500. We can also only buy it for \$ 2000 and install it ourselves at the workbench having a repair for min. 40 and study for min. 50. Equipping it gives you the "Empathy" perk.

– In the basement of the slave building, where the ring is located, one of the contestants is lying down. If we are female with INT 3, CHA 7 and AGI 7, we can give him a massage for +250 xp.

– There is a trainer in the boxing area who can give you an Unarmed combat lesson four times, each costing \$1,000. After each session this skill will increase by +5%, and after the last one your STR will increase by 1!. The game file contains a different number of sessions that we have to improve our skills. However, I don't know if there can really be more than four of them and what it might depend on.

– A dealer dressed in black and blue standing outside the coffee shop has a "stimpak recipe" for sale.

- At the Hard-Rock cafe, a regular customer in a yellow sweater has a locked suitcase in his inventory. If we steal it from him, we will be able to open it at the workbench, with Lockpick 75 (+250 XP) or break the lock with tools and Repair 40. Inside there are \$500, Mentats and Pip-Boy's Anatomical Analyzer, but you also get -75 Karma for stealing someone else's property.

- A sleepwalker is running on the green grass next to the cafe, shouting about bats. When we talk to him and we reach the end of the dialogue, he will leave there for some time. When we return after a few days, he will be there again and this time, when we give him painkillers, he will tell us about the mysterious drug he took that caused him to behave like this. Having INT 5 we can learn about the existence of a secret laboratory.

- If we have PER 8, we can ask the bartender what the plant is that's growing next to him behind the counter. He will tell us about it, and then we will use Science on it to extract two Vocas nuts.

- When we talk to the woman standing by the slot machines in the Hard Rock cafe, she will tell us why one of the slot machines is broken. We can then offer to fix it for the bartender. To do this, you need to have Repair 120. We get +500 XP for fixing it and a \$300 reward from the bartender.

- In the area with the Hard Rock Café, there is a street light flashing at night, which we can fix for +50 XP. It's the same at our garage.

- In the cafe, we can listen to the sad story of the guy standing at the bar, for which we will get +100 XP and healing water – one of the products for the Pretty & Glamour vending machine.

- There is a pile of garbage in the ghoulish room in the Dead Hotel, from which we can extract scrap by using Repair on it.

- The quartermaster at the Hoover Dam has a pressure regulator for sale, which is an item from Sam's list in Vault City. We can trade him for 10 pizzas from Philips or \$500. According to the game file you should also be able to give him 250 bottles of Nuka-Cola if we have a license for it, but it doesn't work for me.

- The door to the back building behind the Dead Hotel can be broken down with a crowbar or with STR 8. There is some food inside.

- In the maniacs' hotel, you can use the radio and we can eavesdrop on the conversation of two guys who are trying to frame the maniacs in the drug business (we can also get such a quest from Wallace). We'll get +100 XP for this.

- In the Clean City, there is a working press machine right in front of the entrance. When we use it, we will be able to extract from it every type of skill book available in the game, but the cost is \$500 each.

- In the middle of the street in Clean City, there is a woman with a cart selling sandwiches. When we talk to her, we will be able to find out that she is in a difficult financial situation due to what is happening in the city. We can offer her help by talking to the mayor. We can convince him to support this woman with Barter 80, or if we have previously completed the quest for him. For bringing good news to the woman, you'll get +1000 XP, +50 Karma, and a sandwich.

- In a conversation with a woman selling sandwiches, with PER 5 we can see that her cart is damaged. Let us fix it. To do this, you need to use scrap on it, having Repair 55. We get +350 XP and two sandwiches from the woman.

- In the cupboard in the room on the first floor of the Monte Casino there is a recipe for the "Atomic Cocktail" and one bottle of this "liquor".

- In one of the graves in the slave district we can find a rusty Katana. We can repair it at the workbench with scrap, Rot Gut, Repair 25, and Melee 25. We get +50 XP.

- In the cupboard in the room on the first floor of the Monte Casino there is toothpaste – an item from the Pretty & Glamor collection.

- According to the game file, as a junkie or a leper, you can't enter Monty's casino because you will be kicked out by the security guard. Not sure if it works.

– In the room on the first floor of the Monte Casino there is a stoned guy in a black jacket. In order to talk to him, you must first use Doctor or First Aid on him, while having Doctor for min. 50. We get +300 XP for making a correct diagnosis. Then in the conversation we can make a further diagnosis with First Aid 80, and then choose one of the help options. We can give him Psycho for -10 Karma, +300 XP and \$500, or we can just give them to him for free. Another option is to give him an anti-smoker for -3 Karma, +300 XP and \$200, and if we give him that for free we'll get +10 Karma and 300 XP. There is also an option to dissuade him from further drugs and for it we get +5 Karma and +300 XP.

– In the room on the first floor there is a locked door behind which there is a painting on the wall. There is -2 Karma and +75 XP for opening the door, and the painting on the wall can be removed with Science, resulting in -2 Karma. We can sell the painting with Barter 92 for the price of \$300.

– There is Barney Hill in the casino by the gecko race track. When we talk to him, we will be able to hear the story of his abduction by a UFO. Depending on whether we are nice to him or not, treat him like a madman or believe in his version, we will get -3 or +3 Karma.

– On the second floor in Monte Casino, in a locked room, there is a table with lumber. There is +75 XP and -2 Karma for opening the door. There are Alien Blaster parts on the table. We can take them, which will result in -3 Karma. I don't know any other way to get the Alien Blaster. It's not in Area 51.

– In The Pound, where there is a secret drug lab for Vegas residents, there is a computer in a guarded shack. The only way we can get into this building is by killing all the thugs there, or by reporting to the Vegas police that we've found the secret lab. Then they will. On the computer, we can use Science 40 and get +400 XP and learn interesting things about drugs.

– At the end of the game, there is a guy tied to a pole next to Tibbit's shop who can be spit on, ball-kicked or otherwise killed without any backlash. Vyser herb can be taken from his corpse. The whole incident seems to be a reference to something.

– If we decide to buy a night at Monty's casino, we can then talk to Maurice, the guy standing in the corridor. Having INT 3, we will be able to ask him to share his knowledge of casino games. For \$1,000 he can increase our Gambling by +10.

– Maurice, if we have INT 3, can tell us about a treasure that some gambler hid in Vegas. Unfortunately, after a thorough search of the whole city, I could not find anything that I would call a rich man's treasure. It's possible that Maurice is referring to the Gold Token, which we find with the metal detector under the "Welcome" sign, because in earlier versions of the game, there was about \$1,000 to find there.

– In the booth in The Pound, we can find a slave who will tell us about the laboratory if we force him to do so, which is -5 Karma, or he will tell us if we give him some food, e.g. a sandwich, and this is + 5 Karma.

– We can sell slave collars to Aidan, the slaver's guild manager for \$100, or for \$125 if we have Barter 60.

– In the Pound location, in the desk in the back building of the settlement, there is a document important in the mayor's investigation. It's good to get it by sneaking in unnoticed – you should first go through the hole in the fence, then to the booth on the right side, all the time following the guard's back, and then to the door to the larger building. Inside, we sneak unnoticed into a room with a desk, where there is a document. We can leave the same way. Sneaking silently into the room with the desk will give you +300 XP and +2% Stealth.

– David is standing right next to the entrance to Monte Casino. We can enter into a longer dialogue with INT 3. He can tell you about a guy who owes him. It is Norman, who is in the toilet on the second floor. When we talk to him, we'll find out that he owes David his...adrenal. We will be able to offer him a solution to a difficult situation in several ways:

– Pay off Norman's debt in the form of \$3,000. When we tell him about it, we'll get +5 Karma and +500 XP,

– Steal the contract from David and bring it to Norman – also +5 Karma and +500 XP,

- Force Norman to allow David to collect his due. We'll get -5 Karma, +500 XP, and \$300 from David.
- Kill David silently (inventory explosives or with "Horsekiller") and tell Norman. He'll thank us and we'll get +500 XP.
- Open two pairs of back doors for +75 XP each, and tell Norman he can escape through the back door. We'll get +5 Karma and +500 XP.
- With Doctor 90 we can offer him surgery to remove the adrenal gland and give it to David. For persuading an operation, you'll get -5 Karma and +1,000 XP, then +500 XP, and again +1000 XP for a successful operation. You will need to have painkillers in advance.
- With a metal detector, you can find things in the following districts in the following numbers:
 - 5 in the caravan parking area
 - one by the old armchair next to Bibbit,
 - one next to the Black Caravan trailer,
 - one a bit further from the Black Caravan trailer between brahmans and junk,
 - one on the left side of the metal fence,
 - one after the "Welcome" sign (Golden Token!),
 - 6 in the Clean City area:
 - one between the bush with the tree right next to the green entrance field,
 - one to the right of the entrance next to the wall of the police building,
 - one between the barrels and the policeman behind the police building,
 - one between the tire and the cactus even further behind the police building,

- two almost next to each other on the green grass in front of the entrance to Monte (one of them is a unique knife!).
- 2 in the slave area
 - one by the wagon wreck next to the entrance,
 - one in the corner of the slave building by the barrel on the left,
- 9 in the area with the Hard Rock Café:
 - three to the right of the Café in the larger grass area,
 - four to the left of the Café in the larger grass area,
 - one to the right of the Café in the smaller grass area,
 - one to the left of the Café on the smaller grassy area.

Among them are glasses and a garrote! We can give the glasses to the poor guy walking next to us on the lawn for +100 XP, and -1 Karma if we demand \$5. Garrote can be used to kill an enemy from behind without making any noise, but without getting XP for it. However, you must have a high stealth skill and always approach the enemy from behind.

2.13. Salt Lake City

The city is located right next to the Great Salt Lake. It is said that during the Great War it was bombed with 13 nuclear missiles. Part of the main plot takes place here, because we can reach the Government Vault from here by train, and of course there are plenty of side quests. Here at the mechanic from the Nuka-Cola factory we can create power armor. At this point I will point out an interesting thing about the bar, namely, if we look at its logo on the pole by the door, we will notice that there is the name "Tin & Meal" (at least to my eye). The name "Tin Angel" appears in all dialogues. Someone probably didn't notice it.

2.13.1. Fix the on-board computer on the train

This quest belongs to the main thread quest group. It is activated when you examine the train in the engine room in the railway district. We will notice that his on-board computer is damaged. It can be fixed in several ways:

- From Anders in Winds of War for \$2,550
- From the mechanic at the Hoover Dam in Vegas for \$2,500
- From Phil in Battle Mountain for \$3,000, or for \$1,500 if he has a good opinion of us
- At mechanic Frank Korchen in New Reno for \$2,000
- At the mechanic at the Nuka-Cola factory in Salt Lake City, but only if you have a very high reputation in the city, probably the Idol of the Crowds. He'll do it for \$1,000.
- From Stapleton, the dog eater in Salt Lake City. If we have a high reputation in the city and we give him tools and a "Bloody Mary" (to be stolen from the fridge in the Tin Angel diner or bought there),
- Alone at the workbench having scrap, Repair 60, and Science 60. We'll get +1,000 XP for this.

According to the game file, Joshua from Vault City should also do it, but when we go from him, he sends us to his supervisor, and he to Graves and then there is nothing to do. So I guess it doesn't work.

For installing a computer on the train, we get another +2,000 XP.

2.13.2. The railway needs a driver

Another main quest. It is also activated when inspecting the train in the railway district. To perform it, we can use four guests, according to the description of the console, referred to as "idle men". They are located in:

- New Reno in a room on the second floor of the Eldorado,
- Winds of War in the tent in the entrance area,

- Las Vegas in a room on the second floor of Monte,
- Salt Lake City next to the sheriff's building.

