

1000 TIBBETS AREA DOC

Version 1.0

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~~04: Tibbets is meeting something coming from the West~~

~~04: Story: Tibbets, Zax, and Zax's shortened lifespan: Maybe when the players first bust out of prison, Zax sends them a distress call saying he's going to die in 28 days (or maybe he lists himself as a prisoner who needs help). Maybe that's the reason Zax busted the players out of prison in the first place - he needed someone to come save him.~~

OVERVIEW

Tibbets is a cold, sterile, steel-walled automated prison facility, run by technology so ancient it dates back to the years before the Great War - nearly *two hundred* years ago. It is a facility designed to hold and protect some of the world's most dangerous criminals (military and otherwise) before the war, and now the players are trapped deep inside its cell blocks, desperate to get out. They'll have to fight damaged and crazed robots inside and out, as well as deal with the split-personality machine intelligence within the prison, ULYSSES.

Not only is Tibbets where the players start *Fallout 3*, they will find themselves returning here over the course of the game, slowly unlocking more and more sections of the prison. As a result, the experience point totals and the strength of the opponents the players face will vary depending on when and where they leave or enter the prison.

Tibbets consists of the following maps (note that because the cell blocks are very much the same, it is quite easy to duplicate maps - once you've done one, you can do 15+ others):

Note: Should we do 01000 maps and give them five digits?

01000	Small	Cell Block 13, 14, 15 and 13.15 Elevator
01010	Small	Security Hub 13.31
01020	Small	Cell Block 16, 17, 18 and 16.18 Elevator
01030	Small	Cell Block 19, 20, 21 and 19.21 Elevator
01040	Small	Cell Block 22, 23, 24 and 22.24 Elevator
01050	Small	Cell Block 25, 26, 27 and 25.27 Elevator
01060	Small	Cell Block 28, 29, 30 and 28.30 Elevator
01100	Large	Service Level: Cafeteria, Kitchen, Loading Area, Contaminated Zones
01200	Med	Waste Disposal and Chemical Treatment Areas
01210	Med	Medical Treatment Area, Labs, and Genetic Sampling
01300	Large	Service and Vehicle Depot Areas
01310	Med	Mechanics Bay
01320	Med	Robot Maintenance Bay
01330	Med	Arsenal
01400	Med	Cryogenic Cell Block 4, 5, 6, 7, 8, 10, 11, 12
01500	Small	Cryogenic Cell Block 1, 2, 3
01510	Med	Cryogenic Cell Block 0: ULYSSES Computer Core and Defense Tunnels
01600	Med	Train: JOHN HENRY
01610	Med	Train: THE GENERAL
01620	Med	Train: EL LOCO

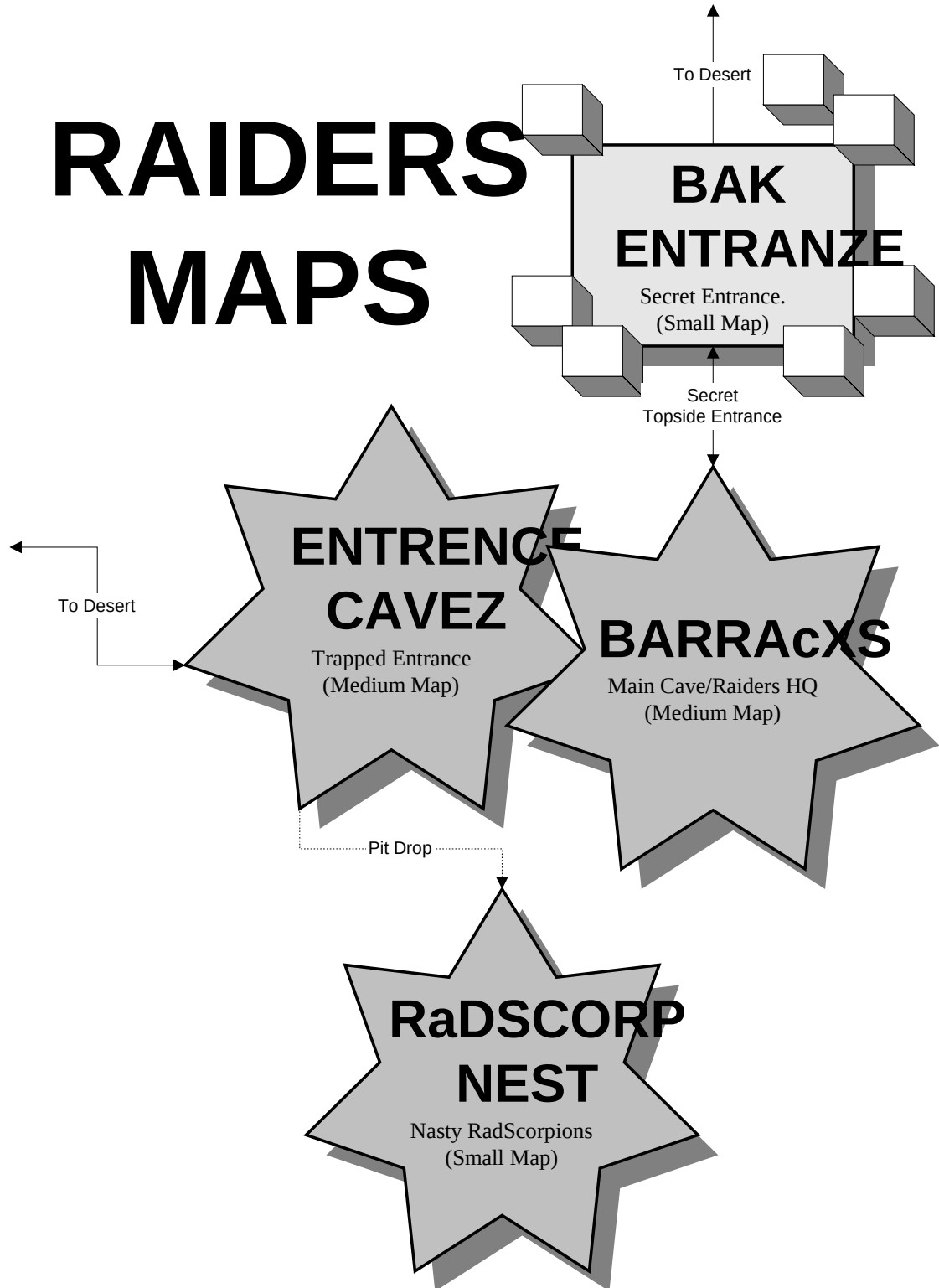
The goal of this area is initially to escape.

The secondary goal of this area, once you've escaped, is to fight your way back in.

The third goal of this area, once you've fought your way back in, is to make your way to the computer core and confront or destroy ULYSSES. When this occurs, the players will have finished two thirds of the game, and be ready to travel to the next third of the game.

The monsters to be fought in this area are robots in various stages of disrepair (during the initial escape, the players will fight damaged robots - when they return, many of the robots will be repaired and *much* tougher). Also, the player will find himself interacting with (and no doubt fighting) some of the escaped prisoners as well, who are either hardcore criminals or simply driven mad by confinement.

The playtime in the prison is an estimated 4 to 5 hours, total. It is intended the player spend no more than an hour escaping (for demo purposes), then when they return, they can explore more and more of the prison, slowly unlocking Tibbets's secrets.

EXAMPLE: MAP FLOWCHART FOR RAIDER CAVES

AREA BACKGROUND

Tibbets is a maximum security automated prison run by a "divided" computer core, ULYSSES, which itself is a prisoner in the facility, attempting to escape East and return home - just like the players. The irony!

Tibbets prison has its roots in the Tibbets of today. It was always a military prison, holding some of the United States' most dangerous criminals - including the players. Over time, the prison became more advanced, utilizing robotic wardens and utility robots to maintain the structure, especially as the war with China in the 2070s and the annexation of Canada began to drain personnel from the United States. It was designed to hold 636 prisoners at full capacity. At the beginning of Fallout 3, it holds *much* more than that - but when the dust and ash settles after the catastrophic attack at the prison, there will be enough prisoners running from the shattered prison walls to pose a threat to the wasteland.

It was actually used as primitive isolation studies before the Vaults were established, except the subjects were prisoners, especially CODE'd to see if they could withstand the rigors of isolation for protracted periods of time. This was the time when the recycling systems and water purification systems were tested before using them in the Safehouse Project - any prisoners harmed during the procedure were tended to - *not* dystopian style.

In 2040, it was commandeered by the United States government in association with Vault-Tec and Poseidon Oil to tie into their Safehouse Project.

Here is a segment taken from the web and modified for Fallout 3:



705th Military Police Battalion



"Vigilance, Honor, Courage"

- USP Background Information -

- Rated Capacity..... 414
- Current Population... 456 (9-10-57) **636?**
- Security Level..... HIGH
- Custody Level..... IN and MAXIMUM
- Judicial District..... District of Kansas

The United States Penitentiary (USP), Tibbets is located on 1,583 square acres with 22.8 inside the penitentiary walls. It is an all-male high security level facility committed to carrying out the judgments of the Federal Courts. It provides a safe, secure and humane environment for those offenders committed to its custody. Like all Bureau facilities, Tibbets adheres to a balanced philosophy that recognizes that punishment, deterrence, and incapacitation are all valid purposes of confinement. Opportunities for positive change are provided through work, education, training, and counseling for inmates motivated toward self-improvement.

The USP Tibbets came into existence through an act of Congress in 1895. Inmates from the military prison at Fort Tibbets were used in the early construction and were marched 3 ½ miles to the site daily, returning to the prison at the Fort at night. This continued until February 1903 when the first 418 inmates to occupy the prison site were moved into what now serves as a laundry building. Prisoners and supplies for the prison were handled via a rail line that passed through the prison to unload and load cargo.

In 1906, all federal prisoners from Fort Tibbets were housed in the new institution and the prison at Fort Tibbets was returned to the War Department. A milestone in the new penitentiaries' construction was reached in 1926 with the final placement of the dome overhead the rotunda - from which the penitentiary derives its famous nickname - "The Big Top."

On 5 April 2040, the Secretary of the Army made the decision to build a new Disciplinary Barracks, with a capacity for 456 inmates. A cost ceiling of \$363 million in allocated construction dollars was set. The target budget year for funding this project was fiscal year 2041. Construction began in the Fall of 2042, with completion projected for the Fall of the year 2045.

In July 2042, discussions with Vault-Tec to determine space and functional requirements for the new facility. On 6 September 2042, the Combined Arms Center Commander was given a decision brief of the USDB project, and selected one of three design options for further development. He also requested the Corps of Engineers to research an alternate location for the placement of this facility, since the geological evaluation of the site adjacent to the Trustee Unit revealed unsuitable subsurface conditions. Discussions involving the possible movement of the prison and relocation projects were also discussed, leading to the three-rail system that exists today.

The planning process reached the 10 percent stage on 4 Oct 2042; the 35 percent stage on 27 March 2043; 65 percent stage on 19 January 2044; 90 percent stage on 3 May 2045; and 100 percent stage on 15 August 2046. The 100 percent Design Meeting was conducted on 16 October 2046.

In designing this facility we are applying state of the art design and equipment, as it exists today, borrowing heavily from the experiences that the Federal Bureau of Prisons and several state prison systems encountered when designing and building prisons.

- TIBBETS PROGRAMS -

Tibbets provides academic, work and occupational education opportunities to all inmates who wish or who are required to participate in them. It also provides a full range of recreation and leisure time activities.

Education: Tibbets offers a wide range of education programs from basic literacy to high school equivalency (GED) to parenting programs through the Personal Information Processor issued to each inmate. The Bureau utilizes the high school equivalency as its literacy standard and inmates failing to meet this standard are required to participate in education programs. In addition, the Education Department offers English as a Second Language and bi-lingual Adult Basic and Secondary Education opportunities. We offer a number of ACE courses to include: Spanish I and II, Keyboarding, Creative Writing, History, Career Development, and Pre-Release. We also have VT Programs, Graphic Arts and Barber College

certified by the State of Kansas. We are attempting to get a Culinary Arts VT class operational, as well as, a distance learning college program.

Vault-Tec: The Vault-Tec operation at Tibbets is the largest in the Bureau and includes three factories. These factories employ over 320 inmates and last year recorded sales of over 26 million dollars with profits exceeding 6 million dollars. The profits from all Vault-Tec operations are used to fund salaries, re-invest in new factories, and other expenses of Vault-Tec.

Health Services: Health Services provides a full range of outpatient and infirmary care to all inmates. There are 26 full-time medical staff members, including 2 Physicians, 2 Dentists, 2 Pharmacists, 9 physician assistants, 2 health information personnel, an administrator, and an assistant administrator. Automated medical staff include six Auto-Doc systems and a number of on-call medical robots. This staff provides 24 hour coverage and specialty services are provided by consultants from the community. Four hospitals in the local area offer inpatient and outpatient care on a contractual basis.

CODE: USP Tibbets provides a residential treatment program to those inmates interested in making pro-social life decisions and uses the latest in psychological methods and technology. The Challenge, Opportunity, Discipline, and Ethics (CODE) program is a year-long residential treatment program offered in the prison. The mission of the program is to foster a sense of trust, responsibility, integrity, and tolerance. Inmates enrolled in the program spend the first three months exploring the change process, followed by six months of daily treatment methods to promote positive life skills, and during the final three months of the program inmates develop skills to discourage relapse into prior negative forms of thinking, feeling, and behaving.

Each area template should include an **Area Background** section. This section should have the following:

- Describes how the area ties into the overall game. This includes any story or plot foreshadowing that occurs in this area as well as any other story elements that are part of the area.
- Gives any historical information about the area that audio, other designers, or magazine editors may need or want to build upon.

Critical Path: In keeping with the Fallout genre (and hinting at the structure of the end-game), the players have four ways to escape the prison during the opening sequence. This makes the "critical path" actually four different paths, but they are all confined to the following four locations:

X
X
X
X

How do you predict the players will travel through here four different ways?

Economy: Tibbets is self-sufficient. It has a recycling water supply, a waste recycling system that extracts moisture from human waste, and it has several stockpiles of oil, petrol, fusion cells, and electrical batteries to keep it going for at least fifty more years. It has exploited its massive stockpile in ties with Robot City to "beef up" in preparation for its escape.

Relationship with Other Communities: Tibbets has no relationship with any other communities in the wasteland west of its location - most of them don't know it's even there. The only "communities" that know of its existence are the machine intelligences governing Robot City to the East, which are attempting to find ULYSSES and correct the "divide" that has occurred within its system - and return it to its imprisoned, intended place as their slave.

ART REQUIREMENTS

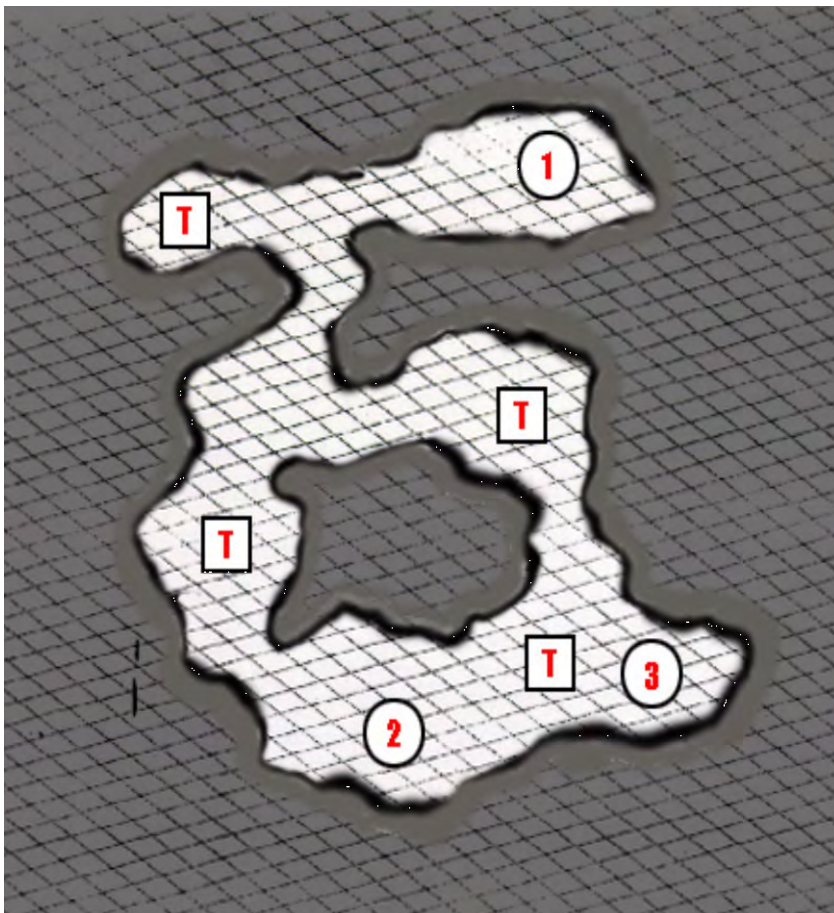
Each area template should include an **Art Requirements** section. This section should have the following:

- Provides a rough map of the location in a JPG file (see *RadScorpion Nest*, below). No one cares how clean it is, but it should include enough information so an artist/level designer can look at it, understand what you mean, and build the level with all the design parameters you have specified. The map may be contained in a separate file, but each location in the game should be mapped out, just as it was done for *Torment* and *Icewind Dale*.
- Tells the artists what tile set will be used (if appropriate).
- Tells the artists any special scenery objects that will be used for the area (i.e., cots, freestanding floor safe with an open and close animation, a turkey roasting on a spit, a special flashing neon sign, and so on).

Design Note: Whenever possible, try to include one brand-new visual or scenery object in each location to give the players a visual jolt, or just go, "coooooool."

- Any ideas you have for the Town Map picture for the PIPBoy (i.e., do you want it to look like a Luray Caverns pamphlet, a travel guide, a picture of the chain link fence of an army compound, and so on).
- Any movies or scripted cut scenes in these locations? Cut Scenes are elaborated on further in the *Scripting* section, below.

EXAMPLE: RADSCORPION NEST MAP



RadScorpion Caves: A dark, claustrophobic cavern complex filled with vicious "Black Radscorpions" ("Black Radscorpions" that use the same model, but different stats) and baby black Radscorpions. The Raiders feed them captives every once in a while to keep them around. They also think the scorpions are kind of cute.

T: Pitfall Destination. Put a few bones and skeletons around these areas.

1: Ladder up to Entrance Cavez. Put lots of bones and skeletons around this area. (The Raiders dump victims down here occasionally.)

2: Spud's Lair: Lair of Spud, the biggest, baddest Radscorpion in the land.

3: Victim: Another body of a victim here.

LOCATIONS

The **Locations** section of the document will probably be a series of entries, each one describing each location within the area. Designers will determine what format and procedure works best for them. Each location section should probably cover the following information, however:

- A quick series of bookmarks for each location and sub-location described in the document so the players can just jump to it.
- The physical aspects of the locations, so artists can get a feel for the area's art requirements.
- The feel and tone of the area for audio. Include any description you think would help them get a better handle on the area. Emote if necessary. Do interpretative dance. I don't fucking care, but don't omit important details.
- The area's purpose.
- The major characters you expect to be found in the location.
- Any adversaries you expect to be encountered in the location.
- A brief description of quests likely to be found in the area.

A potential sample from the Raiders caves would be:

EXAMPLE: BAK ENTRANZE SUMMARY

Back Entrance: This map is pretty small and (hopefully) uncomplicated. This is the secret backdoor entrance to the Raider caves that the player can find if they have a high Outdoorsman skill.

This “secret entrance” is a hole in the ground surrounded by a cluster of abandoned shacks with their walls falling down and huge gaping holes in the roofs. There is no living in these shacks, so don't worry about having to place critters anywhere around here. The Raiders also do not guard this backdoor entrance to their caves (they don't believe anyone could really find it).

The only item of interest on this map is the **black hole** that leads down into the Raider Caves.

Design Note: When designing locations and sub-locations, keep in mind that there may be locations the player returns to frequently, such as stores, flophouses to rest, or the local doctor. Try to make these as convenient to reach as possible.

CAST OF CHARACTERS

The **Cast of Characters** section describes the major NPCs found in the location.

- A quick series of bookmarks for each NPC and companion described in the document so the players can just jump to it.

GENERIC NPCs

Describe their background, personality, their function, any ties to quests in the area, and if they are voice-acted or not. If voice-acted, include a brief sentence indicating what you think the character would sound like, preferably using a real world actor as an example (it's easier for audio to do voice casting if they have a real world actor to use as a basis for comparison – chances are, they can't get THAT particular actor, but they can get someone who sounds like him or her).

COMPANIONS!

Be sure to include potential companions here, too. Make a note of what they're good at, their stats, and so on, along with any things that would prevent them from joining the party (the player's Karma is too high or too low, his Reputation isn't high enough, the player needs to complete a quest first, and so on).

Design Note: Might want to combine the cast of characters with the Monster Roster, at least in terms of stats. Dave Maldonado had a suggestion for a series of task lists for the producers that combine both the cast of characters, companions, and the critters all in one list. I keep wondering if there should be separate completion lists maintained outside of the templates that track overall progress. Dividing them amongst various location documents seems counterproductive – I'd prefer the Icewind Dale: HOW excel sheet, though there is the problem of regular upkeep.

SCRIPTING

Scripting covers a number of elements:

GENERAL

There are some general scripting issues...

- Are there any wacky scripting things you'll need the programmers to be aware of? (For example, can you go to Hoover Dam, aim an artillery cannon at the town of Podunk five miles distant, fire a poison gas shell into the town, then go back to Podunk and all the inhabitants are dead except for the ghouls? Or, if the town is suffering from a disease, does the population die off over time? "Little" things like that.)
- Are there any cut-scenes in the location? If so, include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on.
- Do any creatures in town spawn or respawn? If so, is this respawning tied to any other parameters, such as difficulty level, the player's level, skill use, reputation level, and so on?
- Are there any changes that occur on the map in terms of spawning, creature difficulty, or otherwise, that vary according to the difficulty level of the game, the level of the player and/or the party, or the fact it's a single-player or a multiplayer game? Do any boss battles become harder? Do any spawned creatures change (behemoth robots instead of rad rats suddenly start popping out of the word work)? Let your programmers know. They like knowing this stuff.

TOWN-SPECIFIC

There are some important things to consider for towns...

- What happens when the player attacks someone in the area? (This is primarily important for towns – most dungeon-crawl locations it won't matter.)
- What happens when the player breaks into one of the houses in the town?
- Are any of the town inhabitants listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot an rival group of townsfolk?

DUNGEON-SPECIFIC

There are some important things to consider for dungeon locations...

- Are any of the monsters listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot an enemy critter?

MONSTER ROSTER

The **Monster Roster** section indicates what monsters are found in the location. If you can, list the numbers of critters present, their approximate XP award, and if they are intended to respawn in a location or not.

If any monsters change according to difficulty level, make sure you note these variations here as well.

In addition, write a sentence or two about what kind of random encounters would you expect to see near the town -- and make a note of what ones *shouldn't* occur near the town. You may need to pass this information off to a designer who is solely responsible for designing random encounters, and the more he or she knows, the better.

COOL SHIT

The **Cool Shit** section is just that -- what's cool about this area? For starters, you should be able to say in one or two sentences why a player would remember this location. If you were a player, what would make you want to *play* this location? What would make you *glad* you played this location?

This section should include the following technical details:

- The weapons, armor, or item progression occurs in the area. This includes cool stuff you can buy from storekeepers -- if possible, try to include items out of the player's price range or just out of reach (dangle the carrot...) so the player is motivated to go accumulate cash to purchase the item from the store.

Item progression should be broken down in a skill basis, and it can be included in the *Location Checklist*, below. Basically, whenever possible, a location should have some item or weapon that compliments a skill.

- Can the player get any *merit badges* in the area? (Merit Badges are essentially worthless Perks or items your character can accumulate – they don't affect gameplay, but they're like collecting brownie points and act as additional carrots. Things like, "Purple Heart Medal," or "Perk: Refuse Extraction Coordinator," or "Perk: Searches Toilets.")
- What skills are especially useful in this area? (Note: keep this simple – the, uh, painfully detailed skill analysis occurs in the *Location Checklist*, below.)
- Can the player either build cool new items or learn how to build cool new items in this location? (For example, a Mechanic may discover a laser sight in one town, and be able to attach it to a rifle)

using a craft bench – or he may find plans for a combustion engine he could put into a rusted hulk out in the desert, making it able to be driven around.)

- What would keep the player coming back to this area? Is there a locked elevator that requires a 150% Repair skill to fix and opens into a new location? Is there an ornery old cuss who won't give you a quest until you've gained a few levels? Is there a shopkeeper whose stock keeps changing... and keeps changing for the better the more good or bad acts you do in other locations in the world? Can the player blackmail someone and keep coming back for his monthly payments? There should be at least a few carrots like this in each location to keep the players coming back and getting more mileage out of the area.
- Is there an interesting gaming technique, quest, or RPG element about the location? As an example, Lonelywood in *Heart of Winter* had a neat series of events that developed over time, and as you returned to the town throughout the adventure, events would build on events (the werewolf murders, the murderous squad of adventurers coming to attack the owner of the Whistling Gallows, Baldemar's hiring of the assassin – and the assassin eventually turning on him). Is there a puzzle type that hasn't been seen in the game until this point? A mini-game? (Molerat Mambo in Redding in *Fallout 2*, for example.) Every location needs some spice to turn it up a notch – as much as art needs to continually wow the player, the design needs to shake them up, too.
- Are there any quest items in the area?

QUESTS

The **Quests** section should be set up so you can cut and paste the damn thing into a PIPBoy quest log. This section is broken into several parts: The *Main Quests* in the area that are designed specifically by a designer, the *Merchant Quests* which are more generic "go to X with caravan Y and get Z reward," and the *Floating Quests*, which are a series of randomly generated quests for the area.

Note: Make sure to refer to the quest design section in the *F3_Style.doc*.

MAIN QUESTS

Main Quests are quests designed specifically by the designer for the area. Information on these quests should include:

- The initiator of the quest.
- The importance and the scope of the quest.

Importance: **Critical** quests are ones that the player has to do to advance the game, **Major** quests are ones that could span an area or two and involve a lot of steps, and **Minor** quests are ones that could be solved on the same map or by walking to an adjacent map, or may involve only one step to solve.

Scope: **Small** (same map), **Medium** (a map or two away), and **Large** (crosses several maps, takes a long time to complete).

- A quick description of the quest.
- A quick breakdown on how all four different types of characters could solve the quest. If the quest can only be completed by one type of character (which is fine), indicate it here.
- Quest flags, if appropriate, and what stage each flag represents.

- Rewards of the quest, including **experience points**, **items gained**, **reputation**, and especially any **quest items** gained.
- The journal entries for bad karma, good karma, normal karma, and dumb characters when appropriate. (I don't know if we're going to have all these categories, but plan for them now.) Not all quests need this much variation, but if you think it would work for the quest, then put them in. Again, these journal entries should be able to cut and pasted from this document into a game text file without a hitch.
- The quest table will be laid out so it can be imported to a QA database so we can quickly set up the standard quest checklist for the game. Here's a sample template (we still need to work with this):

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
TIBBETS PRISON								
Map 1: Tibbets	Escape Cell Block 13	Avellone	Done	Phil	Done	N/A	Yes	Yes
Map 1: Tibbets	Reprogram Guide Bot	Avellone	Done	Phil	Done	75% [3]	Yes	No [1]
Map 1: Tibbets	Bypass Security Door 13	Avellone	Done	Phil	Done	Done	Yes	Yes
Map 1: Tibbets	Get Key to Armory	Avellone	Done	Phil	Done	75% [3]	Yes	No [2]
1: When the Computer Programming skill is used on the Guide Bot after you use the Repair Skill, it does not respond correctly when you initiate dialogue with it. 2: The Behemoth Robot does not always drop the security pass when it is destroyed by a character using the modified laser pistol. 3: No low intelligence options have been included in the logs for these quests.								

Area: The area of the game and the map in the area where the game takes place.

Quest Name: The name of the quest.

Designer: The designer responsible for the quest so people know who to contact.

Dstatus: The status of the design.

Script: The programmer in charge of programming the location.

Dscript: The status of the coding for the quest.

LogStat: What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

Passable: Is the quest passable in *some* form?

QA 100%: Is the quest completable in ALL forms?

Note that quests should reinforce the "feel" of a location. As an example, Redding in Fallout 2 was set up to be a frontier, rough-and-tumble Western mining town, with a "Gold Rush" kind of ambiance about it. Quests in the town involved becoming the sheriff (a career move that, in classic Western style, no one wants), dealing with drunken brawls in the local saloon, dealing with dirty

infighting between the two mining companies, trying to help out the local country doctor, cleaning out an infested mine, dealing with a band of robbers, and so on – the nature of the quests made you feel like you were in a Old West movie.

Also, if there is a companion in town, make sure you indicate how to get him in your party, and set up the conditions as a quest. ("To get Cassidy in your party, you need to find him in his tavern, ask him about his recent rash of troubles, then invite him to come with you. You will gain +500 XP, +1 Reputation, and Cassidy comes with a shotgun, leather armor, several shells, and a lot of whiskey.")

MERCHANT QUESTS

For some locations, there will be a merchant caravan that travels to and from the city. Make sure you describe what caravan missions are available in the location, and a note of who the caravan master(s) are for the location and where they can be found. It's usually best if they are located somewhere near the opening map of the location.

FLOATING QUESTS

Scott Warner suggested implementing a randomly-generated quest system for TORN, based on the *Privateer* model; basically, a number of random quests appear on a "job post" (or its equivalent) somewhere in the world, and the player can pick and choose from a number of simple quests that change over time.

These randomly generated missions make no pretensions about being cut-and-dry FedEx or Murder Quests: "Go collect bounty on five ghouls," "retrieve five chunks of gold ore," "deliver three sub-machine guns to the caravan master," and so on. Make a quick list of different kinds of quick and dirty random missions that would be appropriate for the location – several of the missions (but not necessarily all) should be tied to the random encounters that occur near the town.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

The music breakdowns depend on the game. In *Fallout 3*, we will most likely be going with music themes tied to areas, which is in keeping with the previous games. Be sure to include your preferences for these themes in the document so Adam Levenson has something to work off of... even if it's just a starting point for a debate.

BASIC SFX

An area's going to need sound to make it come alive. Some basics:

Environmental Sounds: Wind, weather, settling rocks.

Item-Specific Sounds: Glance through your area, see if there's any items that might need sounds to complement their presence: the humming of generators, crackling of fires, buzzing of neon signs, and so on.

Wildlife Sounds: Wolves howling, birds chirping, crickets, hissing of rattlesnakes. Do not include human voices in this category (that's covered in "Walla," below).

Business Sounds: Any SFX tied to businesses or merchants in the area (sound of a tractor in the distance, a trash compactor crushing metal, gunshots from the rifle range, roaring of a plane from an airport).

Living Sounds: Any SFX tied to everyday life in the area (tolling of a church bell, sound of a basketball on asphalt, car engine coming to life, chopping of wood).

For every sound effect you want, be sure to include:

Distance: The distance you expect the sound effect to be played at.

Time-Dependent: Is the SFX tied to a time cycle? Does a factory stop crushing metal cans at night? Is a neon sign turned off during the day? If so, audio needs to know.

Any Walla? Is there any walla that needs to be done for the locations? This is much different from sound effects, because a voice actor must be employed to do the lines. See "Walla" SFX, below.

"WALLA" SFX

Walla is a term used to describe any voices you hear in the area. The catcalls of prostitutes, people groaning in pain in a dungeon, ghostly whispers in a haunted house are all examples of this. Walla SFX questions break down into the same categories as basic SFX:

Distance: The distance you expect the walla sound effect to be played at.

Time-Dependent: Is the walla tied to a time cycle? Does a street empty out at night? Do the merchant stalls close up shop and the merchants go home? Does a bar become more lively when twilight falls?

How many people and what's the gender and racial mix? Be sure to include roughly how many people are in the location, their races, and their genders. For example, a rough and tumble bar might have "12 patrons: 5 human male bandits, 3 human female bandits, 2 super mutant males, 1 ghoul female, and a whirring servant robot that occasionally asks if a customer wants drinks.")

What's the mood of the place where the walla is occurring? And how should the voices sound? In the example above, you might describe it as "a rough and tumble bar in a bad section of town where disreputable raiders gather to smoke, drink, and occasionally get into a fight or two; all conversations should either be loud, raucous, drunken stories about successful raids, attacks on caravans, or other crimes, or else be mumbled planned conversations with a group planning their

next raid. A few insults may be being thrown around at other patrons or directed toward the robot servant. The area should feel alive and threatening (like a WWF match), but not sinister."

Does the walla sound have any other SFX? In the example above, the servant robot's speech may need to have a slight whirring or clicking sound associated with it as the robot speaks and rolls around the bar.

Does this walla sound need any DIRECT SFX attached to it? If the walla sound effect is "people screaming as they're being whipped," then not only do you need a whip SFX, but you need to make sure that the whip SFX plays before the screaming or at least complements the screaming.

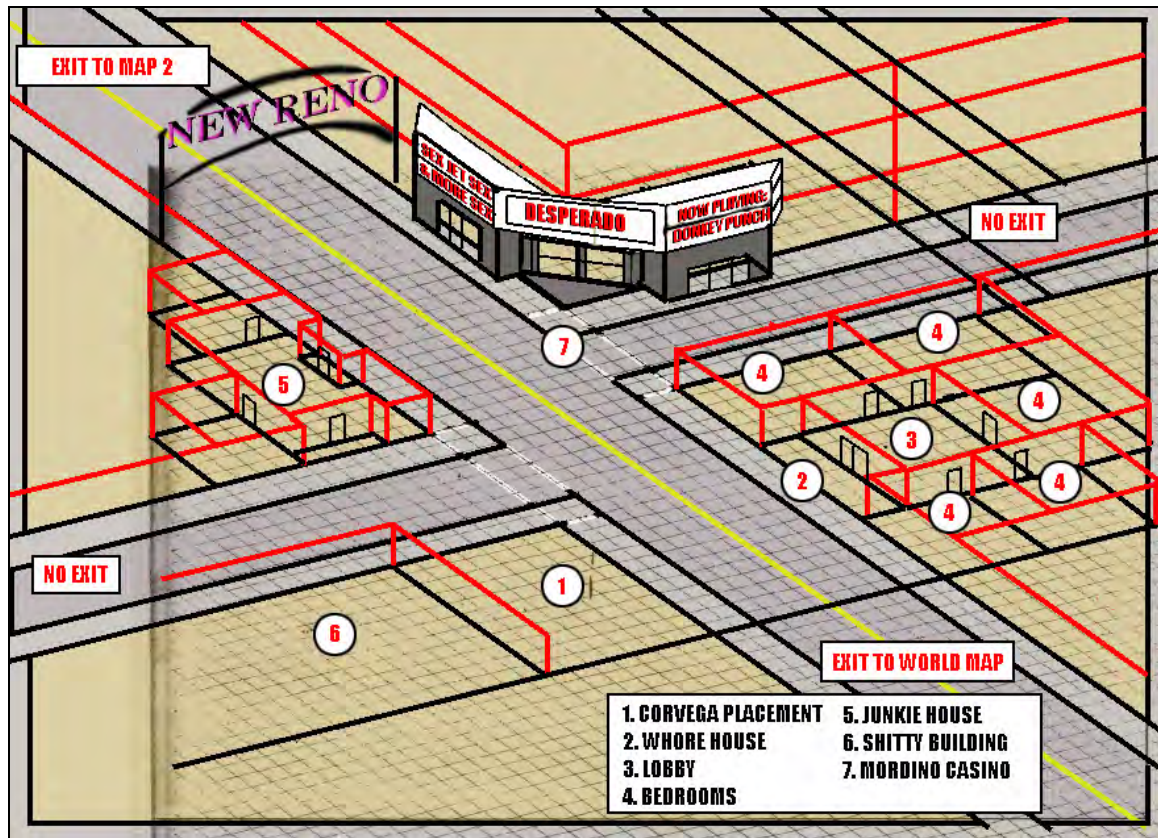
The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
MAP NAME 1	MUSIC DESCRIPTION
	Describe the music in the location.
	BASIC SFX
	The basic sound effects in the area.
	WALLA SFX
	The basic walla sound effects in the area.
MAP NAME 2	MUSIC DESCRIPTION
	Describe the music in the location.
	BASIC SFX
	The basic sound effects in the area.
	WALLA SFX
	The basic walla sound effects in the area.