Each of us should be paid \$1,000 for the role of the train driver, and in addition, guests from Reno, Winds of War, and Vegas must be paid \$1,000 to get to Salt Lake City. Another way is to buy a slave from Aidan for \$3,000, or \$2,000 if we have Barter 75. For getting a human we gain +500 XP. After convincing him to cooperate, he is waiting for us at the 6th Bullet Hotel in Salt Lake City.

2.13.3. The artesian tower needs a water filter

We can activate the quest with this tower as long as we have familiarized ourselves with it before. It is located in a slum district. When we "talk" to the door, we will be able to climb up. Since the view from this tower is amazing, we get PER +1 while we're up there, and it lasts for some time after coming down from the tower as well. Interestingly, it's indicated by the text file that having STR max. 3 or AGI max. 3 or some other parameter that I can't determine, we'll break our legs when we drop down from the tower! Otherwise, to complete this quest without having to climb the tower, we should have completed the quest to solve the case of the robbery of the members of the "Fast Hawk" caravan from Vegas. Then we get the filter and learn that it is needed in Salt Lake City and we can immediately go to the appropriate dialogue options, and after talking to the "Hawks" the quest with the filter is activated.

After climbing the tower, go to the Salt Lake City doctor to activate the quest. We can ask him why the tower is not working as it should. We will find out about the missing water filter. Only the doctor seems to have the right dialogue options to talk about the tower before we get the filter.

To get this wonder required for the tower to work, we need to complete the quest to solve the case of the robbery of the members of the "Fast Hawk" caravan from Vegas. Previously, Anders from Winds of War and a mechanic from Hoover Dam can give us clues that the filter was in the possession of gunmen.

Once you have the filter in your inventory, you have three options to complete the quest:

- Sell the filter to the doc. We'll get \$5,000, +5 Karma, 30% off his goods, and +5,000 XP.
- Sell the filter to the sheriff. We'll get \$10,000 and +5,000 xp.
- Sell it to the factory, which seems not so good for the city as the factory will use it for its own business purposes. Selling the filter to Skinner will give you \$20,000 and +5,000 XP.

2.13.4. Solve the case of the missing dog

At the left side of the Renaissance quarter, a child is walking and calling his dog. If we have INT 3, we can offer to find it. The quest can be solved in three ways:

- Go to the slums and talk to the weirdo who lives there. If we have INT 3, he'll ask you to kill the dogs circling around because they're bothering him. For doing this, he'll give us leftover ammo. After doing this and returning to this guy's house after a few days, we will smell the scent of dog meat on him. After entering the bathroom, we will discover that we are dealing with a dog eater. If we then return to the child and tell him that his dog was most likely eaten, we'll get +500 XP.
- The dog can be found in the Salt Lake City sewage area, which can be entered through the green field behind the Nuka-Cola factory. You can get behind it through a hole in the fence, or by going straight to the outside of the fence, starting from the bottom of the map. There, using the "binoculars" on one of the dogs running closer to the upper right corner of the island, we will notice that he is wearing a collar. This dog will attack us like any other when we approach it. After killing him, we will be able to take the collar. When we bring it back to the boy and say that we had to kill the dog because it attacked us, we get +500 XP. Next, if we have CHA 6 or Speech 100, we can use the dialogue option that appears, in which we tell the boy that the dog was bad on the chain and is now better in heaven. For successfully using this option, we'll spare the boy tears and get another +500 XP.

- After completing one of the above two actions, we can tell the sheriff about everything so that he will pass the bad news to the boy. Then, whether we blame the dog eater by showing the dog name necklace we found on his corpse as evidence, or tell the truth that we killed him ourselves, we'll get +500 XP.

2.13.5. Solve Mark's problem

In the district with the sheriff's office, on the left, there is a house where an abusive husband lives. We can enter into dialogue with each of these people only once. Once we talk to her, we'll be able to offer help in dealing with the violence. We can:

- Kill the husband or poison him with poisoned moonshine, which the wife can give us, lose 15 Karma points and gain +1,000 XP.
- Intimidate him with STR 9 or 10th experience level, or having at least 10 killed people in our statistics, +5 Karma and +1,000 XP.
- In a conversation while he's drunk, having Speech 75 we can give him beer, "Bloody Mary," or Rot Gut, and then with a calm conversation the matter will resolve itself, +10 Karma and +2,000 XP.
- In a conversation while he's drunk, if we have Speech under 75, we will normally have a conversation over a drink, but he will not be persuaded to stop violence. On the contrary, he will become even more violent towards his wife! This will result in the fact that when we return to the settlement after a few days and look into his house, we will see that Mark has killed his wife! Then we have five more ways to end the case. We report this to the sheriff for +1000 xp and \$200 from him and we can decide what happens to Mark. We can:
 - Suggest the Sheriff publicly hang him, -10 Karma.
 - Suggest a non-public hanging, no Karma change.
 - Make the sheriff decide for himself, no Karma change.
 - Suggest banishing him from the city, +5 Karma.
 - Suggest isolating him from society, +15 Karma.

2.13.6. Take the "leap of the century" in Salt Lake City

This task can be given to you by a guy in a black jacket standing in front of the entrance to the club. If we have a Grave Robber perk or Steal 50 (according to my findings, this option does not exist if you have a high reputation in the city) when you try to end the conversation, he will suggest that you take part in the robbery of the Quok brothers' shop. If we agree, we'll have to wait until it gets dark and talk to him.

Once it's dark, we talk to the guy and tell him we're ready for action. We go under the area of the fence with the hole and help the guy to jump over to the shop. We can also put out the lantern next to it with Repair for +50 xp. There we have three options to complete the task:

- When the guest is looting the shop, we can go to one of the brothers and tell him that we saw a thief jump over the fence. They will detain him, he will be taken into custody, and we will get +5 Karma, +1,000 XP, and from one of the brothers \$500 and a revolver as thanks for thwarting the heist of the century.
- When the guest is looting the shop, we can tell the policeman walking on the opposite side of the street. He'll catch him, and this time we'll get +1,000 XP and -5 Karma (although we did a good thing). After entering the district with the sheriff, he will stop us and give us \$3,000 as thanks.
- We can patiently wait for the guy to finish plundering everything and when he comes to the fence again, help him come back. We get -10 Karma and +2,500 XP. Now we can trade with him for the goods he stole with \$1,000 in inventory or, if we have Barter or Speech 50, we can demand \$1,500 and get -10 Karma again. After the conversation ends, it costs us -75 Karma for the leap of the century, and we will also be robbed of \$1,000 or what is left from the exchange. After a few days, we will find a guest at the Tin Angel restaurant and there he will tell us that he has hidden some of the loot somewhere, and how to cheat Nuka-Cola machines with fake coins, and a reusable coin he will give us. In the slum district, on the distribution box of one of the houses, you will find part of his loot, which is \$1,000. According to the text file, there are also tools, a wrench, a crowbar, and fuel in some lighthouse, but I don't know if it is in the final game and where to find it.

2.13.7. Help a poor man with a job

This quest is simultaneously activated and completed. A poor man is walking down the street screaming for help, in the part of the city with caravans. In conversation with him, we can give him \$10, a sandwich, an iguana on a stick or a fruit, for which we will get +5 Karma points. We can also force him out of the city, which will result in -5 Karma points and +350 XP. However, in order to complete the task, you must select the first dialogue option, i.e. go with him to the cafe and let him normalize himself socially. Then, in conversation with other people, we will have the opportunity to offer him a job. And it can be done in two (?) ways:

- Go to the sheriff and tell him that the poor fellow is looking for a job. The sheriff agrees and when we tell the poor guy we get +5 Karma and +350 XP.
- You could theoretically ask for a job for him in some shop. Aside from a script in the dialogue with the poor man, I don't see any store that this issue would concern. Probably unfinished business.

2.13.8. Get a license to sell Nuka-Cola

This task is simultaneously activated and completed. If we have INT 3, in a conversation with the representative of the factory (the guy in the suit) we will be able to ask about joining the business. We can buy a license to sell Nuka-Cola at a price depending on our Barter skills. For its purchase, we get +500 XP and we have the opportunity to run a Nuka-Cola business.

After purchasing the license, go talk to the guy in the factory vestibule on the right. When we show him the document, he will be able to put the goods up for sale. There will be empty cartons in front of the factory. We can put our Nuka-Cola in them and buy them. We are allowed to distribute a maximum of 4,000 bottles per month. The prices are as follows:

- 4,000 bottles – \$8,000\$
- 3,000 bottles – \$6,000\$
- 2,000 bottles – \$4,000\$

- 1,000 bottles – \$2,000\$
- 500 bottles – \$1,000
- 100 bottles – \$200

The continuation of our business takes place in the execution of sales in large cities and is described in the tasks below.

2.13.9. Sabotage the Nuka-Cola factory

In order to activate this quest, we should first take a job with the sheriff, who will show us the location of Provo. Another way to find it is to buy a map of the Great Lake from the Quok Brothers and load it. When we go to it, on the right side we will find a guest at the farm with brahmins. When he sees us, he will run away. Once we catch him, we'll be able to extract information from him about the people who live here, and we can do that with: STR 9, Speech 60, 12th experience level, Karma -250, or by paying \$100. When we get information from him, then we can approach the closed fence door and use the bell without opening it. Then they will open by themselves. We'll be able to enter without danger and talk to the bandit boss.

This man can order us to poison the raw materials for the production of Nuka-Cola. He will give us two "Horsekillers". We go to the Nuka-Cola factory, sneak into the production area and we should use two portions of this poison on two tanks, -50 Karma for poisoning each. After returning to the bandit boss and informing him about completing the task, you will get +1,500 xp and \$20,000.

2.13.10. Nuka-Cola: complete your business with the Hard Rock Café

This task is simultaneously activated and completed. When we have a license to sell Nuka-Cola, having INT 3 while in conversation with Sam Philips, we can offer him a deal. He'll want to accept the offer if we've completed the task of clearing him of drug charges beforehand. For a successful transaction you will get +1,000 XP. After a few days, a Nuka-Cola vending machine will appear next to the coffee shop. Go to Salt Lake City and talk to the caravan master. Having INT 3 and Barter 50, we can demand that instead of paying 20% of the sales proceeds, they take only 15% for transport. We can give them 100, 200, 300, 500, 750 or

1,000 bottles to take home. We can also deliver Nuka-Cola ourselves, but it is time-consuming and inconvenient. We've done the job.

Now we will be able to withdraw income from the Nuka-Cola machine on a regular basis. Having Science 30 we can estimate that in this place the daily purchase of Nuka-Cola bottles will be around 35 bottles per day. Thanks to this information, we find out how many bottles it is worth investing in this machine.

2.13.11. Nuka-Cola: complete the deal with the Cotton Club

This task is simultaneously activated and completed. We do it the same as the previous one. For showing the license to the bartender in the Cotton Club and concluding the contract, we get +1,000 xp. Then we can transport the Nuka-Cola with the help of a caravan from Salt Lake City and collect payments from the vending machine.

In order for there to be an option to offer to buy Nuka-Cola in a conversation with a customer, we must have INT 3.

2.13.12. Nuka-Cola: complete the deal with the Silver restaurant

Same as above.

2.13.13. Nuka-Cola: complete a deal with Winds of War

Same as above except we talk to the quartermaster first and then we go to Wescer for permission. Later we return to the quartermaster and we can sign the contract.

2.13.14. Fix the Nuka-Cola factory

This is the third task given to us by Skinner. He will give us a device called a PLC to repair. The mechanic from the building next door will give us clues as to who can repair it. You can fix it in three ways:

- A mechanic from the Hoover Dam in Las Vegas for \$1,000
- A biker from Battle Mountain can do it for \$1,000 as well

- Repair it ourselves at the workbench, with Repair 25 and Science 80 for +500 XP.

Regardless of who we have fix it, delivering a working PLC to Skinner gets us +1,500 XP and \$2,000.

Alternatively, the PLC can be taken to the Doctor in Salt Lake City, and he will destroy it. This gives us +1500XP

2.13.15. Deal with the Nuka-Cola buyer

This task is given to us by Skinner, the director of the Nuka-Cola factory. His competition is standing in the caravan parking lot selling pre-war Nuka-Cola. To complete the task, we can:

- Kill him, but do it quietly or there will be a fight
- Report his activities to the sheriff
- Pay him for all the goods he has, i.e. 200 bottles of pre-war Coke for \$600, and then he will leave town.
- Ask him if he would like to work for the Nuka-Cola factory as a licensed buyer. To be able to do this, you first need to buy one of his Nuka-Colas and point out that it is heavily irradiated. Then we talk to the manager and with INT 3 and Barter 70, we can convince him that it is worth employing this trader in the factory. We will get +25 Karma.

When we tell Skinner that his competition is gone, he will give us \$300 and we will get +500 xp.

2.13.16. Punish Gary Gilmore

This is the first task given to us by the sheriff of Salt Lake City. In order for the appropriate dialogue options to appear that allow you to start or finish quests with him, you must have an INT 3. He shows us the location of Provo on the map. When we go there, we can complete the task in two ways:

- Open the fence door, go inside and kill all the thugs. Everyone has a lot of loot, +5 Karma for each and you can take a head from everyone – there are 9 bandit heads and 1 Gilmore in total. When we deliver them to the sheriff, we will get \$200 for the head of a common bandit, and \$3,000 for Gilmore's head.

- Open the door to the house and enter Gilmore's room. He won't attack us. If we have Speech 110 or 22nd experience level, we can convince him to come with us voluntarily to Salt Lake City, where he will be sentenced. For this solution you will get +5,000 xp and the promised reward of \$6,000 from the sheriff.

2.13.17. Kill Provo's population

This quest should activate after exiting the Salt Lake City map and talking to the sheriff after completing the quest to punish Gilmore. Our goal is to eradicate the population of Provo. We can do this in two ways:

- Kill all the inhabitants individually – +5 Karma each

- Poison the well with "Horsekiller" – after a few days, pools of blood and objects on them (including heads) will remain in the settlement. For this non-violent solution you will get +3,000 XP.

After all is done, pick up the heads and take them to the sheriff for \$200 each.

2.13.18. Kill the sheriff in Salt Lake City for Provo

If we took the task from the sheriff of killing Gilmore and enter the house in Provo politely, i.e. by knocking on the door, it will open. Then we can go in and talk to the boss of the whole gang. Declaring that we have come to bring justice to Gilmore. With 4, we can make a counterproposal. The guy will offer us \$20,000 to kill the sheriff in Provo, .

All we have to do is go to the sheriff's quarters and somehow get rid of him. An open fight won't be easy, because the sheriff himself has a Gauss rifle with him and, additionally, other policemen will join the fight. There is -5 Karma for killing each lawman. After coming to the head of the gang in Provo and telling him about the sheriff's death, we get \$20,000.

2.13.19. Return the keys to the Nuka-Cola factory

This quest is activated by the factory administrator – the woman standing behind the grate at the entrance to the factory. We can ask her why she is sad and we will find out that the keys to the factory, for which she is responsible, have been stolen. We should talk to two employees – Tom and Simon.

Tom is in the factory's diner. If we have INT 4, we can find out that he stole the keys and that he did it to punish Simon. He hid the keys in the toilet in the factory toilet, and that's where we can find them. Tom will ask us to get rid of Simon.

Simon, on the other hand, is an employee outside the factory. NOTE: Simon in the Fallout 1.02 version should immediately stand by the barrel standing a bit from the factory building. Meanwhile, in version 1.00, when we first enter the map, he goes downstairs from the diner and then stands next to the gunmen. YOU CAN'T TALK TO HIM WHEN HE'S STANDING WITH THEM – HE DOESN'T WANT TO TALK! However, when we push him with the "move" option and put him next to this barrel, as it is in the newer version of the game, we will be able to enter into dialogue with it (a real BUG, which the author probably did not foresee). The only time I did this quest, immediately after entering the Nuka-Cola factory part of the map, Simon went downstairs from the diner, then to the gunmen, and then to the barrel where you can talk to him. If we talked to Tom earlier, and we tell Simon about Tom's plans for him, he will make a counterproposal. Once we have taken the keys to the toilets, we can return to the woman and end the quest in several ways:

- Tell her the truth that Tom stole the keys, but we can not be merciful to him and say that he deserves punishment. She will be kicked and we will get +750 xp and \$100 from her, and +250 xp, \$250 and a hazmat suit from Simon.
- Tell the woman the truth that Tom stole the keys, but we can point to his motive that he did it to punish the bastard Simon. Then we get +5 Karma points, +750 XP, and \$100 from her.

- Having previously dropped off the keys to Simon's inventory or to his locker (middle) in the diner, tell the woman that Simon is the thief. Then he will be released. We will get +750 xp and \$100, while Tom will reward us with +250 XP and a protective suit.
- Tell the woman that the keys just ended up in the toilet without pointing to the culprit. We'll get +750 XP and \$100.

Interestingly, in the dialogue file with Tom there is a dialogue in which we guess that he stole the keys with the "Private Investigator" perk. Nevertheless, I do not know how and if it can be run in version 1.00, because the keys cannot be taken out of the toilet until Tom admits that he hid them there, and during the first conversation with him, when we have an active quest and INT 4 is given without pulling the tongue.

2.13.20. Get the encoding device from the caravan master

This is the second task given to us by Director Skinner. We should go to the gunman in the room in the 6th Bullet Hotel and collect the devices, and there are four ways to do this:

- Buy it back for \$1000, +5 Karma.
- Having CHA 4, the arguments of our experience in the wasteland will work – it will come down to the previously agreed \$300.
- Steal the device from him, -20 Karma.
- Kill him and take the device, Karma doesn't change.

For delivering the device to Skinner, we get +500 xp and \$300.

2.13.21. Minor tasks and curiosities

- One of the cabinets in Provo has a "Powder Grenade" blueprint.
- Using the metal detector in Provo, you can find 5 items in the following places: in front of the hole in the wall on the right, in the corral by the cow bones, in front of the booth on the left side of the

map, in the room above the booth, under the motel sign (Bloatfly "Plasma Pistol").

- The code for the personal safe in the caravan district: 41400.
- There is a comic book in the dumpster in the caravan building.
- While on the district selection map in Salt Lake City, by pressing 5 on the keyboard, we will get to the unfinished Temple area. There is nothing there but doors and empty graves.
- In the sewage district behind the Nuka-Cola factory, Vocas plants grow above the water, from which we can collect Vocas nuts.
- In the caravan building there is a caravan guide who has only been in Salt Lake City for three days since talking to this man. He can offer us \$100 for each of these items:

- first aid kit,
- gecko skin (any kind),
- galoshes,
- hammer,
- parts of weapons.
- ropes,
- scrap,
- shovels,
- three flares,
- two empty canteens,
- wrench,

We can only deliver them in bulk and you'll get \$1,000 and +1,000 XP for it. You have three days from the beginning of the conversation with the guide to complete this task.

- In a conversation with Roger Quok after entering and exiting the trade menu, we will be able to ask him where he gets all these things. With Barter 60, he will tell us and we'll get +200 XP.
- Stephen Quok has the "Kubotan" blueprint in his trading inventory.

– In a conversation with Roger Quok, after entering and exiting the trade menu, we can guess about the existence of some secret place where they get their goods. If we have a high reputation with caravans, Barter 50, high reputation in the city, or Speech 90, we can get the secret location called Harrelson from him.

When we go there we will find some garbage and the entrance to a cave. There are plenty of traps inside, so be careful not to damage your limbs. When we reach the door in the cave, an armed ghoul (Harrelson) will be waiting for us behind it. If we have an INT 1, a dialogue option will be available in which we can ask him about what he is doing here, how he got there, etc. Either way, we will have a fight. He has 300 HP and a good shotgun, so you need to be well armed, +750 XP for killing him. Then we can loot his warehouse. There are a lot of tools and everyday items in it, and over \$600 in one of the lockers. In the cage at the end of the cave is a locked seeker. Before we talk to him, we should heal him by using at least two Stimpaks and another healing kit or First Aid or Doctor skills on him to heal his injured limbs. Then we can talk to him about how he got here. We'll get +500 XP.

– The Quok Brothers can be killed without becoming wanted in the city. There is -5 Karma for each. From Stephen you can then take the key to the back room and open the door – otherwise it is unopenable. There you can rob a shop with useful things, and in the stash in the wall there are, among other things, \$2,000.

– If we've been to the sheriff before, we'll be able to ask Stephen Quok about his gun. Then he will tell us about this type of weapon and for \$200 he will be able to teach us how to make energy ammunition.

– From the broken Pip-Boy 2000 found with the metal detector in Stapleton's garden, you can take out a working radiometer at the workbench and replace the broken one in our Pip-Boy. For this you need Repair 30 and Science 75.

For fixing we get +500 XP and we are shown a message that from now on our radiation level will be displayed. The console says you need to use "Explore in detail" on yourself, but I don't know how to do that.

- The bartender in Tin Angel will give you pre-war whiskey after the end of the main storyline. In the same bar you can also chat with the waitress, yell at her for her bad behavior, and in the next conversation apologize or not repent, which is +2 or -2 Karma, respectively.

- The bartender at Tin Angel tells six different stories when he's behind the bar. You can trace their content in the LCClbJo.

- You can remove \$50 from the newspaper machine on the left side of the Tin Angel bar by using the tools on it several times.

- In the house on the left side of the caravan district, there is a family with a boy who can be taught math. In conversation with him, with INT 3, you can yell at him for disrespecting adults for -2 Karma. You can also enter into a dialogue with him about the puzzle he is solving. If we're being rude, we won't teach him and we'll get -10 Karma. However, if we have INT 4 and Science 30, we can answer the riddle (it doesn't matter which one) and explain to him that he is making a mistake in counting. We will effectively teach him to count by proportion, for which we will receive +5 Karma and +200 XP, and from him 5 Vocas nuts or disinfectants, if the water in the city has already been purified thanks to the filter.

- There is a big stage in the middle of the city. At around 5.00 pm there are stagings of hanging a convict (in my place the show started at 5.40 pm). After watching the show, we can talk to its organizer and report our willingness to participate in the role of a convict. For this feat, we get -25 Karma and +100 XP, and the "Death Gambler" perk, which gives us +2 points to Initiative.

- The 6th Bullet hotel clerk will pay us \$40 for each copy of Cat's Paw comic book or magazine. We also get +100 XP for each piece.

- At the pharmacist, after the improvement of living conditions in the city, more goods should appear for sale, but I haven't checked if it works.

- In the conversation with the pharmacist, according to the game file, it should be possible to gain medical knowledge for \$1000, but I couldn't get this dialogue option to work.

- The pharmacist can treat infection for us at a price depending on our Barter skill and perform:

- antidote
- Blood Purifier
- medicinal powder
- stimpak

- There is a man in a hotel room whose wallet has been stolen. One of the children running around in this part of town on the left side has it. NOTE: these kids disappear from the streets after some time of our staying in the city and completing tasks. We can convince the child to give up the wallet by paying \$10 or having Speech 50 or STR 8. For delivering it to its owner, we get +300 XP and \$100, or if we refuse we get +5 Karma points. Interestingly, there is a text in the text file that says that we have stained our conscience by offering drugs to the child, but I do not know if it is possible to propose anything at all and what kind of drug it is. Probably unfinished business.

- In a conversation with a doctor having INT 3 we can enter into a dialogue regarding medical care in the city. However, having INT 4 with Doctor 50 or Science 50, we can convince him that it is worth exchanging experiences about Vocas nuts. For giving him your knowledge, you can demand \$350

or do it for free and you will receive +10 Karma points. We get +500 XP for exchanging information.