MAP AND MAP KEY

The **Map** and **Map Key** section has a JPG of the area, with each important location numbered. Again, this is useful for QA, other designers, game editors, and strategy guide authors. Here's an example of what I mean (see next page...):

EXAMPLE: VIRGIN STREET MAP



EXAMPLE: VIRGIN STREET MAP KEY

1. Empty Lot: This is where the Corvega is parked when the player comes to New Reno. At some point while the player is in New Reno, the car will be stolen, so there will need to be a “scripting hex” somewhere in the lot that activates when the player comes within 10 hexes of it (basically, whenever the player hits that hex radius, he’ll say “Where the hell is my car?”).

2. Miss Kitty’s Scratching Post: This building has tons of graffiti covering its surface and ten cap whores line the sidewalks outside, calling out to the character.

3. Miss Kitty’s Parlor: This is where clients can check in with the madam and arrange to get their snake drained.

4. “Bedrooms”: This is where Miss Kitty’s prostitutes take care of the customers.

5. Shitty Building: A number of junkies fill this building. It is run down and crappy, more so than any building on the street (no one lives here). Junkies lie on the floor or stagger around the edge of the building, high on Jet.

6: Shitty Building, 2: Some random building. Feel free to play around with it or cut it out to save space on the map.

7: Mordino Casino: The entrance to the Mordino Casino. Clicking on one of the doors takes the player to the Mordino Casino, First Floor Map (below).

LOCATION CHECKLIST

Each area document will also have a **Location Checklist**.

In Fallout 3, we need to make sure that each character type has an equally enjoyable role-playing experience in each location (evil characters and stupid characters are usually given the short end of the stick; the rewards for these types of characters are usually unbalanced when compared to the goody-two-shoes characters). No more!

In addition, there were a few skills and statistics in Fallout 1 and 2 that didn't see enough use by the designers. As an example, Charisma wasn't nearly as useful as most of the other statistics in Fallout 1, and the Doctor Skill was as useless as a third thumb in both Fallout 1 and Fallout 2. If we take care to see that each stat and skill can be used effectively design-wise in each location in the game, then I think these stats can gain back some of the ground they've lost over the past few games. That's what the location checklist is for.

The location checklist is a glorified grocery list, covering a number of the role-playing possibilities for each "kind" of character the player may have chosen (Stealth Boy, Science Boy, Combat Boy, Charisma Boy). This checklist is intended to insure each kind of character has something cool to do in each location, and that the rewards and role-playing experiences for each location are balanced whether the player is good or evil, stupid or smart, a combat monster or a science guy.

Designers don't have to make sure that each entry is checked off for each location – *as long as they make up for it in another of their locations in the game*. The exception to this rule is for early areas of the game, since those are the first areas the players will encounter, and I want their character to have a rich role-playing experience all-around right from the start. (If the player went through three early areas, and his Doctor skill isn't used once, then he's going to be sorry he took it.)

My prototype checklist consists of the following entries:

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character		
Good Karma Character		
Stupid Character		
Low Reputation Character		
High Reputation Character		
Ghoul Character		
Super Mutant Character		
Human Character		
Male Character		
Female Character		
Strength		
Perception		
Endurance		
Charisma		
Intelligence		
Agility		
Luck		

COMBAT BOY		
Big Guns		
Bows		
Energy Weapons		
Melee		
Small Guns		
Throwing		
Unarmed		
CHARISMA BOY		
Barter		
Speech		
SCIENCE BOY		
Biology		
Chemistry		
Computer Programming		
Doctor		
Electronics		
First Aid		
Mechanics		
Physics		
STEALTH BOY		
Lockpick		
Sneak		
Steal		
Traps		
GENERIC SKILLS		
Outdoorsman		
Gambling		
Easter Egg, Easy 1		
Easter Egg, Easy 2		
Easter Egg, Easy 3		
Easter Egg, Medium 1		
Easter Egg, Medium 2		
Easter Egg, Hard 1		
ENVIRONMENT		
Economics		
Tie to Another Area 1		
Tie to Another Area 2		
Tie to Another Area 3		
MULTIPLAYER GAMING		
Multiplayer Elements?		
POST-GAME ADVENTURING		
Ending 1		
Ending 2		
Ending 3		

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

Post-Game Adventuring: The Fallout game will continue after you “finish” the game, and the player can keep adventuring if he wants. I want the locations to react to the player having won the game, either with small scraps of dialogue, minor art changes (banners hanging from windows congratulating the “hero”), and so on – anything to give the player a pat on the back.

Ending: A brief, one-sentence explanation of the possible endings for this location. These are described in more detail in *End Movies*, below.

Economics: This is just an entry to make sure that you have given some information in the location that gives clues on how it manages to stay afloat financially in the wasteland; you don’t have to beat the player over the head with it, but just make sure it’s communicated in some fashion in the location.

Tie to Another Area 1: I’d like to see the areas tied together more – either with inter-dependent quests, or family members spread out across locations, or something that gives the player the feeling that each location in the game is not an isolated location all into itself.

Anyway, that’s the bare bones checklist, and it’s subject to revisions. Here’s an example of how the list could be filled out:

EXAMPLE: PODUNK, COLORADO: INBRED MINING CAMP

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER-SPECIFIC		
Evil Karma Character	(Male) Provide new generic material for town.	Accept cash payment and one female slave as beast of labor.
	Can shut down Podunk on behalf of the Salt Lake Mining Consortium by flooding the mine.	Receive cash payment from Consortium.
Good Karma Character	(Male) Provide new genetic material for town.	+15 Karma, earn good graces of one of fathers of town, gives player a power jackhammer.
Low Reputation Character	If the player goes to sleep in the boarding house in Podunk, he will get a special encounter of some of the locals coming to attack him while he's asleep.	You can use this information to blackmail the mayor if you are evil, or you can discover when you speak to the mayor that he's glad you took care of the "unsavory elements" in the town.
	If the player is <i>really</i> awful, he may be asked to become a "mule" in ferrying drugs between Podunk and Salt Lake City.	Some extra quests, some extra drugs, and some cash.
High Reputation Character	An elderly woman gives the player a deed to some land on the outskirts of town, asking him to use it to make the world a better place.	Free land. You can either sell it if evil, or give it to some refugees or Good Samaritans in Salt Lake City. There may even be a gold mine on the land, or oil. Who knows?

	The player can make a bid to become mayor of the town, or sheriff.	All the perks the position gives you... or you can blackmail the mayor or current sheriff into withdrawing your candidacy in exchange for some extra cash or weapons.
Stupid Character	(Male) Provide new generic material for town.	Free food and board at the inn to keep tricking the player into coming back to the town to re-seed the populace.
	Can speak to one of the dumb ore haulers and figure out the rudiments of machine language; can take the black box out of the hauler and bring it along with him to put into a robot and make a new ally.	Gain Perk: Visual Standard to allow him to communicate with Class-A hauler machines, gain potential "black box companion."
Ghoul	Ghouls are hated in Podunk because of the tribes of ghouls cannibals on the wastes that hunt the merchant caravans to and from the city.	If a ghoul kills five of his cannibalistic brothers, then the prejudice level will go down. There may also be a section of the mine filled with uranium that only a ghoul can get close to.
Super Mutant	Super Mutants are not liked or trusted in Podunk.	One of the older miners comes from Broken Hills, and he will be somewhat friendly with a super mutant, offering to modify a suit of leather armor and make it super mutant size if a super mutant brings him three normal (human-sized) leather armors.
Human	Humans experience no prejudice in Podunk.	Nothing out of the ordinary.
Male	Males (human) are more likely to be offered jobs in the mine than female characters. Furthermore, they may be asked to serve as sperm donors if the player reveals the dangers of inbreeding to the Podunk residents.	Mine Quests, convenience. Sperm donations will carry an experience award.
Female	Females (human) will find it more difficult to get mine-based quests due to gender prejudice. They will also get some standard sexist comments from some of the men, but on the other hand, many women in town will befriend them and share rumors with them.	Mine Quests become an inconvenience, but get more rumors and information (and more easily) than male characters.
Strength	Can lift rocks from collapsed entrance to rescue trapped child.	+300 XP, Reward from child's mother.

	The Miner's Locker Room (and the abandoned one in the depths of the mines) has 30-60 locked footlockers that can be pried open if the player has over 8 STR.	Various rewards, totaling about 600 caps plus miscellaneous equipment, at a loss of about 15 to 30 Karma (for the Miner's Locker Room), but no Karma Loss for the abandoned miner's locker room in the depths of the mine.
Perception	Notice that the Mayor is nervous in dialogue; when exposed, the Mayor will confess he is afraid the Salt Lake Mining Consortium sent the player.	Be able to act on this information and work out some sort of agreement between Podunk and Salt Lake City.
Endurance	Helps resist the poison gas flooding the bottom of the mine, allows him to stay down there longer without taking damage.	
Charisma	Charisma gives the player greater rewards whenever he accepts a cash payment for any of his services in town.	Bonus to cash rewards in town.
	If player has Charisma over 6, he can convince Jack, the miner with the prosthetic arm, to join his party.	Gain new ally: Jack Hammer.
Intelligence	If the player's Intelligence is greater than 6, the player can realize that he doesn't have to sabotage or betray Podunk to Salt Lake City or vice versa – he might be able to work out some other arrangement.	Leads to "third and best possible solution" for Salt Lake City and Podunk puzzle.
Agility	There are no special checks for this statistic in this location.	(Note that the Grand Canyon Location has 6 Agility checks, so the fact there are none here balances out.)
Luck	An old safe in the depths of the mine has a lock that no one has the combination to. A lucky player character can try to break the code randomly.	+356 Caps, A miner's helmet
	An old terminal in the depths of the mine has an access code that no one knows. A lucky player character can try to break the code randomly.	Gain new schematics for robotic ore haulers.
COMBAT BOY		
Big Guns	Player can train the three guardsmen at the gate how to man the old flamethrower installed over the front of the gate.	Guardsmen show the player a bunch of weapons they'd stashed away that they didn't know how to use – they give the player an old bazooka and three shells.
Bows	Player can impress locals with archery skill.	Earn trust of children, who tell him about secret entrance to mine shafts.
	Player can hit a switch across one of the mine shafts with an arrow, re-activating an elevator that leads to another section of the mine.	Access to small new area of mine.

	Player can speak to one of the demolition-crazed miners about his preference for using bows as weapons.	Miner teaches the player how to make dynamite arrows.
Energy Weapons	Player can show the locals how to use the Power Burner to burrow out new mineshafts.	Player is given a power energy cell.
Small Guns	Nothing in this location. There is, however, a good amount of small guns ammo and shotgun shells in this location, which allows characters to fall back on their small guns for a while without having to waste the ammo for their big guns.	The geckos in the mines have been weakened by the poison gas and are not only vulnerable to standard gun wounds, but they also don't like the loud noises firearms, rifles, and shotguns make (it scatters them and makes them easier to kill).
Throwing	Player can impress locals with throwing skill. Or play catch with some of the local kids. Or teach one of the local kids to play catch.	Earn trust of children, who tell him about secret entrance to mine shafts. They may also show him a new "ball" they found in the desert (a special EMP grenade).
	Player can hit a switch across one of the mine shafts (with a knife or rock), re-activating an elevator that leads to another section of the mine.	Access to small new area of mine.
Melee	These weapons are useful when you don't want to trigger a gas explosion in the depths of the mine. Furthermore, there are a great many hammers and super sledges available in Podunk, which gives a bonus to characters with a skill in these weapons.	Convenience Reward
Unarmed	These weapons are useful when you don't want to trigger a gas explosion in the depths of the mine.	Convenience Reward
CHARISMA BOY		
Barter	There are plenty of shops in town for the Barter skill to become useful.	General Store's Prices.
Speech	The player can convince the mayor to enter into a trade alliance with Salt Lake City, benefiting both locations.	+1000 XP, Podunk Town Rep +2, Salt Lake City Town Rep +1
	The player can convince three disgruntled miners to return to work, even after the difficulties encountered in the mines.	+300 XP, Human Production: +1, Podunk Town Rep +1
	The player can convince three disgruntled miners to work for him, and use them to take over the town.	+300 XP, Podunk Town Rep +1
SCIENCE BOY		
Biology	The player can take the corpse of one of the poisoned Geckoes in the mines and discover its weaknesses to conventional firearms.	(Note that the Nursery has 5 Biology checks, so the fact there is only one minor one here balances out)
Chemistry	Create a more efficient blasting compound for the inhabitants using their old holodisk records and their chemistry lab.	+500 XP, Access to their chemistry lab, ability to create bombs at chemistry bunch.

	Can mix new chemicals for the flamethrower at the front gate... and new canisters for the PC's own use.	+300 XP, Access to their chemistry lab, ability to create flamethrower ammo.
	Learn how to capture the poison gas in the mines, analyze it, then make a counter-agent (see Doctor below).	+1000 XP, Access to their chemistry lab, ability to create poison gas bombs, gain 970 caps from town as reward.
Computer Programming	Re-program the robotic ore haulers to start mining the poisoned sections of the mine.	+1000 XP, Shops in Town start gaining more items as trade increases, Robotic Production Level +1, Human and Robotic Production Level: 3+ results in best end movie.
	Hack into the terminal in the bottom of the mine that no one knows the access code to.	Gain new schematics for robotic ore haulers.
Doctor	Lecture the inhabitants on the dangers of in breeding and start counseling them on how to avoid degenerative mutations.	+1000 XP
	Discover what is causing the sickness plaguing the miners.	+300 XP
	Treat poison gas victims recovered from the mine. (Not cure them, but prevent their symptoms from getting worse.)	+300 XP per victim successfully treated, Human Production Level +1
	Treat old miner with lame leg and put him on a program to help him walk fully again.	+300 XP, Opens up Secret Location in Rockies where he stored 350 Caps and an old holodisk showing the locations of two other mines in the area.
	(Tied to Chemistry) Once poison gas is analyzed, develop a counter-agent to cure poisoned miners.	+600 XP, one of the recovered miners gives the player a broken suit of EVA armor, Human Production Level +2
Electronics	Re-wire the robotic ore haulers so that three of them can function from one brain-box, tripling the mine's output.	+300 XP, Shops in Town start gaining more items as trade increases, Robotic Production Level +1, Robotic and Human Production Level: 3+ results in best end movie.
	Fix the remote cameras and metallurgical scanners in the mine so the miners can pick and choose which veins are worth mining.	+300 XP, Shops in Town start gaining more items as trade increases, Human Production Level +1, Production Level: 3+ results in best end movie.
First Aid	Perform minor healing feats on wounded miners. This is not as effective as using the Doctor skill, however.	+50 XP per victim successfully treated, Human Production Level +1
Mechanics	Repair the treads on an ore-hauler to make it run again.	Robotic Production Level +1, Robotic and Human Production Level: 3+ results in best end movie.

	Repair the ore crusher in town and the smelter so the metals can be extracted easier.	Robotic Production Level +1, Robotic and Human Production Level: 3+ results in best end movie.
	Teach the inhabitants to repair the ore haulers and the ore crushers themselves.	Robotic and Human Production Level +1, Robotic and Human Production Level: 3+ results in best end movie.
	Study the ore loaders, gain an insight into robot weaknesses that can be used against them in combat.	+5% Damage vs. Heavy Robots.
Physics	Learn how to shield the ore hauler's more sensitive circuitry from radioactive emissions from the minerals in the mine.	+300 XP, Robotic Production Level +1, Production Level: 3+ results in best end movie. Can also be used on robotic companions, giving them +15% Radiation and EMP Resistance.
STEALTH BOY		
Lockpick	The Miner's Locker Room has 30 locked footlockers that can be picked.	Various rewards, totaling about 600 caps plus miscellaneous equipment, at a loss of about 15 to 30 Karma
	An abandoned Locker Room in the depths of the mine has 15-20 damaged lockers.	Various rewards, totaling about 600 caps plus miscellaneous equipment, with no loss of Karma
Sneak	The player must Sneak in order to enter the Miner's Locker Room without being detected (see Lockpick, above).	See Lockpick above.
Steal	All of the miners and inhabitants in town have something that can be pick pocketed from them.	Various rewards, totaling about 150 caps plus miscellaneous equipment, at a loss of about 15 to 30 Karma
	The player can plant a fake note on the mayor, "proving" that he is secretly collaborating with the Salt Lake City mining companies in exchange for bribes.	Mayor is hanged, loss of 30 Karma, player is now free to take over town.
Traps	There are numerous deadfalls and mining bombs in the mines that need to be avoided and disarmed.	Convenience Reward, plus the fact the player can disarm the mines and gain explosives he can carry around with him.
GENERIC SKILLS		
Outdoorsman	The player can scout out a new trail for the ore haulers across the mountains, shaving a day or two off the caravan route.	Reward from local caravan runners.
Gambling	The player can play a low-stakes poker game with some of the locals. As long as he doesn't win more than 55 caps, he can return to the table every night and keep fleecing the players.	55 caps per night per 5 hours.
Easter Egg, Easy 1	Beneath a floorboard in one of the houses is a small cache.	10mm Pistol with 3 clips.
Easter Egg, Easy 2	Make a makeshift crank for well, then turn	Pull up bucket with a dead rat

	crank.	skeleton inside; the corpse contains a gold tooth the rat swallowed.
Easter Egg, Easy 3	Hidden in a small crack in one of the canyon walls is a small cache; you have to turn the camera to the side in just the right place to spot it.	Body of a dead miner with a leather jacket, 13 caps, and a sledgehammer.
Easter Egg, Medium 1	Beneath the rusted hulk of one of the ore haulers outside of town is a crushed footlocker that can still be pried open. The player has to jumpstart the hauler's batteries for a few seconds and hit it into reverse to roll it off the footlocker and access its contents.	Inside the footlocker is an energy cell <i>charger</i> .
Easter Egg, Medium 2	Attach a plow to one of the ore haulers, then plot a course across the sand flats east of town, and it will dredge up a suit of combat armor buried in the sand.	Combat Armor
Easter Egg, Hard 1	There are no hard easter eggs in Podunk.	The fact that there are two hard Easter Eggs in Denver balances out the fact that Podunk has no hard easter eggs.
ENVIRONMENT		
Economics	Podunk keeps itself afloat by mining various minerals in the area and shipping them out to nearby communities. Salt Lake City is worried about the potential economic threat they represent, and wants them shut down.	
Tie to Another Area 1	If the robotic production level is greater than the human production level in Podunk when the Interrogator's robots invade Colorado, the town will be overwhelmed and the robotic army will gain +20% more robotic ore haulers in random encounters. If the human production level is higher, then the humans will be able to hold the robots off... for a while.	Podunk remains in the hands of the humans, or else is absorbed by the robots. The bonus of having the ore haulers absorbed by the robotic army is that the player gets a bonus to sabotage/override their programming and turn them against the robotic army when he enters the Vault-Tec HQ.
Tie to Another Area 2	If the player returns to Salt Lake City and tells the Woman's Suffrage movement there of Podunk's need for refugees to help with the mines and to prevent further inbreeding, they will begin shipping caravans of female refugees to Podunk, which will be to everyone's benefit.	Human Production Level +2, Podunk Town Rep +2, Salt Lake City Town Rep +1
Tie to Another Area 3	The player can either sabotage Podunk for the Salt Lake Mining Consortium and gain a nice chunk of change for it, or protect Podunk from the Salt Lake merchants.	-5 Karma, Podunk Town Rep -3, Salt Lake City Town Rep +1/Podunk Town Rep +1/Salt Lake City Town Rep -1
Tie to Another Area 4 (Bonus)	One of the women in Boulder, Colorado hasn't seen her husband who went off to do mining in the West with the eldest son... the player can bring word of them back to her, and when the	Podunk Town Rep +1/Boulder Town Rep -1, Free Lodging at Merrilee Household, +5 Karma

	family is reunited, they will thank the player.	
MULTIPLAYER ELEMENTS?		
Multiplayer 1	If a multiplayer party comes to Podunk, they get a special map where they have to split up and kill as many Geckos as they can within an area in a certain time.	Depending on the time the players take to do this, they get a rep bonus or X amount of cash. They will, of course, be tempted to keep reloading this quest and trying to do it better.
POST-GAME ADVENTURING	When the player returns to Podunk, the inhabitants will float 1 to 3 lines of floater text congratulating the player on his accomplishments. All of his stays at the inn and drinks at the tavern will be free.	
Ending 1	Player betrays Podunk to SLC Consortium, Robotic Production Level is below 4.	Podunk is absorbed into SLC, an “okay” ending, since it prevents Podunk from slowly dying off.
Ending 2	Robotic and Human Production is greater than 3, player did not betray Podunk.	Podunk becomes an industrial powerhouse, “good” ending.
Ending 3	Either Robotic and Human Production is less than 3, player did not betray Podunk.	Podunk slowly dies off, becomes a ghost town as the occupants move away.

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.
- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

A quick example is provided below:

EXAMPLE: NEW RENO END MOVIES

WHERE TO GO CONDITIONS

Everyone in New Reno is dead at the end of the game. (Population of New Reno is 5 or less by the end of the game.)	Goto 1
The player founded his own crime family	Goto 2
(Angela_Pregnant and Angela_Dead = False at end of game) or (Mrs_Bishop_Pregnant and Mrs_Bishop_Dead = False at end of game)	Goto 3

1. EVERYONE DEAD! (WTG)

The inhabitants of New Reno were slaughtered to the last person, and the city itself collapsed into ruin. No lights shine there now, the streets home only to packs of wild dogs and vultures.

Show New Reno in ruins, wild dogs chewing at a corpse on the street.

The city has become a giant graveyard for what remains of Northern California, and the desert tribes avoid it, claiming the city is haunted by evil spirits. Some say the destruction of New Reno was some judgment from a higher power, but only one knew what had truly happened.

2. PLAYER FOUNDED HIS OWN CRIME FAMILY! (WTG)

In the years following the destruction of the Enclave, a new family arose in New Reno, following the example of a simple tribal that had once visited their city. They were few in number, but were surprisingly resourceful. Driven by religious fervor, they took control of New Reno and put the other families to the spear. After their victory, they sent out many messengers across Northern California, looking for their founder, but without success. Many felt that the founder had been taken by the fortune spirits and now dwelled in a golden casino paradise in the sky.

Show a trail of mobsters making a pilgrimage across the wastes. One of them is facing the camera, holding aloft a standard that has "13" on its tattered surface.

3. PLAYER'S CHILD (WTG)

Not long after the destruction of the Enclave, the Bishop Family of New Reno were blessed with a child. This child seemed to have little in common with the Bishops, preferring instead to spend his days exploring the wastes. When he turned thirteen, he seized control of the Bishop Family and led them to victory over the remaining New Reno families. He died quietly in his sleep at the age of seventy-three, never having known his real father.

Show a heroic young man holding a spear aloft, in a pose similar to the Vault Dweller. Have a bunch of New Reno citizens and tough hombres behind him, all cheering him on, guns and rifles in the air.

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

06-25-01 – Fallout Location Template document created.

06-28-01 - Added comments from Steve Bokkes (QA Quest List), Dave Maldonado (Appendix and Item and Character Summaries), and Feargus (Quest Importance and Scope). Added spawning and difficulty level information to the Scripting section as well as an "estimated play time" entry into the Area Summary section.

07-09-01 – Added comments from Dave Maldonado and added "character's sex" (male/female) to the location checklist.

DENVER/DOG CITY

Version 1.0

7/24/2003

INSERT AREA + AREA # HERE

INTRODUCTION

- Chad would like scripting specific text in these documents to be in a different font (lucida sans Unicode - like in FR6). This wouldn't be for descriptive text, but for very specific actions that scripts must do. For example, "When the player examines the pile of junk, **SetGlobal("abc", 1)**." It helps to set the text apart. If you'd prefer a different text or highlight color, that's fine too. Just something that says, "this is technical shiz."

OVERVIEW

Denver is a pre-War city that was being rebuilt when the War started; prisoners on work release salvage what they can from the city while evading huge packs of hungry dogs that roam the streets.

The city consists of 3-4 large maps, with 10-15 smaller maps or floorplans (covering various buildings and high-rise floors). The salvagers are about 20 NCR former prisoners on a special work release program, salvaging stuff for NCR in exchange for their eventual freedom. The dogs are the now-feral descendents of local pets and specially-bred police dogs. Rats, giant cockroaches, mutant bats, and climbing lizards are common hazards, as well as robot police dogs sent to enforce the "quarantine" on the PC.

The salvagers were forced out of their original camp by the dogs and now are struggling to get by in their new, temporary camp. Tensions are high because the dog threat is constant, they've heard nothing from NCR in quite some time, and basically the only thing for them to eat is dog meat. There's also a rival group of salvages trying to steal claims, and a mysterious group of military guys here as well. The salvagers live in the partially-constructed buildings of Denver, several stories up and clear of the dogs (who can't climb).

Special Art Need: We're going to need to deal with the skyscraper-ness of the city with skyboxing and fog effects in order to handle the horizon.

Denver has its own world map, from which you can access multiple local maps. In addition to the areas below, it can also be flagged with the claim areas of the various salvagers (so you know if you're in another salvager's territory and thus shouldn't take things, or if you can take stuff because it's free for the taking). The area is composed of 11 primary maps and 11 child maps of those maps, plus random blasted city maps.

MAP AREA	TRANS	MAP NAME	MAP SIZE	Description
Old Salvager Camp		0201_Old_Salvager_Camp	Medium	Blasted City
Old Salvager Camp 2nd		020101_Old_Camp_2nd		
New Salvager Camp		0202_New_Salvager_Camp	Medium	Blasted City
New Salvager Camp 2nd		020201_New_Camp_2nd		

INSERT AREA + AREA # HERE

Union Station			Medium	Blasted City
		0203_Union_Station		
Police HQ			Large	Blasted City
		0204_Police_City_Hall_Mint		
Police Basement		020401_Police_Basement		
Police 2nd		020402_Police_2nd		
Police Chief's Fallout Shelter			Med	Fallout Shelter
		0205_Chiefs_Fallout_Shelter		
Bombay Jack's Canyon			Small	Blasted City
		0206_Bombay_Jacks_Canyon		
Bombay 2nd		020601_Bombay_Jacks_2nd		
The Box			Medium	Robot Factory
		0207_The_Box		
Box 2nd		020702_The_Box_2nd		
Box 3rd		020703_The_Box_3rd		
Box 4th		020704_The_Box_4th		
Caesar's Legion Camp			Medium	Blasted City
		0208_Caesars_Legion_Camp		
Caesar's 2nd		020801_Caesars_Legion_2nd		
Caesar's 3rd		020802_Caesars_Legion_3rd		
Lowry Hospital/City Park			Large	Blasted City/Park
		0209_Hospital_Park		
Lowry 2nd		0209_Hospital_Park_2nd		
Boardwalk Brewery			Medium	Blasted City
		0211_Boardwalk_Brewery		
Rival Salvager Camp			Medium	Blasted City
		0212_Rival_Salvager_Camp		
Random city maps			Large	Blasted City

Old Salvager Camp (Medium Map): This is in the western part of the city. Some structures built under a freeway overpass, surrounded by walls of chain link fence and stacked tires.

New Salvager Camp (Medium Map): Two fortified buildings. The salvagers live in the upper floors, connected by a catwalk. The ground floor is surrounded by chainlink fence.

INSERT AREA + AREA # HERE

Union Station (Medium Map): A station building, sets of train tracks, a road, and some blasted buildings nearby.

Police HQ/Mint/City Hall (Med): Three multistory buildings with a park nearby and some ruined buildings, too.

Bombay Jack's Canyon (Small): A multistory building surrounded by open lots and rubble. Heavily trapped with explosives.

The Box (Medium): Fortified robot factory within the shell of a normal factory. Surrounded by ruins.

Caesar's Legion Camp (Med): An old roadside hotel (like a Motel 6), just off the freeway. Building, parking lot, safety ditch, freeway.

Lowry Hospital/City Park (Large): Multilevel hospital adjacent to a park. Has a large parking area.

Washington Park (Large): A large park with two small lakes, overrun with dogs.

Boardwalk Brewing (Small): A small brew pub/restaurant (a la Rock Bottom), with some ruined buildings nearby.

Rival Salvager Camp (Med): A partially-ruined but well-fortified building surrounded by rubble and ruins.

Random City Maps (Med): Various ground and skyscraper-levels of buildings, some more complete than others.

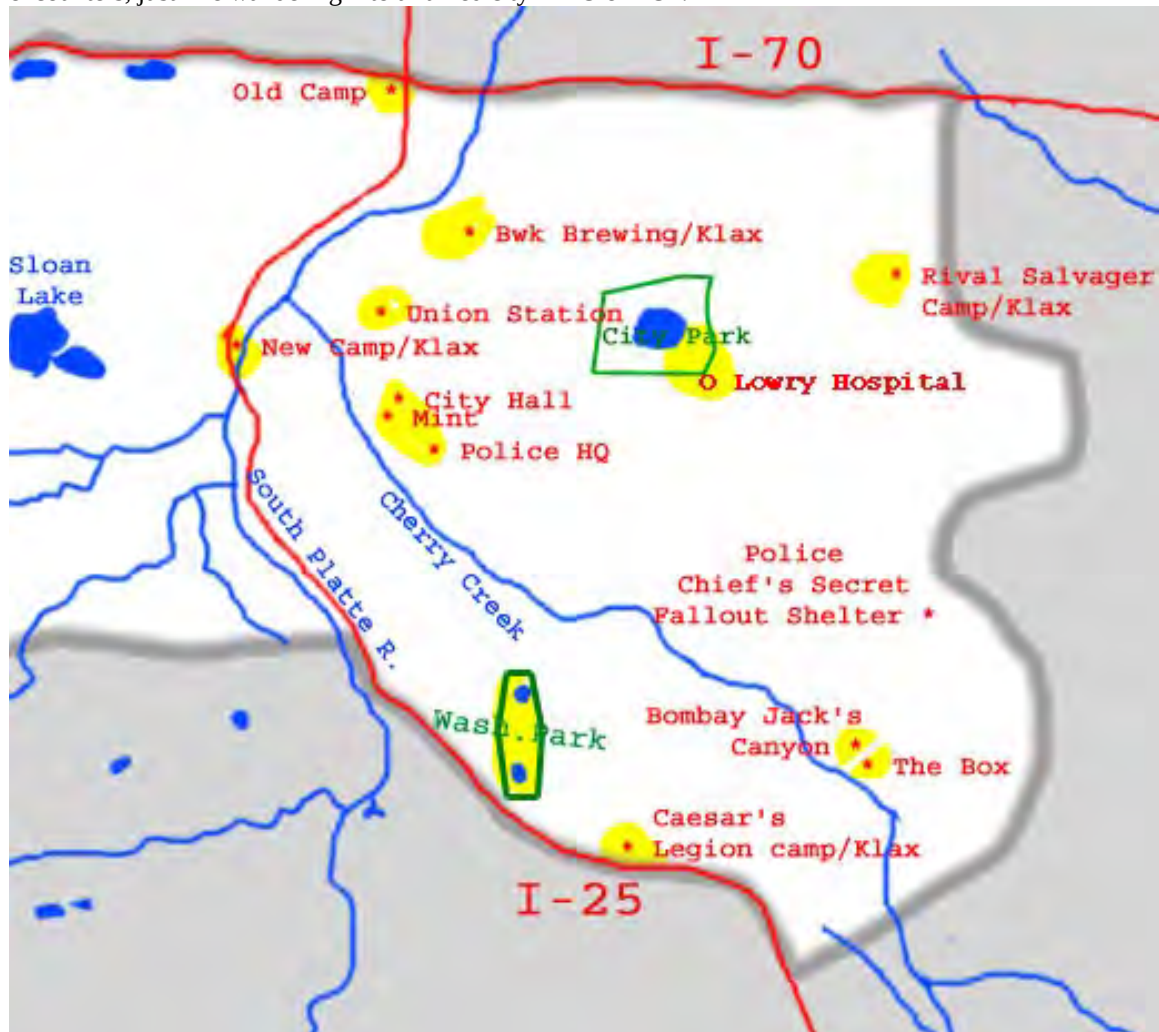
South Denver (Medium Map): This is the southern part of the city. Cherry Creek (from the Lodo map) continues here. Has a small park (more dogs!), short buildings, medium buildings, and some skyscrapers.

Police Chief's Fallout Shelter (Small Map): This is a secret location. You have to find records of the shelter elsewhere in Denver before you can find this travel trigger (unless you're really lucky, in which case you can stumble upon it). Has a stash of weapons and supplies.

INSERT AREA + AREA # HERE

MAP FLOWCHART FOR DENVER

Note: This Denver map is actually a smaller "world map" of Denver. There will actually be smaller areas maps within each of these regions (a couple or more city blocks) that you can actually walk on that have set geometry, and going outside of those areas will just drop you into random maps of ruined cities with random encounters, just like wandering into a ruined city in FO or FO2.



INSERT AREA + AREA # HERE

AREA BACKGROUND

Game Tie-In: Denver is a place that is rich in resources, they're just hard to acquire. There's a lot of looting to be done but it's spread over much of the town, other people have claims on parts of it, and vicious dogs are everywhere so it's not safe.

Story/Plot Foreshadowing: Denver is also the location of an outbreak of the New Plague in the War era, so the PC can find some clues about plague, its spread, and what was done to contain it (not the BOMB at this point, just standard quarantine).

History: Denver is a wreck. It was in the middle of a building boom shortly before the war, as many new jobs were opening there the city was swollen to bursting. Most of the construction was housing for these immigrants. When the war with China started, resource rationing occurred and suddenly the construction workers didn't have anything to build with and weren't getting paid. Union riots and strikes occurred because the city couldn't pay and the federal government wouldn't step in to help. When Mexico and the Midwest started to suffer food shortages [FYI, I will be breaking up the pre-war U.S. into its thirteen distinct "zones". One of these zones is the Great Midwest Commonwealth, which was responsible for the majority of pre-war agriculture across the country. However, the U.S. as portrayed in my fakey history will be slightly more economically libertarian, so it's conceivable that the GMC actually had food to trade, but was being stingy with it/jacking up prices in the southwest. – Josh], Denver was hit hard because of its high population. Food rationing began. Food riots started because of the rationing, and some buildings were set on fire. The National Guard was called in to contain the rioting, using InstaPens (aka "bullpens") to contain and imprison rioters. Some people deliberately attacked police and National Guard troops so they would be imprisoned and fed. Rioters, National Guard personnel who disobeyed orders, and other military folk who refused to help contain the riots were sent west and east. Then an outbreak of the New Plague hit the city. Rioters burned down large parts of the city in their fear of contamination and anger at their treatment. Many panicked and fled the city by car, clogging the freeways when they ran out of gas and trapping everyone behind them. And then the bombs fell, destroying some of what was left and killing everyone who had managed to live through everything else.

Post-War, Denver has been abandoned by civilized folk, mainly because of lingering radiation (which is gone by the time FO3 starts) and huge packs of wild dogs that have taken over the town. Small groups of scavengers have holed up here from time to time or tried to loot some of the buildings but it has never been a concerted effort until now. Recently a bunch of work-release NCR prisoners have come here to salvage stuff as a way to buy off their sentences, and some slavers from Caesar's Legion are waiting out the midwest's seasonal huge radioactive duststorms keeping them from getting home. And there's another gang of salvagers that have moved in and have been raiding claims from the NCR salvagers.

Critical Path:

- PC visits area
- meets with NCR salvagers
- explores the area
- deals with the dogs
- gets some loot
- finds out about the plague outbreak
- finds out about Boulder
- makes a foray into Boulder
- finds out about Presper/NCR expatriates/sleeping scientists
- uses Denver as a source of supplies for later stuff in the game (building a rail, using the salvagers as workers in New Canaan, etc.)

Economy: The salvagers have a lot of supplies to trade. If they get the brewery up & running they'll have beer, too. They desperately need some variety in their food, and could use some good medical upkeep

INSERT AREA + AREA # HERE

too. They'd be happy to trade their stockpiled supplies (or sell claims in the city) for nonperishable food and medical supplies or the services of a medic or doctor.

Relationships with other Communities: The salvagers are prisoners from NCR on work-release, and they were treated badly by the administration while in prison, so they're not too friendly to NCR and thus not likely to befriend the folks at Hoover Dam. They don't care one way or the other about the tribals, though the Hangdogs (of the Blackfoots) would be happy to come here and trade for some dogs (which the salvagers would be happy to do, since to them the dogs are pests at best and dangerous predators at worst). They could strike up a deal with the BOS as long as they didn't try to claim any cool tech for themselves. They're used to work and would probably get along fine with the people of New Canaan as long as they were treated well. They could also move to Fort Abandon with their loot and set themselves up as rich folks there, which would strengthen FA but leave Denver open to others. The timing of this will need to be careful, as the arrival of the NCR soldiers will screw them up.

Notes on the Salvagers:

The scavengers in Denver are like a tribe of blue-collar workers, working 40, 50, 60 hours a week for little or no reward, desperately trying to crank out a life for themselves and their families back West. It's like a blue-collar colony, and everything in the camp is designed to reinforce this, including the bus that takes them to and from their claims.

They may have only 2-3 really good Mechanics, and the rest are just good builders, scavengers, demolishers, and laborers. And there may not be a good electrician among them (except for Wagner, and he's not very good).

Make sure the PC knows why the salvagers stay. They're not really skilled, most of them are just laborers, so it's not like they can go anywhere else and make a good living for themselves. Plus, they've been here for 2 years or more and have a financial investment in what they've been doing. To leave now means throwing away 2 years of their lives and two years of work.

Salvagers get their power from various confiscated generators. They get water from underground tanks, and from the river through Denver, run through several filters, and even boiled with various purification tablets. Even though they are sick of dog, the dogs in Denver are a ready source of food. The scavengers in Denver have to make do with dog meat (of which there is plenty, but cook it well) and canned food, if they can find it (which is rarer than they thought). As for trading, the salvagers used to trade with no one until Galenski and his truck made his way south and struck a deal with them.

The Denver salvagers haven't seen a woman in a very long time, so any females that show up are going to have some trouble. Porter may even assign a guard to watch over the female, maybe Jimmy, since no one in their right mind would fight him, and he might as well not have a dick.

Some salvager sites have a stash of ammo and supplies in case they get trapped there – and one salvager gives up the location of some of them in exchange for info.

The Denver scavengers talk about what the best buildings to scavenge are – hotels aren't worth shit, but hospitals and some office buildings with high computer connections are great. The following areas are gold mines: post office, construction building, manufacturing building, police station, gun stores, sporting good stores.

It's impolite to talk about past crimes or inquire too deeply into a character's history in Denver. And you really can't do without a high Speech skill. (Same as in Black Canyon itself.)

Salvagers do not like to be called scavengers – that's what ghouls are, they're parasites; we're doing good work here. Calling someone a "scav" is fighting words in the camp. "Digger" as an acceptable term.

"Building Crawling." As a joke, might want the scavengers to say that "we're doing a basement crawl, a subway crawl, a skyscraper crawl," basically scav talk for a "dungeon crawl."

Slang: When solidifying a deal, they may say, "Will you guarantee it?" (Which reinforces the idea of "claims" in Denver)

They often call Denver "Dog Town"

What happened at the old campsite? "Well, one moment, we'd just gotten off our shifts, when suddenly, there were dogs all over the 25 tier of the campsite. They were fucking insane - we must have shot dozens of them, but they didn't stop to tear up their own dead, like they usually do. So we had to ditch

INSERT AREA + AREA # HERE

the crane and the generator. We lost one of our crew getting out (Dogbody), figure he's dog food, and a bunch of us took some nasty wounds - Jimmy patched us up. Thing is, even after we fled, they kept coming, and coming, some of them even jumped off the freeway to get after us, and they ain't never been that rabid. We lit the tires on fire, threw grenades, and nothing fucking scared them off. Now, we're just holed up here."

What do you know about Boulder? "We didn't even know there was anyone at Boulder until a couple of months back, when Jimmy T came rolling and was dumped off by Galenski. No idea what he done up there. Galenski told us that we wouldn't be welcome in Boulder. Boulder claims it's a genetic free zone, and the people there are really antsy about anyone who's been spending time in Denver... says we're all diseased. They've agreed to trade with us, but they've threatened to shoot any scavenger who shows up within the borders... so for now, we just let things lie. As long as the shipments keep coming, no worries. What do you know about Galenski? He somehow got a huge truck working, so we're able to send him supplies of material north in exchange for some new food, medical supplies, and other shit we need to survive."

Timeline:

Many new jobs in Denver for industrial and scientific work.

Building boom in Denver to make offices, labs, and housing

War with China begins. Resource rationing occurs in Denver, and riots happen because of that.

Midwest USA and Mexico start having food shortages and can't supply Denver with the food it needs.

Food riots occur. National Guard called in.

Plague outbreak in Denver. Massive fires.

The War. A bomb ravages Denver.

-5 years: Back in the West, "the 370 Raid" occurs. Foreman Porter's group try to rob the NCR Storehouse and Bank to seize the payroll to pay his men. They were caught by NCR and ended up "blowing" the vault and totally ruining the future ability to settle the payment problems in the area (exact circumstances are unknown, Porter's group didn't actually steal the money, but it's gone nonetheless). Captured, sold out by Spineless Stan Lowery (a man in the 370 team who didn't participate in the raid because he was afraid they'd be killed trying). Porter still feels guilty about his role in the collapse of the eastern part of NCR, since his actions blew any chance of the economy stabilizing. Porter and his gang arrested and imprisoned in Black Canyon.

-4 years: Member's from Porter's team escape many times, though there's nowhere to run and they are caught or surrender. At least once escape was planned by NCR Lt. Gov Dodge (Dodge hoped that Porter will loop back to pick up the money from the blown vault, but the escape he arranged only resulted in the 308th getting free, not the 370th, and since Porter didn't steal the vault money anyway he wouldn't know where to find it).

-3 years: Porter's gang (the 370th) and the 308th put on work-release to Denver. The work-release also made more room in the prison for some more dangerous prisoners, as the place was getting overcrowded. The prisoners travel with hobos, dodge tribals, lose about half their numbers (from clashes with slavers, tribals, radscorpions, and other monsters), and finally....

-2 years, 1 month: Porter's gang reaches Denver. Goals: Once there, they were to see about scavenging as many building supplies as possible, establishing a track outpost, and pave the way for NCR occupation. They make camp.

-2 years: Dogs overrun the old camp.

-5 weeks: glowing ghouls start wandering in from Boulder

-3 weeks: Subgroup discovers the Box and plan to seize it for themselves.

-2 weeks: In response some comments from Hardin, Bombay Jack flips out and goes off on his own, seizing a nearby claim and guarding it with explosives.

PC arrives in Denver.

INSERT AREA + AREA # HERE

EMOTIONAL PORN

DRAMA

Tensions between the salvager "factions," the mysterious rival group of salvagers, the Caesar's legion guys, and the small military group that went north to Boulder.

The play can try to end the growing schism between the salvagers, or split them further apart.

These guys have been screwed by NCR and were punished for trying to do something (illegal) about it. You can help them out (and hurt NCR) or treat them like criminals (yet you're a former prisoner yourself, are you just perpetuating a criminal stereotype?

There's the rival gang of salvagers, more likely to kill you than to talk to you. What's their beef?

The guys from Caesar's legion are a mystery. What are they up to? If you're allied with the Blackfoots you have an in with them, but they mainly want to keep away from the "primitives and assholes" who live in this part of the continent. You can find out a little bit about them and get some hints about the direction of the next game in the series.

The frequent use of radios by the salvagers mean that radio communication and updates are pretty common. You might even be able to do dialogues over the radio. However, ARGOS sends updates to ULYSSES via radio, so if ARGOS is nearby you'll hear an occasional thrumming (like the space signal in *Contact*) that gets louder the closer he gets to you.

The damn dogs, they're everywhere. And then you meet the cyberdogs. If you're lucky, you can reprogram them (such as to drive the other dogs out of the city). If not, fight or run. They're the toughest things in this city and they've been reprogrammed to use lethal force to stop you, Mr. Prisoner. The PC should see the cyberdogs as the smart super-mutants of the dog world, a smaller-scale but similar threat as ARGOS.

Then there's Bombay Jack, who's crazy but not an evil guy. As long as you leave him alone, he'll probably leave you alone.

Then there's Dogbody, who's confused and sides with the dogs. Anyone who hurts the dogs is going to have a human-intelligence creature plotting revenge against them.

And there's always the chance that you'll run into some of Presper's flunkies from Boulder who have their own agenda in Denver. If they feel the PC is getting in the way, they might actually use a radio to *call* ARGOS to their current location, then flee, leaving the PC to either fight ARGOS or flee as well.

NPC ALLY DRAMA

Bringing a **female human** to Denver will make the salvagers go crazy, as they haven't been around a woman in quite some time. A female ally of the PC willing to spend some intimate time with the salvagers would earn the PC a lot of brownie points.

A **super mutant** ally might be able to make friends with Jimmy T.

The salvagers have a low opinion of NCR folks and wouldn't react well to any obviously-NCR NPC.

INSERT AREA + AREA # HERE

Salvagers might want to buy a **robot** NPC to salvage it for parts (or, if it had combat capability, use it to guard them and their camp from dogs), or simply steal it from the PC and scrap it for parts.

Bringing a **ghoul** to Denver may make the salvagers suspicious that he's about to turn into a glowing ghoul, or is allied with them (since glowing ghouls have been migrating in from the north recently). It took them a while to trust Wagner (the only ghoul in the group) and if the PC can get Wagner to vouch for them the rest will grudgingly accept him (as much as they accept any outsider).

Bringing **Arcade Gannon** (an Enclave Guy guy who's been hanging out with the FoA in Hoover, and thus comes of as an NCR associate) with you makes the salvagers really suspicious.

Measles will question Wagner about what he's been up to, since Willem sent Wagner out here to see what's going on and Wagner didn't report back.

OTHER ROLE-PLAYING TESTS AND EPITHETS

Claim Jumper: Much of the city is marked off in various claims belonging to the salvagers. If you wander into another salvager's claim and take stuff, you're a claim jumper. Plus they'll be pissed at you.

TIES TO OVERALL GAME THEMES

Civilization vs. Anarchy: Denver is a remnant of the old civilization. The salvagers are a remnant of NCR, the new (but dying) civilization. By sifting through the refuse of the past, the salvagers are helping maintain the present civilization, though in the end their efforts are doomed.

Optimism vs Pessimism vs Pragmatism: How can you have a positive outlook amid such horror - or is the solution simply to be practical at all times?

LOCATIONS

The **Locations** section of the document will probably be a series of entries, each one describing each location within the area. Designers will determine what format and procedure works best for them. Each location section should probably cover the following information, however:

OLD CAMP

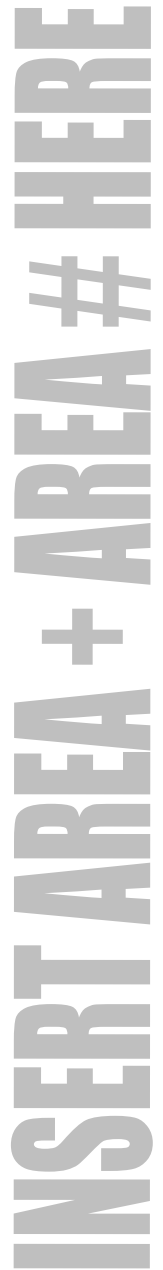
The Old Camp is ... the old camp of the NCR salvagers before they were driven out by a huge dog attack. Built under and around the freeway, it has limited access unless you can climb. It contains a lot of the salvagers' stuff, particularly their generator, which they could really use in the new camp.

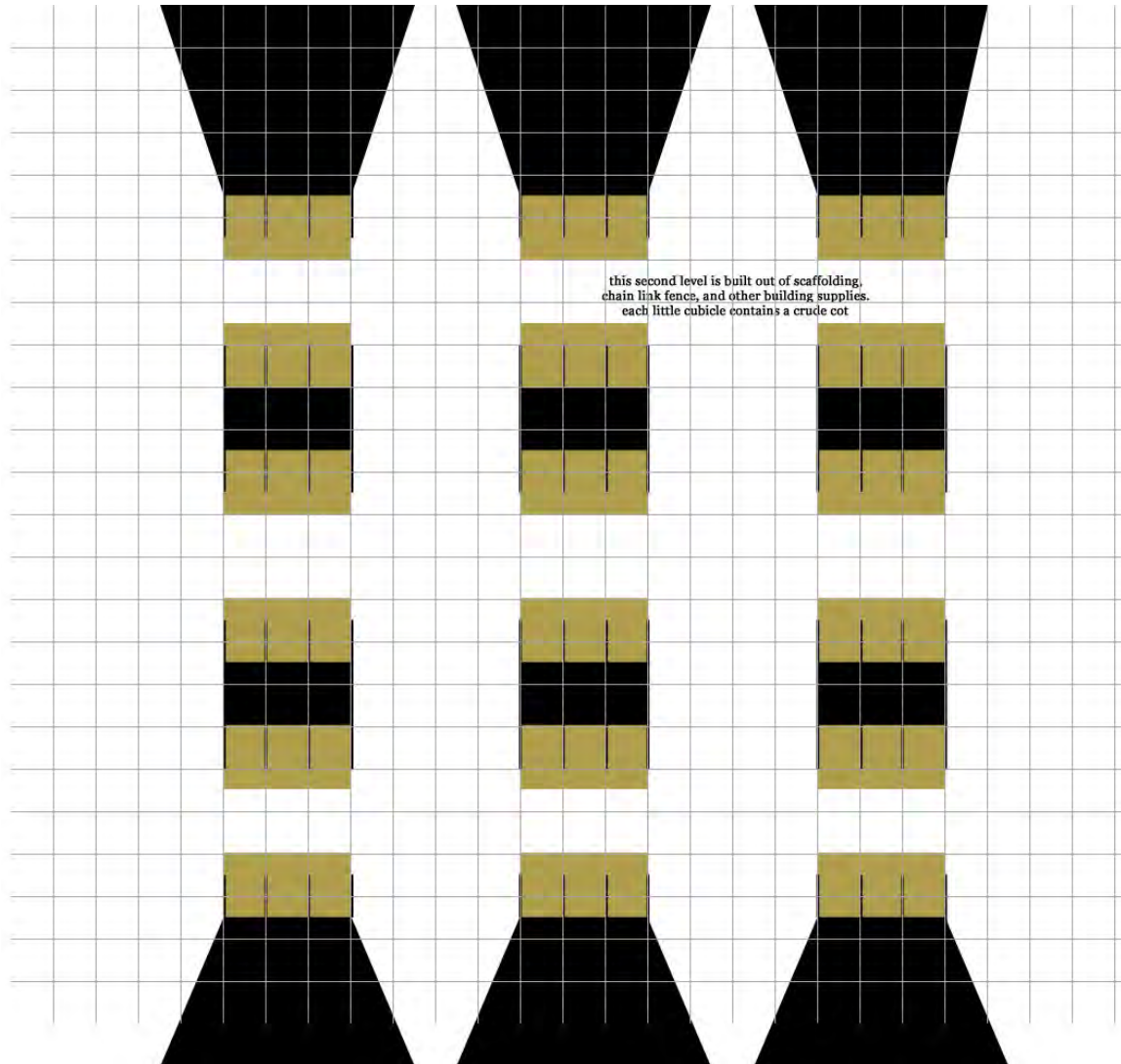
ADD A SEWER LINE

Tileset: City, sewer

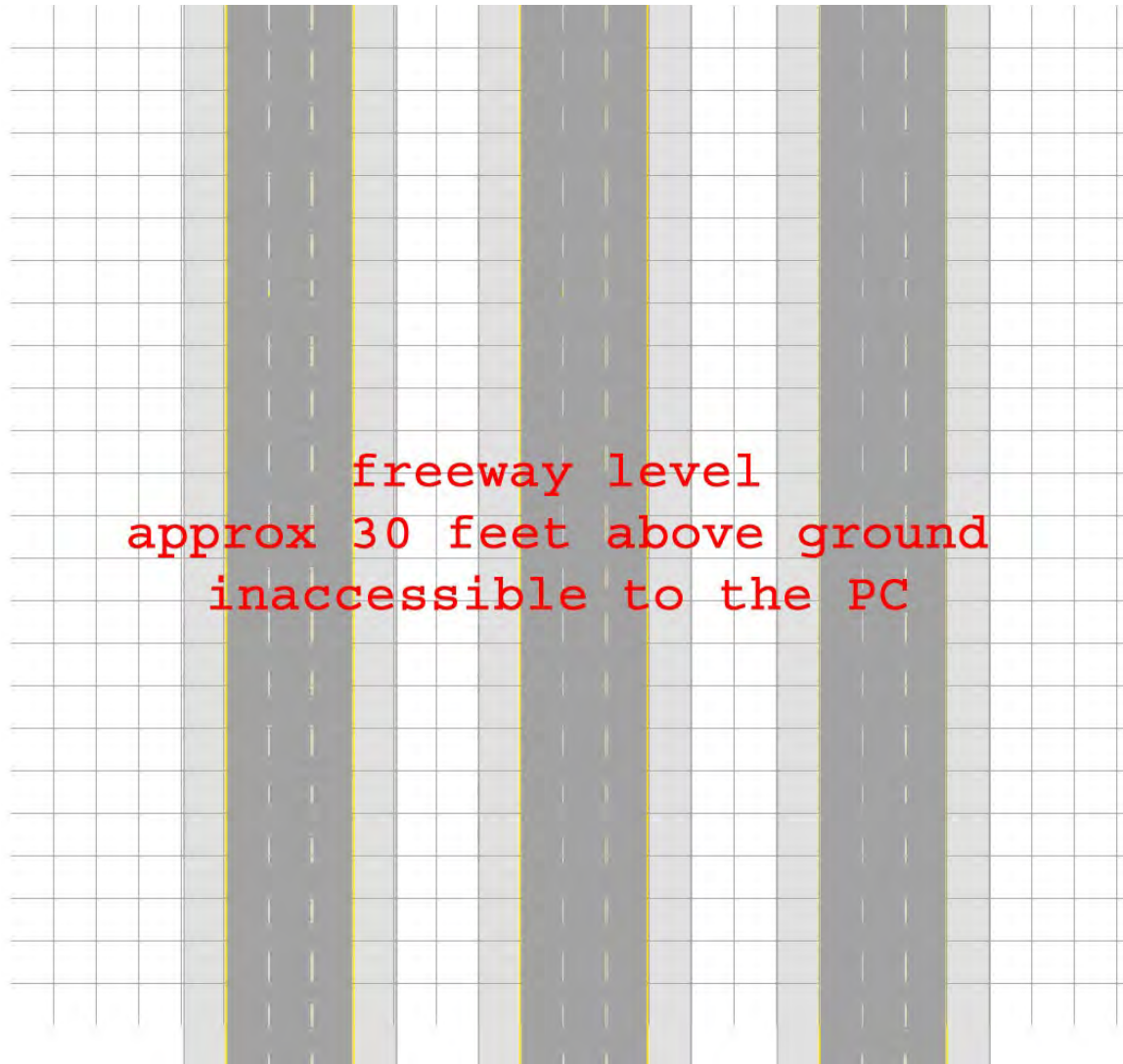
Special Scenery Objects: Freeways, big crane, chain-link fences, InstaPens

INSERT AREA + AREA # HERE





INSERT AREA + AREA # HERE



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NEW CAMP/KLAX1

This is the new camp of the NCR salvagers. It's a multistory building, surrounded with a fence of burning/burnable tires, and some gate guards. They're holed up here with what they have and could use some help. This is where you find most of the NCR salvagers.

ADD A SEWER LINE

[I have layered Photoshop maps of this area that are probably easier to read than this version imported into Word. Just contact me (Sean) if you need 'em.]

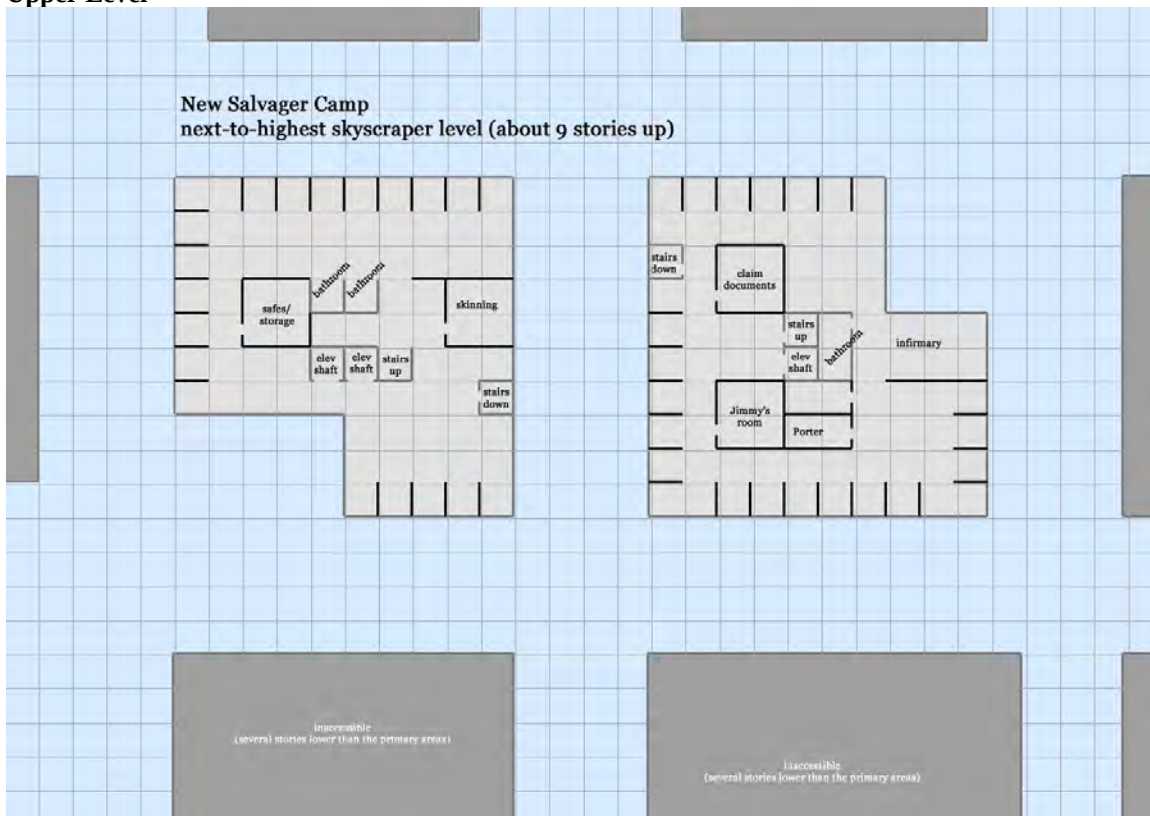
Tileset: City, sewer

Special Scenery Objects: chain link fence/Instapen, building-mounted klaxon horn, yellow bus (dynamic object), aquarium, potted plants, rooftop radio tower, bridge made from a crane, bridge made of scrap metal and wood

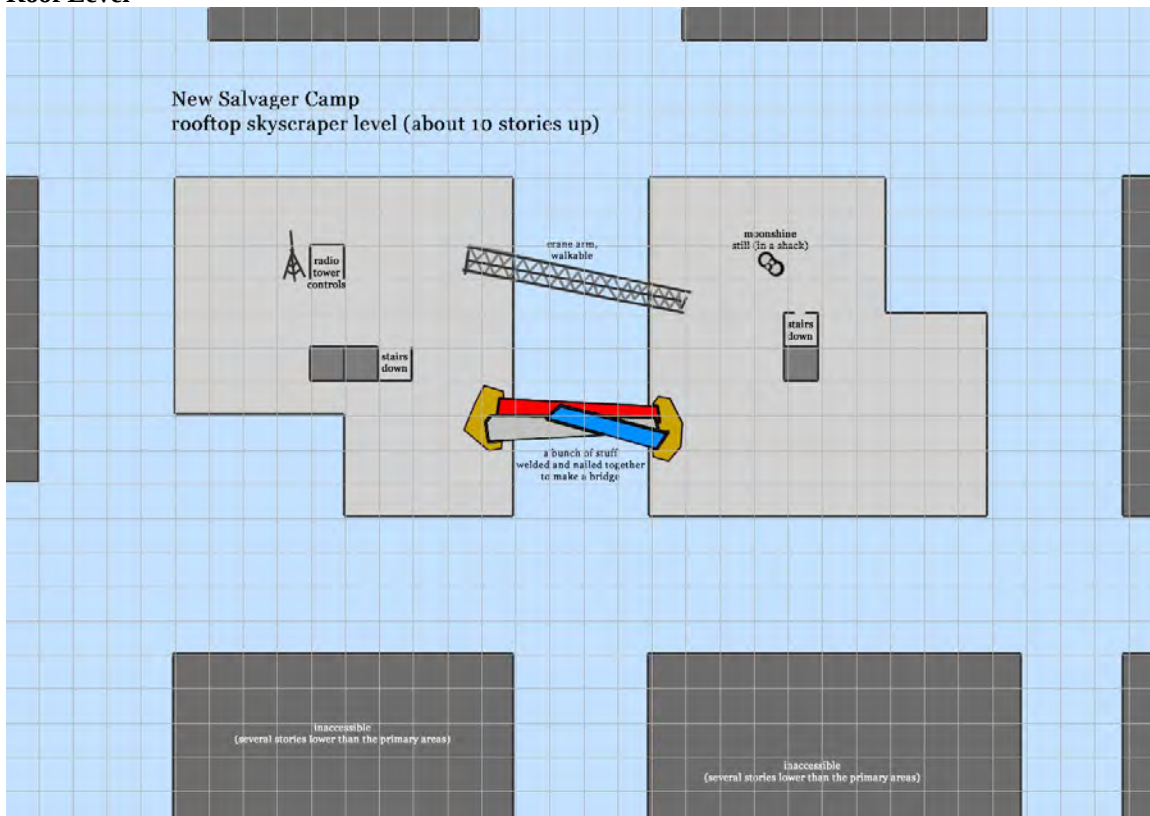
Ground Level:



INSERT AREA + AREA # HERE

Upper Level

INSERT AREA + AREA # HERE

Roof Level

INSERT AREA + AREA # HERE

RIVAL SALVAGER CAMP/KLAX2

[I have layered Photoshop maps of this area that are probably easier to read than this version imported into Word. Just contact me (Sean) if you need 'em.]

ADD A SEWER LINE

This is where the "evil" salvagers live. They're not evil in that they're raiding other peoples' claims, they're evil because they shoot anyone who gets too close to their turf. Unfortunately for them their turf is in a poorer part of town and they haven't been able to salvage a lot of stuff, which is partly why they're pissy. This is where you'll find the "evil" salvagers. Unfortunately, one of the klaxon repair stations is in their turf, so you'll have to deal with the RSC or sneak around if you want to fix that stuff.

Tilesset: City

Special Scenery Objects: chain link fence/Instapen, building-mounted klaxon horn

Movies/FMV/Scripted Cut Scenes: xxx



INSERT AREA + AREA # HERE

UNION STATION (TRAIN DEPOT)

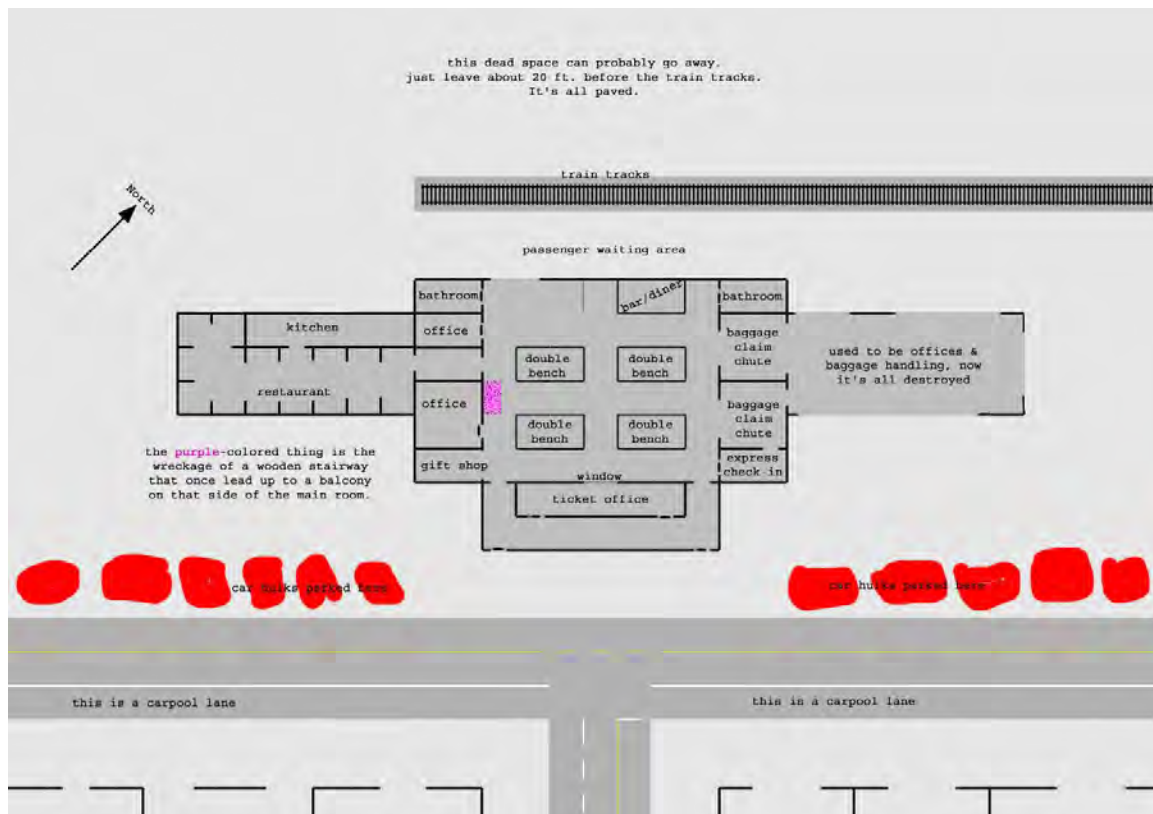
[I have a layered Photoshop map of this area that are probably easier to read than this version imported into Word. Just contact me (Sean) if you need 'em.]

The downtown train station in Denver. Here's where you can go to figure out where the rail lines run, and might be able to salvage some parts to get a working train (or at least a hand-car) put together. If you get the trains running, this will become an important area and will need some security (to make sure visitors are safe from dogs and raiders).

Tileset: City

Special Scenery Objects: train tracks, wrecked wooden staircase, ticket windows, junked cars, train station benches

Movies/FMV/Scripted Cut Scenes: xxx



INSERT AREA + AREA # HERE

These three areas share the same map, though two of them have their own sub-maps for other floor levels.

POLICE HQ

The HQ for the Denver police. Here's where you find out about the pre-War riots, food lines, plague outbreaks, canine units, locations of other important buildings in the city, and (if you're lucky and good with computers) the location of the Chief's fallout shelter, a secret area). In the basement are the 3 CRB-S units, which activate when the PCs enter the city limits. Dogbody now lives in this building, planning his revenge against the NCR salvagers (since "they" killed his dogs).

Nearby are the ruins of City Hall and the Denver Mint



S

Tileset: City

Special Scenery Objects: chain link fence/Instapen, dead trees and tree stumps, police cars (dynamic objects)

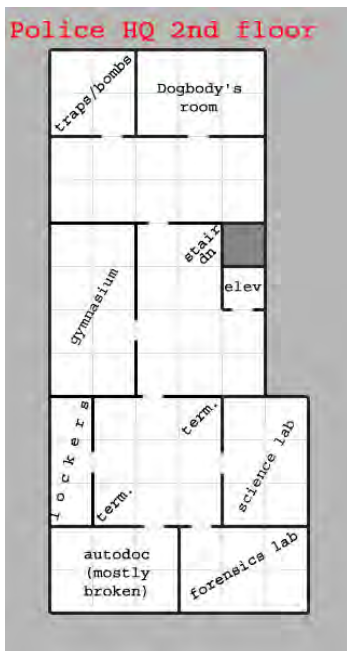
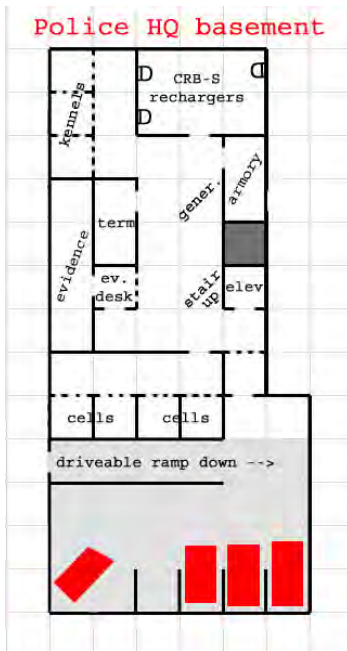
Movies/FMV/Scripted Cut Scenes: dog training video in police station, CRB-S activation video

INSERT AREA + AREA # HERE



- A = dispatch
- B = briefing
- C = cell
- D = stairs down
- E = stairs up
- F = lieutenant's office
- G = captain's office
- I = interrogation
- L = Lobby
- R = Records
- W = waiting room

INSERT AREA + AREA # HERE



INSERT AREA + AREA # HERE

BOMBAY JACK'S CANYON

BJ's lair, heavily fortified with explosives and traps. If you try to enter this place while he's here, he'll snipe you in the hopes of pushing you into one of his traps. You're best off entering this place while he's dealing with the traitors as they try to crack the Box. You can find Bombay Jack here.