– In the slum district, in the ruins of the buildings, there are two entrances to the basements. In one of the exits from the panel on the wall, you can get the gas analyzer – an item for Vault City Sam – by repairing it. In the second basement there is a poster on the wall. We can take it down and behind it we will find a safe with Mentats, a first aid kit and \$500.

– Vernon lives in the house on the left side of the district with the sheriff. In addition to the Chrysler Motors warehouse needed in the car upgrade quest, he can do other interesting things for us. In exchange for heart pills or disinfectants ("disinfection"), he can sell us a medical textbook. We can read a medical textbook with INT 7 and it will increase your Doctor and First Aid skills. With these skills at 56% and 16% respectively, after reading, they increased by +18% (doctor) and +8% (first aid).

– Listening to Vernon's story about the city will give you +50 XP, and +2 Karma if you give him \$10 more.

– Vernon can be given the newspapers found in Battle Mountain in one of the shelves in the ruins of the building, in Clark's desk in Vegas, or in one of the newspaper machines in the slums in SLC, by using the tools on it several times. In exchange, he will let us take one of the skill books.

– There is a sick resident in the house above Vernon's apartment. It can be cured by using an antidote on them. We'll get +250 XP.

– In the district with the sheriff, in the small family house on the right, there is a scented soap on the floor – an item from the Pretty & Glamour collection.

– In the district with the sheriff on both sides of the post, there are flashing lamps at night, which can be repaired also during the day and each gives +50 xp. Similarly, there's one

flashing beacon in the business district by the caravan parking lot for +50 xp, and a second one by the fence our partner walks over when robbing Quoks, also for +50 xp (it can be turned off). Those that can be repaired can also be permanently broken after a dozen failed attempts.

- Code for the personal safe in the railway district: 05130.

- On the top floor of the building in the train station, there's a safe in the room that gives you +500 xp to open, and inside there's Anti-Rad, Stimpak and \$800.

- You can get food from the arrogant cook in the canteen of the Nuka-Cola factory in exchange for tokens, and you can steal these from workers nearby. For each meal received this way, you get -1 Karma.

- The mechanic in the booth at the Nuka-Cola factory can make power armor for us. In order for him to succeed, you need to provide him with the necessary elements for this, and they are:

- diagrams of power armor, part 1.

- Locker in Area 51, computer in Winds of War (Science 80), biker Phil can give them to us after completing a quest for him, he can sell them for \$3,000 Anders of Winds of War or we can force them on him with a contract for murder. There is +1,000 XP for giving them to the mechanic.

- diagrams of power armor, part 2.

- They are only in the locker in Area 51. Giving them to the mechanic is +300 xp.

- anti-radiation suit

- locker in NPP Poseidon Oil, for its delivery +300 XP.
- CPU
 - On the table in the V9 hangar in the Hawthorne base.
- lab helmet
 - In the locker at the bottom of the hangar in Area 51.
- gas protective suit
 - We get it from Tom or Simon when completing the quest to find the keys to the Nuka-Cola factory, it can be found in the locker on the last level of Vault 8 after the end of the game (two pieces), bought from Roger Quok, or found on Chris's ghoul corpse after killing him. Giving it to the mechanic is +300 xp.
- autonomous T-51b system
 - In a cabinet in an abandoned vault in Winds of War.
- Damaged power armor
 - To be taken from the corpse of Phil, Wescer, or the Colonel – optional replacement in the first or third stage of the armor repair.

First, we deliver part 1 of the schematics or damaged power armor, then we can bring the anti-radiation suit, gas-protective suit, and laboratory helmet separately. After them, we must deliver part 2 of the schematics, the CPU and the T-51b autonomous system all at once, or again, the damaged power armor can be used as a replacement. After

delivering all the parts, you'll get +3,000 XP. We will be able to decide whether we pay \$10,000 to have the armor made, or the mechanic will pay us \$10,000 and keep the armor for himself.

It is also possible to repair the armor yourself, if you kill the mechanic first, e.g. with "Horsekiller". INT 4 and Repair 90 and Science 90. Then, at the table on which the pieces of armor are lying, we make repairs step by step. The first stage of the repair is +1,500 XP, then the installation of the helmet, anti-radiation, and protective suit is +500 XP each, and finally the third stage of the repair, i.e. the assembly of the T-51b autonomous system and the CPU using part 2 of the blueprints is +2,000 XP. And of course we have power armor for free.

- The mechanic in the booth at the Nuka-Cola factory can upgrade leather jackets, leather armor, and metal armor for us at prices depending on the Barter skill.

- The mechanic at the Nuka-Cola factory can make an ammunition press for us. He'll tell us to leave a \$5,000 advance, and when we return in a few days and the press is ready, we'll pay another \$5,000 for it. We can do this, but if we threaten to refuse to buy, he'll drop the other half of the price down to \$4,500 if we have a high reputation in the city, if we've served him well, or if he thinks we're a good buyer (I don't know what affects that).

- With a metal detector you can find loot in the following places, in the following numbers:

- 7 in the caravan district

- By the bonfire in the caravan parking lot
 - By the caravan at the entrance (flail – unique melee weapon!)
 - On the right side by the junkyard by the green field

- On the left side of the caravan building among garbage
 - By the burning barrel on the left side of the map
 - By the guard on the left side of the street before entering the northern part of the map
 - In the alcove of the hotel building among the garbage
- 2 in the sewage district behind the Nuka-Cola factory:
 - in the hut by the armchairs
 - by the armchair on the sand on the hill in the upper right corner of the map (damaged fusion cell),
- 3 in the slum area
 - one by each tombstone cross
 - one on the hay in Stapleton's backyard – broken Pip-Boy 2000!
- 2 in the district with the sheriff
 - one by the small house on the right side up from the green passage to the slums
 - one on the left side of the map by the wall of the house of the family with the child looking for the dog
 - Here is the descent to the fallout shelter!!!. For finding it, we gain +1000 xp, and inside there are skeletons and cabinets with, among others, a good shotgun and police armor! The radio should also help us find this shelter, because if we activate it in this district, we will see hints in which direction we should go to find the source of the

mysterious signal resembling the walrus alphabet.

2.14. Uranium City

This is a mining location, somewhat reminiscent of Broken Hills from F2. Here we have to solve mainly a thread related to restoring order in the mine, both physical and political. We will be given, among other things, a clash with earthworms, and after serving for the city, we will receive the honorable title of Uranium City sheriff.

2.14.1. Get rid of mutants in Uranium

This quest is activated by talking to Marilyn in the bar. Once we know about the mutants in the mine, we can deal with them. We can also recruit Kelly to help with INT 4 and Speech 70. On site, we can give him .30 caliber ammunition. There are two ways to solve the task:

- We can enter the house of the Chinese and take the rattle from the cans from the cupboard. Then we can talk to Kelly and if we have INT 4 and Speech 70, we can convince him to help in the fight against mutants. Then we go to the other part of the settlement and there we see a stake driven into the ground. Use the can rattle on it and you have a mutant remover. Use it and then, after about 30 seconds, the first mutant should emerge from the ground. There are three of them and they each have 300 health points, so a good weapon will come in handy. There is +500 XP for each kill. After killing all three, return to Marilyn and either collect the \$300 reward or decline it and gain +5 Karma.

- You can use the Betty cow to kill the mutants. For this, we must first talk to the Chinese with INT 3 and in conversation with them buy it for \$1,000 or Barter 65 to convince them that it is worth sacrificing it for the good of the settlement. And then you can tell the cow to follow you and take it where you want. It seems to make the most sense to lead her to the mine, until at some point she refuses to go any further and stops. And according to the quest description from the Fallout Nevada Wiki, we should be able to put dynamite or explosives in it, but it doesn't work for me. Maybe it needs to be placed at a specific point on the mine map to serve as

bait. Anyway, if we managed to mine it, it should explode after a while, because the worms took the bait. Apparently, we lose some Karma for this. All I know is that when we kill the bugs in a different way, and we bought Betty from the owners earlier, we will be able to tell her that she is no longer needed and thus we will get +2 Karma.

2.14.2. Change the mine owner

This quest is also activated in conversation with Marilyn. We'll learn about the town's poor relationship with Mr. Wright. Thus, we will be able to offer assistance in finding a new owner of the mine. First, we have to complete the task of killing the mutants in the mine. This quest can be done in two ways:

- Select Nelson as the owner. In order for him to accept the position, it will be necessary to provide him with C-4 from the Hawthorne base (see the task for Wright). When we deliver them to him, we'll get +500 XP and \$1,000. When the additional mutants are killed, Nelson will be able to become the owner of the mine and now get another +500 XP.
- We can choose Louie Burch as the owner. To do this, you need to complete the task given by him to deliver the report to the Hub. When we tell Burch about this fact after completing this quest, he will become the owner of the mine. The reward is +500 XP.

2.14.3. Returning employees to Uranium: administrator

This quest is activated by talking to Marilyn. To find this employee, we have to go to New Reno and ask Wright about the employees. He will tell us that administrator Joseph was sold into slavery for Luciano. In order to get him back, we should complete the task of killing the mutants in the mine. There are two ways to free him:

- We can kill all the people on Luciano's farm (-5 Karma for each), then enter the slave booth and talk to Joseph. Tell him that the way to the exit is clear. There is still the matter of disarming the collar – see the quest "Akabidab asks to find Gizhiyash in New Reno". Then all that's left is to give Joseph \$300 for the road or we can drive him for free, +350 XP.

– We can buy Joseph from Machete for \$500. Then we can enter the farm and the guards won't catch us. We enter the booth and talk to Joseph. Just give him \$300 for the road or we can drive him for free, +350 XP.

Already in Uranium City, in conversation with Joseph, he will tell us the code to the safe in the building, thanks to which we will be able to get its contents without Lock Pick.

2.14.4. Return of workers to Uranium: machine operator

This quest is activated by talking to Marilyn in the bar. When we ask about the current situation in the city, we learn that the workers have left the mine. We can suggest finding them.

The machine operator is Carl, who lives in Reno in the first slum block in the Silver Hotel district. To talk him into returning to Uranium, we need to have completed the quest to kill mutants in Uranium City and pay \$300 for the road or we can take him for free in a car, +350 XP.

2.14.5. Workers return to Uranium: supply ship

As above, the quest is activated for Marilyn. The supplier is Michael, although we do not see this name on the character. He stands by a barrel in the upper part of Reno's Eldorado casino district. To convince him, we should pay him a total of \$350 for the road or we can drive him for free. Of course, we must also have killed all mutants in the mine, +350 XP.

2.14.6. Employees return to Uranium: Cabaret girl

I haven't found a way to complete this quest, nor have I found any dialogue texts that would indicate that it exists. Still, it's in the Pip-Boy file.

2.14.7. Deliver Louie Burch's report

This quest will be given to you by this man if you have an active quest to change the owner of the mine. In a conversation with Burch, we can learn that he would like to take over as long as his assembly agrees. We can offer to take his message to Hub. This town is not in the game, so you have to do it indirectly. We can perform the task in two ways:

- We can inform Nelson about the plot that Burch is planning. We'll get -20 Karma, +500 XP, and Burch will disappear from the settlement.

- We can take a message to the merchant Barton in New Reno, who runs a shop in the Silver Hotel district. We can convince him to take the message to Hub if we have a high reputation in the city for +300 XP, and when we report back to Burch we'll get another +500 XP for completing the quest to find a new mine owner.

- We can report to Hardy in a random encounter with his caravan. We'll get +300 XP and +500 XP after talking to Burch.

Strangely, in the conversation with Barton, when we refuse to accept the message, a dialogue option appears in which our character says that she will find Harold herself and give him a message. Harold is in a cell in Vault City. Not for me, however, in the text file there are no dialogues indicating that you can give him this report.

2.14.8. Become sheriff

We will complete this task when Marilyn offers us the position of sheriff as a thank you for the favor we have done for the city. Other tasks have to be done for him. For earning the title of Sheriff, we get +200 XP and the "Sheriff of Uranium City" perk.