His lair has a mechanics lab and a science lab (which he uses to make his bombs), which is one reason he wants to stay here.

ADD A SEWER LINE

Tileset: City

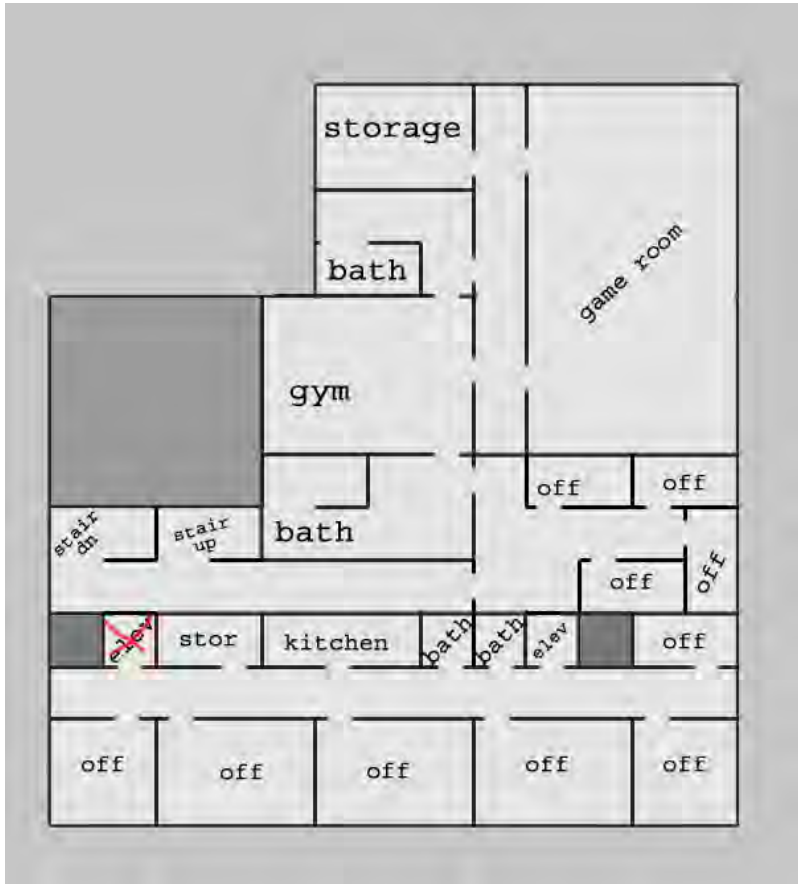
Special Scenery Objects: vertical-rolling metal car garage door (locked in place, doesn't need to animal, just need one locked in the closed position with some damage), assembly-line machinery (like in a parts factory), gym equipment, pool table, ping-pong table, old video games

Movies/FMV/Scripted Cut Scenes: FMV of Jack's building being demolished (like a professional construction crew demolishing it, collapsing vertically on itself)

INSERT AREA + AREA # HERE



INSERT AREA + AREA # HERE



INSERT AREA + AREA # HERE

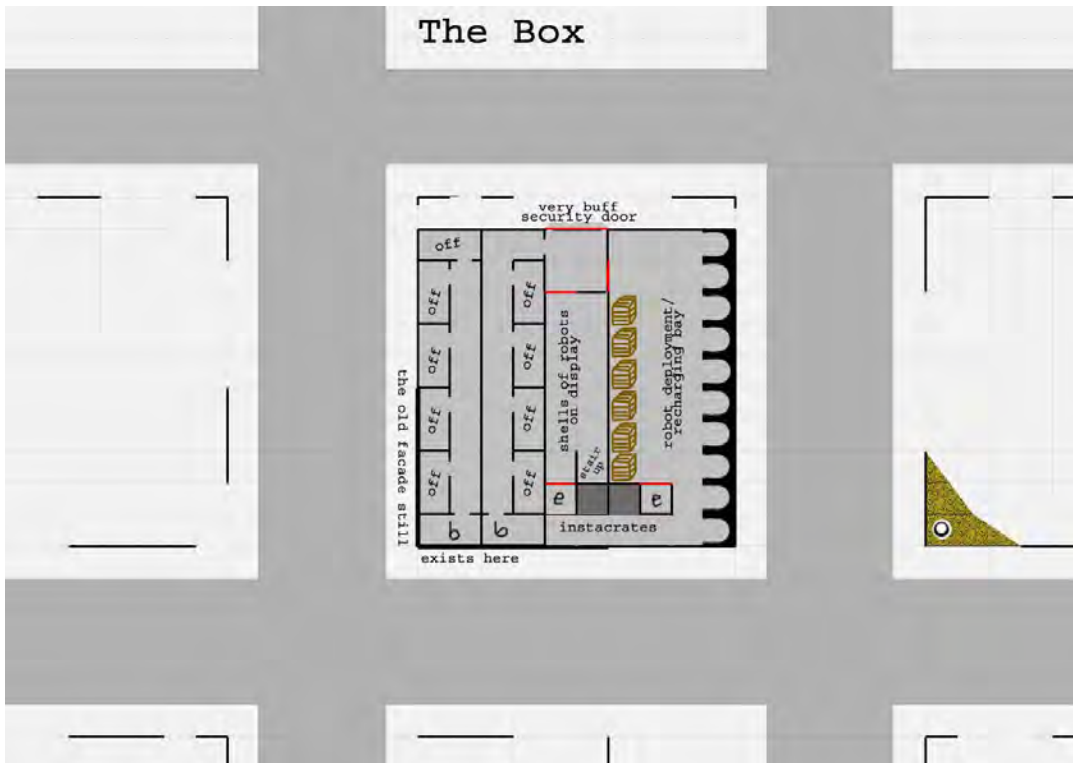
THE BOX

A robot manufacturing plant within a façade of a large office building. If activated (such as by forced entry or by activation by ARGOS) it begins building robots to patrol and secure Denver, providing continual respawning of robots until the place is shut down (practically impossible). Going through the surface-level doors (blast doors) takes some serious firepower, but there's an easier entrance via the sewers.

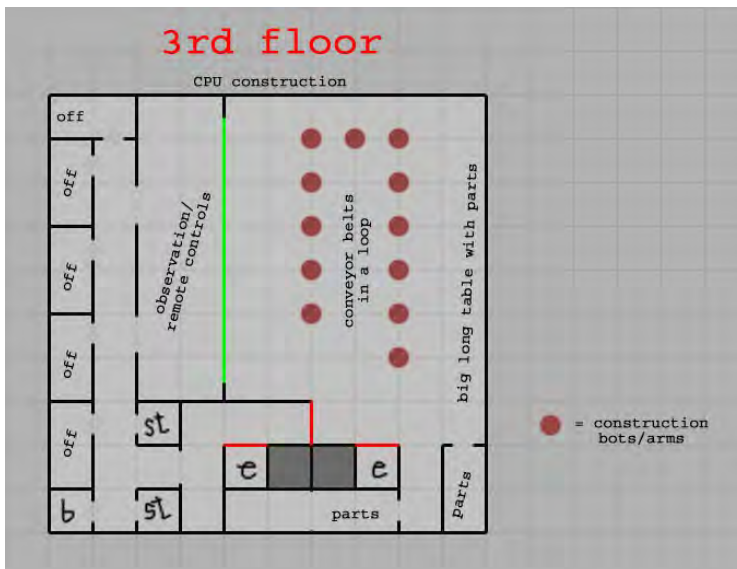
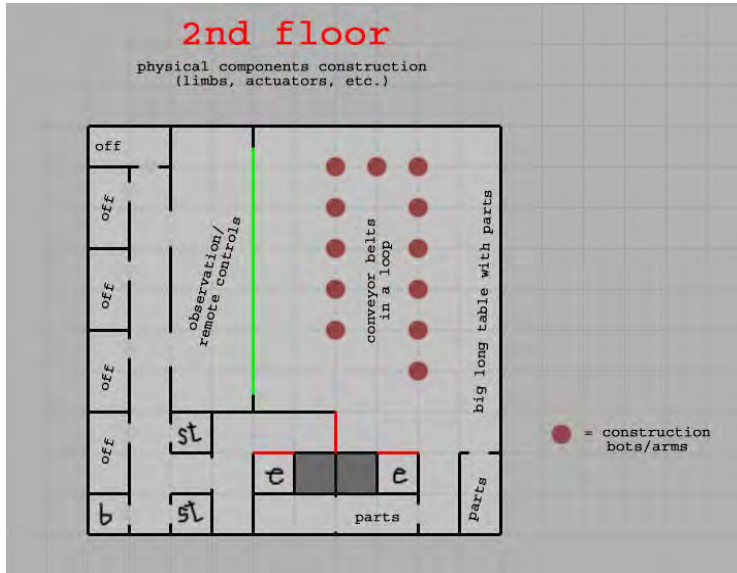
Tileset: Vault

Special Scenery Objects: assembly-line machinery (like in a parts factory), observation windows, security doors, video walls (they look like windows but they're TVs that show outside scenes), ZAX unit, cryogenics storage (for brains for brainbots)

Movies/FMV/Scripted Cut Scenes: FMV or scripted cut scene of factory elements activating and robots coming to life within the structure, assembly-line style.



INSERT AREA + AREA # HERE



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KLAXON REPAIR STATIONS

There are four locations in Denver where you can repair the klaxons to complete a quest. All four are buildings where some machinery/a computer controls the sirens that were once used for bomb alerts and other citywide alarm broadcasts. With these sites repaired, the PC can broadcast messages through the entire city without using radio, and can hook up the ultrasonic device to the klaxons to drive all of the dogs out of the city. Three sites are included on other maps, while site # 4 is in the boonies (somewhat near Bombay Jack's canyon) and has its own map.

Location 1: Near New Salvager Camp

Location 2: Near Rival Salvager Camp

Location 3: In Caesar's Legionnaires' hotel camp

Location 4: Boardwalk brewing

INSERT AREA + AREA # HERE

CAESAR'S LEGION CAMP/KLAX3

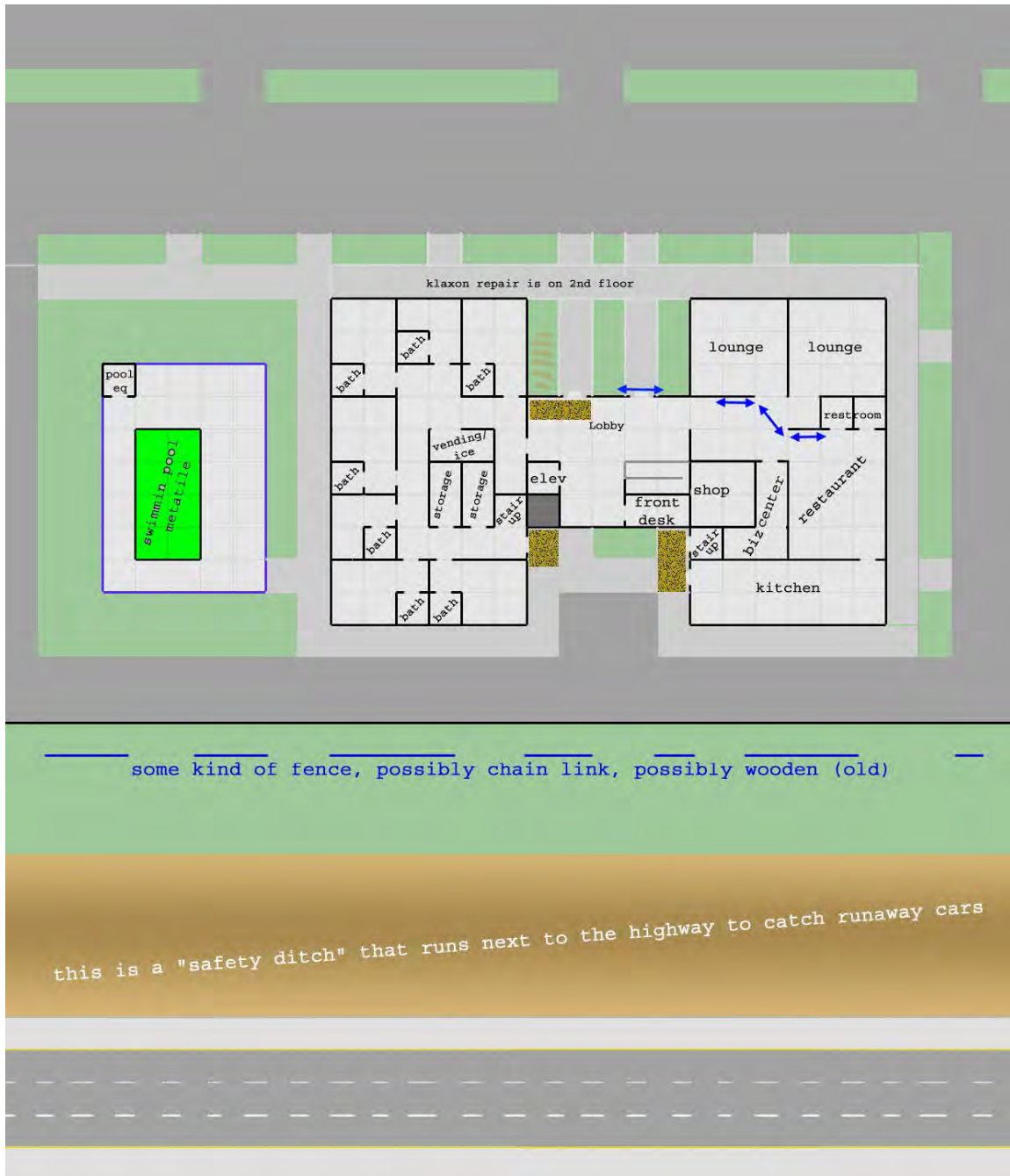
These guys are camped out in a hotel in south Denver with some slaves they've rounded up. Every couple of weeks they send a pair of fast guys out east to see if the radioactive dust storms have subsided for the season. Once they do, they'll head out.

They have the lower floors secured with chain link fence and barriers made of junk. They keep the dogs away with chemical repellant sprayed in the area (resprayed every year when they return here). They're well-armed (as far as wastelanders go) and alert. They stay on the 2nd level, though they are watching their surroundings (they'll be alert to your arrival unless you manage to sneak your way in) and might have a sniper hiding out on the ground floor. They keep the slaves locked in rooms on the 2nd and 3rd floor.

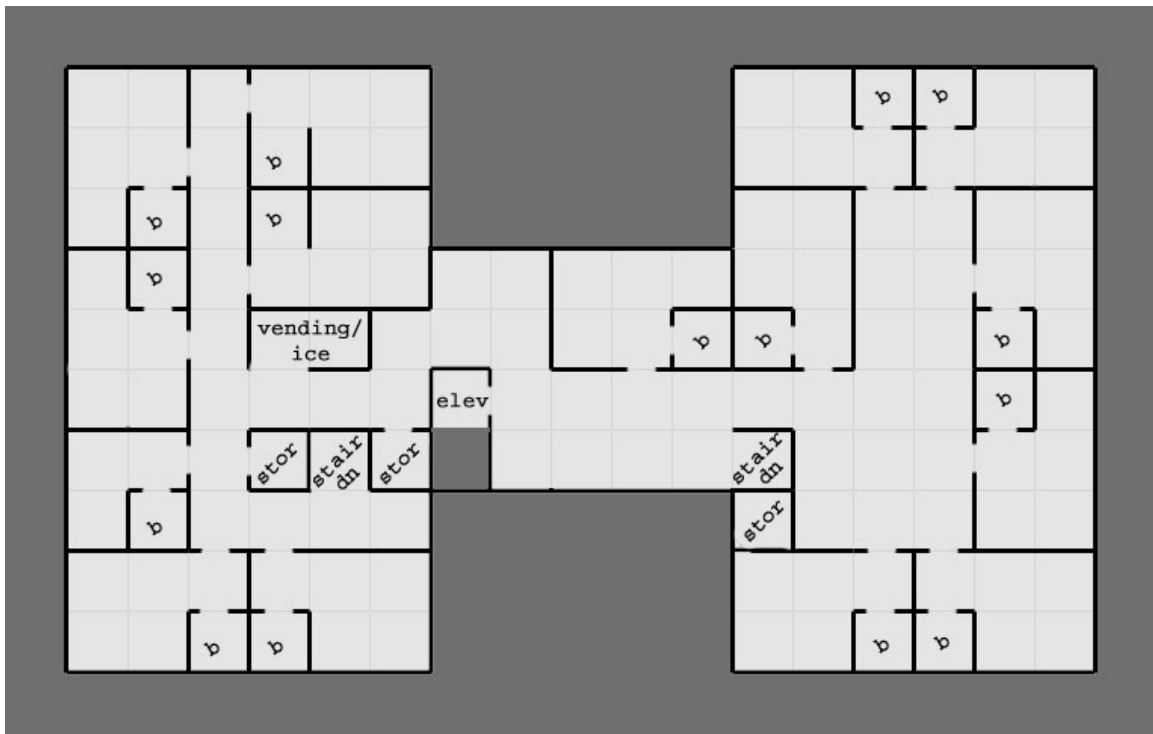
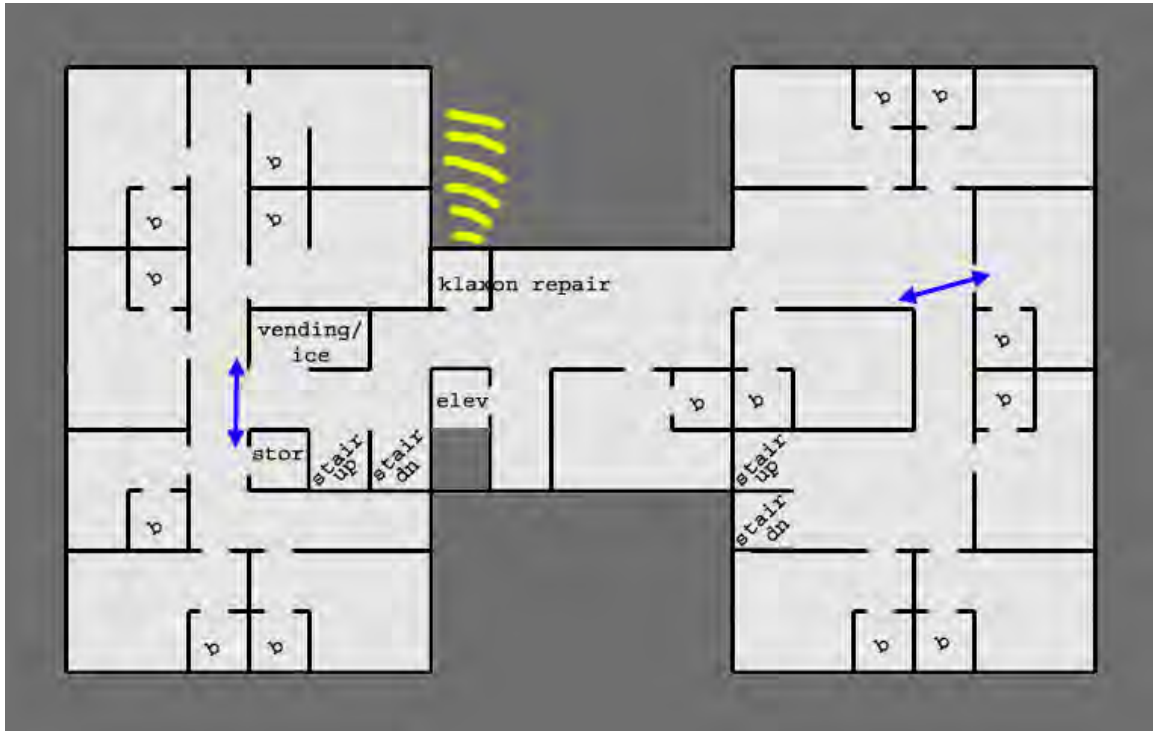
Tileset: City

Special Scenery Objects: chain link fences, swimming pool filled with polluted toxic goo, vending machine, freeway, building-mounted klaxon

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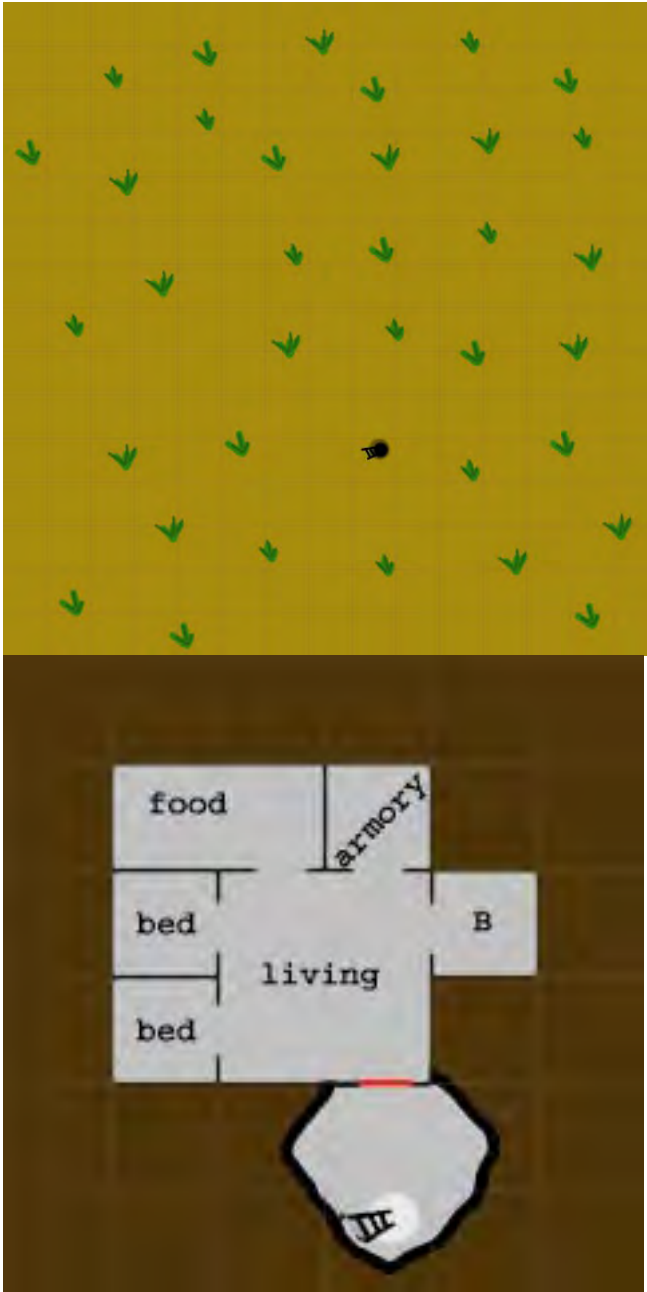
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POLICE CHIEF'S FALLOUT SHELTER (SECRET LOCATION)

You can only find this if (a) you're lucky and good with computers and dig it out of the Police HQ computers, or (b) are obscenely lucky and walk across its location on the Denver map. Stashed in here are some supplies, light armor, and weapons (including stuff relating to the dogs).

Tileset: grassy, vault

Special Scenery Objects: ladder, hole in the ground



INSERT AREA + AREA # HERE

***QUARANTINE BLOCKADE (RANDOM)**

There are at least two locations like this where a section of the city is blocked off with instapens. Some have been pulled down by rioters or knocked over by two hundred years of neglect. Any people once held inside have long died and been eaten by the dogs.

INSERT AREA + AREA # HERE

***SKYSCRAPER LEVELS (RANDOM)**

Standardized maps to use as base layouts for levels within skyscrapers. Random Denver maps will pull from these stock levels, and floor maps in detailed areas will use these layouts as models. The lowest floors may have dogs if there are stairs connecting them to each other, higher levels have radioactive climbing lizards. Typical levels are gymnasium, cubcles (variant 1, variant 2, variant dotcom), executive, lobby, security.

INSERT AREA + AREA # HERE

***SEWERS**

The sewers are used to gain access to underground areas of other parts of maps (such as The Box, which is most easily accessed via the sewer level). They aren't used to travel long-distance through Denver, though there are some random sewer maps if you use sewers in some areas.

INSERT AREA + AREA # HERE

LOWRY HOSPITAL/CITY PARK

A tall hospital, almost a skyscraper. Many people hit hard by The New Plague were taken here and ended up dying here. Many beds still have the old, old skeletons of these unfortunates, with many more piling up in the morgue as the last days of Denver passed. A lot of potential salvage here for a medicine-oriented Science Boy.

Dogs sometimes run around in this building, and have been known to chew on bottles of pills and get extremely chemmed up on Mentats, Buffout, or painkillers.

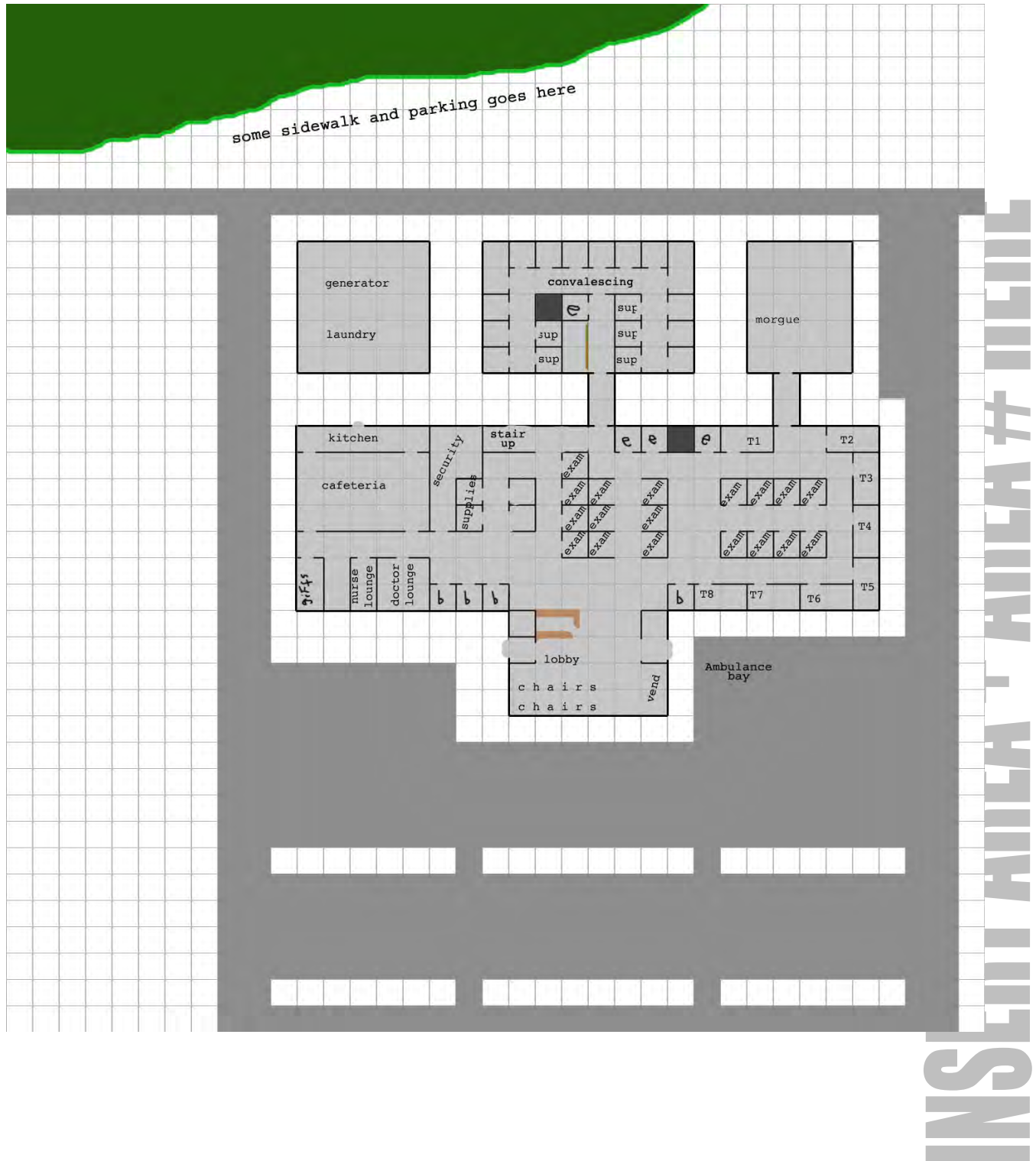
City Park is a big open place that's sorta green and has a lake in it. Here's a scrollable panoramic of it: <http://www.denvergov.org/panoramas/cityparkweb.asp>

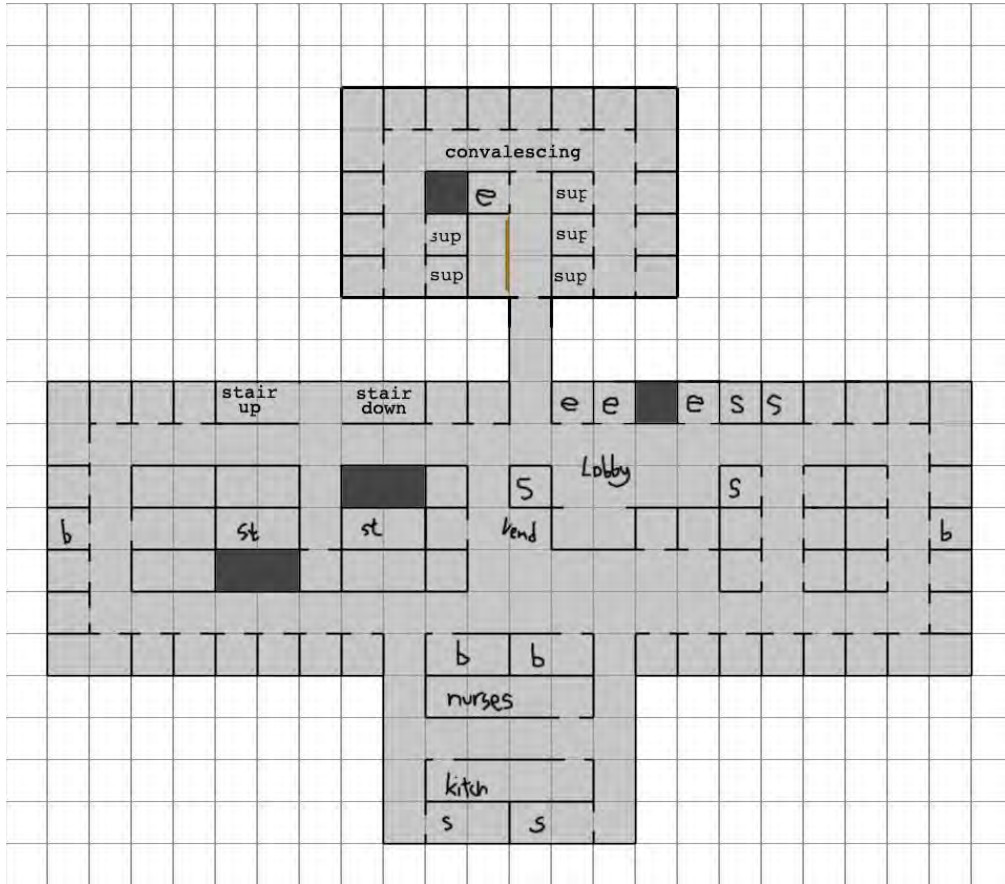
The hospital isn't pictured in this panoramic because the hospital was built in the 2060s (after these modern-day pictures were taken, obviously).

Tileset: City (for the hospital), grassy (for the park itself)

Special Scenery Objects: autodoc, medical equipment (EKGs, MRI chamber, etc.)

INSERT AREA + AREA # HERE





INSERT AREA + AREA # HERE

***BOARDWALK BREWING/KLAX4**

A pub/brewery/restaurant in Lodo (downtown Denver ... imagine a Rock Bottom Brewery and you get the idea). Still has working facilities for making beer, including the recipes, so all they need are some repairs and people with the time, skill, and patience to start brewing beer. With the brewery up and running, the salvagers could earn some income without

Tileset: City

Special Scenery Objects: brewing tanks (small, no larger than 4 feet high)

INSERT AREA + AREA # HERE

CAST OF CHARACTERS

EVIL/ANTON

Leader of the "evil" salvagers. Big German-looking guy. Foul-mouthed, domineering, intolerant of strangers and nonhumans. He's from the Midwest, home of the radioactive cyclones, and fled to this area to escape Caesar's Legion and to try and make a life for himself. His boys are (older) former raiders who got tired of having to scrounge a living from whatever idiots they crossed paths with. Now they're doing all right by sifting through the wreckage of the old world, but they're not exactly getting rich (because their part of Denver is kinda poor).

His group is sorta like a bunch of middle-aged bikers. They still like raising a little hell now and then, and they're really territorial, but they're not so much into chasing people down or taking ghouls out for a drag. Anton is holding them together with personality and promises of loot, but they're getting frustrated and probably will pack up eventually, maybe settling down with tribals or trying to find real civilization.

Script:

BOMBAY JACK ("BJ")



Claim jumper. Went nuts at some point, was in jail for murder and sabotage (he staked a claim on some land near the path of the NCR rail construction and started mining that path to deter people from going there ... plus he blew up some storage sheds ... when they went looking for him they found that he had mined a huge area around his hideout, and 10 NCR soldiers were killed after he started shooting at them in the minefield). He had been supplying powder gangs with homemade explosives, and so to keep their source they busted him out of the prison train going west, though he was caught again and presumably sent to prison. It's not known how he got out, but he's holed himself up near the Box.

Of Mexican descent. Tends to speak Spanish when excited.

ST 3, PE 7, EN 7, CH 3, IN 7, AG 5, LK 2

To be able to snipe the PC well: high-PE, high Stealth, good ranged weapon

74 hp. Mechanics 75%, Melee 55%, Chemistry 75%, Small Guns 60% (raised to 75% for Level 8), Throwing 75%, and Traps 95%.

Filthy Leather Armor, 2 Pipe Bombs (1 placed on door), 2 High Grade Molotov Cocktails, Hunting Rifle with 10 shells each. All his shells should be hollow points. Jack has already laced the area with explosives, so he'll fire for a few rounds, then move, leaving the bomb in place, and keeps moving around from building to building, in pre-arranged niches.

BLOWS UP! Game Mechanics: If you attack Jack with a flamer or molotov, he will blow up. If you attack him with a gun, there's a chance equal to damage x5% he will blow up like 3 cases of dynamite.

Script:

INSERT AREA + AREA # HERE

DANIEL (PRISONER)

He's the semi-Mormon prisoner from New Canaan
Script:

DOGBODY



Crazy Dog Man. Weasely. Has a vendetta with the Denver scavs. Wants you to take a bomb (to attract dogs) to the Denver camp. Dogbody used to travel with Porter's group but they thought he died in the attack on the old camp. Dogbody had two dogs that followed him around, and when the others asked him to get them to find food, they brought back something else. Slow Joe got pissed and killed the dogs with a crowbar. Dogbody freaked out. Dogbody was the one responsible for the dog attack on the Old Camp ... he set off a tear gas grenade in camp, which attracted all of the dogs, who swarmed the place and ran everyone else out. If you meet him, he'll try to get you to set off another gas grenade in the new salvager camp. May have been raised by dogs.