2.14.9. Carl asks for a fuse

When Carl from New Reno moves to this settlement, in conversation with him, we will be able to learn that the mine needs a fuse. We can find this in:

- New Reno at Frank Korchen's
- Poseidon Oil
- Vault City

Delivering it to Carl will give you +200 XP, and \$300 from Michael's supplier.

2.14.10. Minor tasks and curiosities

- In the building on the right side of the map, in the last room, there is a safe that gives +500 XP to open and contains \$600 and other goodies. This safe can also be opened with the code that Joseph gives us after restoring him to the position of mine administrator.
- Nelson can make a dynamite bomb for us from five sticks of dynamite, and he can also disassemble a dynamite bomb into individual sticks.
- Nelson can give us the keys to the mine stash (or Lock Pick for +100 xp) if we have an INT 3 and Speech 40. There are some sticks of dynamite in the stash. The Nelson conversation file says you should be able to convince him to give you the keys if you have the Demolition Man perk, but it didn't work for me at all.
- Louie Burch can teach us how to use energy weapons (+5% to skills), if we have a plasma pistol in our inventory during the conversation with him, PER 6 and Energy Weapons under 90. In order for him to do this, we should first provide him with 30 pounds of drinking water, or 15 canteens. We get drinking water by using an empty canteen on the well.
- There are broken shelves in the small hut on the left. We can use Repair 25 for +25 XP and you can store items on the shelves.
- In the house on the left side of the map there is a sick thug Tony. To heal him, we should first use Doctor 45 to make a diagnosis for +100 XP, then we should use "Blood Cleanser" and Anti-Council, which is +500 XP. He can also be killed using the "Horsekiller" for +500 XP. The locals will be happy to hear that the gangster is dead.
- In a conversation with Marilyn, we can point out her unusual arsenal of weapons that she keeps in her closet. We can buy it for \$1,000 or Barter 55 going down to \$300. There are four quite good weapons in the locker.
- The man at the bar table, Juan, may propose that we compete with him in arm wrestling. To win (I don't know if it depends on the case or if it is a ready script) you need to have STR 6. We get +100

XP, and +\$100 for a win or -\$100 for losing. You can win three times.

- When we bring workers to the settlement from New Reno, a jukebox will appear in the bar. However, it doesn't work. In a conversation with Marilyn, we can offer to fix it. Success is more likely the higher our ability to Repair. The machine can also be permanently broken if the skill is too low. For fixing it, we get +200 XP, three meats, and Rot Gut vodka from Marilyn.

- If we have INT 4 and Guns 100 or Repair 75, we can offer to repair Kelly's weapon, which is +200 XP.

- In the mine, near the charred corpse, is Nelson's damaged weapon on the ground. We can repair it at the workbench with: scrap (1), weapon parts (1) and skills: Repair 75 and Guns 40. For repairing, we gain +200 XP and a shotgun.

- After killing the mutants, when we talk to Marilyn after a few days, we will be able to notice that the menu has expanded. As a reward for killing the mutants, you'll get 5 tortillas with ground worm meat.

- When Michael returns as a worker to Uranium City, we will be able to sell him the following goods at prices depending on his trading skills:

- AntiRad
- dynamite-bomb
- explosives
- flare
- hammer
- Molotov cocktail
- "mount" (?)
- Rad-X
- rain boots
- rope
- shovel
- stick of dynamite

2.15. Hawthorne Military Base

This is an uninhabited location, but you can find a lot of interesting things here, and the events of the main plot also take place here. One of the more interesting things you can find is the "Barter" magazine, and with the help of tools or a crowbar you can get some money from the slot machines. In the garrison part of the building on the second floor, you can find a saboteur's manual by the computer. The description of the base's walkthrough is provided with the quest commissioned by Big Louie. In addition, more interesting things are as follows:

- On the first map at the entrance in the electrical box is a flare.
- Inside the building in the garrison on the lower floor is a computer. We can use Science 30 and get +250 XP.
- Inside the V9 hangar in the room on the table is the CPU - an important element in the creation of power armor.
- On the second floor of the building in the garrison area, you will find a holodisk with a report that will be of interest to Wescer in Winds of War.
- On the second floor of the building in the garrison area, behind the locked door that can be blown up, there is a nominal pistol by the corpse, which can be sold to Wescer for \$1,000.
- On the second floor of the building in the garrison area, in the locker is a pre-war uniform, which will also interest Wescer.
- In the warehouses, apart from heavy weapons, we will find the C-4 needed for Wright and a box with heavy ammunition, which we can also sell to Wescer for \$750 or disassemble at the workbench with Repair 10 and Big Guns 10.
- Inside the hangar there is a CPU for power armor, signal booster, and a door access card needed in the main storyline.
- Arriving at the base after playing for a long time, we will notice that the city is full of robots, because the seekers activated their defense systems and were very eager to get all the goods that are there.

– With a metal detector you can find the following things in the following numbers and places:

- 5 in the railway part
 - between the cactus and the campfire
 - by the blueberry bush
 - by the heap of crates on the right
 - by the left wall of two boxes with electrical boxes
 - by the railway crossing sign
- 3 in the Dead City district
 - by the dumpster on the left side of the casino entrance
 - by the tires and the crate on the right
 - in front of the truck
- 1 in the garrison district
 - by the right tower.

2.16. Battle Mountain

Battle Mountain is a location where part of the main plot related to tracking the Overseer's kidnappers takes place. It appears on the map when we talk to Graves after returning from the Hawthorne base and ask about the massacre in the city. Then he also activates the task with the Overseer. According to the game files, the sheriff of Salt Lake City and one of the caravan masters should also be able to show us its location, but I haven't been able to find such a dialogue option in the conversation. I think it's unfounded since the location will appear at some point in the game anyway. There aren't actually any quests for this location, but biker Phil gives us the task of investigating false rumors about bikers. It is in the New Reno quest tab.

2.16.1. Phil can do some very useful things for us:

- Give us Power Armor Part 1 schematics if we have previously completed his assignment. The text file also says to buy them back for \$5,000 but I can't activate the script.
- Sell us very good weapons and Tesla's metal armor.

- Transport us to Salt Lake City or New Reno for \$700, and according to the game file for \$400 to Lovelock and Wendover (which does not exist in the final version of the game, and is only in the resources), but for me they are visible in the dialogue only.
- Fix an alien blaster for us for \$3,000.
- Repair a PLC for a Nuka-Cola factory for \$1,000.
- Repair the train's on-board computer for \$3,000, or \$1,500 if he has a good opinion of us.
- Assemble or disassemble dynamite bombs.
- Upgrade our weapons at prices depending on our Barter:
 - assault rifle
 - assisted glove
 - Desert Eagle
 - flame thrower
 - hunting rifle
 - laser gun
 - laser rifle
 - Magnum revolver
 - make a shotgun
 - plasma gun
 - plasma rifle

The text file also says something like "brahmin poke", but I couldn't find anything about it.

2.16.2. Items that can be found with the metal detector

- 6 items in the abandoned area
 - before the wreckage at the passage to the bikers' area.
 - between the tire and the wreckage before exiting the map
 - by the kitchen in the building
 - by the newspaper machine
 - in the building's room
 - under the leaky roof of the other building

In addition, in the motel building in the cupboard you can find wet wipes – an item from the Pretty & Glamor collection, and behind the closed door in the wardrobe are newspapers for Vernon of Salt Lake City.

2.16.3. The Bikers

We can buy beers and get drunk with them, which will raise our reputation in their faction. Biker Phil, according to the game file, can also be found in Vault City after the end of the main storyline. For this to happen, you need to have the highest reputation with bikers (probably reputation in Battle Mountain), and you can get it by buying everyone a beer and completing a task for them. Nevertheless, even with the highest reputation, I did not manage to find such a situation. Phil in Vault City should be armed with the super-weapon REZ-4, which is extremely powerful and can only be recharged by the mechanic on the Hoover Dam. However, these weapons can be loaded from the game file editor.

2.17. The Car

This list does not refer to the location where we perform the tasks, but to everything we can do with our car to make it serve us better.

2.17.1. Get your own car

This quest is simultaneously activated and completed. First of all, it's worth going to the Poseidon Oil reactor. There, in the northern part of the city, use the rope on the damaged crane, then use it to place the barrels, then climb the barrels to the roof and enter the garage through the window. There is no other way to get to it. In the garage, extract the drive cell controller from the car.

Then we go to Winds of War. We should buy one symbol from one of the pallbearers and steal the other one from the silver cabinet in the barracks. These symbols can be used on the statues on the left and right side of the building in the public area. After using them, we hear a passage opening and a hatch to the underground has opened in the cubicle right behind the room with the safe. We go down, go to the end of the corridor and climb up the ladder. In front of us is the entrance to the garage. When we enter there, to our surprise, we will see a huge Pick-up!

There may also be a hitchhiker there if we already have an active quest with him. We leave the garage by the ladder or the basement we came in, but not through the main door, because Anders will attack us. After leaving we can talk to Anders and we have a dialogue option where we tell him that we heard rumors that he has a ride in the garage. Then we can offer to find him a part to fix it. It will be the drive cell controller that we were able to get from Poseidon Oil before. For delivering it to Anders, we get \$2,000 and +1,000 XP.

We can get the car in four ways:

- Pay \$35,000 for it or \$34,000 with Barter 50. Get +10 Karma and +5,000 XP.
- Sneak into the garage through the basement and install the drive cell controller ourselves. Then you only need to Pick Lock 25 or Repair 25 to start it. We steal the car and get -100 Karma and +3,500 XP. From now on, Andres will attack us when we approach him.
- Ask the guy staying in one of the tents at the entrance for help. He wants to take revenge on Anders, so he will agree to help us if we have Speech 50. We follow him to the fence and he helps us climb up. We get -5 Karma, +300 XP, and +2% to Stealth
- Playing as a woman with CHA 6, we can offer our "services" in exchange for money. First we can take care of Anders himself for -5 Karma and \$1,000. If we still don't have enough money, we can present ourselves to the soldiers. Five guys will accept us and Karma drops by 5 for each, so we get -25 Karma and \$5,000 total. So when we buy a car, we lose a maximum of \$29,000.

For stealing the car, you get the "Road Pirate" perk, and for getting it legally, "Traffic Watchman".

2.17.2. Upgrade the car with the help of "Chryslus Motors"

This quest can be completed if we talk to Vernon, who lives in the renaissance district in a house in Salt Lake City. If we have the car, we will be able to ask him if he has anything that could improve it. He'll say yes and want us to get him some heart pills. These can be purchased from the doctor in Winds of War. When we take them to him, he'll give us the Chrysler Motors warehouse. You can use it to upgrade the car in two ways:

- Do it yourself with Repair 50 and a great set of tools in your inventory. We can get one by completing the quest to solve the case of the Fast Hawk caravan robbery, or in the desk in Area 51 in the saucer hangar, or in Poseidon Oil. When we meet these conditions and use the warehouse, we will get +250 XP and slightly increase the speed of the car and its capacity.
- A ghoul in the dump can do it for us if we give him 3 liquors and 3 meals. The eligible items are beer, booze, Rot Gut, or "Bloody Mary," and fruit, sandwich, pizza, meat or Iguana Bits.

2.17.3. Repaint the body

This task will be done for us by a kid graffiti artist from New Reno, if we previously solved the problem of painting the walls of the hotel peacefully for him, i.e. if we suggested to the receptionist that he could attract tourists with his art. Then we will be able to meet the kid in the second district by the wall of the Eldorado building. Then, if we enter the district by car and we have INT 5, we will be able to ask the kid to repaint the body for us. He will do it for \$200 or for \$100 if we have Barter 36. We get +100 XP and a beautified car. NOTE: After completing this task, the car was bugged! My trunk was gone and I had no access to it.