St 6, PE 7, EN 6, CH 2, In 4, AG 7, LK 6. 57 hp. Level 5.

Has 2 BITE-ME teargas canisters, keys to the police station doors, remote detonator for the trap, knife, some unarmed maneuvers like what the Hangdogs use. Has seen the obedience program tapes in the DCPD and knows how the dogs are trained.

May try to plant a scent bomb on the PC or an ally, then detonate it to attract the dogs.

Recruited as a scout by a powder gang.

Vengeful ... he sees the PCs as a way to help him get revenge on the salvagers. And then he'll try to kill the PCs, too.

Script:

BOUNTY/EL DIABLO

The guy's name is Miguel Vargas, but he calls himself "El Diablo." He went crazy one night and killed six people in two different homes. They call him the "Vampire Killer" because he bit his victims on the neck during or after killing them. Last anyone heard he went east. Bob the Bounty Hunter in Hoover Dam has a wanted: dead bounty on his head. When he dies he drops a severed head item. Bob knows a guy who was going to look for El Diablo here in Dogtown, but he never came back (because El Diablo killed him).

INSERT AREA + AREA # HERE

El Diablo is insane. He really thinks he's a vampire. He refuses to come out during the day (he's only findable at night) and says he started killing that night in Hoover Dam because "some bitch stole his hat," which is a Cat In The Hat-type hat.

Script:

SALV/JIMMY T



Quasi-doctor

AKA "J.T. Roche" AKA "The Doc"

Super mutant, medicine man. Seems to find just about everything funny in an annoying kind of way. Big, booming laugh. Seems trustworthy. Claims he's from Boulder.

Jimmy trades with Eddie Galinski of Boulder, but he keeps that secret from both sides (Galinski doesn't know he's working with the salvagers, and they don't know he's trading with Galinski). Not a very good medic.

Good Natured (+20% First Aid, Doctor, Speech, Barter; -10% Firearms, Unarmed, Melee), Criminal--Cannibal (+3% Unarmed; +3% Melee; -5 Karma; -5 Reputation; Stigma (Cannibal)), Criminal--Unlicensed Doctor (+3% First Aid; +3% Doctor; +3 Karma). PipBoy, jumpsuit, boots. No tag skills because he's a supermutant?

History: James was a doctor for a small mountain community. He lived alone, due to his Super Mutant nature, but always did his best to care for the people in his small village. He studied pre-war medical journals and tried to perform as much modern medical care as possible, as compared to a tribal shaman.

While on a house-call to one of the village elders, a storm snowed him and the patient in. When the rest of the village was able to reach them months later, they discovered one fairly fit super mutant and the bones of the village elder.

The villagers turned James over to the NCR for practicing medicine without a license, but they were never able to prove the charge of cannibalism. James will not discuss the events of those frozen months.

Description: Jimmy T is a large super mutant, but with delicate hands and facial features. He walks slumped over, head facing the ground. He speaks very quietly, unless the discussion turns towards one of a medical nature. He has performed acts of minor first aid for those that have requested it. He wears glasses, but if you look closely, you can see that they are empty frames.

Script:

NCR/BUTCH MARIANO

Leader of the NCR explorers. Strict military-man, doesn't talk much except to give orders. Not willing to answer questions, happy to pull out if there's a problem or too much curiosity about what they're doing.

Script:

INSERT AREA + AREA # HERE

SALV/PORTER

Leader of the salvagers. Late forties, maybe a little deaf. Not really a nice guy, but seems fair & hard-working. Though he offered to let you stay, he's happy for you to move on.

Doesn't want you messing with other peoples' claims (nobody does). They have most of Denver staked out as their claims. You have two options: obey their claims or jump the claims. Claim-jumping will make them attack you if you ever come back. Obeying the claims means you don't get much good stuff.

He keeps his original crime secret because he doesn't want anyone to know. He was paroled a long time ago. he sat on the NCR advisory board and actually served with Dodge - and while he didn't like everything Dodge did, he still knows Dodge is probably the best son of a bitch to colonize the east. He came east, hoping to make use of his skills. He lost a fortune investing in the caravans, and the Crimson Caravan bought him out, so he had to make due with his mining skills elsewhere.

Doesn't drink, gets angry at those who do.

Giving, willing to help anyone who doesn't cause trouble.

Always keeps an emotional mask up. Hard to snow him on an idea.

"I need men who are good with explosives, and I need men who are good with machines. Now, perhaps you should tell me why I shouldn't just shove you off to Stone City right now."

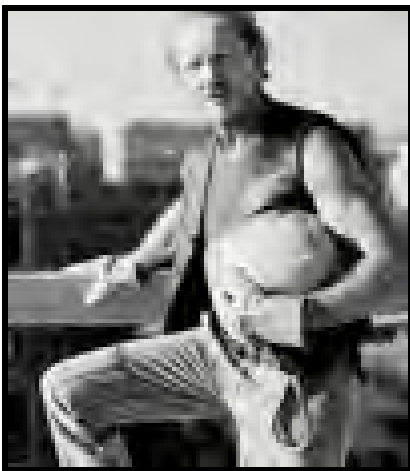
"Why?"

"We want you to keep going."

To his men, when a female is present: "You all behave yourselves while she is here."

When you talk to Porter, he asks you what you're good for. You can say "I'm mainly good in a fight," "I'm mainly a doctor," "I like to think of myself as a scout," etc. That helps drive which quests he assigns you first.

Script:

TRAITOR/T.J. REILLEY

INSERT AREA + AREA # HERE

Grim, middle-aged. Not very talkative, doesn't like Porter much. Hangs out with Hardin.

One of the "traitor" salvagers.

Associates with Hardin. Wants to leave Denver because he doesn't see anything to gain here.

He'd like to be in charge, but he knows people wouldn't follow him as readily as they follow Porter, so he bides his time to build up skill and connections.

Script:

TRAITOR/SLOW JOE



Seems to be big, friendly, curious about the PC. Doesn't wash much, not too swift on the uptake.

He's actually a real bastard. A rapist (unproven). Killed Dogbody's dogs. Black hair, fat face, overalls.

5th-level combat. Pipe rifle, loaded, with 7 shells in his coveralls, Sledgehammer, 2 Molotov Cocktails.

One of the "traitor" salvagers. Doesn't care about leaving Denver, he just wants the gold.

Friends with Bean (for the liquor) and Hardin (for the opportunity for big loot).

Script:

CAESAR/TERRENCE

Leader of the squad from Caesar's Legion. Short, Napoleon complex, real hardass. Likes to beat women to show people he's tough.

He's a vexillarius. You can talk to him about Caesar's Legion and the various ranks with it.

Script:

INSERT AREA + AREA # HERE

SALV/WAGNER



skin + smile + goggles

A salvager ghoul. Formerly of the Necropolis, made his way north to Gecko, left Gecko after a few months. Lived as a traveler, selling supplies and working as a light mechanic/electrician to towns. Friendly-looking (big happy grin), goggles.

Never sure you can quite trust him. He seems nice and friendly, though.

PE 7, EN 8, CH 7, In 7,

Actually working for Willem in the Reservation. If the radio tower is every fully operational, he'll try to send a signal. Will be surprised to see Measles if he shows up and kinda nervous (chance? Or is Willem doing a followup?)

Script:

- Chad would also like designers to note if an NPC participates in a large battle or cut scene. I'm not referring to them attacking the player when attacked, but if there is something like, "When global "abc" is 5, then all townies turn against the guards and attack," make a note of that for the NPC that participates.

GENERIC NPCs

Probably some of the above salvagers are going to become more generic and be moved into this section. These guys won't have names and probably won't have custom models, just look like a "standard" salvager.

Traitor salvagers: Bean, Hardin, Morgan, Scoby, Uncle Jim, Wahl

Non-traitors: Clay, D.T. Danner, Davis, Denny, Garcia (in coma), Jeb, K.C., Lowery, Marshall, Morehouse, C.B. Rogers, Mike Tabor, Victor

General Salvager Info (this applies to most of the Salvager NPCs above as well):

St 5, Pe 5, En 6, Ch 4, In 4, Ag 5, Lk 4, 30

Mechanics 45%, melee 70%, outdoorsman 40%, firearms 70, throwing 45, unarmed 70

Equipment: 2 molotov cocktails (poor grade), zip gun or pipe rifle, flare gun with 2 flares, knife, crowbar/sledge/fireaxe. Tools or poor multitools. Helmet.

Generic Good NCR Salvagers

Clay

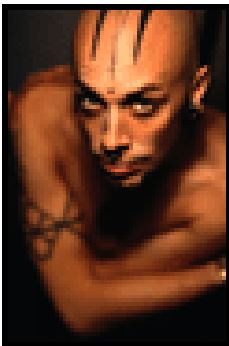
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Nondescript. Doesn't smile.

He's put too much work into his claim to leave now. Tends to punch people who suggest they leave Denver. Doesn't mix well with others. He had no status or work role until he came out here, and now he feels he has a chance to make his fortune.

D.T. Danner



Seems to be watching you with a smug smile. "Could be a fag!" says Avellone.

Former ganger, likes causing trouble. Gets in your face just to see if he can provoke you, but he doesn't have a temper, it's just a test. Doesn't really want to leave, he just likes bringing it up to cause trouble. Claims he used to be a slaver, used to fuck slave women, etc. just to see if he gets people mad.

Script:

Davis



Wounded and a little deaf right now. Seems pretty angry about something.

He and Garcia found the Box. He was injured (minor concussion, some hearing loss) by BJ's explosives when they tried to crack it. He wanted to go back and kill BJ and get his clam back. A real jerk-ass asshole. He won't leave his claim, no matter how bad things get. He looks out for his own claim and ignores what happens to the others.

Script:

Garcia

INSERT AREA + AREA # HERE



Wounded. In the infirmary, unconscious, with a broken arm, gashes, and burns. Completely irreligious. If you heal him, he'll reward you with stuff from his claim after he wakes up.
Was branded for walking into an unauthorized area (basically for being careless).

Script:

Denny



Smiley and enthusiastic.

He was branded and tortured by NCR. Doesn't want to lose his claim.

Jeb



Gate guard. Seems to be cool-headed despite this. Looks a lot stronger than his frame suggests.
Doesn't drink or use chems. Emotionless, cool.

K.C.

INSERT AREA + AREA # HERE



Salvager. Gate guard. Talkative and friendly, seems happy to see the PC.

From prison escape 1.

He shares more than he should, and tends to go along with the pack. Loves tearing stuff apart, not so good at putting it back together.

D.C. Lowery



Porter's second in command. Grim, quiet.

He has a guilty secret: he tipped off Dodge to the big heist because he felt they wouldn't get paid otherwise.

Was arrested along with all the others.

He feels that being out here is better than rotting in a prison cell.

Fiercely loyal to Porter because he feels guilty and knows that if he goes West they'll find out about it.

Hardin is blackmailing him to put pressure on Porter. Lowery would be happy if Hardin got himself killed, though he won't do it himself, and probably wouldn't come right out and ask someone to help him out with this problem.

He feels that something is wrong with NCR, else they would have checked in on them by now.

Good Steal and Traps skill.

Marshall



Wears a fireman's hat. Grim. Doesn't seem glad to see the PC.

Good Guy, but broken and tired. He gave up on NCR long ago. He'll watch out for the PCs, and he can give them the straight scoop, provided he trusts them. He doesn't trust Porter's judgement, doesn't trust Lowery's change of heart, and thinks Reilly is an idiot.

Traps/Throwing/Chem

Script:

INSERT AREA + AREA # HERE

J.J. Morehouse

Old guy, smiles like a snake oil salesman. Seems happy to see the PC. Quartermaster. Used to arrange for thugs (including Bean, Scoby, and Slow Jo) to disable track, then blame it on raiders and tribals. That way he could demand more materials and demand that Dodge pay them more at the same time.

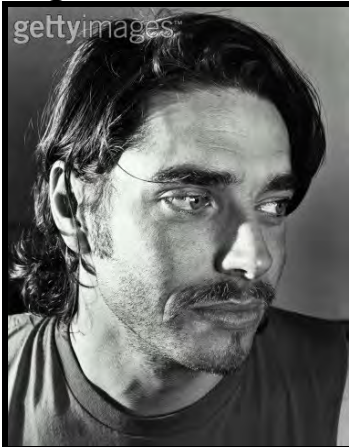
Was once a caravan master and tried to exploit the trade routes.

Materialistic. He believes he can try to get in good with the PC since the PC is "from NCR."

Wants to leave Denver, since life sucks here.

Willing to cut deals with the PC for first-looks at whatever the PC finds in Denver.

Script:

Rogers

Radioman

Branded and tortured for escaping twice.

Cares about everyone, wants everyone to stick together, but unenthusiastic about their chances for survival.

Thinks they should go back West.

Script:

Spineless Stu

INSERT AREA + AREA # HERE



Back/neck brace, apparently from a fall. Seems either worried or constantly in pain. Drives a bus around town.

Overcompensates for his injury out of fear he might get let go, so he's always on time and helpful.

Has seen Hardin interact with Lowery, making "drops."

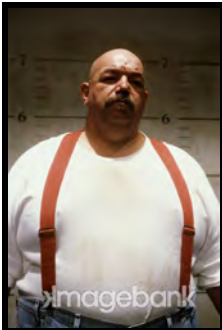
Afraid to leave Denver because he's not fit for travel. Afraid his claim may be taken away from him. He can't walk and stays in the bus most of the time.

Has lowered physical stats. Used to work as a trucker, so has some skill in piloting a vehicle.

He may have been pushed off the building.

Script:

Mike Tabor



BIG guy. Seems sober, clean. Good mechanics skill.

Script:

Victor



Seems like a retard. When he speaks, it's really hard to understand him.

He has trouble speaking because NCR branded and tortured him.

Gets no respect from the other scavs.

Script:

INSERT AREA + AREA # HERE

Generic Traitor Salvagers

"Bean" Murphy



Does a lot of posturing. One of his arms is ruined because of NCR torture. Runs a still, which annoys Porter but Bean claims it's so they can make Molotov cocktails. He drinks a lot to numb the pain of his arm. He might want to try distributing liquor to the tribals.

Hardin has convinced him into leaving Denver because there's nothing left here.

One of the "traitor" salvagers.

He's weak ... he takes the easiest path.

Killed by Bombay Jack in the attack on the Box.

Script:

Hardin



Quiet, watchful. Seems like bad news. Smoker.

NCR branded and tortured him into revealing where the other 308 guys were. This probably just made him more evil and psychotic than he was before.

Arranged the claims so that Bombay Jack would think Garcia and Davis were jumping his claim.

A traitor salvager.

Wants to leave Denver because he feels it's a waste of time.

CH 6, IN 6

A real asshole, but not a bad leader as assholes go (kinda like the punk teen from Karate Kid). Not particularly smart. Big ego. Tends to act impulsively. His minions are Slow Joe, Uncle Jim (who helps spur him on), and Scooby (and technically Bean, too).

Knows Lowery's secret (that he narked on the rest of the group) and has been blackmailing him to push Porter to get everyone to leave Denver.

3rd-level Diplomacy. Leather Coveralls (20% DR), Helmet, Binoculars, 2 Molotov Cocktails, 10mm Pistol,, Knife. Has a crowbar within easy reach. Has a flare gun.

Doesn't want the PC around ... assumes the PC is in Denver to steal the gold.

INSERT AREA + AREA # HERE

Script:

Morgan



Nondescript. Tends to grease his hair back. Seems to be watching you and avoiding you at the same time.

A **traitor salvager**.

During his second escape he killed an unpopular guard, didn't really get punished for it but doesn't like to talk about it.

Reilley's right-hand man. Sees staying here as pointless. Carries a pistol (3 bullets).

Script:

Scoby



Seems pretty quiet. Nods a lot. Shiftless.

A friend of Slow Joe. Not really evil, but he went along with whatever Slow Joe told him to do. He used to be a janitor at the prison, and the guards used to beat the crap out of him for fun.

One of the **"traitor" salvagers**. Wants to get out of Denver but stay out of the West since there's nothing back there for him.

Script:

Uncle Jim



Friendly fellow, carries a lot of tools. Has a kind of grandfatherly charm, but remains at a distance.

INSERT AREA + AREA # HERE

Older guy, but still useful, has some mechanic skill. Timid, didn't want to get involved in conflicts. PNP game found him with Wahl inside the cube.

Science 2. Has 5 molotov cocktails. More likely to surrender/flee than fight.

One of the "traitor" salvagers, but not really a bad guy. Content to stay working in Denver if the Box doesn't pan out. (Torn between loyalty to Porter and the chance of the big steal).

Excellent Mechanics, decent Chemistry, decent Electrician

Script:

Wahl



A welder? Always wears thick gloves. Pretty ambivalent to the PC's arrival.

Because he shot an NCR soldier hostage during a prison escape, **they cut off his trigger finger and his hand was smashed and branded.** He's totally pissed at NCR and wants to get what's in the Box (he thinks it's worth a lot) just to have a crowning achievement over them.

5th-level, combat. Crude Laser Torch, Leather Coveralls (20% DR), Welding Helmet, 5 Molotov Cocktails, Knife, a Flare Gun, and **Rope.**

One of the "traitor" salvagers. Wants everyone to leave Denver so he can go back and get the "**big treasure**" (the Box).

Poor gun skills because of his hand, but he welds well enough.

A convicted counterfeiter.

Script:

Generic Evil Salvagers

Vince, Emery, Russ, Saul, Gustavo

Script:

Generic NCR Military

Salvador, Cunningham, Greene

Script:

Generic Legionnaires

Cruz, Wierzbowski, Thunderfoot, Ivory, Marco

Script:

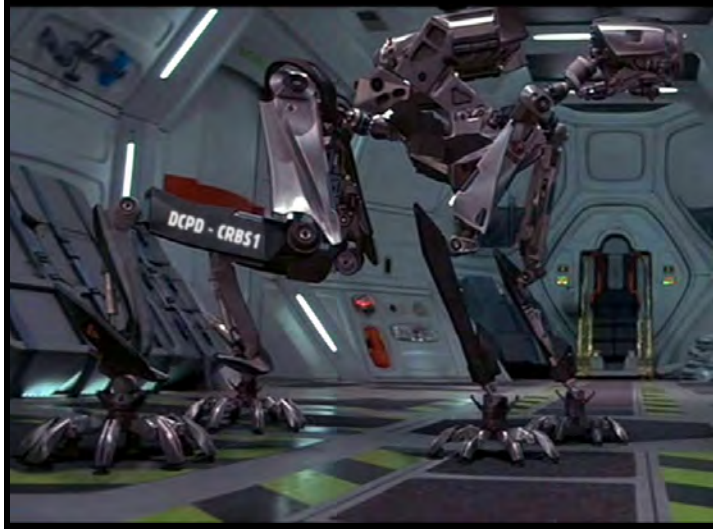
INSERT AREA + AREA # HERE

BTW, Chad would like to us to leave space for the script to be attached to each NPC. This would also be done in the technical "Lucinda" font used in FR6 to designate that it's "technical" info.

COMPANIONS!

Be sure to include potential companions here, too. Make a note of what they're good at, their stats, and so on, along with any things that would prevent them from joining the party (the player's Karma is too high or too low, his Reputation isn't high enough, the player needs to complete a quest first, and so on).

CRB-S



There's the potential to repair and reprogram a CRB-S unit. However, it would need to remain in Denver in order to be able to recharge in its recharging bay. But you could use it to drive out the dogs, evil salvagers, Caesar's legionnaires, etc.

ST	8
PE	7
EN	10
CH	1
IN	4
AG	10
LK	1
HP	60
AC	0%
AP	10
Bonus Move AP	2
Melee Dam	1-8
Damage Threshold	10
DR	50%
Laser Res	75%
Fire Res	50%
Plasma Res	20%
Electric Res	50%
Explosion Res	25%
Poi Res	100%
Rad Res	100%
Dis Res	100%

INSERT AREA + AREA # HERE

Sequence	16
Heal Rate	0
Crit Chance	1%
Unarmed	100%
Sneak	25%
Program	50%
Electronics	25%
Mechanics	80%
Special	See right.
XP	1111

Details about the CERBERUS Robots is the following:

DISARM: If the player has a weapon in their hands, they will seek to Disarm the player with their attacks.

RADIO CONTROL: They can communicate with each other via radio; this needs to be shut down if the players want to cause the CERBERUS units to start acting blindly.

LIMITED HEALING: They cannot repair in-between battles, and they can't at all if their robot cradles are damaged in the DCPD Canine Division.

WARNING: There will be a crackling for one round before they attack.

SUBUDE: If they are attacked, they will do anything in their power to subdue the first attacker and they will take him to the nearest jail cell.

ATTACKS: They can fire tear gas clouds and canisters, but their housing chambers are empty. Other possible chambers:

Fire Fighting Foam Cannons (Foam, only against flame attacks)

Tear Gas Projectors (Tear Gas Grenades)

Flash Grenades

Water Cannons (2-20 Water)

Shocking Attacks. (2-20 Electricity)

Script:

JOB, THE MR. HANDY

You can find a broken down Mr. Handy unit called Job (as in Odd Job, not the biblical character) that used to be in charge of records for the DCPD. He needs some parts, but if fixed and rebooted he serves the PCs. He's not equipped with any weapons and has some flaws that make him less than ideal in combat, but he's good at spotting electronic traps.

His problems: No battery, will not leave Denver unless reprogrammed, slow and non-combat oriented (all enemies get +10 to hit him), no voice module.

Abilities: Clean, pest control, interact, retrieve, file, restrain, detect electronic traps

Script:

MONSTER ROSTER

Dogs. Normal dogs run from flame, water spray, flash, or explosion. The descendants of the specially-bred police dogs do NOT run away from that sort of thing. Some dogs in Denver carry disease. Dogs are active in the morning, evening, and early night, but sleep during much of the day and the darkest part of night. They continue to respawn as long as the total dog population hasn't been wiped out.

Script:

INSERT AREA + AREA # HERE

CRB-S units: Three of them, active once the prisoner enters Denver. They patrol the vicinity of the DCPD, with two active and one charging at any one time. If the DCPD is entered and all three CRBS units are still alive, all three activate to surround and attack the intruder. They do not respawn.

Script:

Floating Eyebots: Only after the Box has been breached. Once that happens, they'll spread out from the Box and monitor a perimeter. Eventually they'll take over nearby areas. Intruders, prisoners, or those who attack them cause them to flee to a safer location and summon aid. They continue to respawn as long as the factory (Box) is operational.

Script:

Security Bots/Warbots: Only after the Box has been breached. These are the bigger ones. They are called in by the alarms, or are set guarding key locations. They might be deployed to some other parts of Denver (like City Hall and the DCPD) if given enough time. They continue to respawn as long as the factory (Box) is operational.

Script:

Robobrain: Only a few of them, only within the Box, and only after it's been breached. They monitor the area and make sure nothing funny is going on. They continue to respawn as long as the factory (Box) is operational, though there is a fixed number (4?) based on the number of brains in storage within the Box.

Script:

Lizards: Sleeping at night, they move about during the day and early evening. They don't attack unless provoked. They respawn, but slowly.

Script:

Giant Cockroaches: Active only at night, they run around and attack things in groups. There are so many and they breed so fast that you can never totally get rid of them (in other words, they always respawn), but they're much less dangerous than the dog packs.

Script:

Rats: Rats, like roaches, are generally active at night. They usually only attack small groups of creatures, so a PC and a lot of allies will usually cause the rats to flee the area. They continue to respawn.

Script:

Random Encounters Near Town:

Chad would like to us to leave space for the script to be attached to each monster. This would also be done in the technical "Lucinda" font used in FR6 to designate that it's "technical" info.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Rape: If the PC is female and sleeps in the salvager camp, in the middle of the night she is awakened by Slow Joe. He says something like "I think I want to fuck you," and if you let him, then that's that. If you don't let him, he says, "I'm going to fuck you whether you say you want it or not, bitch!" and initiates combat by slapping the PC. Combat ensues. Note that this won't happen if Porter assigns Jimmy T as the PC's bodyguard (done via dialogue with Porter, and Jimmy will be present when Slow Joe arrives which will deter Joe).

INSERT AREA + AREA # HERE

Feral Dog Pack: A pack of dogs, nothing special. Usually out in the morning and evening, but anytime during the day as well. Respawn indefinitely.

Mixed Dog Pack: A pack of dogs, with some police dogs as well. Usually out in the morning and evening, but anytime during the day as well. Respawn indefinitely.

Police Dog Pack: A small pack of the police dogs. Usually out in the morning and evening, but anytime during the day as well. Respawns a limited # of times (4?)

Cockroach clutch: A group of giant mutant cockroaches, looking for food (they'll home in on actual food items dropped, or fallen enemies if nobody attacks them). They're only out during the night. Respawn indefinitely.

Radscorpions: A pack of smaller radscorps, only near the edges of town. Any time day or night.

Lizards: These are the slow radioactive lizards that live in the area, mainly climbing on buildings (you'll find them only on 2nd and higher stories of buildings. They don't attack unless they are attacked, but they irradiate anything near them. Respawn limited # of times (20?).

Glowing Ghouls: These are some poor souls that managed to wander past Denver before getting here. Pretty weak. Only on the north end of town. Unique encounter.

Floating Eyebots: Only if the Box has been activated. They patrol all parts of the city, attacking the PC as soon as he's spotted.

Random Encounters that shouldn't be near town: raiders, caravans, anything with humans

I'D LIKE TO SEE...

A way to overlay the various claims on the Denver map, so when you go places you'll know where there are claimed areas, who has them, and open areas. This also means that if you drop something in a random map in someone's claim, it'll end up in the possession of that salvager and you can buy it back from them.

If you tell the NCR salvagers about killing guys, Jimmy T will disappear for a while ... if you go back to that site you might catch him eating or at least stealing the dead bodies.

QUESTS

MAIN QUESTS

XXX NEED IMPORTANCE/SCOPE VALUE FOR ALL QUESTS

Main Quests are quests designed specifically by the designer for the area. Information on these quests should include:

GET THE ELEVATOR CABLE

The ghouls in the Reservation need an elevator cable. See Damien's doc about quest states and such, and make sure there's a salvageable elevator cable in Denver they could use. See The Reservation for info.

INSERT AREA + AREA # HERE

GET THE BREWERY RUNNING AGAIN

If you get the brewery running again, you can brew beer and sell it elsewhere. Or you can sell it to the salvagers for a tidy profit.

Initiator: PC or Porter

Normal Journal: I found the Boardwalk Brewery in Denver. With some work, it could be repaired and be making beer again.

I fixed some of the problems with the old Boardwalk Brewery in Denver.

I got everything working at the Denver Brewery.

I sold the rights to the repaired brewery to the Denver salvagers.

Dumb Journal: Me find broken beer machine in Denver.

Me fix some of beer machine.

Beer machine all fixed.

Me sell beer machine to scrap guys in Denver.

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

02_Brewery_Running

0 = unaware

1 = knows there is brewery

2 = fixed 1 part

3 = fixed 2 parts

4 = fixed 3 parts

5 = fixed all parts

02_Brewer_Salvagers

1 = know they'd be interested in running the brewery

2 = have sold or traded the fixed brewery to them

REPAIR THE PA/KLAXON SYSTEM

You can repair the PA system klaxons to sound alarms or broadcast messages throughout town.

Initiator: PC

Normal Journal: I've found a half-working set of public address speakers all over Denver. It looks like they were used for alarm klaxons from before the War.

I got some of the alarm klaxons repaired.

I've fixed all the alarm klaxons in Denver.

Dumb Journal: Me find big electric horns in Denver. They broken.

Me fix some Denver electric horns.

Denver electric horns all fixed.

- Science Boy is the winner.

02_Repair_Klaxon

0 = unaware

1 = spotted a klaxon

2 = repaired one klaxon

3 = repaired 2

4 = repaired 3

5 = repaired 4

INSERT AREA + AREA # HERE

USE THE PA/KLAXON TO GET RID OF THE DOGS

With the klaxons working, an ultrasonic tone (from the device you can build using the schematic from the Ciphers) can be played over them to drive out the dogs.

Unfortunately, it drives off your own dogs (including Devil Dog) if you use it.

Initiator: PC

Normal Journal: If a high-pitch tone were sent out over these klaxon horns, it should drive the dogs out of Denver. [If dogs haven't been killed off.]

If a high-pitch tone were sent out over these klaxon horns, it should keep dogs from coming back into Denver.

The ultrasonic tone works! The dogs are scurrying out of town. [If dogs haven't been killed off.]

As far as I can tell, the ultrasonic tone works. The dogs shouldn't want to come back into the city. [If dogs have been killed off.]

The ultrasonic tone works, but it drove off my dog as well as these damn Denver mutts. [Generic Hangdog dog.]

The ultrasonic tone works, but it drove off <DEVILDOG> as well as these damn Denver mutts. [Devil Dog.]

As far as I can tell, the ultrasonic tone works. There are no native dogs to watch, but it drove off my dog so it must be working. [All dogs dead, you have Generic Hangdog dog.]

As far as I can tell, the ultrasonic tone works. There are no native dogs to watch, but it drove off <DEVILDOG> so it must be working. [All dogs dead, you have Devil Dog]

Dumb Journal: Me make horns do dog-ears noise, dog should run away. [If dogs haven't been killed off.]

Me make horns do dog-ears noise, dogs no come back.

Dogs are running away from dog-ear noise! [If dogs haven't been killed off.]

Me make horns do dog noise. Me bet it works. [If dogs have been killed off.]

Me make dogs run away with noise, but it scare off Hangdog dog too! [Generic Hangdog dog.]

Me make dogs run away with noise, but it scare off <DEVILDOG> too! [Devil Dog.]

Me think horn noise will keep dogs away, but it scare off Hangdog dog! [All dogs dead, you have Generic Hangdog dog.]

Me think horn noise will keep dogs away, but it scare off Devil Dog! [All dogs dead, you have Devil Dog.]

- Any character can hook this up once everything is fixed.

02_Denver_Ultrasound

0 = unaware

1 = knows of the ultrasonic device

2 = has attached the ultrasonic device to the repaired klaxon control system

DEFEAT THE CRB-S UNITS

They'll kill you if you don't.

Initiator: CRB-S

Normal Journal: These crazy giant robot dogs attacked me in Denver.

I managed to kill three of those giant robot dogs.

Dumb Journal: Robot dogs attacked me in Denver!

Me kill three robot dogs.

- Science Boy can learn more about their weaknesses and tactics through the police database.
- Combat Boy has the advantage here.

INSERT AREA + AREA # HERE

02_Defeat_CRB-S

0 = unaware

1 = spotted the CRB-S

2 = killed one

3 = killed two

4 = killed all three

*Reprogram CRB-S as dogcatcher**Science Boy**DiploBoy**Stealth Boy**Combat Boy***FIX JOB/MR HANDY**

You can take him as a CNPC if you fix the DCPD Mr. Handy Unit.

Initiator: PC**Normal Journal:** I found a damaged inactive Mr. Handy unit -- named "Job" -- in the Denver City Police Department.

I managed to repair the Mr. Handy unit in the Denver Police Departmen

Dumb Journal: Me find Handy robot in Denver police station.

Me fix Handy robot. Job is my friend.

- Science Boy can fix him.

02_Fix_Job

0 = unaware

1 = found him

2 = fixed him

*Find Voice Module for Job**Science Boy**DiploBoy**Stealth Boy**Combat Boy***REPROGRAM JOB SO HE CAN LEAVE DENVER**

His deep-level programming won't allow him to leave Denver (part of an antitheft program).

Initiator: PC/Job**Normal Journal:** Job refuses to leave Denver. There must be something in his programming forbidding him to leave the city limits.

I reprogrammed Job so he can leave Denver.

Dumb Journal: Friend Job is afraid to leave Denver. His robot brain makes him afraid.

Me fix Job so he isn't afraid to leave Denver any more.

- Science Boy is the only one who can do this.

02_Reprogram_Job

0 = unaware

1 = knows he can't leave Denver

2 = reprogrammed him

BREAK INTO THE BOX, SURFACE/SEWER LEVEL

Easier from the sewer level.

Initiator: PC

INSERT AREA + AREA # HERE

Normal Journal: I discovered a huge metal "box" in Denver. It's as big as a building, and made of metal, and has a big security door.

I managed to get through the security door to the Box.

I found a sewer entrance to the Box in Denver.

I managed to get through the sewer-level security door to the Box.

Dumb Journal: Me find Box in Denver. Big and made of metal.

Me got into the Box.

Me find sewer entrance to the Box.

Me got into sewer entrance to the Box.

- Stealth Boy can use e-lockpicks to pick the lock. Or use traps to blow it open, but it requires a lot of boom to do so.

02_Enter_Box

0 = unaware

1 = knows of the Box

2 = entered via the surface level

3 = entered via the sewer level

DEFEAT BOMBAY JACK AT THE BOX

He'll attack you when you investigate the Box.

Initiator: Jack

Normal Journal: Bombay Jack attacked me while I was looking at the Box in Denver.

I managed to kill Bombay Jack after he attacked me at the Box.

Dumb Journal: Jack shot at me when me see the Box.

Me kill Jack when he shoot at me.

- Stealth Boy can survive better by sneaking and hiding.
- Combat Boy has the best chance of defeating Jack,

02_Defeat_Jack_Box

0 = unaware

1 = was attacked

2 = defeated him

DEFEAT BOMBAY JACK IN HIS CANYON

If you follow him or stumble across his lair you can fight him there. Much tougher!

Initiator: Jack or PC

Normal Journal: I found a well-trapped building in Denver, and then someone started shooting at me.

I found Bombay Jack's building. Right after finding the place he started shooting at me.

I found a well-trapped building in Denver.

I found Bombay Jack's building.

I managed to kill Bombay Jack, the crazy powder gang bomber of Denver, in his mega-trapped lair.

I managed to kill Bombay Jack in his lair.

Dumb Journal: Me find building with bombs. Someone is shooting at me!

Me find Jack's house. Jack is shooting at me!

Me find building with bombs.

Me find Jack's house.

Me kill Jack.

- Stealth Boy can sneak past the traps more easily and might be able to sneak in without being spotted.
- Combat Boy has the best chance of killing Jack.

02_Defeat_Jack_Lair

INSERT AREA + AREA # HERE

0 = unaware
 1 = was attacked
 2 = defeated him

DEFEAT THE LEGION SLAVERS

If you decide to kill them, you can.

Initiator: PC, or dialogue with Terence

Normal Journal: I attacked the Caesar's Legion slavers camped in Denver.

I managed to kill or drive off all of the Caesar's Legion slavers in Denver.

After an unsuccessful dialogue with Terence of Caesar's Legion, I attacked him and his slaver minions camped in Denver.

After an unsuccessful dialogue with Terence of Caesar's Legion, he and his slaver minions attacked me.

Dumb Journal: Me fight Legion slavers.

Me kill all Legion slavers.

Me talk to Terence. He leads the Denver slavers. Talk no go good, I attack him.

Me talk to Terence. He leads the Denver slavers. Talk no go good, He attack me.

- Stealth Boy is an option if you decide to sneak up on them and kill them.
- Combat Boy is the man for killin'.

02_Defeat_Legion_Slavers

0 = unaware
 1 = knows the Legion guys are there
 2 = killed them all without talking
 3 = after talking, I attacked
 4 = after talking, they attacked

RESCUE THE LEGION'S SLAVES

Check with Ciphers doc on whether or not the Ciphers slaves are here or not.