2.17.4. Enlarge and strengthen the trunk

This task can be performed in two ways:

- Trunk extension made for us by the ghoul present in the Tire Dump, if we previously bought the curtain from him through ordinary trade. He will install it for us for free and the capacity of our trunk will increase by 20%. To be honest, I don't even know how much it is, but I've never complained about the lack of space in it. If

we kill the ghoul after, we get -5 Karma and we can take the money back.

– Increase the capacity of the trunk, this time by 40%, a mechanic from the Nuka-Cola factory in Salt Lake City can do this. He will do it for \$2,500 and our truck will have a noticeably larger trunk. NOTE: After selecting this form of trunk upgrade, after some time there was also a BUG where the entire rear of the car disappeared! Only the chassis and front end remained The car was still drivable, but access to the trunk was permanently gone.

2.17.5. Install the "weights"

This task can be done for you for \$2,500 by the dwarf Curtis, who is at the back of the building at the police station. However, I don't know what condition needs to be met in order for the dialogue option to appear. I've managed to do this in normal play, so you probably need to do something else in the game first, maybe do other tasks with the car as well. Thanks to weights, the car will consume less fuel.

The English translation here is the name "gravity plate", and what exactly it means, I don't know. This is my own translation. Perhaps also the translation from Russian is inaccurate, because it is an invented name.

2.17.6. Reduce fuel consumption with a regulator

The task can be completed in three ways.

– There is mechanic Frank Korchen in New Reno. If we park at the Silver Hotel's office, the kid guide will tell us about the man who can upgrade the car here. This is Korchen. After we park the car in the railway district and talk to him, we will be able to install this part for \$1,000 and the car will now use 50% less fuel.

– If, after arriving in Las Vegas by car, we talk to the trader Tibbit about our car (need INT 3), a dialogue option will be available in which we ask about an upgrade for our car. He will tell us about the existence of a mysterious Tire Dump in the wasteland. We can buy the coordinates of this place from

him. After reading them and going to the dump, we find a ghoul there. Among other things, this ghoul can install the regulator for us, but unlike Frank Korchen, here we buy it through ordinary trade, so the price depends on our Barter. When we buy it, the ghoul will install it for us for free. If we kill the ghoul after, we get -5 Karma, and we can take the money back.

– The regulator can also be installed by yourself with Repair 60. It can only be obtained by yourself in the "House on Wheels" special location.

2.17.7. Increase the car's speed with the help of the Battle Mountain Biker

Just a biker in power armor in Battle Mountain for \$2,000 can do it. The car will go faster.

2.17.8. Restore the headlights

A short quest that simply involves buying headlights from the ghoul in the Tire Dump and asking him to install them. If we kill the ghoul after, we get -5 Karma, and we can take the money back.

2.17.9. Take a hitchhiker to Vegas

This quest can be activated during a random encounter with hitchhiker John. When we talk to him, we'll find out that he's going to Vegas. If we don't have a car and we tell him to follow us, he won't be with us when he leaves the map, but he should appear next to the car next time. We have two options to complete the task:

– If we have the car with us, and we get into it after talking to John, taking him with us to Vegas, straight to the part with the Hard Rock cafe, then we will see his dialogue with his black friend on the spot. The hitchhiker will thank us for bringing him and say that maybe someday he will repay us for our help. We'll get +500 XP.

– We can, having John by the car, go to Aidan the slaver and sell him for \$500. We will get +200 XP and -30 Karma.

3. Minor locations and special encounters

Here I describe locations of negligible size on the map, but essential for completing certain quests, as well as random encounters known and liked in Fallout.

3.1. Minor Locations

- Gas Station - this is where we find the dead members of the Fast Hawk caravan when we investigate a robbery on them.

- Harrelson - a small cave inhabited by the sadistic ghoul Harrelson. In Trivia from Salt Lake City, I describe how you can complete the whole storyline

- Provo - a location right next to Salt Lake City inhabited by people expelled from SLC for bad deeds. You can find some things with a metal detector, which I describe in the SLC trivia, and we also carry out tasks here for the SLC sheriff or for the citizens of Provo.

- The Broken Stagecoach - a location important in investigating the bad opinion about bikers. We actually find some little things here, and of course the important holodisk.

- The Pound - sometimes called "The Nursery" by Las Vegas residents. This is where the mysterious drug lab that people gossip about in the city is located. We can kill the dealers and collect some loot from them. This is an important location for some quests.

- Tire dump - in this location, apart from the ghoul who can install a fuel regulator in the car and upgrade the car with the "Chryslus Motors" warehouse, we can also find a crate with a pile of tires in the upper right corner of the map. The tires need to be blown up with explosives. The crate contains a wrench, an electromagnetic grenade, and 50 microfusion cells.

3.2. Random Encounters & Special Locations

Random encounters in this game can be divided into those that have a special character but do not leave minor locations on the map, and those that,

when found, leave a location with a name on the map. Below is (probably) a full list of all special locations and interesting random encounters.

3.2.1. Encounters of a special nature (location does not remain on map)

- When we have the car, we can encounter a ghoul from a patrol agency that attacks us. For killing him, we get +5 Karma and he has, among other things, a motion sensor in his inventory.
- We can meet a bandit with a sex partner who is his slave. He will attack us. We get +5 Karma for killing him and he has a praying mantis leg in his inventory. I don't know if the gender role is reversed when playing a woman.
- It seems that after we have visited Vegas, we can meet a desperate villager from the city who will attack us. When we kill him for +5 Karma, we will find on him a holodisk with a farewell letter in the form of a "Death Note".
- We can meet members of the "Coyote" tribe in several different encounters:
 - With two small deathclaws. They carry two unique weapons: two Coyote Heavy Spears and "Fire Kiss."
 - Around four savages hunting us, some of whom will also have Coyote heavy spears, Coyote battle knife, and Coyote staff.
 - Two cannibals from the tribe, who have the weapons as above, and will spawn a half-eaten corpse. On this body you can find a photon gun, a stimpak, and a canteen.
 - We may come across a meeting called "Victims of the Apocalypse". There, we see two skeletons, which are the remains of the unfortunates who were trying to hide from the war. We find a lighter, a blade, two canteens, a flare, \$75, and a hairpin.

- In the vicinity of Winds of War, we can come across "Desperate rookie defending himself against invaders" relatively easily and many times. If we help him kill the thugs and talk to him, he will tell his settlement about us, which results in raising our reputation in Winds of War.
- Water! – such a meeting was probably in Fallout 1 and it is here too, but there is nothing interesting here, apart from the information that we have found a source of water.
- We may encounter a hitchhiker who is involved in the task of delivering him to Vegas by car.
- We may encounter Lynch's execution/suicide. And there's a body hanging from a tree. After removing it, you can take the rope and bury the body by using the shovel on it, for +5 Karma and +75 XP.
- We can encounter one of the Bloom brothers. It's nothing more than a group of thugs armed with shotguns and one with a laser rifle. There is a broca flower and a stick in the locker in the building. I can't find anything else here.
- Body under the boulders - a location where we see a corpse crushed by a pile of stones. To knock them off, you need STR 9. Then we can search the corpse and find a shotgun, 20 bullets, a canteen, and 12 stones on it.
- In the vicinity of the Great Salt Lake, we can come across a special encounter called "Terrifying Silence". There are ruins of buildings and lots of skeletons, but they are not searchable. The location is said to be hit 13 times, because that's how many bombs, according to the history of Fallout Nevada, fell near Salt Lake City. In one of the buildings is an entrance to the underground, where there is a chest, the contents of which, according to the Russian Wikia, depends on the Luck parameter. For me, four canteens appeared with Luck on 10.

- When traveling in the wasteland with the filter for Salt Lake City in your inventory, you may encounter filter hunters. They're a group of bandits that aren't really any different from any other. They carry rifles.
- We can come across a location called "Bob Iguana". We can talk to him about his trade, i.e. cooking iguanas. We can learn the recipe for a bonfire iguana from him and get +200 XP if we have Speech 25 or STR 6. A forceful solution results in -5 Karma. The same location also appeared in Fallout 1.
- We can only encounter the Legendary Radscorpion in a specific "square" of the map, which involves the task of its annihilation.
- In the area between Salt Lake City and Las Vegas (more or less) we can encounter the angry Mr. "Handy Man". After killing the robot, we can collect some good items from it.
- In the south-western part of the map we have a chance to find Hardy's caravan. He has a lot of good and rare weapons for sale, and we can also give him Burch's report related to his quest.
- Near Area 51 we have a valuable encounter with two aliens and a corpse. On the corpse we find ammo for the alien blaster, which can only be found here or in Area 51 itself.
- According to the game file, there should be an encounter with a Super 8 deathclaw seeking revenge for killing his vault brothers in Winds of War. But I haven't found anything like that. The Russian Wikia says that it was in earlier versions of the game than 1.00.

3.2.2. Special Locations

- House on wheels - here we encounter a family living in a car/bus and traveling through the wasteland. We can talk to the head of the family, the father, and learn a bit about one of the vaults and their

journeys. The most important are a few things that can be done in this location:

- With Guns 65 we can fix his gun for +100 XP, +1 Karma, and \$100.
- With Repair 50, you can get the fuel regulator from the engine of his car (an item needed when upgrading your car). This results in -25 Karma and the father will attack us when we tell him that we damaged his car. There is -5 Karma for killing each family member, of course, and -100 Karma points for killing a child.
- With Repair 50, we can fix the broken car and get +300 XP and a stimpak as a reward.
- With INT 4 and Doctor 80 we can demonstrate knowledge about his child's illness. If diagnosed correctly, we get +5 Karma and +500 XP. If we demand payment, it results in -5 Karma points and a profit of \$320.
- The father of the family will give us a stimpak for each 10 pounds of drinking water delivered to him, i.e. 5 canteens.
- A place for a picnic - among the endless wasteland we suddenly find a beautiful oasis of greenery, in the middle of which lie two skeletons. When we enter the middle of the green glade and admire the freshness of the air, a message will appear on the console that we should take off our protective helmet (i.e. any armor that has its own ventilation system), if we have one on. After a while, we will see our character fall asleep in the place where there are two corpses. In a second, we'll be underground in a cave from which there is no way out. This is only temporarily, because each time we go through one of the corridors, heaps of stones blocking our way will appear and disappear. Fortunately, when we rest a bit, this hallucination will pass by itself and the passage will unlock. You can also go through each of the passages in the right order several times and then it will also disappear. If we stay down a little longer, we'll see the Overseer by the fire, who will exchange a few words with us and vanish into thin air. When we come to the

surface, a saboteur's guide will appear on the place where we were lying, and we will get +300 XP for leaving.

This location is supposedly a reference to the [138th episode of "The X-Files"](#), in which the main characters find the skeletons of a married couple, which, as it turns out, have been digested by an organic substance. The agents begin having strange hallucinations.

– Big Egg - a location in which there is a giant egg in the middle of the desert, and ants are walking around. They come out of two holes all the time and you can't kill them all.

– Crossroads - a small random location where we find the corpses of several people engaged in a bandit fight. In one of them we find an empty canteen, and in another a ripper. The meeting is a reference to the movie ["The Book of Eli"](#), in which the main character guards a book that can save humanity or lead to its destruction. The references to this film are the numbers 14:6 and the empty water canteen found with the woman.

– Tanker in the Desert - one of the most useful special locations in my opinion. We see a huge ship in the middle of the desert (I would associate it with the movie "Pirates of the Caribbean: At World's End"). It is, however, [a reference to Fallout 2](#), specifically the graphically expanded tanker on which the hero sailed to the Enclave. Inside, however, there is a centaur who throws lyrics referring to the Master from Fallout 1.