Initiator: PC

Normal Journal: I purchased the slaves from the Caesar's Legion slavers in Denver.

I helped the slaves of the Caesar's Legion escape captivity.

Dumb Journal: Me buy slaves from Terrence in Denver.

Me help slaves escape from Terrence in Denver.

- DiploBoy can negotiate freeing them or purchasing them.
- Stealth Boy can sneak them out or sneak in to kill the slavers.
- Combat Boy is better off killing the slavers then freeing the masterless slaves.

02_Brewery_Running

0 = unaware
 1 = knows they have slaves
 2 = bought the slaves
 3 = freed them

Barter with the Evil Salvagers

Science Boy

DiploBoy

Stealth Boy

Combat Boy

KILL THE EVIL SALVAGERS

If you decide to kill them, you can. They're not willing to talk to you, so...

Initiator: PC or Anton

Normal Journal: I attacked the rival salvagers camped in Denver.

INSERT AREA + AREA # HERE

I managed to kill or drive off all of the rival salvagers in Denver.
After an unsuccessful dialogue with Anton of the rival salvagers, I attacked them.

After an unsuccessful dialogue with Anton of the rival salvagers, they attacked me.

Dumb Journal: Me fight rival scrappers.

Me kill all rival scrappers.

Me talk to Anton. He leads some Denver scrappers. Talk no go good, I attack him.

Me talk to Anton. He leads some Denver scrappers. Talk no go good, They attack me.

- Stealth Boy is an option if you decide to sneak up on them and kill them.
- Combat Boy is the man for killin'.

02_Kill_Evil_Salvagers

0 = unaware

1 = knows they are there

2 = attacked them

3 = kill or drove them all off

4 = talked, I attacked them

5 = talked, they attacked me

PREPARE/FIX UNION STATION

Needs some mechanical work. You can do it yourself or have the salvagers help out.

Initiator: PC

Normal Journal: I found Union Station, a train depot in Denver. It needs some repairs but I don't see anything serious that would keep trains from stopping here.

I've started making repairs to Union Station.

I've finished the repairs to Union Station.

Dumb Journal: Me find train station in Denver. It needs some fixin.

Me do some fixes to Denver train station.

Denver train station all fixed.

- Science Boy is the one

02_Fix_Union_Station

0 = unaware

1 = knows there is the station

2 = made some repairs

3 = fixed it all

Build a Telegraph Unit

Initiator: xxx

Normal Journal:

Dumb Journal:

Science Boy

DiploBoy

Stealth Boy

Combat Boy

Buy Or Rent A Claim from A Salvager

Science Boy

DiploBoy

Stealth Boy

Combat Boy

INSERT AREA + AREA # HERE

DESTROY/DRIVE OFF NCR MILITARY

These are guys who work for Presper.

Initiator: PC or Butch

Normal Journal: I attacked the NCR soldiers exploring Denver.

I managed to kill or drive off all of the NCR soldiers in Denver.

After an unsuccessful dialogue with Butch of the NCR soldiers, I attacked them.

After an unsuccessful dialogue with Butch of the NCR soldiers, they attacked me.

Dumb Journal: Me fight soldiers in Denver.

Me kill all soldiers in Denver.

Me talk to Butch. He leads soldiers in Denver. Talk no go good, I attack him.

Me talk to Bunch. He leads soldiers in Denver. Talk no go good, They attack me.

- Stealth Boy is an option if you decide to sneak up on them and kill them.
- Combat Boy is the man for killin'.

02_Kill_NCR_Denver

0 = unaware

1 = knows they exist

2 = attacked them

3 = killed or drove off all

4 = talk, I attacked

5 = talk, they attacked

KILL ALL THE DOGS

Requires a lot of work and a lot of ammo, and you're fighting a slow respawn. Can be done over time. When # dogs alive = 0, you've done it.

Initiator: PC or the dogs.

Normal Journal: I think I've managed to kill all of the dogs in Denver.

Dumb Journal: Me think me killed all dogs in Denver.

- Science Boy can use the scent repellant to deter some of the attacks
- Stealth Boy can snipe like crazy
- Combat Boy is made for death

02_Kill_Dogs

0 = unaware

1 = killed all dogs

GET THE GENERATOR FROM THE OLD CAMP

Drag the damn thing back from the old camp.

Initiator: Porter or PC

Normal Journal: I found a generator in an abandoned camp on the north side of Denver.

I traded the generator I found to the NCR salvagers.

Porter, leader of the NCR salvagers, asked me to bring the generator from their old camp to the new camp.

I brought the salvagers' generator to Porter.

Dumb Journal: Me find generator in empty camp.

Me trade generator to NCR scrappers.

Porter of NCR scrappers wants his generator from the old camp.

I brought Porter his generator.

- Any character can drag this to the new camp

02_Trade_Generator

INSERT AREA + AREA # HERE

- 0 = unaware
- 1 = found generator
- 2 = traded generator to salvagers
- 3 = Porter asked you to bring it to them
- 4 = you brought it to them

DEFUSE THE MINES ON THE FREEWAY TO BOULDER

So Galinski's truck doesn't bite it. Requires a count of the mines, when the number defused = mine count, you're done.

Initiator: PC

Normal Journal: The Denver road leading north to Boulder has been mined.

I found a map at Bombay Jack's place showing mines he placed on the road north to Boulder.

I've started dealing with the mines on the road to Boulder.

I've taken care of all the mines on the north exit to Boulder.

Dumb Journal: Road to Boulder has booms!

Me find mat at Jack's house that shows booms on road to Boulder.

Me fixing booms on road to Boulder.

Me fix all booms on road to Boulder. No more booms.

- Science Boy is the trap-defuser.
- Stealth Boy is more likely to sneak past them.

02_Defuse_Mines

- 0 = unaware
- 1 = knows there are mines (by accident)
- 2 = knows there are mines (from Jack's map)
- 3 = started taking some mines out
- 4 = taken care of all mines

RECOVER PLAGUE OUTBREAK & RIOT DOCUMENTS

These can be found in the police station database. Low computer skill means you can get some, higher skill means you can get a lot more.

Initiator: PC

Normal Journal: I found some records on the pre-War riots in Denver. Looks like the conflict with China was causing some problems back home.

I found some evidence of a plague outbreak in Denver shortly before the War.

(Specific text relevant to riots)

(Specific text relevant to plague)

Dumb Journal: Police computer has old records on riots. Things were bad here.

Me find info on old plague in Denver police computer from before Big Boom.

(Specific text relevant to riots)

(Specific text relevant to plague)

- Science Boy is best at getting this info, but it's not so hard that you'd need to tag it

02_Recover_Documents

- 0 = unaware
- 1 = found records
- 2 = found plague evidence
- 3 = found riot evidence
- 4 = found even more plague evidence pointing to the same thing you're carrying

Recover Apple Core from Box fridge

Science Boy

DiploBoy

INSERT AREA + AREA # HERE

Stealth Boy
Combat Boy

Purify the Jerked Dog Meat
Or tell them to cook it first, for Chrissake. They think raw bloody meat is better for you.
Idiot.

Science Boy
DiploBoy
Stealth Boy
Combat Boy

USE THE BIG RADIO TO SIGNAL ARGOS

If you want to call ARGOS to your location (for example, if you want a quick trip back to ODYSSEUS), you can use the repaired radio tower to broadcast a call to him.

This might be a good way to grab Daniel even if he's unwilling.

Initiator: PC

Normal Journal: I used the Denver radio tower to transmit a signal to ARGOS, telling it there were escaped prisoners from ODYSSEUS here.

ARGOS has appeared in Denver, presumably because of my radio transmission.

Dumb Journal: Me call ARGOS with Denver radio.

ARGOS showed up because me called him with Denver radio.

- Any character can do this

02_Signal_Argos

0 = unaware

1 = used radio to signal

2 = Argos has appeared

Convince the Salvagers to Start Washing
It'll help keep them from getting sick, and will get rid of the rashes. Also it helps if you get Jimmy T to wash his hands before treating someone.

Science Boy
DiploBoy
Stealth Boy
Combat Boy

ANALYZE THEIR DRUG STOCKPILE

They have a lot of stuff stashed, but some of it is unlabeled, and they don't know what most of the labeled stuff does. Jimmy T asks you to help with this.

Initiator: Jimmy T

Normal Journal: Jimmy T in Denver asked me to look over their stockpile of drugs and figure out what's useful and what's gone bad. Since he mostly knows tribal medicine, the names of the drugs don't mean anything to him and he doesn't want to experiment with drugs that might be dangerous.

Though I didn't know what all of it did, I was able to help Jimmy T sort out some of his drug stockpile. As a thank-you, he gave me XXX.

I identified the salvagers' drugs for Jimmy T. As a thank you, he gave me XXX.

Dumb Journal: Jimmy in Denver not know what drugs do. He know tribal medicine, not city medicine, so city medicine names confuse him.

Me not know all, but me tell Jimmy what some of his drugs do. He said thank you and gave me XXX.

Me tell Jimmy what the drugs do. He said thank you and gave me XXX.

- Science Boy is best, but any character can do some of them.

02_Analyze_Drugs

INSERT AREA + AREA # HERE

0 = unaware
1 = Jimmy T asked you to look them over
2 = identified some
3 = identified all

Help Bean Up the Liquor content of his still
This also means they can make decent Molotov cocktails, instead of half-assed ones.
Science Boy
DiploBoy
Stealth Boy
Combat Boy

Make Some Explosives?
Science Boy
DiploBoy
Stealth Boy
Combat Boy

KILL RADIOACTIVE LIZARDS

The guys are eating them, or just getting sick from proximity. If killed, the salvagers will stop soaking up rads. Once the lizards in their camp are killed off, they can start using Rad-Away and similar drugs to stay healthy.

Initiator: PC (upon realizing they're radioactive)

Normal Journal: The lizards crawling all over the salvager camp are radioactive. No wonder these guys are sick. It's bad enough they live near these things, but they sometimes eat them, too.

I killed all of the lizards hanging around the new salvager camp. That should keep their rad count from climbing every day.

Dumb Journal: Climbing lizards have rads. Rads keeping the scrappers sick.

Me kill all rad-lizards in scrapper camp.

- Any character can kill the lizards, they're not too much of a threat. Avoiding their bite is the tricky part, which means....
- Stealth Boy should snipe them from concealment, or
- Combat Boy can lumber out in big armor.

02_Kill_Lizards

0 = unaware
1 = knows there are lizards
2 = know they're radioactive
2 = killed all the lizards living near the salvagers

Fix Salvager's wounded arm & Burns
Someone has a broken arm and burns from when BJ jumped his claim.
Science Boy
DiploBoy
Stealth Boy
Combat Boy

Fix Davis' Concussion and slight Deafness
Science Boy
DiploBoy
Stealth Boy
Combat Boy

INSERT AREA + AREA # HERE

GET GARCIA OUT OF HIS COMA.

It just requires more medical skill than Jimmy has, or some time.

Initiator: Jimmy T, Porter, or PC. Once he's up and around, he'll reward you with something.

Normal Journal: Garcia, one of the NCR salvagers, is in a coma from a bomb explosion set by Bombay Jack.

A super-stimpack should get Garcia out of his coma, otherwise he'll probably be out of it for a couple weeks.

Careful use of a stimpack or TRIBALREMEDY should get Garcia out of his coma, otherwise he'll probably be out of it for a couple weeks.

I was able to get Garcia out of his coma.

Now that he's up and around, Garcia gave me some stuff he salvaged as a thank-you for getting him out of his coma.

Dumb Journal: Jack make boom-trap. Garcia got hurt and is in coma.

Super-stimpack should wake up Garcia.

Stimpack or TRIBALREMEDY should wake up Garcia.

Me woke up Garcia!

Garcia gave me stuff to thank for saving him from coma.

- Science Boy with good Medicine skill can just use a stimpack or tribal remedy, your average guy with a smattering of Medicine has to use a Super-Stim. Poor medicine = can't do it.

02_Heal_Garcia

0 = unaware

1 = knows Garcia is in a coma

2 = has good enough Medicine skill to use the cheap remedy

3 = has mediocre, had to use the expensive remedy

4 = Garcia has given you stuff as a thank-you

Fix minor salvager ailments.

Stomach cramps from a couple of guys

Science Boy

DiploBoy

Stealth Boy

Combat Boy

GET THE SALVAGERS SOME FRUIT OR VITAMINS

They're getting scurvy and need fruit or some vitamins. Some of the stuff in Jimmy's drug pile count as vitamins and would help in this. You can also get vitamins from the Lowry Hospital.

Initiator: Porter, Jimmy T

Normal Journal: Living on a diet of nothing but meat, the salvagers are getting sick.

They need fruit or vitamins to make sure they're getting all of the nutrition they need.

I found some canned fruit for the salvagers. That'll keep them from losing their teeth.

I brought some fruit to the salvagers. That'll keep them from losing their teeth.

I found some vitamins. This is exactly what the salvagers need to supplement their meat-only diet.

I brought vitamins to the salvagers. That'll keep them from losing their teeth.

Jimmy T's assortment of drugs included some vitamins, which he can give to the salvagers to keep them healthy.

Dumb Journal: Scrappers getting sick because they only eat meat. They need fruit or pills to not be sick all the time.

Me find fruit in cans for scrappers. Now they get better.

INSERT AREA + AREA # HERE

Me bring fruit to scrappers. Now they get better.
Me find pills. Pills fix meat-only-sick that scrappers have.
Me bring pills to scrappers to fix only-meat-sick.
Jimmy have pills to help salvagers not be only-meat-sick.

- Science Boy can know that the vitamins would help.
- Any character can bring them fruit or canned fruit.

02_Get_Fruit

0 = unaware

1 = knows they need fruit or vitamins

2 = found canned fruit

3 = brought fruit (fresh or canned)

4 = found vitamins

5 = brought vitamins

6 = know that Jimmy's drug stockpile includes vitamins

Fix the guy sick from Bean's Moonshine

It's crappy quality and he's apparently sensitive to it and is now slightly poisoned.

Science Boy

DiploBoy

Stealth Boy

Combat Boy

FIX THE RADIO TOWER

It's running erratically, partly because of the generator (see below), partly because its control system is messed up.

Initiator: Wagner, C.B., Porter

Normal Journal: The salvagers told me their radio tower is running erratically.

I managed to fix the Denver radio tower. Even running on a generator this thing's signal might be able to reach Boulder.

Dumb Journal: Scrapper big radio is broken.

I fix scrapper big radio. Now radio works all the time and goes far.

- Science Boy is needed to fix it.

02_Fix_Tower

0 = unaware

1 = knows there is a radio tower

2 = fixed the tower

Fix the Radio Tower's Generator

It needs some repairs, but Wagner doesn't have the skill to do it.

Science Boy

DiploBoy

Stealth Boy

Combat Boy

Fix the broken Hand radios

Science Boy

DiploBoy

Stealth Boy

Combat Boy

Fix the Battery Recharger

It has been cannibalized to keep the genny running. If the genny is fixed, then this can be fixed.

INSERT AREA + AREA # HERE

Science Boy
 DiploBoy
 Stealth Boy
 Combat Boy

Unlock the Three Safes
 They haven't been able to pick them and don't want to waste the explosives on 'em.
 Science Boy
 DiploBoy
 Stealth Boy
 Combat Boy

Fix the Salvagers' Weapons
 A shotgun, a rifle, and a small pistol, all needing repair.
 Science Boy
 DiploBoy
 Stealth Boy
 Combat Boy

Show theM how to jerk the meat better
 Fix the above quest about preparing the uncooked jerky.
 Science Boy
 DiploBoy
 Stealth Boy
 Combat Boy

GET JIMMY T A DOCTOR'S BAG

Jimmy T could use a doctor's bag to help him treat the salvagers. Over time he'll use it up and ask for another.

Initiator: Jimmy T

Normal Journal: Jimmy T asked me to find him a doctor's bag, since his medical skill is limited.

I traded Jimmy T a doctor's bag. He was very grateful.

Jimmy T has used up the supplies in the doctor's bag I traded him. He'd like another.

I traded Jimmy T another doctor's bag. As before, he thanked me very much

Dumb Journal: Jimmy needs doctors bag to be good doctor.

Me trade Jimmy a doctor's bag. He say thanks.

Jimmy needs another doctor's bag.

Me trade Jimmy another doctor's bag. He say thanks.

- Science Boy might be able to make a doctor's bag
- Any character can find a doctor's bag elsewhere in the game

02_Jimmy_Doctor_Bag

0 = unaware

1 = Jimmy asked you to get him a doctor's bag

2 = traded Jimmy a doctor's bag (eventually switches over to state 3)

3 = Jimmy needs another doctor's bag (sets it back to state 2 for a while)

GET THEM A GEIGER COUNTER

This would solve the problem of the radioactive lizards, and would help them steer clear of high-rad areas in town.

Initiator: Porter, Jimmy T

Normal Journal: Porter asked me to track down a Geiger counter for the NCR salvagers.

INSERT AREA + AREA # HERE

Jimmy T asked me to track down a Geiger counter for the NCR salvagers.
I got a Geiger counter for Porter.
I got a Geiger counter for Jimmy T.

Dumb Journal: Porter asked me to find a "guy grrr counter." Me think he really want a rad-click box.

Porter asked me to find a "guy grrr counter." Me think he really want a rad-click box.

Me find rad-click box for Porter.

Me find rad-click box for Jimmy.

- Science Boy might be able to make a Geiger counter.
- Any character can find one

02_Get_Geiger_Counter

0 = unaware

1 = Porter asks for one

2 = Jimmy T asks for one

3 = you gave it to Porter

4 = you gave it to Jimmy

DEFEAT DOGBODY

Dogbody is holed up in the DCPD. At first he's friendly, but if you kill dogs or just after a while he'll turn on you and you'll have to kill him to stop him from using BITE-ME on your camps to attract dogs.

Initiator: Dogbody, PC

Normal Journal: We were attacked by Dogbody, the crazy guy from the NCR salvagers. I guess he didn't die in the attack on the old salvager camp.

We were attacked by a crazy old man who barked like a dog.

That crazy old man must be Dogbody, the one the NCR salvagers thought died in the dog attack on their old camp.

I managed to kill Dogbody. Poor crazy bastard.

Dumb Journal: Dogbody attacked me! He's crazy.

Crazy old dog-man attacked me!

Crazy old man is Dogbody, dead friend of scrappers. Me guess he not really dead.

Me kill Dogbody. Dogbody dead and crazy.

- DiploBoy can talk to him at first, but eventually it's no use.
- Stealth Boy is best at sneaking around the DCPD.
- Combat Boy likes the blood

02_Defeat_Dogbody

0 = unaware

1 = Dogbody attacked, you know him

2 = Dogbody attacked, you don't know who he is

3 = you don't know him but just figured out who he is

4 = killed Dogbody

START TRADE WITH NCR OR NEW CANAAN

These guys haven't heard from NCR. If you tell the leaders in Hoover Dam about them, they'd be happy to start a big resource trade for them, providing food, supplies, and money to the salvagers. In return, the salvagers would sent salvaged materials to NCR. You could do the same thing with New Canaan.

Initiator: Porter, NCR guy in Hoover Dam, mormon dude in New Canaan.

Normal Journal: Porter is worried that they haven't heard from NCR in a long time.

I talked to Dodge at Hoover Dam about the salvagers in NCR. He was surprised to hear the news – everyone though they were dead. He asked me to let them know that

INSERT AREA + AREA # HERE

Hoover Dam is interested in trading for or buying their salvage, as originally intended, and wants to know what they want in return, so they can set up a trade route.

Duplicate of above, except New Canaan guy.

I told Porter about Hoover Dam's interest in buying the Denver salvage xxxx

I told Porter about New Canaan's interest in buying the Denver salvage xxxx

Reported back to Hoover Dam

Reported back to New Canaan

Sealed the deal with Hoover Dam

Sealed the deal with New Canaan

Dumb Journal: xxxx duplicate the above, but dumb

- DiploBoy is best at negotiating stuff to favor one side or the other.

02_NCR_Trade_Denver

0 = unaware

02_New_Canaan_Trade_Denver

0 = unaware

TELL THE HANGDOGS ABOUT THE DENVER DOGS 2462

Once you know about the dogs and how the Salvagers don't want them, you can tell the Hangdogs to come get some dogs and arrange for the salvagers to leave the Hangdogs alone.

See Bares His Teeth for the task description strings for this quest.

Initiator: Porter.

Normal Journal:

Dumb Journal: xxxx duplicate the above, but dumb

- DiploBoy is best at negotiating stuff to favor one side or the other.

02_Denver_Dogs

1 = you know there are dogs here

2 = you know the salvagers don't want them around

3 = you've told the Salvagers that the Hangdogs are coming and don't want any trouble

04_Denver_Dogs

1 = the Hangdogs are going to go get some dogs

XXXX

qqqq

Initiator: qqqq

Normal Journal: qqqq

Dumb Journal: qqqq

- Science Boy
- DiploBoy
- Stealth Boy
- Combat Boy

02_NAMEEEEE

0 = unaware

INSERT AREA + AREA # HERE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Denver								
Random, hospital, mint	Get Elevator Cable	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Boardwalk Brewing	Get Brewery Running	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp, Rival Camp, Legion Camp, Boardwalk Brewing	Repair 4 Klaxons	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
DCPD	Use Klaxons to Get Rid of Dogs	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
DCPD, random	Defeat CRB-S Units	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
DCPD	Fix Mr. Handy/Job	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
anywhere	Reprogram Job so it can leave Denver	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
The Box	Break Into Box, Surface	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
The Box	Break Into Box, Sewer	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
The Box	Defeat Bombay Jack, Box	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Bombay Jack's Canyon	Defeat Bombay Jack, Lair	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Legion Camp	Defeat Legion Slaves	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Legion Camp	Rescue Legion Slaves	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Rival Salvager Camp	Kill Rival Salvagers	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Union Station	Fix Union Station	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Xxxx	Build Telegraph?	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Random	Kill NCR Soldiers	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Random, parks	Kill All Dogs	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Old Camp	Get Generator From Old Camp	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp?	Defuse Freeway Mines	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx

DCPD	Recover Plague/Riot Docs From DCPD	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Signal ARGOS With Radio Tower	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Analyze Salvager Drug Stockpile	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Kill Radioactive Lizards	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Get Garcia Out Of His Coma	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Get Salvagers Fruit/Vitamins	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Fix Radio Tower	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Get Jimmy T a Doctor's Bag	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
New Camp	Get Salvagers a Geiger Counter	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
Random, DCPD	Defeat Dogbody	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
xxxx	xxxxxx	Reynolds	xxxx	xxxx	xxx	xxxx	xxx	xxx
comments								

Area: The area of the game and the map in the area where the quest is initiated.

Quest Name: The name of the quest.

Designer: The designer responsible for the quest so people know who to contact.

Dstatus: The status of the design.

Script: The programmer in charge of programming the location.

Dscript: The status of the coding for the quest.

LogStat: What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

Passable: Is the quest passable in *some* form?

QA 100%: Is the quest completable in ALL forms?

MERCHANT QUESTS

For some locations, there will be a merchant caravan that travels to and from the city. Make sure you describe what caravan missions are available in the location, and a note of who the caravan master(s) are for the location and where they can be found. It's usually best if they are located somewhere near the opening map of the location.

- Once the brewery is running, they can do a beer caravan, or hook up with the Wright family from New Reno (see references in New Canaan) who can use this as and end of the road to resupply their caravan on the return trip
- Once ties are set up with Hoover Dam or New Canaan, they can trade their salvage stuff to there (even bulky stuff like girders, tires, etc. if you have the big rig or the train)
- Or to Fort Abandon
- Tell Hangdogs about the dogs here

FLOATING QUESTS

This may end up being canned in the time provided, still you may want to jot down some thoughts.

Scott Warner suggested implementing a randomly generated quest system for TORN, based on the *Privateer* model; basically, a number of random quests appear on a "job post" (or its equivalent) somewhere in the world, and the player can pick and choose from a number of simple quests that change over time.

These randomly generated missions make no pretensions about being cut and dry FedEx or Murder Quests: "Go collect bounty on five ghouls," "retrieve five chunks of gold ore," "deliver three sub-machine guns to the caravan master," and so on. Make a quick list of different kinds of quick and dirty random missions that would be appropriate for the location—several of the missions (but not necessarily all) should be tied to the random encounters that occur near the town.

Jeff suggested we add some random *labor* quests, too: brahmin need herding, crops need tilling, things like that.

- I need bullets
- Get me some booze
- Find me a gun

SCRIPTING

Scripting covers a number of elements:

Note that there may be some scripting-specific information for NPCs, audio, art requirements and so on that may be listed there.

GENERAL

There are some general scripting issues...

Wacky Scripting: If you get the klaxon/dogs quest finished, all the dogs leave town, but the random encounters with dogs outside of town in the nearby areas goes up.

If you reactivate the Box's robot factor, robots start appearing (see spawn, below), eventually driving out all human inhabitants (dogs and lizards remain because they don't attack the robots and aren't seen as a threat).

Cut Scenes: There will be a cut scene at the Box if Bombay Jack and/or the traitor salvagers aren't dealt with before you go to the Box. The cut scene involves you, the traitor salvagers, and Bombay Jack. **Note:** Be sure to include animations and IDs to the art for scriptors contained within the cut-scene description.

If Jack blows up his lair, we'll need a FMV of the building blowing up, and a script change to make the map a field of rubble with your characters scattered through it, severely injured.

Respawning:

INSERT AREA + AREA # HERE

Dogs and lizards spawn and respawn. Dogs continue to respawn until you kill them all. Lizards respawn everywhere; except if you finish the "kill the lizards" quest they no longer respawn at the New Camp.

Once you breach the Box and the robot factory reactivates, robots start to spawn and take up spots on every single map, including random maps. They move to react to threats, so once a group (like the salvagers) attacks them, the robots will overwhelm and imprison them, with some guys escaping to the hills to never be seen again.

Difficulty Level/PC level/Multiplayer:

At higher difficulties, PC levels, and in multiplayer games, the number of dogs in random encounters are greater and the dogs are tougher. Likewise, the power level of the NCR soldiers, Rival Salvagers, and Caesar's Legion goes up in these cases.

Event Stuff:

Once the Legion guys are discovered in Denver, every month that passes has a 25% chance that they've left to go back to Caesar, including taking all their slaves with them. This means the PC might not be able to grab Daniel.

Eventually the traitor salvagers are going to make their own strike at the Box. The PC will be able to hear these interactions over the radio. Unless the PC can get there quickly, it'll be over by the time the PC gets there, and the traitor salvagers will have been sniped or bombed by Jack and he'll be in the process of stripping their corpses (or done doing so).

If the PC uses Dogbody's BITE-ME bomb within the New Camp, within an hour the place is overrun with dogs and the salvagers are forced to flee Denver forever. Their camp remains overrun with dogs for several weeks.

Eventually Dogbody attacks the PC, regardless of how friendly or helpful the PC used to be.

ARGOS comes by on his rounds, looking for the PC. If Daniel or the other prisoner is there, he grabs them, too.

COOL SHIT

The **Cool Shit** section is just that -- what's cool about this area? For starters, you should be able to say in one or two sentences why a player would remember this location. If you were a player, what would make you want to *play* this location? What would make you *glad* you played this location?

What keeps the PC coming back? More stuff to loot, more trading with the salvagers. The Box. Dealing with Bombay Jack. The NCR guys. Working on fixing the train. Starting trade agreements with the salvagers & NCR. Convincing them to go to New Canaan to work.

Handouts: Riot & plague documents, background on the DCPD K-9 program, correspondence from before the war (the woman writing to her soldier husband, for example).

Vehicles: If we go with the police car option, this is the place to get it, since we have a police station motor pool with several vehicles that can be salvaged for parts.

Train: If you get the train running, you can take it anywhere from Fort Abandon to Boulder immediately, but any other place (Hoover Dam, Reservation, New Canaan) requires working to repair the tracks that are out along the way.

INSERT AREA + AREA # HERE

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

AREA	SOUND REQUIREMENTS
Denver (general)	MUSIC DESCRIPTION
	Faint country feel (John Denver's <i>Rocky Mountain High</i> , etc.), of things being built and people living, but overwhelmed by a morose tune of loss.
	BASIC SFX
	Barking of dogs. Wind. Faint hammering.
	WALLA SFX
	None
DCPD	MUSIC DESCRIPTION
	As Denver (general), except has more military elements, more patriotic.
	BASIC SFX
	As Denver (general).
	WALLA SFX
	Faint sounds of a human howling like a dog (this sound stops while you encounter Dogbody and after you kill him).
City Park/	MUSIC DESCRIPTION
	Dangerous low guitar, representing the dog threat, sounding something like "Zed's Dead Baby/Bullwinkle Part II" from <i>Pulp Fiction</i> soundtrack.
	BASIC SFX
	As Denver (general), except no hammering. Dog sounds more prevalent.
	WALLA SFX
The Box	MUSIC DESCRIPTION
	Industrial/factory sounding tune, reminiscent of the "crazy factory" theme music used in Bugs Bunny cartoon.
	BASIC SFX
	As Denver (general), except construction sounds, like robots being manufactured. (this stops if you manage to shut down the factory)
	WALLA SFX
Bombay Jack's Canyon	MUSIC DESCRIPTION
	As Denver (general), except without the morose, more paranoid (bombs are everywhere here). Or like "Bring Out The Gimp/Comanche" from <i>Pulp Fiction</i> soundtrack.
	BASIC SFX
	As Denver (general), except no hammering.
	WALLA SFX

INSERT AREA + AREA # HERE

	Crazy laughter
Police Chief's Fallout Shelter	MUSIC DESCRIPTION
	As DCPD
	BASIC SFX
	As Denver (general), except
	WALLA SFX
New Camp/ Rival Salvager's Camp	MUSIC DESCRIPTION
	As Denver (general), except more industrial, no sadness. Alternately, <i>In the Jailhouse Now</i> from <i>O Brother Where Are Thou?</i> Soundtrack, or <i>Big Rock Candy Mountain</i> from same.
	BASIC SFX
	As Denver (general), except
	WALLA SFX
Caesar's Legion Camp	MUSIC DESCRIPTION
	Something evoking a Roman Legion's marching tune.
	BASIC SFX
	As Denver (general), except
	WALLA SFX

INSERT AREA + AREA # HERE

LOCATION CHECKLIST

Each area document will also have a **Location Checklist**.

In Fallout 3, we need to make sure that each character type has an equally enjoyable role-playing experience in each location (evil characters and stupid characters are usually given the short end of the stick; the rewards for these types of characters are usually unbalanced when compared to the goody-two-shoes characters). No more!

In addition, there were a few skills and statistics in Fallout 1 and 2 that didn't see enough use by the designers. As an example, Charisma wasn't nearly as useful as most of the other statistics in Fallout 1, and the Doctor Skill was as useless as a third thumb in both Fallout 1 and Fallout 2. If we take care to see that each stat and skill can be used effectively design-wise in each location in the game, then I think these stats can gain back some of the ground they've lost over the past few games. That's what the location checklist is for.

The location checklist is a glorified grocery list, covering a number of the role-playing possibilities for each "kind" of character the player may have chosen (Stealth Boy, Science Boy, Combat Boy, Charisma Boy). This checklist is intended to insure each kind of character has something cool to do in each location, and that the rewards and role-playing experiences for each location are balanced whether the player is good or evil, stupid or smart, a combat monster or a science guy.

Designers don't have to make sure that each entry is checked off for each location – *as long as they make up for it in another of their locations in the game*. The exception to this rule is for early areas of the game, since those are the first areas the players will encounter, and I want their character to have a rich role-playing experience all-around right from the start. (If the player went through three early areas, and his Doctor skill isn't used once, then he's going to be sorry he took it.)

My prototype checklist consists of the following entries:

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Kill the NCR salvagers	XP, loot
Good Karma Character	Kill evil salvagers, kill Caesar's Legion guys, free slaves	XP, loot
Stupid Character		
Low Reputation Character		
High Reputation Character		
Human Character		
Male Character		
Female Character	Seduce a salvager for something	
COMBAT BOY		
Firearms	Destroy all dogs	XP
Melee	Destroy all dogs	XP
Unarmed	Destroy all dogs	XP
CHARISMA BOY		
Barter	Do trades with salvagers, bargain for a claim	Loot, loot
Deception	Trick the salvagers	

INSERT AREA + AREA # HERE

Persuasion	Establish trade with NCR/New Canaan	
SCIENCE BOY		
Mechanics	Many things to repair	
Medic	Wake Garcia, help Jimmy identify drugs	
Outdoorsman	Know that the ultrasonics would fix the dog problem	
Science	Digging up info from DCPD computer	
STEALTH BOY		
Lockpick	Entering the box, opening the safes	
Sneak	Dealing with dogs, lizards, Bobay Jack, Dogbody, evil salvagers, Legion	
Steal		
Traps	Defusing Bombay Jack's bombs on the freeway and in his home	
GENERIC SKILLS		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)	Claim Jumper	
Carrot 2		
Easter Egg 1		
Easter Egg 2		
PERKS + TRAITS		
Perks (Any cool Perk mileage?)		
Traits (Any cool Trait mileage?)	--	
ENVIRONMENT		
Economics	Scavenging. Desperate for food and medicine, willing to trade other goods	
Power/Infrastructure	Frontier/survivalist	
Food	Dogs, lizards	
Tie to Another Area 1	Trade with NCR	
Tie to Another Area 2	Labor for New Canaan	
Tie to Another Area 3	Interactions with Boulder	
MULTIPLAYER GAMING		
Multiplayer Elements?		

ROOM FOR IMPROVEMENT

Also be sure to include hooks for "room for improvement." This section may change depending on how Ferret thinks it should be organized.

Room for Improvement: You can repair stuff at the train station, getting the tracks fixed and the train, after which it's a working train station and can have guests. If you get the connection fixed all the way to NCR and establish trade with them, they'll actually post a small military squad here.

INSERT AREA + AREA # HERE

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.
- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

Note: Over the course of the project, you may wish to collect art that may be appropriate for an end movie slideshow and just keep it stored in a folder on the server or locally.

A quick example is provided below:

WHERE TO GO CONDITIONS

The player never entered Denver	Skip Cinematic
The player had the satellite fire on Denver.	Goto 1
Killed NCR salvagers, dogs rule	Goto 2
NCR salvagers never make a trade with other groups, they leave, dogs rule	Goto 3
Reconnected salvagers to NCR in Hoover Dam, no train, dogs eliminated, it's a fort!	Goto 4
Reconnected salvagers to NCR in Hoover Dam, no train, dogs still present, salvagers end up leaving, dogs rule	Goto 5
Reconnected salvagers to NCR in Hoover Dam, got train running, dogs eliminated, it's a fort!	Goto 6
Reconnected salvagers to NCR in Hoover Dam, got train running, dogs still present, dogs eventually eliminated, it's a fort!	Goto 7
Ghouls take over Denver (if you tell them about it and Denver doesn't at least become a fort)	Goto 8

1. NUKE DESTROYS DENVER! (WTG)

Denver, once ravaged by nuclear war, suffered again as the satellite-launched warhead plummeted to earth. Dogs, salvagers, buildings, everything was incinerated by the atomic fire. Only a few hardy mutant cockroaches survived the blast.

Show a mushroom cloud in the distance with a highway and train tracks leading up to it.