You can enter the ship through a door at ground level. Inside, in the upper right corner of the room, we find fuel for the tanker, and an access card by the corpse. We can now go down the stairs or down the ladder and there we find the centaur. Quite a strong opponent and killing him is +900 XP. Downstairs, we should use the fuel on the generator, which is located in the upper right corner of the map and is almost invisible, while the card should be used on the console in front of the door in the lower left corner of the room. Behind the door we can climb up the ladder and we will find ourselves in a room with a wardrobe, which contains the unique Gauss PPK5 pistol, 50 rounds of Gauss ammo, and a Super Stimpak!

– The Forgotten Office - we have a small building in front of us, inside which we find pictures of strange characters on the walls. On the left side of the sidewalk in front of the building there is a lamp that flashes at night, which can be repaired for +50 XP, and the effectiveness depends on our Repair skill. In the building, we can find playing cards and 10 sandwiches in the fridge, and we can get drinking water for a canteen from the water vending machine. On the second floor, there are 5 empty canteens in the locker. And of course, the main characters of the meeting are two guys locked in a tightly secured room, where "Spammers are not allowed!" They are Fergus Urquhart and Chris Avellone, the creators of the first Fallouts. They are also accompanied by the scorpion Spade, which supposedly appeared somewhere, and the whole building is naturally called Interplay.

– Cafe "New Hope" - a cafe that actually refers to the encounter in Fallout 1, in which we come across unused characters. Here the case is similar, because there is some madman running in front of the building, and inside there are characters throwing cool texts. In the boarded-up chest in the room behind the bar, you can find two weapon parts. In the cabinet in the room, you can find a tranquilizer. In the dumpster outside is Rad-X, and you can get scrap from the pile of junk. The sedative can be used by the madman running in front of the building, for +50 XP. However, three characters have something interesting about them, namely:

– The doc has the book Homo Ludens both in the theft inventory and when killed. The book, after reading, adds some value to the skills of Outdoorsman, Gambling, Barter, and Speech.

– The ghoul has the Fallout encyclopedia both in the theft inventory and when killed. There is +100 XP for reading it.

– The poor guy has a power glove in his theft inventory, and after killing a corpse he has a soundtrack with music from Fallout Nevada. I don't know if it has any use. I tried using it on a jukebox in Uranium City, but to no avail.

There is -5 Karma for killing each character and it is not easy because they have a lot of HP.

- Abandoned guard camp - here we find a tent and two graves with a working radio, 12 ammo scraps, 2 flares, a canteen, and a recipe for "Root Beer". You can also communicate with the guards by radio and exchange a few words with them.

- "Next" - a location with a hippie-style bus and a chest with useless postage stamps in front of it. The whole thing is supposedly a [reference to a real bus](#) with the same or similar name, in which someone was transporting LSD.

- Bobby's Cabin - in this location we find the ghoul Bobby, the philosopher. We can talk a little philosophy with him. On the other hand, in the fireplace we will find the only piece of tactical rocket. Can be fired from a bazooka. It has a powerful firepower, a normal shot can take over 200 HP, and a critical one blows up almost every character. It can be useful to use it as a final shot on the Soul Hunter - it can effectively take away the rest of his HP in one go before he regenerates.

- The Great Hole - as the name suggests, in the middle of the desert there is...well, toxic gasses come out of it. The dead guy has shampoo and a rope. Use the shampoo on this hole and get +200 XP, then use the rope to go down. In the skeleton at the bottom we find the ultra antidote. This is supposedly a reference to the movie ["Evolution"](#) and the role of David Duchovny. Supposedly, in the movie, some shampoo cage is destroyed.

- Dear John - in front of us we see a nuclear warhead stuck in the ground, and in front of it the charred corpse of Sergeant Kong. He has the magazine "Cat's Paw" with him. The location is a reference to the movie ["Dr. Stangelove" and its character of Major Kong](#).

4. Specific only to Fallout Nevada

Elements that are original to this particular game.

4.1. Perks

These are the Perks I've found noteworthy in Fallout Nevada. If we open the game in the Level Editor, we see a lot of Perks that I never encountered while playing. There are, for example, perks such as "Leper" or giving extra points for frequent use of the AutoDoc. I don't know if these benefits are actually possible to get, but they are in the game files and don't appear to be used in the final game.

Animal Friend – Animals do not attack you as long as you have no companions, and you don't attack them.

Cult of Personality – A person of good nature will want to cooperate with you even if you have bad Karma, and villains will treat you as one of their own when your Karma is high.

Empathy – This is what we get after mounting the Empathy Amplifier to ourself. Our character is able to predict the emotional reaction of the person we are talking to based on our dialog choices. We see this as blue highlighting a dialog option if the reaction will be positive, or red if the reaction will be negative. Quite an interesting solution and in my opinion worth it to invest in the Empathy Enhancer.

Flower Child – You have 50% less likelihood of addiction to the substance used, but it only lasts half the normal time.

Fortune Finder – This supposedly allows you to find more with the metal detector. This is probably about finding a bit more cash and leftover ammo, but I haven't come across it in-game. Anyway, I don't think it's particularly important considering the amount of resources we can get from other ways.

Hardened Fighter – We gain +2 to our total damage resistance. The description says that the fights in the ring have made us stronger. However, I didn't receive this perk after fighting in the rings.

Hints – For me, this is the most interesting perk you can get here. As in F3 and FNV, it shows the requirements which must be met in order for a given dialogue option to work effectively. It also shows the probability of successful lock picking or defusing a mine at a given skill level.

Karma Counter – This should appear on the console information when there is a change in the state of our Karma, telling us if it has increased or decreased. And here again is a funny situation, because in the Fallout Nevada 1.02 HD version, the whole time, even without this perk, the message that Karma has increased or decreased is already there.

Karma Dynamo – Doubles the number of Karma when we gain or lose.

Mysterious Stranger – During fights, a mysterious figure may appear from time to time to help you in your fight. This is similar to the perk from Fallout New Vegas.

Tirelessness – The perk that allows you to continue gameplay after completing the main storyline.

4.1.1 Achievements

Berserker – We get this for killing many people, but it's probably just about murdering innocent people. I did not receive this one. Its name refers to the legendary nordic warrior.

Bertolini's Advisor – You are a trusted member of this man's gang after completing tasks for him. Useful in some dialogue options.

Big Louie's Right Hand/Cheyenne Raider – You are a trusted member of this man's gang after completing tasks for him. Useful in some dialogue options. Many good characters don't want anything to do with us, including Tuco from the New Reno hearse and the great Cheyenne people. Paradoxically, the latter task for Louie shows a bit of a change in his character from gangster to artist.

Businessman/Businesswoman – We get this if we are successful in attaining contracts for the purchase of Nuka-Cola in four places. Gives +1 to Luck!

Caravans: Caravan drivers: Idolized – Supposedly we get this when we've done enough good for the caravans based on our actions in the quests that involve them. I was doing a lot of good for the caravans, but I never got it. I have some doubts as to whether it is actually in the final version of the game. Maybe it's receipt is influenced by the use of their services, i.e.

moving with them between cities. However, in my experience, it's not a very profitable form of transport.

Caravans: Public Enemy (Caravan drivers: Vilified) – The opposite of the achievement mentioned above. The caravans want nothing to do with us. I don't think we'll get it just by doing the quests in which the caravans take part. I expect we'd also have to give them a hard time, for example, by attacking and robbing them in the wasteland.

Childkiller – We get this for killing at least one child. This has an impact on the development of our story, because some good characters may not want our help.

Cola Maniac – You're known in Salt Lake City as a vending machine robber of Nuka-Cola. You can rob them either with a multiple coin use or counterfeit coins. Both items can be obtained after taking the leap of the century with Ned. I don't know how many vending machine you need to hack to get it, but it should add points to Steal. You can also rob vending machines in other cities.

Death Gambler – You get it after performing on a show in Salt Lake City. Gives Initiative points. We're losing while gaining Karma, although I don't know why, since we haven't harmed anyone.

Furious Driver – We get this if we steal a car from Anders in Winds of War.

Gigolo – Something for those who like these things. It seems from the description it is received by a man who likes to "use it".

Grave Robber – Known from earlier Fallouts, we get it after digging up just a single grave. Even though it doesn't seem important, it can be useful in the game. For example, it is necessary for Solomon's quest activation.

Honest Driver – We get this when using the legal route to buy a car from Anders in Winds of War.

Infected – This says we have an infection and warns of the potential consequences. You can get infected, for example, from being with a prostitute or even just from wandering the wasteland. It can be easily healed by a bonfire if you know the recipe.

Las Vegas Ring Champion – We get this after winning all fights in the Las Vegas ring. Increases damage resistance, gives +1 to Endurance and makes you immune to being knocked down during combat. I don't know how to interpret "and a bonus to your toughness" though.

Luciano's advisor – You are a trusted member of this man's gang after completing tasks for him. Useful in some dialogue options.

New Reno Ring Champion – We get this after winning all fights in the ring in New Reno. Same effects as above.

Nuka-Cola Seller (Nuka Courier) – We get it after purchasing a license to sell Nuka-Cola in the wasteland.

Private Investigator – We get this after solving a large number of criminal mysteries in Nevada. I received it when I solved a job for the mayor in Las Vegas. Before that, I had solved mysteries in New Reno and Black Rock. Gives us +1 to Intelligence!

Safecracker – we get it for guessing all the codes to the personal safes.

Sexpert – Probably shows up either when you accept the services of prostitutes, or when we provide our services to others. I'm not in the habit of using these in-game attractions, so I know nothing more about them.

Sheriff of Uranium City – Complete the quest "Remain Sheriff of Uranium City. Characters in other cities know who we are and it makes our lives a bit easier.

Slaver – Known from Fallout 2. I do not think that it is achievable in this game, because with Vortis, we cannot work as a slaver. But we can buy people we need from him occasionally or sell them to hitchhikers. I never got this achievement. It's definitely in the game's resources, but maybe it's better left over there.

Slum hero – We get this if we complete enough tasks given to us by slum dwellers in New Reno. We gain a high reputation in their district. Wright will work with us only if we have a high reputation in the slums. It is not necessary to have this achievement to start working with him, we just

need to have completed some of the tasks assigned to us by these poor people.

Star of the Catwalk (Star of Burlesque) – We get it after completing all performances in Reno's strip club. It makes us famous in the city. Females only.

Stryker's Man – You are a trusted member of this man's gang after completing tasks for him. Useful in some dialogue options.

Support Singer – You will do anything for your career, even if it means kissing someone's ass. This should appear after the task with the music band, although it worked for me & didn't show up.

Thompson's Man – You are a trusted member of this man's gang after completing tasks for him. Useful in some dialogue options.

Virgin – We are now sexually educated, we gain this knowledge in Vault City. Indeed, our hometown has two sexual themes. I don't know whether it applies to one gender or both.

White Jazzman – We get it after playing a few concerts with our vocal group at the Cotton Bar in New Reno. It gives us fame in this city. Male equivalent of Star of the Catwalk.

Winner (Champion) – After completing a large number of good-natured tasks for people living in the wilderness.

4.2. Weapons and Ammunition

These weapons are only available in Fallout Nevada. Probably not all the weapons in the game, I only came across these while playing.