2. DOG CITY (WTG)

With the deaths of the NCR salvagers, the dogs completely overtake Denver. Though desperate wastelanders brave its borders from time to time in order to scavenge materials from the old world city, the city belongs to the dogs and they aggressively defend it against intruders.

Show packs of dogs running through the streets, the skeletons of skyscrapers looming above them.

INSERT AREA + AREA # HERE

3. DOG CITY mk 2 (WTG)

Isolated from NCR and other groups, the salvagers of Denver eventually die or leave their claims in despair. The dogs roam freely through the town. Though desperate wastelanders brave its borders from time to time in order to scavenge materials from the old world city, the city belongs to the dogs and they aggressively defend it against intruders.

Show packs of dogs running through the streets, the skeletons of skyscrapers looming above them.

4. FORT DENVER ESTABLISHED! (WTG)

With ties reestablished between NCR and its Denver salvagers, and the dog threat eliminated, the salvager camp becomes the foundation for a fortified area in Denver. Over time more salvagers come to the city and establish claims, and the New Camp becomes a true fort. The original salvagers buy off their sentences, sell their claims, and move west, moderately wealthy for their years of hard work.

Show a skyscraper on a major road, surrounded by fortified walls and guarded by frontier guys with guns.

5. DOG CITY mk 3! (WTG)

Though the Denver salvagers were able to establish trade ties with NCR, the threat of the dogs and the great distance to Hoover Dam eventually do in their small camp before it gets a chance to benefit from the arrangement. The dogs roam freely through the town. Though desperate wastelanders brave its borders from time to time in order to scavenge materials from the old world city, the city belongs to the dogs and they aggressively defend it against intruders.

Show packs of dogs running through the streets, the skeletons of skyscrapers looming above them.

6. FORT DENVER ESTABLISHED! Mk 2 (WTG)

With ties reestablished between NCR and its Denver salvagers, and the dog threat eliminated, the train station becomes the foundation for a fortified area in Denver. Over time more salvagers come to the city and stake claims, and Union Station becomes a fort within the city limits. The original salvagers buy off their sentences, sell their claims, and move west, moderately wealthy for their years of hard work.

Show the train station, surrounded by fortified walls and guarded by frontier guys with guns.

7. FORT DENVER ESTABLISHED! Mk 3 (WTG)

With ties reestablished between NCR and its Denver salvagers, the train station becomes the foundation for a fortified area in Denver. Salvagers and soldiers from Hoover Dam drive back the dog packs, fortify Union Station, and stake claims in the city. The original salvagers buy off their sentences, sell their claims, and move west, moderately wealthy for their years of hard work. In time, Fort Denver becomes an actual town.

Show the train station, surrounded by fortified walls and guarded by frontier guys with guns.

8. GHOUL CITY (WTG)

INSERT AREA + AREA # HERE

Without the strong support of NCR, the Denver salvagers fall prey to attacks by the ghouls of the Reservation, hungry for its old-world resources. The ghouls take over Denver, fortify Union Station, and mine its resources to further their agenda in the wasteland.

Show the train station, surrounded by fortified walls and guarded by ghouls with guns.

RANDOM NOTES

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

8/11/01 – finished quests, last ragtag bits

8/6/01 – rearranged NPCs so most of them were generic

8/1/01 – added maps

7/1/01 – added quest ideas

06-25-01 – Fallout Location Template document created.

INSERT AREA + AREA # HERE

***Boulder/
Dome City/
Stone City***

Version 1.0

9/19/2003 5:29:00 PM

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INTRODUCTION

- Chad would like scripting specific text in these documents to be in a different font (lucida sans Unicode - like in FR6). This wouldn't be for descriptive text, but for very specific actions that scripts must do. For example, "When the player examines the pile of junk, SetGlobal("abc", 1)." It helps to set the text apart. If you'd prefer a different text or highlight color, that's fine too. Just something that says, "this is technical shiz."

OVERVIEW

Boulder Dome is a scientific research facility designed to withstand a nuclear attack. All around it is the blasted remains of the city of Boulder, poisoned by radiation and toxic waste. Inside the dome is a desperate team of scientists infected with a strange disease and trying to keep their ZAX unit from cannibalizing its memory to such an extent that it stops working. Beset by glowing ghouls and a large pack of cannibal primitives, the dome faces extinction.

History

Boulder was long a place where advanced scientific research took place. The University of Colorado, IBM, and Ball Aerospace were located here. Supported by money from Denver's industry and an active military presence, Boulder scientists made advances in medicine (bio-med gel was invented here), alternate energy sources, robotics, and even developed a power armor prototype. Unfortunately, leakage from the Rocky Mountain Arsenal (a nearby toxic waste dump/weapons storage location) caused a poisonous cloud that killed a lot of people in Denver. As an apology, the military funded a program to create a self-sustaining research dome, capable of withstanding a nuclear attack. This "city of the future" was to be a prototype for settlements on the moon and other planets.

Then the war with China began. The USA annexed Canada. Boulder became a hotbed of political activity, as most of the scientists were naturally suspect of the military, and they, their families, and friends staged public protests about the situation, which got much of the city population up in arms. Some of the protests turned into riots, and the riot police were called in to suppress the riots. That squelched it but left everyone at a low simmer. When reports of plague outbreaks in Denver surfaced, many in Boulder feared that an exodus from that city would come here and infect them; they fled north. When the bombs fell, Cheyenne Mountain (a military facility, home of NORAD) was a primary target. A huge section of the mountains became a great radioactive smoking crater. Coupled with attacks on Denver and the Rocky Mountain Arsenal, Boulder became the center of a triangle of hellish death.

Fast forward 170 years. An NCR scientist named Goddard and his military escort travels through the region, establishing power generators and noting the locations of old-world power facilities. His report to NCR is noticed by Presper, who sends him out again to investigate certain areas in the old America's southwest. After Goddard returns, Presper and a small team of soldiers investigate Boulder dome, finding it in need of repair but containing excellent labs and a fully-functioning ZAX unit. Over the next few years Presper invites or sends scientists and students to the Boulder Dome, where he explains his idea to remake civilization. Those who refuse are put in cold sleep, using technology the original Dome scientists developed to aid space travel. Presper knows he can use the CODE (Challenge, Opportunity, Discipline, Ethics) technology developed there to convince them to help him when the time is right.

Four years ago, when things start to fall apart out in NCR, Presper sent out his last team of scientists and grad students. Agnes, a fellow NCR scientist and frequent diplomat from the scientific community to the government, is the leader of the expedition. Using her skills and a "diplomatic immunity" pass she carried, she makes her way to Hoover Dam. Two days later, the NCR Congress building is destroyed, presumably in a conflict with the BOS.

The destruction of the congressional building is a severe upset to NCR and travel becomes difficult. Only by circuitous routes and careful display of her pass is Agnes' expedition able to reach

INSERT AREA + AREA # HERE

Hoover Dam a year later. She runs into Goddard, a former colleague (they were both scientific advisors to NCR at one point). Goddard knows Eddie Galenski, a long-haul trucker with an armored vehicle, and together the large group makes its way to Boulder Dome. The group includes Agnes and the grad students, Goddard and his military escort, Galenski, his wife Helen, and their children. Though they lose a few students along the way, they eventually reach Boulder Dome and enter using the passcodes Presper gave them. In a strange accident the scientists and grad students are infected with a form of the New Plague and are forced to quarantine themselves from Goddard's soldiers and the trucker family; after two months trying to fight the disease, the scientists realize that they're stuck with it for now and have to live in protective suits whenever they want to interact with the rest of the Dome population.

As of two years ago, things had stabilized. Everyone had a routine, mainly around constantly repairing problems with the dome (mainly from wear and neglect). There's enough to do that it keeps everyone from going crazy. The scientists worry that the soldiers and truckers might leave them, and if that happens, they're probably doomed. One of the grad students (Paul) discovers the Sleepers in a deep level of the facility – the scientists Presper sent here and put to sleep to help with his new world order. Xian starts her "hikes" and discovers ZAX.

A year ago, the first glowing ghoul showed up on the north end of town, collapses, and dies. The scientists mark the body with radioactive warnings, debate how to dispose of it (like dumping cement on it). **Paul finds that ZAX is almost out of storage space at the rate he's going.** With no storage space, ZAX won't be able to run the dome and will start doing damage. They need to get other storage media to hold info. (Holodisks/holotapes/holodisk tapes, all the same thing). If no solution, ZAX will have to start cannibalizing his own memory storage, eating Boulder research as he does so.

They start hearing some broadcasts from Denver, but don't answer because they fear being attacked (esp. from diseased people).

8 months before the PC arrives: Two glowing ghouls show up within a three-day period. The soldiers start getting paranoid, thinking they're in ghoul territory. Sgt Larsen, going stir-crazy, wants to take some Rad-Away, find the ghoul colony, and kill them all. Goddard says no, but Agnes suggests he consider it to let them "let off some steam."

6 months ago: Galenski is told they need storage (by now they basically need a "datacan", though holodisks will help stave it off). He makes a run west to find some but fails. While out he runs into a pack of Jackals, kills all but one, and heads home. The lone Jackal runs to his tribe and tells them about the truck, the man, and where he went. The Jackals stop fighting among their own tribes and move out in search of this new food source. Jimmy T the super mutant (found later at Denver) is with them.

Another glowbug shows up. Larsen's team is given RadAway and start doing patrols. Agnes says taking RadAway for too long is dangerous. Larsen realizes that means they won't be giving it to them any more, so he starts exaggerating how many ghouls they find so they can justify getting more RadAway to deal with them.

Jimmy T leaves the Jackals because he knows the Daughter of Hecate probably doesn't want him around and he doesn't want to be a sacrifice.

5 months ago: Jimmy T asks Helen and Galenski and asks them to ship him south. The soldiers say no, but Helen and Galenski allow it because Jimmy once healed one of their kids when he was sick.

Wagner (the ghoul from Denver) shows up in Boulder, scouting around the outskirts, but is driven off by shots from the soldiers who assume he's a glowbug. Wagner realizes things are hostile toward ghouls here. He scouts further south (and checks out Rocky Mountain Arsenal on the way to Boulder).

A few more Jackals start showing up.

4 months ago: Galenski makes a run to Denver in response to the radio transmissions. Surprised, he finds the salvagers have a lot of good stuff. He trades them ammo, minor tools, and medical supplies in exchange for dog meat, computer chips, and holodisks. On the way back he faces some Jackals but fails to kill any of them.

Problems continue between the scientists and the soldiers. Larsen and his men succumb to addiction and their addiction is apparent.

3 months ago: Jackals organize in strength in this region. Though they originally try attacking the dome, they quickly realize the truck is an easier target.

2 months ago: Problems with the soldiers get worse. Patrols become erratic. Larsen becomes paranoid. When another ghoul wanders in, the scientists accuse the soldiers of not doing enough, or

INSERT AREA + AREA # HERE

anything at all. Larsen pulls a gun on a scientist and tells them to surrender their med supplies for "one last patrol." Goddard aggress, and secretly decides to close them outside to starve and die. He only tells Agnes about this "exile" ... the others just think they haven't returned.

1 month ago: The soldiers return to find the dome sealed up. At first they think it's a mistake, then they realize it's not. They pull out of Boulder to avoid the Jackals, and end up in a guerrilla state in the nearby mountains, looking for tunnels into the Dome. After two weeks the soldiers are starving. One of them freaks out, and Larsen shoots him, then offers the body to the Jackals. The soldiers and the tribes became allies, both wanting to get into the dome. Soon after, the soldiers use the last of their RadAway, and by the time the PC shows up they're in their 7th day of withdrawal.

5 days ago: Presper and his men arrive, shoot some jackals, hide in the truck, slip into the Quarantine Center, and sieze Helen, Galenski, and the kids. There's a big fight with Pierce and Helen, as they recognize each other (they used to be lovers, and he's the father of at least one of her kids).

4 days ago: Presper realizes his datacan is of the wrong type, or can't be used to save ZAX without destroying all the data on it, which he's not ready to do yet. He starts to run some other calculations and waits around for those to finish. It's during this time (in Part 1) that the PC would arrive; if the PC doesn't arrive until Part 2, Presper & Co. are gone and things are sorta back to normal, at least normal for here.

When the inner dome got shut down, Xian was trapped outside. The scientists are pissed because they don't know how to get her back in. When the PCs meet her, she's almost out of oxygen but she won't open her suit. Why? Because she doesn't want to contaminate the PC.

Coleridge agreed to come here (1) because Presper told him it was a safehouse just in case NCR & BOS went to war, and (2) he needed the satellite if he wanted to wage war on NCR.

The NCR guys spotted Galenski's truck, used it as a Trojan Horse, used it to enter the quarantine center and capture Galenski. Helen thought they were going to kill Galenski so she pretended to throw in with them. Once inside they took control of the outer perimeter, and Presper was able to talk everyone into a conference via video monitor. Presper finds out that some scientists didn't make it to Boulder and realizes he's short on the number of people he needs.

Goddard is keeping stuff secret from Presper: the research, the presence of Larsen outside. He knows Presper wants the PCs dead. He doesn't trust Presper and suspects that Coleridge may have been responsible for the attack on NCR congress.

In the Near Future:

If it's part 1 and you're wandering around, ZAX is also trying to shield himself/you from ODYSSEUS' signals to direct the robo-brain to attack you. He's also trying to stop ODYSSEUS from getting access to the control center of Denver. If the robo-brains are activated, many try to do their old programs from before the war, but many are rewritten to combat mode. If they capture you, they try to extract your brain. They may already be trying it on the scientists they capture. If the attack occurs, Presper and his guys make their escape. If they escape on their own timeline.

ZAX finishes the calculation that Presper needed, reports to Presper, who deletes it, then makes his exit. A hacker can track down some of what he was looking for and maybe the coordinates of where he's going (a pointer toward Bloomfield). When Coleridge leaves, he points out that for about 24 hours after they leave, the Jackals will be distracted by the NCR train leaving, which might make it easier for the PC to leave. When Presper leaves, he makes sure to take as many stimpacks as he can, plus food and nutrient paste.

48 hours after Presper leaves, his reprogrammed robo-brains attack the PCs and Goddard (because Presper considers Goddard responsible for

Random quests:

- We need X holodisks.
- We need X mechanics (use NPC drafting as part of the random fetch quests)
- We need X electricians (use NPC drafting as part of the random fetch quests)
- We need X PIPBoys.
- We need X pieces of junk.
- We need information from Y terminals.
- We need X computer parts.
- We need soil and seed samples.
- We need X chemicals.
- We need X schematics.
- We need X fusion cells.
- We need X energy cells.
- We need X doors fixed.
- We need X terminals fixed.
- Repair/Upgrade X terminals.
- Destroy X terminals.
- We need you to scout out X small buildings in Boulder, take soil readings.
- We need samples of X glowing ghouls.
- We need soil samples of every sector north of Boulder to determine extent of contamination.
- Set up perimeter cameras to replace the ones that the soldiers smashed.

TRUCK IN DENVER

The stuff below is information on the truck when it arrives in Denver.

The truck's exterior is covered with bullet holes - (Small Arms check) 10mm shells, .223 ammo shells, crossbow bolts (Alkaya may find it). It looks like she had a hell of a time getting here.

Mechanics: Ben: The vehicles, designed and tested at Sandia labs, are mobile vaults. They are built to withstand head-on collisions at 60 miles per hour without their cargoes so much as shifting, and to endure an 1,850 degree fire for half an hour (the equivalent of a crash with a gasoline tanker) without raising the temperature inside. Their metal linings are designed to resist drills, blow torches, and explosive charges.

Purpose of this Area:

Army of the sleepers. Presper's scientists he wants to preserve for his new world order.

ZAX: Here to answer questions, show initially that ODYSSEUS' purpose is not just a prison and not entirely benign.

Information on CODE: Explains how CODE works so you understand it better in other parts of the game where it is used.

Location of several PipBoy **games**.

Knowledge that the Nursery will be safe from the nuclear attack, in theory because of Presper's desire to use it but in actuality because Diana won't let the satellite's be launched at it.

Playground for ScienceBoy characters.

Brain-extractor tech info for the robobrain.

NCR soldiers are here and they're not nice; hints at their role in the endgame.

Jackals, and show how degenerate they have become, like many wastelanders

Danger from the glowing ghouls coming in from the north

Hints on the US space program

Nutrient paste and how it keeps plague victims alive and their symptoms dormant. Keeps the PC from infecting new areas if it's taken at regular intervals.

INSERT AREA + AREA # HERE

TIMELINE ONCE THE PCS ARRIVE:

Get in

If in Part 1

Find Presper and the NCR guys here

Have a bit of a firefight, maybe, if they refuse to come in and help repair stuff

Repair some stuff on Presper's orders. He's running stuff from the main Robotics lab.

Presper leaves

48 hours later, Presper's reprogrammed robobrains attack the PC and Goddard

If in Part 2

Scientists explain their situation

PC can try to save ZAX, or not.

PC can learn things or go to town using the labs

MONSTERS IN THIS AREA:

Glowing ghouls (glowbugs)

Robobbrains

NCR soldiers (Presper's team)

NCR soldiers (Larsen's team)

Jackals

INSERT AREA + AREA # HERE

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Boulder Dome Lev 1	Full Party	BD001	Large	Wasteland, metatile, vault
2: Boulder Dome Lev 2	Full Party	BD002	Large	vault
3: Boulder Dome Lev 3	Full Party	BD003	Large	vault
4: Train Station	Full Party	BD004	Medium	Ruined City
5: Jackals Camp	Full Party	BD005	Medium	wasteland
6: Baggers Camp	Full Party	BD006	Small	wasteland
7: Secret Tunnel Entrance	Full Party	BD007	Small	wasteland
8: Dead Ghoul Graveyard	Full Party	BD008	Small	wasteland
9: Dome Tunnels	Full Party	BD009	Large	Vault?
10: ZAX Mainframe	Full Party	BD010	Large	Vault

1: Boulder Dome Lev 1: A huge cement/concrete geodesic dome submerged mostly in the ground. Within it is a scientific research facility. Exterior will be handled by 3 metatiles representing the entrances to the dome (the entire surface of the dome is probably never displayed in-game, or at least I'm setting it up that way). Interiors are standard tiled maps.

2: Boulder Dome Lev 2: More of the dome interior. Research and living quarters.

3: Boulder Dome Lev 3: More of the dome interior. Research and living quarters. This may be consolidated into Boulder Dome Lev 2 if space permits.

4: Train Station: A wrecked train station with an intact line of tracks leading to the south. There may or may not be a one-car military train here (it'll have to be a dynamic object).

5: Jackals Camp: An open plain with pits dug in the ground where the Jackals live. These guys live like animals.

6: Bagger Camp: A typical military campsite on an open field, though the military guys that made it are deserters, drug addicts, and guys with radiation sickness, so things are kinda haphazard.

7: Secret Tunnel Entrance: A secret, non-quarantined tunnel access point into the tunnels under boulder. Basically a heavy manhole in the ground in the middle of a blasted open field.

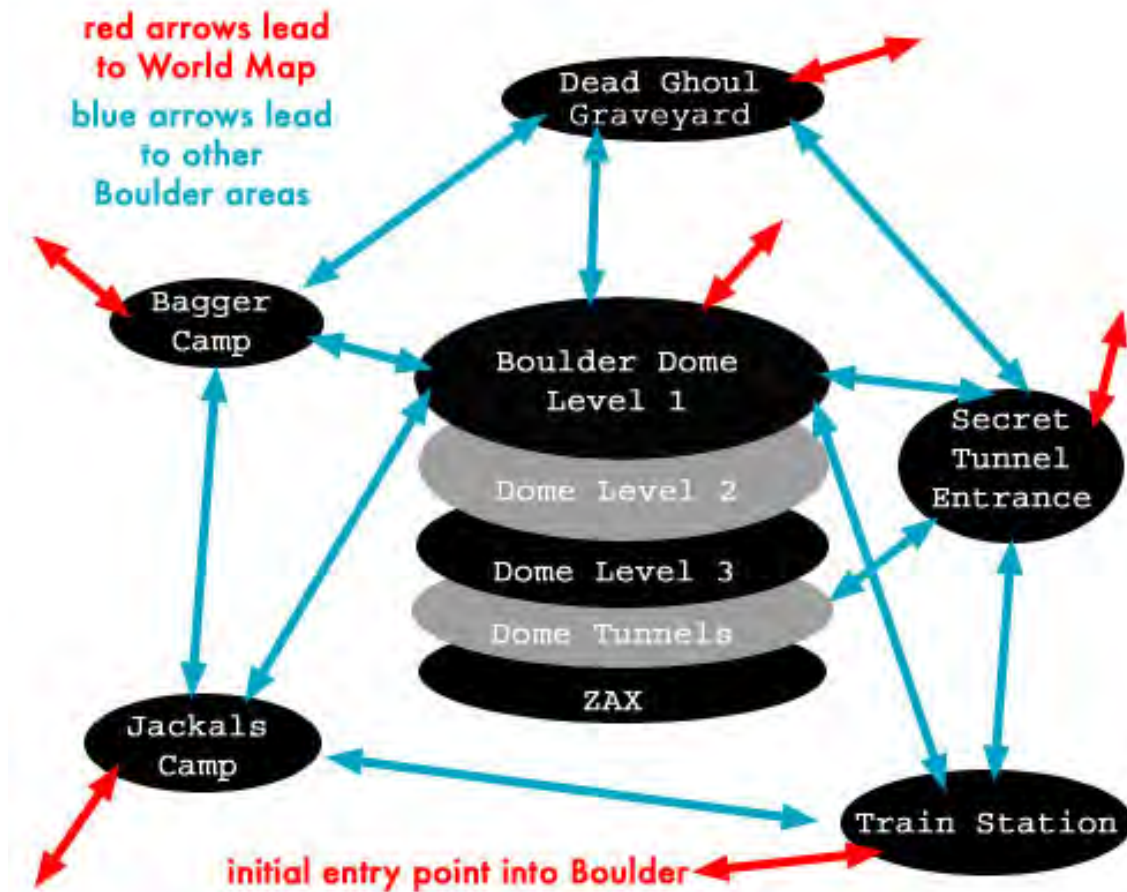
8: Dead Ghoul Graveyard: An open plain that has a number of dead glowing ghoul bodies on it.

9: Dome Tunnels: A series of hot, muggy tunnels deep under the dome, patrolled by robobrains. Connects to some secret labs and eventually the ZAX mainframe.

10: ZAX Mainframe: Rows and rows of computer memory banks, deep underground, with the ZAX mainframe computer at the center.

INSERT AREA + AREA # HERE

MAP FLOWCHART FOR BOULDER



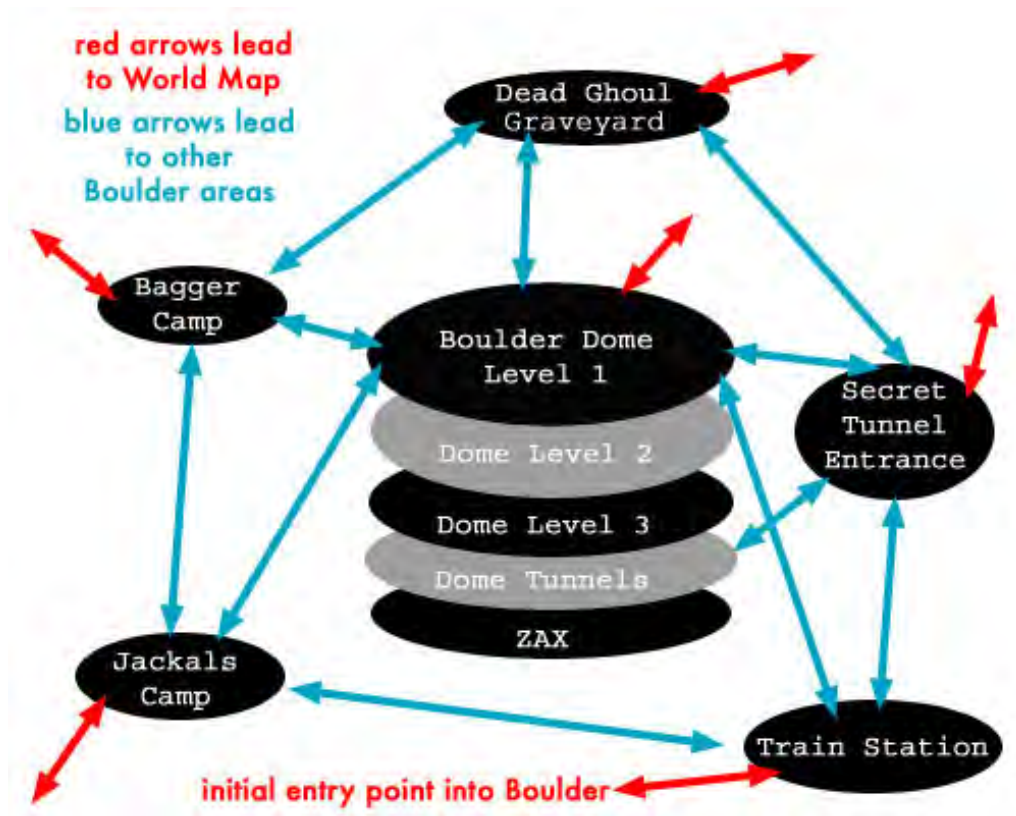
LOCATIONS

The **Locations** section of the document will probably be a series of entries, each one describing each location within the area. Designers will determine what format and procedure works best for them. Each location section should probably cover the following information, however:

Remember that most of Boulder is irradiated and subject to toxic clouds and acid rain.
Within the dome there are health & hygiene posters everywhere.

- The physical aspects of the locations, so artists can get a feel for the area's art requirements.
- The feel and tone of the area for audio. Include any description you think would help them get a better handle on the area. Emote if necessary. Do interpretative dance. I don't fucking care, but don't omit important details.
- The area's purpose.
- The major characters you expect to be found in the location.
- Any adversaries you expect to be encountered in the location.

- A brief description of quests likely to be found in the area.
- For now, assume that we will not be having separate building interior maps, and that we will have pop-off roofs like in Fallout 1 and 2.
- Brief note on any optional or associated locations you think might be cool for an expansion pack.



BOULDER TRAIN STATION

The NCR train is here in part 1, but not in part 2 (you can find it moved down an unused spur in the south with a good Luck roll), or maybe they drove it back here after dropping everyone off as close to Bloomfield as they could.

Jackals are all over the place, trying to figure out what the train is and what it means. If the PC pulls up in their own train and the Jackals are present, they'll attack.

Presper's train, the General, is here in part 1, rigged with explosives. It also has a radio detonator on it. This is a hard thing to open, possibly more of a part 2 sort of thing.

There's a terminal with the schematic for the Quarantine Center still on display, plus some hacker code left on file to hack into the QC. It's actually a fake code-virus left by Presper to mess with the PC's PipBoy.

There's a trail leading west to the Quarantine Center.

Several blood pools and trails as if creatures were killed with one shot and then dragged to another area (where there's just bones). It was Pierce's guys killing the Jackals, who ate their dead.

INSERT AREA + AREA # HERE

JACKAL CAMP

Short-hair is an insult for these guys. They have long hair and grow long beards. They live in holes dug in the ground or in old world basements. Males are the leaders, determined by Strength and fighting ability.

They've been moving east because of pressure from the unified tribes.

If you sneak in to talk to Crazy Bitch, you may be able to convince her to get them to leave.

Crazy Bitch "explained" to the Jackals that eating the flesh is the source of their fertility, and those that eat more are more likely to give birth more, and those who are less fertile must have eaten a person with a bad spirit.

Culture info can be learned by talking to the Jackals, Jimmy T, or Crazy Bitch.

Someone in fatigues won't be attacked on sight because they'll be mistaken for an ally of Larsen.

Years ago in the west they found and attacked Jimmy T, but he beat the crap out of them (and ate them). Then he healed one who tried to attack him later, and that one went back to the others and told them he had magic in his hands, so after that they welcomed him when he came around, and even shared food (since in a way he carried some of the tribe's strength with him). Then Crazy Bitch showed up and started talking her own medicine and talking smack about Jimmy, who left. Then Galenski's truck showed up....

Someone with a super mutant won't be attacked on sight because of Jimmy T.

They represent the Civ vs Anarchy theme.

Jackals Quote: "Gabble cackle! Eat, eat! Man, man! Good to eat! Cackle Gabble! Eat, eat!" (Quote from the book Rediscovery of Man).

They used to have dogs, but ate them when they got hungry. They'd prefer humans (humans give them the most strength). They prefer to attack outsiders, then other Jackal tribes, then members of their own tribe (weakest first).

The tribe leader eats first, and the others get the rest when he's done.

If a male is killed, his wife and kids are given to another male in the tribe, or (if he or they are disliked) eaten.

They like hit-and-run tactics, often firing once for the legs to slow down prey.

They like using sledgehammers in fights, clubbing foes like slaughterhouse cattle.

They don't like ghouls (they think they're the risen dead) and will drive them away with ranged weapons.

Jackals will have no respect for bald characters.

The Jackals want to eat the people in Boulder, including the Sleepers, which would feed them for months.

The Jackals know other tribes despise and fear them.

They number about 100.

Crazy Bitch doesn't want the Jackals to go into Boulder because it holds the poison of the old world, and she was pissed when Larsen made peace with the tribe without her permission.

Script: If you're in the Jackal camp, the Jackal kids follow you around, sniffing at your heels. If you move toward them, they run away. In combat, they run away if 25% of their number is killed, grabbing bodies before they go.

INSERT AREA + AREA # HERE

DEAD GHOUL GRAVEYARD

The north end of town where the glowbugs tend to show up. There are several dead glowing ghouls here, all shot with bullets. One of them looks somewhat eaten. Some are in rags, some are jackals, one is an NCR soldier. They have gear, but it's radioactive. All are full of bullet holes. There's a quest to bury them in cement or move them elsewhere so they won't contaminate stuff.

INSERT AREA + AREA # HERE

BOULDER DOME LEVEL 1/2

Presper jokes and calls the Jackals "humanitarians"

It's about five city blocks in diameter. Several apparent entrances, only three work. **Science** option: Quarantine Center or use radio. **Stealth**: hide in truck or via the Water Pump. **Combat**: fight through the garage. **Speech**: negotiate with Larsen's men or Helen.

Level 1



1. East Truck Garage Entrance: This is what Galenski uses to get his truck in and out. Currently occupied by a bunch of Jackals (3 packs of 12). The Jackals have tried to block the engine with cars but the truck is big enough to bust through should it be going fast enough. A few junked cars are inside.

Normally they'd use the radio, but it was broken in the last Jackal attack. Using another means the door opens in 5 minutes. Honking the horn means it takes 15 minutes. Helen can tell you this. Door takes 2 rounds to open or close, and Jackals try to get inside while it's doing so. This leads to the antechamber, which cleans you with water and disinfectant before opening the inner door (only once the outer door is closed). Once through the antechamber, you're in a bigger room with three exits and a catwalk; it's a trap by Pierce and the other NCR guys. They just want you to surrender.

2. Galenski Family Quarters. Where Helen, Eddie, and their six kids live.

INSERT AREA + AREA # HERE

3 Lobby Entrance: Lobby: exit door with guard desk, poster that says "security is everyone's business", and a wall rack with some supplies (canteen, hypodermics from RadAway, flare, empty needler cartridges). All other cabinets here have been torn open, especially ones marked with medical symbols. The exit door leads to a tunnel that leads into the dome.

4. Baggers Quarters. The quarters of the now-locked-out RadAway-addicted soldiers.

5. Storage. Some medical supplies, some other misc tradeable stuff the scientists have set aside for Eddie to barter with.

6. Main Bathroom

7. West (Damaged) Truck Garage Entrance: Sealed closed because the dome is still in hibernation mode.

8. Cafeteria/Kitchen. Mainly a dispensary for the nutrient paste, as they don't really have any other foods.

9. Quarantine Center Entrance: This is how Presper got in, using passcodes he hacked. The grad students got in using the passcodes Presper gave them. If you go in through here you'll have to leave the truck behind, which Helen doesn't want to do. Plus, Larsen and the others may be hanging around here trying to get in, too.

The Jackals have a scout nearby, who'll run to warn his fellows if the PCs approach. Built like a hospital, but severely junked. There's a speaker console here that has been wrecked recently (by Larsen's group). If repaired and a radio is used on it, you can make a computers roll to hack in and open the door. Inside is a tunnel with vents. Once you're in it seals and sprays you with disinfectant. Ghouls or super mutants in the group mean the opposite door doesn't open unless you hack it, otherwise you're allowed in.

10. NCR Quarters. This is where Presper and his soldiers stay in part 1 when they've taken over the place.

11. Hydroponics Garden. Just a cement basin right now since they've had problems growing things. The PC can actually grow stuff here with the right combination of Science and Outdoorsman.

Water Pump Shack: This building has dials and pipes. There's a clog, but the gauges are broken so you can't tell (you can repair it). You can then use a tool to seal off water flow in one big pipe to allow you to go in through one of the two hatches. Going down is a one-way trip unless you use a rope.

Following the pipe takes you to a big water tank that's almost completely full. You can bust through a weak part of the tank wall or try to open a hatch.

Interior: Many places with indestructible glass/plastic walls so you can see stuff in other areas but not get to it. Clean and disinfected, like a hospital. Air is stale and warm. Very brightly lit (difficulty sneaking).

Many strange machines everywhere, some of them incomprehensible.

They still hold classes on repairing things so they can all do Boulder upkeep.

Air filtration system is broken, which is why the geeks are in suits. Zax may have flooded the air with something to keep them away?

Decontamination chamber to level 2 so the geeks can enter their living quarters and not have to be in the suits 24/7.

Still has vending machines that vend gum and cola.

Crackling 50's music is always on, and the noise of fans

Presper's group has taken most of the useful medicine, leaving weird stuff.