Unarmed, Melee, and Thrown weapons

Weapon	Damage	Action Points	Minimum STR	Weight
"AMY" Glove	42-61	3/4	2	8
Arrow	1	1/2	-	0
Baseball Bat	6-17	4/5	4	4
Biker's Pocket Knife	1-10	3/4	-	1
Blade	1-10	3/4	-	1
"Blind Fury"	8-21	4/5	3	3
Boxing Gloves	1-6	3/4	-	5
Chopper	4-17	3/4	3	3
Coyote Combat Knife	3-17	3/4	4	4
CoyoteStick	3-19	4/5	5	7
Crusher (only in game files)	6-17	4/5	6	13
"Fiery Kiss"	14-33	3/4	2	5
Flail	8-21	4/5	5	6
"Gonzo Style"	4-19	3/4	-	1
Heavy Coyote Spear	6-23	4/5	5	9
Katana	24-37	4	4	4
Kij Bo (only in game files)	1-8	4/5	3	4
Kubotan	6-17	3/4	-	1

Machete	10-26	3/4	5	4
"Micky's Revenge	10-27	3/4	3	9
Plant Thorn	1	4/5	-	0
Powder Grenade	32-65	5	-	2
Power Spear	22-53	5/6	4	8
Razor	3-9	2/3	-	1
Reinforced Boxing Gloves (only in game files(?))	2-10	3/4	-	10
Rod	2-13	3/4	-	1
Rusty Katana	20-35	4/5	4	4
Rusty Machete	8-22	3/4	5	5
Scalpel	1-12	3/4	-	0
Sharpened Stick	2-9	4/5	4	3
Shock Knuckles	10-20	3/4	-	2
Stick of Dynamite	14-25	5	-	1
Strengthened Cattle Prod ("Farmer's Best Friend farmer")	20-37	4/5	4	3

Tactical Survival Knife	5-19	4/5	-	2
Welder	20-45	7/8	6	12
Wrench	3-11	3/4	3	1

Guns and Energy Weapons

Weapon	Dmg.	Min. STR	Wgt. Range	Capacity	Magazine	AP	Notes
10mm Gun #80	4-10	3	3	20	8	5/6	-
10mm Gun (magic exp.)	5-12	3	4	25	18	5/6	-
10mm Gun (with Flashlight)	8-14	4	3	25	12	5/6	-
Advanced Grenade Launcher	60-10	5	15	40	1	6	(only in game files?)
Assault Rifle	8-16	5	13	45	100	5/6	-
Avenger's Cannon	10-14	7	28	40	120	6	(only in game files?)
"Black Dynamite"	18-30	6	5	25	5	5/6	(only in game files?)
"Bloatfly"	8-16	1	1	6	4	3/4	-
Caravaner's Rifle	6-16	4	7	30	6	5/6	-

Civilian Gun	10-20	5	12	28	8	5/6	-
Colt	16-20	5	5	15	6	5/6	(only in game files?)
Desert Eagle (mag. spread)	10-16	5	5	25	20	5/6	-
Flame Thrower	45-90	6	18	5	5	6	-
Flame Thrower (with Container)	45-90	6	28	5	100	6	(only in game files?)
Grenade Launcher 40mm	46-64	6	10	24	1	6/7	(only in game files?)
Grenade Launcher 40mm (ext. magazine)	46-64	7	15	24	6	6/7	(only in game files?)
Henry Gun	8-18	4	7	30	7	5/6	(only in game files?)
Home Robot Gun	3-7	1	1	5	2	3/4	-
Hunting Rifle	8-20	5	12	35	10	5/6	-
Improved Flame Thrower	50-100	6	22	5	5	6	-
Ingram Policy	3-14	5	5	30	20	5/6	(only in game files?)

Kelly Gun	10-20	5	11	28	8	5	-
Laser Magnet Gun (upgraded)	10-22	3	6	35	12	5/6	-
Laser Rifle (ext. power)	25-50	6	16	45	24	5/6	-
“Lucky”	6-12	-	3	12	5	5/6	-
M16K	7-15	4	6	25	30	4/5	-
M60	18-26	7	23	35	50	6	(only in game files?)
Machine Rifle 0.223	18-26	6	15	30	50	6	(only in game files?)
Machine Rifle M2041	14-22	6	?	30	30	6/7	-
Magnet Gun Laser M2	15-32	3	4	20	6	5/6	(only in game files?)
Magnum Revolver (quick load)	12-18	5	6	15	6	4/5	-
Nominal Gun	8-14	4	5	25	12	5/6	-
Old Revolver	6-14	1	1	12	6	-	
Photon Gun	8-18	3	5	14	6	4/5	-
Plasma Gun (ext. power)	15-35	4	7	15	32	5/6	-
Police Laser Gun	18-35	3	5	35	12	5/6	-

Pump Shotgun	15-25	6	6	18	8	5/6	-
REZ4	100-200	8	35	25	-	7/8	(only in game files?)
“Savage”	8-14	4	5	10	1	5/6	-
Sawed-Off Maxon	14-24	5	4	7	5	5/6	-
Sawed-Off Shotgun	14-24	5	5	7	2	5/6	-
Spring Machine Gun	6-14	2	6	25	100	4/5	-
Stryker	10-20	6	4	10	16	5/6	-
Training Rifle	8-20	5	10	35	8	5/6	-
Turbo Plasma Rifle	35-70	6	18	35	10	5/6	-
UD M42	6-20	6	7	30	20	5/6	(only in game files?)
Used Minigun	2-9	7	28	25	120	6	(only in game files?)
“Wild” from Bandolier	8-14	4	6	10	6	5/6	-
Winchester Gun	15-32	5	8	12	8	5/6	-

Ammunition

Tactical Rocket – The only new ammo type in Fallout Nevada. Most likely, the only way it can be found is in a random encounter in Bobby's cabin in his fireplace. To be fired from a rocket launcher. Enormous power and with one shot destroys practically everything that is alive (even our character has no chance of surviving if he is in its blast radius!), except for the final bosses. It is worth using as the last, finishing shot on one of them

40mm Grenade – Ammo for the 40mm Grenade Launcher. I didn't find it in the game, so it's probably just in the game's files

4.3. Chemistry

I describe here items belonging to the "consumable" category that occurs only in Fallout Nevada. I consider the ones whose location I specify as being in the game files to not be an active part of the game. But perhaps I missed something and some of these items can be found in the game. Naturally they can be introduced into the game thanks to the Level Editor. If anyone wants to know the parameters of chemicals found in classic Fallouts, there are many sources already available all over the internet.

Abbreviations:

AP – action points.
CC – chance for a critical hit
DR – damage resistance
HP – health points
HR – healing rate
INI– initiative
MHP – maximum health points
PL – poison level
PR – poison resistance
RL – radiation level
RR – radiation resistance

Name	Weight	Location	Effect	Notes
Ancestors'	0	Grave in	+25 PL, -1 END,	-

Ashes (poisonous)		Lovelock	+1 AGI	
Anti-Smoker	0	Various places	+1 END, +1 PER, -2 CHA	-
Apple Pie	1	Bridgeport Farmer	+10 HP, +20 HR	-
“Atomic Cocktail”	1	Monte Casino	+5 Fire Resist, +5 Plasma Resist, -1 PER	-
“Blood Purifier”	1	Various places	-2 ZR, -7 PL, -10 RL	Used in quests
“Bloody Mary”	1	Kitchen in Tin Agnel (10 pieces), from bartender or waitress	-1 PER, -1 END, -2 RL	May be used in quests, but often any alcohol will solve the quest.
Caramel	0	Various places (hard to find)	-2 AGI, -2 PER, +1 CHA	-
Caravaners’ Meal	3	(only in game files)	Maximum HR	Cut from the game
Cherry Nuka-Cola	1	(only in game files)	-1 STR, +1 CHA	-
Clean Water	2	(only in game files)	+6 HP, -5 PL, -2 RL	Cut from the game
Corpse Amphetamine	0	Solomon	-3 END, +50 RL	-
Drinking Water	2	Drawn	+4 HP	-
“Fury” Gum	0	“Fury” Bandit	+1 STR, +1 PER	Useful in combat
Fruit Mentats	0	(only in game files)	+2 PER, +2 INT, +2 CHA	Cut from the game
Grooming Kit	7	Pretty &	+25 MHP, +5 HR,	Can be sold

		Glamour Vending Machine	+1 CHA	for good money!
"Horsekiller" (poison)	0	Various places	-15 HP, +50 PL, -2 AGI	Used in quests
Iguana Pieces	1	(?)	+1 HP, +1 RL, +4 HR	-
Mantis Snack	0	Made by myself	+5 HP, +3HR	-
Milk	2	Various places	+2 RL, +5 HR	-
Natural Worm		(?)	HR, +6RL	-
Nut Solution	0	(only in game files)	-20 RL, -1 END, -1 PER	Cut from the game
Painkillers	0	Various places	+5 DR, +1 MHP	Quest Related
PipBoy Anatomy Analyzer	1	Closed Suitcase	+5 CC	Stolen from Hard Rock
Pizza	1	Bartender in Hard Rock Cafe	MHP, +10 HR	Quest Related
Pre-War Whiskey	1	Various places (hard to find)	+1 STR, -1 INT	-
Radioactive Nuka-Cola	1	From "left" merchant in SLC	+1 INI, +5 RL	-
Root Beer	1	Made after finding recipe	MHP	-
Rot Gut	1	Various places	-1 PER, -3 RL, +2 RR	-
Sandwich	1	Various places	MHP, +1 RL, +5 HR	-
Spiced Offal	2	(?)	+5HR, +2 RL, +5 INI	Poisonous

Stimulant	0	Terry Devero	+10 DR, +5 CC	Useful in combat
Suspicious Package	0	Hal Wallace	-1 INT	-
Tasty Beer (poisoned)	1	Dealer at front of Eldorado	+5 PL, -1 PER	Quest Related
Tasty Nuka-Cola	1	(only in game files)	-2 PL, -1 CHA	Poisonous
Tortilla	1	Marilyn	+6 HP, +12 HP	-
Turbo-Cola	1	(only in game files)	?	Cut from the game
Ultra Antidote	0	Big Hole	-20 PL, -2 STR, +20 PR	-
Voca Nuts	0	Plant Bushes and Water Lilies	-2 RL	-
Vyser's Herb	0	Vyser (toilet in Vegas)	-1 INT	-
Wolfberries	0	Wolfberry Bushes	+5 PL, -5 RL, -1 AGI	The higher our Outdoorsman skill, the more we can take from the bush; they're poison

4.4. Interactive Objects

Items which can be used multiple times, and which do not exist solely for the purpose of performing one specific task. They are also useful throughout the game. I only list the original ones for Fallout Nevada.

Object	Location	Effect	Notes
"El Capitan"	(?)	(?)	May be helpful in

Token			Gambling
"Eldorado" Token	(?)	(?)	May be helpful in Gambling
"Golden" Token	Under the sign in Las Vegas	Raises the chances of winning in games **	Could not confirm
"Monti" Token	(?)	(?)	May be helpful in Gambling
"Silver Legacy" Token	(?)	(?)	May be helpful in Gambling
Hair Clip	Various Locations	When playing as a female, it increases the likelihood of Lock Pick	From the Russian Wiki, I didn't check it personally
Lighter	Various Locations	Useful in some quests	-
Metal Detector	From Mark in slums after completing the task of finding seekers.	Finds various items and entrances on Earth, which cannot be found otherwise, as well as faces. Useful in some quests	Can be improved using an ultrasonic scanner, which we get as a reward from Essie Gate.
Pajamas	Various Locations (among others at the pharmacist in SLC, and in the Luciano cabinet)	Improves sleep quality (?)	From the Russian Wiki, I didn't check it personally
Portable CL 3000 Laboratory	Area 51	Works like a workshop table, but you can carry it in your inventory	-
Reusable Coin	From Neda after the stroke of the	Can cheat machines of	May also works on slot machines,

	century	Nuka-Cola and extract drink bottles	I didn't check.
Stamps	One of the special locations	Useless (?)	-
Toaster	Shepherd in Lovelock	Apparently it raises some skills , but I have not noticed anything	Needed for the production of "Mickey's Revenge"
Working Radio	<ul style="list-style-type: none"> – William or Eugene in Black Rock – Gereth in Las Vegas – Driver after killing on the way back – Abandoned guard camp – Repair of ordinary radio at the table workshop 	Conducting dialogues and eavesdropping on other conversations. Wide use in tasks	Radio is not the same as a Working Radio
Young Atomist Set	Wright Museum	(?)	Zero information in Russian Wiki