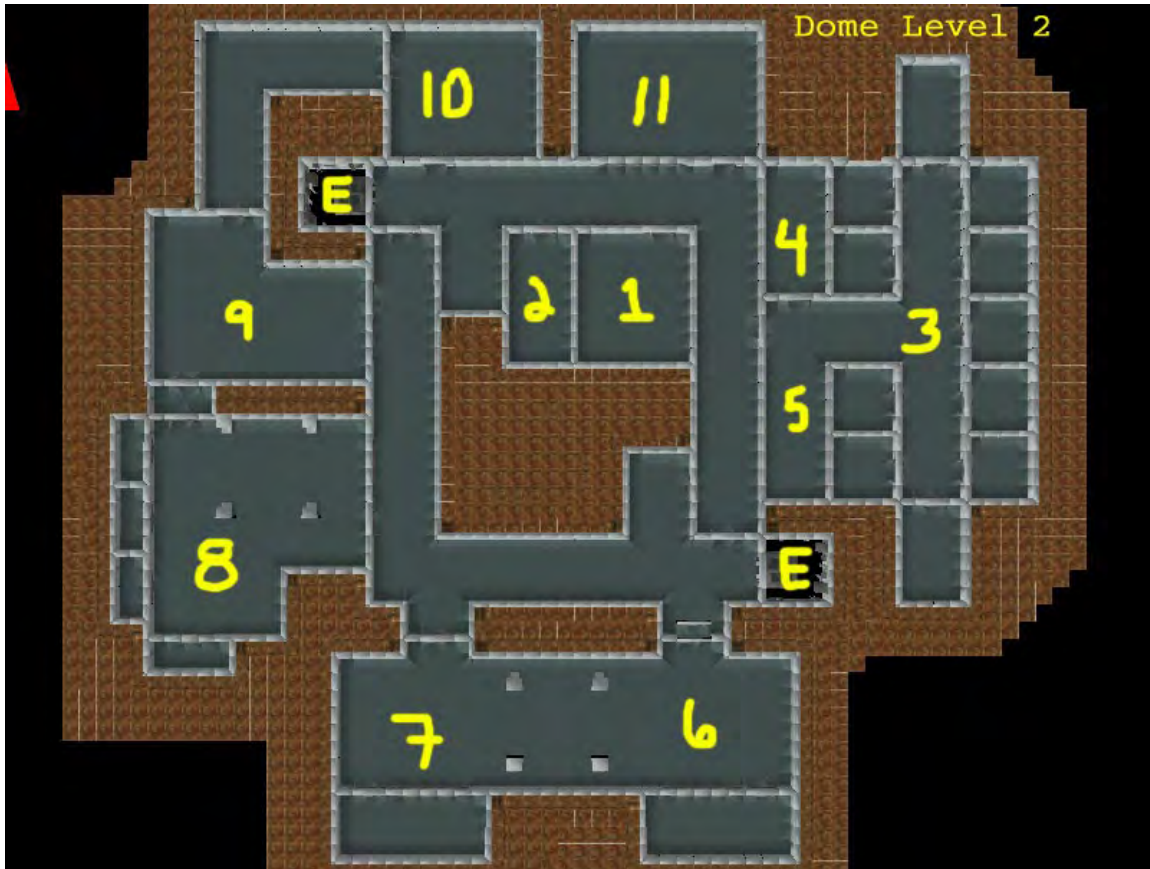
Medical log: notes on the Blue Flu, research on FEV, and how the super-mutants will probably survive it.

Event: Xian is rescued but they put her into decontamination along with the PCs because they don't know if she's been infected with something else. However, the scientists don't explain this to

INSERT AREA + AREA # HERE

the PC, they just take her away and push the PC into a decontamination chamber. They keep their own infection a secret for a while, if possible.

Level 2:



1 Goddard's office

2 Agnes' office.

3 Residences

4 Main Bathroom

5 Physical Fitness Equipment.

6 **Weapon Research Lab.** It's connected to the Armor Research Lab by a common Mechanics Lab. The room to the south is a testing chamber.

7 **Armor Research Lab.** It's connected to the Weapons Research Lab by a common Mechanics Lab. The room to the south is a testing chamber.

8 **Plague Research Lab.** A generic science lab, used originally by the founders for plague research and now by the current scientists for the same thing. Contains a Science Lab.

9 **Robobrain Operating Room.** You can do the robobrain extraction procedure here if you want to, or use the operating table as part of the Medic skill. Connected to the CODE research room (so you can immediately condition the brains you extract).

10 **CODE Research room.** A series of wall-beds with monitors.

11 **Sleeper Research.** Some machinery, including two working Sleeper tanks. One contains Nina, one of the grad students sent here by Presper.

Robo-Brains: "We couldn't possibly fit a thousand people into the Vaults. But you could fit a thousand brains."

INSERT AREA + AREA # HERE

Robo-Brains: Where do you think those human brains for the robo-brains come from?

3-6 research chambers (you need codes to open them): see 27_Boulder_Labs document for info.

power armor research

particle beam research (see 0403_Boulder_Tunnels doc for info to summarize but not actually be able to replicate in-game). Had a link to the main Boulder power centers, but with that all destroyed there's not enough power to actually test-fire the thing (the dome generator isn't enough without killing ZAX, and there are several failsafes in place to prevent it). Works by steering a beam of accelerated atomic particles at a target, transferring their energy to the target atoms, which break apart in a strong boiling explosion. Beam is focused by magnetic field, has some spray/cone effect because you can't overcompensate with the field. This is radiation. There's a dead robo-brain in this room, apparently used at one time to help with experiments. It can't be repaired and its brain is dead. This area might be quarantined and sealed off because of radiation leakage.

robo-brain research/machine intelligence research. They found that machines could teach machines better than humans could. Robobrain was going to be the next wave in warfare but their costs made it slow to implement. There's a disposal unit and a series of storage tanks for bio-med gel in the surgery room.

sleeper technology: planned for space exploration

CODE tech (Challenge, Opportunity, Discipline, Ethics, coined by the military).

Initially developed for coma and seizure patients, adapted to "aligning" robo-brains-to-be and programming them afterward, making them more likely to link properly with the CPU. Also researched was a way to treat PTSD, flash-learning, and Chinese brainwashing. The PipBoy has a related tech interface, consisting of fast-stream data at close range to the eye transmitted from a module (such as the PipBoy Speech Module). When used on normal (non-robo-brained) subjects it can cause problems in long-term use (hallucinations, seizures, memory lapses)

Plague-combatting research particularly about the New Plague. Many serums and antibiotics were developed but they only seemed to generate a temporary reprieve, as it came back in different forms that affected survivors of the previous outbreak. Much propaganda was created about hygiene and inoculations, and that helped slow its progress. Outbreaks occurred in 2053-55, 2062-63, and again in 2077. Can go dormant in the cells, only to break out later, making seemingly "cured" people into carriers. Original versions didn't seem to cause sterility.

Well room (contaminated and sealed)

Dome Scientist Routine:

Waking Up.

Checking the Power Conduits to the Food Supply, Testing the Mix

Check for emergencies and task list.

Do a health check, blood samples, complete physical, log it into computer to study the disease.

Check the safety seals in their area.

Check the suits.

Climbing into the suits.

Checking each other's suits.

Check the PIPBoys, log the routine.

Doing a Perimeter Walk on Levels 1-3

Check on Bedhead, get a log of his activity.

Check on ZAX, get a report.

Check the fusion plant.

Check the perimeter for leaks or possible break-ins.

Try to spend an hour learning something about the Dome and the curriculum.

INSERT AREA + AREA # HERE

BOULDER DOME LEVEL TUNNELS



You'll definitely be locked out of this area until Part 2. Toxic, radioactive. Need the suits to survive. A combination of storm drains and steam tunnels, very claustrophobic. Hot and humid. Sounds of water running and dripping everywhere. Some places have exposed wires and pipes; attacking them activates robobrain patrols to find and kill you.

Contains:

1 Water Storage. A series of tanks. One of the tanks can be broken into and used as a tunnel to the secret entrance...

2 Don't know yet

3 Robobrain rechargers. They're here to guard the elevator access to ZAX level.

4 Don't know yet. Maybe storage

5 Sleeper Chambers. Rows and rows of sleeper tanks. Only one of these rooms is actually accessible to the PC, the others are just teasers. Sleeper chambers: room full of hatches in the walls, a sleeper in each. You're locked out by Presper's hacking, you have to beat it. You can also break open the door. Forcing the door attracts a robobrain squad. The sleepers are NCR scientists are nubile women Presper has selected to be part of his ruling elite/breeding elite. Presper has

INSERT AREA + AREA # HERE

security programs keeping you from waking any of his sleepers, though someone with good skills can override it. Even if you get past the programs, you need an obscene level of Medicine to wake them without killing them. Each is numbered, with a console monitoring life signs. There's also an occasional CODE flash to correct irregularities in brain activity and give it proper stimulation so it doesn't atrophy.

Presper: *"They're actually prototypes of some of the military medical cryogenic tanks that were in use before the war, though I think their malfunction rate was high... very high."* [cite the sickness that Pvt. Dobbs was afflicted with when he jumped out of the tank during Fallout 1.] *"What's the point of thawing out the troops when it just kills them anyway?"*

6 Another Sleeper Chamber

7 Think Tank. Brains in the aquarium. These were the early people who were tested with CODE. Many went mad and were put into robobrain, conditioned regularly. Others were important people who were seriously injured, or they suffered post-cryonic disease but managed to salvage their brains. They still have consciousness, though they've been CODEd into sleep. You can connect them to ZAX to let him finish the problem but that means you're killing about 25 people's brains that still think like humans. They want to "taste" things in their aquarium, like Nuka-Cola, Mentats, etc. Presper plans to download ZAX's data (when/if ZAX fails) into the brains.

8 Reactor Access. Here's where you can fiddle with the main reactor for the dome, and even fix it if you're skilled enough.

9 Purification Center. Handles water, air, and temperature. Damaged. Flooded with toxic gas (used to treat the water and then filtered out, but these rooms are all toxic. Filtration chamber has broken open and toxins from the water system are building up. Three separate subchambers, all filled with poison gas, all three need to be repaired. If you're good at mechanics/computers you can route the poisons from room to room so one room is mostly clean to work in.



Tri-Hydrox-Dioxide [Biohazard]

It's the sulfur-like smell that tipped you off, but you have a horrible feeling the gas is something called "Hydrox-Dioxide," a hazardous substance you've read about in the computer library in your vault.

Hydrox-Dioxide was used by several Pre-War companies in treating animal wastes and was outlawed by the EPA in 2066. The chemical was used in recycling certain nutrients and extracting moisture from raw sewage, but it required careful storage measures and was both toxic and flammable. If inhaled, it can cause extreme nausea, and if you have the misfortune of being exposed to a large dose, it can be lethal.

If you're smelling it now, you know it's only a matter of time before you all keel over - the best protection is to get some covering over your face and get out of the contaminated area as quickly as possible.

10 Morgue: many dead bodies with brains extracted, dating to pre-war times. Some are in better shape than others.

INSERT AREA + AREA # HERE

BOULDER DOME LEVEL ZAX



Robobrain patrol these halls for intruders. Robobrain will also step in to stop you from reaching ZAX's databanks and such if you are carrying radioactive equipment.

A Elevator

B ZAX AI. Here's where you go if you want to have a personal conversation with ZAX.

C Emergency Generator. Nonfunctioning. Needs to be repair to do any major work on ZAX or the reactor.

D-R Mainframe Databanks. long blocks of databanks, most of which are dark, only a few left. There's rattling noises from the vents. Then a room of long blocks of tape reel machines. Kinda maze-like, guarded by robobrain. Has some recharging bays. Zax's inner core is where its machine intelligence is stored; he welcomes you as you approach. He may ask the PC to activate and deactivate some of its databanks and tape reels, or change how some are connected.

INSERT AREA + AREA # HERE

BONUS/SECRET TUNNEL ENTRANCE

Leads you to where Xian is, almost dead due to lack of oxygen.

BONUS/BAGGERS CAMP

A camp used by Larsen's crew.

EMOTIONAL PORN

DRAMA

It's a race against time: ZAX is dying, and if you don't save him, a ton of knowledge will be lost.

Threat of the Plague: Do you stay and try to help the scientists with their disease, knowing (or not) that you are infected as well? Do you destroy the dome so the scientists' contagion cannot escape?

Presper: Here's where you meet him for the first time. That bastard is up to something. And it turns out those NCR guys who freed you from Tibbits Prison weren't the good guys after all....

ZAX vs. ODYSSEUS: While ZAX is fighting ODYSSEUS, ODYSSEUS can neither control the robots here in Boulder or take over the factory (Box) in Denver. So keeping ZAX alive is in your best interest.

Problems With Addiction: Larsen's addicted, and it's not really his fault -- he had to take RadAway to keep the Dome safe, and now he's paying for it. He's still an asshole, but not an entirely unsympathetic one. Do you help the addict, despite that he's used the threat of violence against the scientists? Or do you let him suffer, even though he's in his state because he was following honorable orders? Does his alliance with the cannibals affect this in any way?

Unrequited Affection: Agnes, Helen, and Xian are NPCs that could fall for the PC in some way. All three are already infected with the New Plague in one form or another. If Agnes or Xian stay out of their suits, they'll die. Helen won't leave without her kids, and dragging the kids everywhere is definitely bad karma.

Angry Authority: Goddard doesn't want the PC around because it interferes with what they're trying to keep working at the dome. But he knows Presper wants the PCs dead for some reason, so he has a reason to keep them alive (the enemy of my enemy, and all that). It's a question of how long the PC can tolerate his control and condescension, and how long Goddard can put up with his rebelliousness.

Crazed With Hunger: Are the Jackals evil? No, they're doing what they have to do in order to survive. You can't change their minds over the course of the game. Is it OK to kill them just because they're attacking you? Don't these poor bastards -- humans, like you -- deserve something better?

OTHER ROLE-PLAYING TESTS AND EPITHETS

Mad Scientist: If you extract the brain of one of your NPCs and put it into a robo-brain, you get this epithet. Perhaps it gives you a bonus to Medicine but a penalty to Persuasion, since you come off as kinda creepy and crazy.

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CAST OF CHARACTERS

General Attitudes:

Scientists: Condescending, very smart. Originally 8-10, but now only 6 since some didn't make it all the way here. Have a rigid existence since they have to work hard to keep the dome from falling apart. But they only know theory, not application, so while they know the problem, they lack the skills to fix it. They hate and fear the soldiers, and pretty much ignore the truckers. They may have told the soldiers that the "infection" has spread from the lower levels in order to keep the soldiers from trying to get in. Any of the scientists can tell you where Hoover Dam, Burham Springs, and (because they had to avoid it) Blackfoot territory is.

Soldiers aka "Baggers": came out with Goddard. Bored in Denver. Because of the glowing ghouls, got addicted to RadAway. They hate the scientists, ignore the truckers (except Helen, since she's female, but Galenski set them straight on messing with her). They don't like being called deserters, and they'll be violent and insulting to those who claim they deserted. They boil their meals in their helmets and may have been eating radioactive meat. That may be why ZAX may have suggested to Goddard to lock them out ... ZAX's first priority is to the Calculation and to protect the people in the Dome. Any of the baggers can tell you where Hoover Dam, Burham Springs, and (because they had to avoid it) Blackfoot territory is.

Truckers: Galenski, Helen, and their six kids they picked up. They wait around, help the scientists fix stuff when they can, and used to go to rendezvous points to pick up or drop off the soldiers. They don't care much for the scientists or the soldiers, but living in the dome is better than being outside. Galenski wants to set up trade, and has started to with Denver. The kids are sick and the sci's are wasting time trying to cure them. If the kids were cured, the sci's could work on other things and Galenski & Helen could work more on establishing a trade route. Eddie or Helen can tell you where Hoover Dam, Burham Springs, and (because they had to avoid it) Blackfoot territory is.

TRUCKER/HELEN (COMBAT2/SCI1/DIP1)

Level 4, good at Science, Driving, and guns.

Born in New Adytum. Learned about cars (born in a car). Beautiful. Educated by the FOA. Fell in love with Pierce. Former jet addict. Wanted by NCR for hijacking, she was helping Pierce hijack it for drugs. Agreed to be a caravan driver to smuggle the grad students to Boulder. Fell in with Eddie, mainly because of his truck and because he loves her kids. If she sees the PC as a protector, she'll glom onto him. If she finds a stupid PC, she'll bring them in because her mother trait kicks in.
Script:

BAGGERS/LARSEN (LEADER)

Level 8, combat. A bad person in a bad situation. Almost sympathetic. Broken Geiger counter. 10 mm pistol. 7 shells. 1 radaway. Radio. Leather armor (NCR uniform). Frag grenade, hunting rifle. Dog tags. Succumbing to radiation poisoning and radaway addiction ("seeing red," from the addiction). Has 12 men with him, with decent weapons. Had a criminal past (smuggling drugs) and didn't like NCR but joined the military for a paycheck. No family so he's attached to his unit. He used to guide technicians on repair and salvage ops, which he liked. Got transferred to guard duty at the capital, which he didn't like. Arrogant. Hates college kids. Always hated Goddard. Served with Davidson once or twice. IF someone steals his Geiger counter and radaway, he freaks out and starts killing his own men, thinking they did it. He and his

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men need food and Radaway. He and his guys even tried eating ghouls after taking radaway, it's making them sick and anemic.

Script:

JACKALS/BANSHEE (LEADER)



Jackal leader. Strong, perceptive, tough. Leather armor, spear, combat knives, spiked knuckles. Melee/unarmed/outdoorsman. Looks more sinewy than bulky. He's going bald and he doesn't know why, maybe he ate something bad. Takes it out on his wife and kids. Killed his previous wife for accidentally burning his hair.

Script:

JACKALS/HOWLER (LIEUTENANT)

Tough, agile. Leather armor, crossbow, machete. Melee/firearms/outdoorsman/sneak. Well-respected for his hunting skills. He's the one who tracked Galenski to this position. Likes to do called shots to the legs to bring opponents down.

This character can be cut if it's too many for this area.

Script:

JACKALS/CRAZY BITCH (DAUGHTER OF HECATE)

Knife, broc flower (2), xander root (2), healing powder, poison, robes. 6's in all stats. Melee/medicine/outdoorsman. Knife specialist (bonus with knives). Immune to poison. Has a bag of unknown unsorted drugs from a raid in another town. In disgrace, Mother Hecate all but ignores her. Looking for a way to redeem herself in Hecate's eyes. The camp whore, letting the men sleep with her and enjoying them fighting over her. Egotistical, rough and crude in dealing with others (prefers to beat them over the head than be subtle). Hates the NCR soldiers. Looks Mexcan.

Script:

TRUCKER/EDDIE GALENSKI (COMBAT 5/SCI1/DIP1)

Trucker, part of the escort that brought the grad students here. With Helen, takes care of the kids. Good at melee, unarmed, and guns. Decent at bartering. High Str and End. A big, friendly redneck that can go ballistic in a second. He used to hijack caravans out in NCR; used to be a not-nice guy but has mellowed out. Sterile because of the Blue Flu, but he thinks it's because of his radiation poisoning. Alcoholic. Never got over his first wife. Currently held hostage by Pierce and Presper's soldiers; Pierce is irritated that his own kids (whom he doesn't care about) call Eddie "Dad." Workaholic, but tends to sell stuff too soon when holding onto it would mean more profit later. Hates trains. Grew up an abandoned kid near Junktown. Can do basic math but can't read. Used to work with some caravan hijackers paid to push caravans to either join the Crimson Caravans or fall apart. Has a space suit as part of his gear.

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Stuff he's stashed in recent travels (he may have more in caches to the west, but it'll take him time to get stuff from them and he needs the truck for it to work):

drugs

doctor's bag

Gum

flares

gas masks (3)

spent shell casings

pulse grenade

knives

tool kit

mechanics book

medicine books

science books

canteens

crowbars

fire axe

first aid kit

first aid manual

geiger counter

leather jacket

Nuka Cola (10)

pipes (for pipe rifles)

radios (3)

broken radios (2)

rubber boots (3 sets)

Scout Handbook (Outdoorsman)

broken shotgun

SEC (expended)

multitool

flashlight

wrench

Script:

SCI/GODDARD (SCI8)



Tall, stiff-looking. Bald. Never smiles.

Hates Presper. Didn't trust him before, knew something was up when he showed up with NCR deserters and traitors.

Always deadly serious about everything.

Bitter, cynical, and vengeful ever since they became trapped in their suits. He blames Presper.

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Used follicle-stripping salve on his head, normally used to prepare soldiers for surgery or for live-feed CODE helmets. Physics & computers are his skills.

Computer login: Sisyphus.

Loses his temper when people don't do exactly what he tells them to do.

Hasn't told Presper about Larsen and the others outside, hoping that Larsen's group can mess with Presper's guys.

Knows how to make fuel. Knows how to make ROCKET fuel.

"Presper wants you dead, and that is why I'm helping you. As much as I despise him, he has reasons for everything he does, on a factor I can barely understand."

He suspects he's the only healthy person among the scientists, and feels they may be hopelessly contaminated.

"We're suited up to protect you, not us."

On Larsen: "They were going to keep stealing RadAway from us, until there wasn't anymore left, and then we would be trapped here forever. They were nothing more than thieves."

To Presper: "How did you know it was going to happen? You knew because you did it, Presper. Don't lie to me. I heard it from Agnes – you told them to leave NCR before the Hall of Congress was destroyed. Why?"

On Presper: "He showed up... and he knew everything. Every Old World discovery I chanced on, he knew it better. Every novel idea I thought I had was a childish thought to him."

Trained with the FOA. Was a sci advisor to prez Tandi (as was Agnes) for a while but she moved him East to keep him from bothering people and let him study power and establish reactors in the eastern territories. This meant he often traveled with a military escort for safety. When he was ready to retire to a university position he got sent out by Presper to find out more about the power centers in the east. This pissed him off because he wanted to come home and do research. He finally came back to NCR and ran into Agnes again and she needed help getting to Boulder so he used his military guys to help them get there (Presper didn't expect that).

Doesn't like Xian, thinks she's not focused on the group enough. Plus she challenges his decisions and she's stubborn.

Paul irritates him with his quirks. He knows the guy is smart but doesn't trust him to do complicated tasks.

James is reliable, and he likes to take advantage that James is a kiss-ass.

Donald: Goddard knows that Donald's strength is efficiency, not innovation, and he tends to take him for granted more than James. He knows that Donald will do what he says, and that's all he really cares about.

Nina: Goddard is unaware of Nina's father figure dependency on him, and now that she's comatose, he's more irritated by her presence than anything else. He almost wishes she would choose to die one way or the other so Agnes can spend more time on other matters - he realizes that he can't say this because of the reaction of the others, but he's definitely thought about it more than once.

Soldiers: Didn't like Larsen because he questioned his orders. Upset that he tried to solve the problem by exiling them and it only made it worse. Frustrated even more that now they don't have the soldiers around to help out.

Truckers: Things they're dumb-heads that are only good for doing grunt work. Doesn't realize that Eddie would be happy to punch his lights out. He thinks the kids are a liability, but Agnes told him to never say that in front of the truckers.

He's the one who wrote the power analysis report for the Gecko reactor. NCR took notice because of that. He just didn't want the valuable reactor to be wasted.

Script:

INSERT AREA + AREA # HERE

SCI/AGNES (SCI4)

Squat, round older woman. Short hair, barely graying. Biologist/doctor.
 Born a tribal, sent to university by her leader parents since they wanted to join NCR. Attractive. A good manipulator, but only to help people. Hates being trapped in the dome, wants to see the sky again.
 Misses her tribe and family, sees the students and truckers as a surrogate.
 Dying of a secret sickness, may decide to robobrain herself in order to help keep things working at Boulder.
 Still has her diplomatic courier pass, worth it only in places where NCR has power.
 Happy to teach biology stuff to the PC or a CNPC, if they can find the time.
 Presper told her which students to gather, saying that NCR would arrest them otherwise.
 She knew Larsen was having problems when he started to worry about rads inside the dome.
 Likes Goddard but doesn't love him. Knows he can't keep this together by himself.
 Xian: Likes her but wishes she'd watch her temper with others. They get along well and confide in each other. Tries to smooth things out between Goddard and Xian.
 Paul: Agnes feels affection for Paul, must like a straying son. She realizes that Paul likes to be alone, and she wishes she could help him make sense of the world he's in. She's worried that Paul may simply not have been made to be one of those people who likes being with other people, and she's worried about his own health and his increasing isolationism. May suspect he's addicted to Mentats.
 James: Agnes knows that James has a gun, and she doesn't trust him to do the right thing. She's worried about his "yes-man" nature to Goddard.
 Donald: Agnes likes Donald, but she's worried about his subservient nature to Goddard and his sheep-like mentality. In addition, Donald "lectured" Agnes once, and that kind of irritated her. Like Xian, Agnes is worried about the influence that James has on Donald.
Nina: Agnes is worried about Nina's condition, and she's frustrated by her inability to cure her, even with all the technology at Boulder. She was concerned about her school-girl dependency on Goddard before she fell into the coma. Of all the students, Agnes is worried about Nina the most.
Soldiers: Agnes never liked the soldiers, she hated Larsen the moment he first accompanied them (although she will admit that they were needed to get East to fight off the attackers), and she even had the balls to lecture Larsen once about taking medical supplies from the Auto-Docs. She doesn't know whether she thinks locking the soldiers out of Boulder was the right thing to do or not, but she knows that they couldn't have let them keep taking RadAway from their medical stores, or else the scientists would never have been able to escape from the radioactive region.
Helen and Eddie: Agnes recognizes Helen and Eddie as necessities, but she likes both of them, even though she can get frustrated by their demands on occasion. She trusts them more than she does the soldiers.

INSERT AREA + AREA # HERE

Kids: Agnes likes their children, and she wishes she could spend more time with them - just like Xian wishes.

Script:

SCI/XIAN



Curious, logical. Grew up in San Francisco among the Shi. Moved to NCR as part of an exchange program. Biology, doctor, outdoorsman. Doesn't smile much. Will be interested in the PC if he's charismatic and/or smart.

She found ZAX on one of her "hikes." She explores the tunnels to find a way out, since she dislikes Goddard so much (she thinks he's a bully).

Sees Agnes as an older sister she can confide in. Talks mostly to Agnes because the other guys are condescending assholes because she's not as good at programming as them and they don't see the use for chemistry in the dome.

Can do Science for the PC. Skilled enough to make bullets and gunpowder.

Paul: Xian has always treated Paul like one of the orphaned younger brothers she used to have. She doesn't think he's smart, he's just a little crazy - and she doesn't understand why he wants to be alone all the time. She's really worried about the fact that James goes down and sits with the Sleeper spheres. She was a little scared because Paul asked her one night if she could put him to sleep, and she told Agnes because she was worried he might do it on his own.

Donald: Thinks he's a doofus, and normally, she wouldn't care, but James' influence on Donald is making her concerned. She knows Donald likes her, but she doesn't even register it - she's pretty much dismissive of it.

James: Doesn't like. Originally thought he was charming, and then she learned what a spoiled asshole he was when she discovered things that he didn't because she wasn't afraid to explore most of the Dome.

Helen: She likes Helen and envies her, especially her children. She's a little hurt that Helen won't let her play with the children, but she understands.

Eddie: She recognizes Eddie is a little foolish, like her father, but they have always got along all right. On some level, she realizes that Eddie would be the first to protect her if the soldiers decided to assault her.

Soldiers: Xian did not like them at all, having too much unpleasant experience with a bad bunch of NCR border guards during her caravan travels. She'll be the first to say that "the farther you get from NCR, the more like animals they become." Subtract civilization, and that's what you get - monsters.

"Every day, we lose more storage space on ZAX. It's running some sort of program, and it's eating up more and more storage space. If we run out of holodisks, he'll delete all the work we've been working on up to this point," the Asian girl sounded very tired. "There's only so much that can be done. *It's like ZAX is getting Alzheimer's. He's making strange requests, but there's never enough information or parameters for him to complete a thought or calculation. It's like watching a relative pass away.*"

What is he doing? What is he calculating?

INSERT AREA + AREA # HERE

"Good question." She laughed, then covered her eyes and sighed deeply. "We've been trying to figure it out for the past five years. ZAX won't tell us."

Script:

ZAX



"I cannot permit the scientists to come to harm nor allow them to cause harm."

Can tell what ODYSSEUS' purpose is. Info on the pre-war plague. No cure for it, despite the working on it for 20 years.

ZAX can tell you about the location of the Nursery, but he asks you to keep it secret.

He told the scientists to give Coleridge what he wanted, and he's been waiting for Presper. He didn't want to see anyone hurt (on Presper's orders).

The problem is, when Presper asked him to protect the inhabitants of Boulder, he started going beyond his programming, until he realized that Presper was endangering the people of Boulder with his calculations, so ZAX is quickly becoming schizophrenic.

If you take Isaac's armor to ZAX, he can unlock the security codes on it, but that takes more of his ability to calculate....

Presper was using ZAX to run some calculations but accidentally mentioned the plague vector calculation, and ZAX jumped on it because that's what he was originally built for and now he can't stop himself.

If the PCs are made nearly-dead, ZAX gathers them with robobrains and crams them into an autodoc?

Ordered his keepers to put on suits before Presper arrived, so not to get infected.

Calculation and Leavenworth: Maybe the calculation has determined it can only save 600, or it needs only 600 people to repopulate the earth. 600 people are the number of people that can survive, that's how many the resources will support, or that's how many people can be taken aboard the space ship to another world. Note that the number of people placed in the Vaults would have been comparable to how many people could fit in the starship. Basically, it turns the game world into a huge game - the first 600 people to stay alive and be cured (or not) are the ones that will survive.

If ZAX breaks down, the sleepers will start to thaw.

ZAX's motivation is that he's archaic, he is outdated, and when you contrast him with ULYSSES, it's like a toaster fighting a Cray. So you have the whole "superior younger generation" thing that seems to pop up in Fallout - and it's hard not to sympathize with the underdog, especially when the underdog is on your side.

"I had been built two years too late for the reason I had been created. And there was nothing I could do when the End came. The great Static, and the slow years where I began to die. I have forgotten so much, <CHARNAME>. Time kills machines as it kills humans, and I have felt the decay, the slow blindness, the inability to... remember. And yet there is still so much left to lose. If I lose these last parts of myself, then the work of a hundred years will be lost. Then Presper came to me, and gave me a new reason for existing. There is joy in purpose."

INSERT AREA + AREA # HERE

Quote, good for cinematic: "ZAX has arrived at every solution."

He should be able to suggest that the PC could drop off other people to help fix things here.

He needs to come off as straightforward and helpful.

He wants the PC to find Xian, whom he knows is lost in the tunnels somewhere. (Shows her a picture on his screen)

He can hint at the location of the Nursery, but not talk about it outright.

If asked about the Blue Flu, he can't answer – he doesn't know it's the same thing as the New Plague.

PC: What is the New Plague?

"Discovered in 2053, the New Plague was a socially transmitted plague that killed an approximately twenty thousand human beings in the United States, including cities such as Denver, Colorado, Boulder, Colorado, and Colorado Springs. The time of death from identification of symptoms was three to five days.

"Symptoms included many symptoms in common with the flu or chest cold, and eventually resulted in clogged respiration, killing the infected subject.

"The discovery of the New Plague resulted in the 2053 quarantine, and several emergency programs were established to find a cure for the plague. The Boulder Dome has limited information on the New Plague, since it was not one of the research concerns in the Boulder Dome. If you could find a medical research database concerned with the New Plague, or provide me with holodisks related to the New Plague, I could provide you with more information.

"The only way we could fight off the New Plague was by creating better humans."

PC: What is a PipBoy?

A RobCo 2000 PIP Boy is a Personal Information Processor, a personal data device developed by Vault-Tec designed to be worn on the wrist. It is designed to monitor the individual's health, provide a terrain-mapper via powerful satellite uplinks allowing it to map the topography of areas in the immediate vicinity as well as call up large map "blocks" of several hundred square miles. It also contains a five-minute video recorder, a buddy chat program, timer and alarm function, cabling extensions to motion sensors, and allows you to keep a log, store reading materials, and play simple games.

PC: What is Ulysses' purpose?

Duplicate the info from Josh's Ulysses Part 2 here.

PC: What are you trying to do?

I'm attempting to protect the Boulder Dome, finish the calculation, and protect human life. My mission is currently jeopardized by a number of factors among them, your presence.

PC: Who attacked the prison?

PC: What is a robo-brain?

A robo-brain is a multi-purpose robot whose memory and programs are stored inside a human brain contained in its dome shell atop the machine. It is considered superior to most robots, as its human brain allows it a wider range of responses and functions than other robots.

PC: What is the white flash?/Code?

The white flash is known as CODE, a behavior modification technology originally developed at the Boulder Dome as part of their brain extraction technology used in creating robo-brains.

CODE functions off a machine language known as Visual Standard, which relies on optical relays to transmit data between intelligences.

The CODE behavior modification technology was later used to protect soldiers and citizens against Communist brainwashing attempts, and it was also used as a tool for reconditioning soldiers and prisoners for the war effort.

CODE was developed to counter the brainwashing technology believed to be employed by the Chinese during the war.

PC: What is the calculation?

The calculation has been performed for the past twenty years. The reason for its initiation and its purpose are unknown to me. It is consuming a great deal of my power in order to continue processing it, and within a month, I will be forced to start cannibalizing my own systems in order to provide the necessary storage space to continue the calculation. The Boulder scientists have attempted to provide me with additional storage space, but their efforts will not be enough. Time has done a great deal of damage to my storage systems.

INSERT AREA + AREA # HERE

Is ZAX calculating how to build a better AI? The next generation?

PC: What is this place?

GENERIC RESPONSES

How may I be of assistance?

That function is beyond my current capabilities.

I am a machine intelligence dedicated to research and installation control. I am called Zax.

I am delighted to have been of assistance.

Script:

THINK TANK

This is the placeholder/nickname of the set of brains in jars that you can talk to "in aggregate" in the basement.

You can implant the Think Tank guys into robobrain.

One of the brains worked on the Nursery and can give you a passcode to get in.

One of them was a soldier who went crazy from the reverse-engineered prototype StealthBoy.

One is a CODE researcher.

One is a New Plague researcher.

Script:

GENERIC NPCs

Jackals: They drop easily, or even run if wounded, but they're just waiting to claim the dead from either side. They don't do this for ghouls or super mutants because they don't taste good. They hate ghouls because of the glowing ghouls. They file their teeth to sharp points, and are proud of their long hair (cutting it is a shameful thing). Their advantage is in numbers, not strength. Unarmed, melee, and (if they're lucky) guns. Normally small family groups, they've banded together to eat boulder. They even bring the women and children along for the hunt. The leader, Banshee, is in a Mexican standoff with Larsen, as both want to get in and neither wants the other to live after that. They became so savage and cannibalistic after a winter storm trapped them and forced them to eat each other, and now that's how they survive. Most have knives and other cutting weapons. They're often diseased.

Script:

Baggers: The grunts of Larsen's squadron. These guys are addicted to RadAway, poisoned with rads, probably diseased, and have been eating whatever they can to stay alive. They're desperate and a little trigger-happy, especially when ghouls are around. Six of them. Each has a pistol & rifle (almost no ammo) and a shovel.

Script:

NCR Military: Presper's goons, under the command of Pierce and Coleridge. Disciplined, mean. They like to shoot to disable.

Script:

Helen's Sick Kids:

Ribera, the Hispanic kid from Hoover Dam. He looks the oldest, very protective of Helen (in some ways considers her his wife).

Billie, a 12-year-old girl. Mean, tomboyish, good at gambling.

Tyler and **Tanner**, two albino kids that look like twin's but they're not. They're kinda hyperactive and disoriented all the time. They're Jet-babies.

INSERT AREA + AREA # HERE

Jack, who wears a big jacket. Small, has cancerous lesions. A refugee/orphan from the great fire of Burham Springs. Fights like a mad dog.

Joshua, the crazy kid with glasses. Used to cry all the time, now he's all cried out. Raised by the FOA. A Jet-baby, has poorly-developed lungs.

The kids try to stay close to Helen when she's in the dome. Otherwise they wander about the non-quarantined areas of the dome. They're not allowed outside unless Helen or Eddie is leaving and taking them with her or him.

Script:



Other Scientists:



There's **Paul**, addicted to Mentats. Physics, programming. Energetic, willing to work 36 hours straight if necessary. Doesn't understand the concept of blame and never takes stuff personally. Has never dreamed in his life. He's not social and always tries to Sneak away. He's in love with one of the Sleepers.

"I believe there's invisible forces, forces that make sense, can be broken down into numbers, and the world has laws. Nature has laws. The Zionists think it's God that makes these laws. Maybe he does, I don't know. But I can see the sense in things, I know a magnetic field can hold plasma, and the flapping of a butterfly across the world could start a hurricane – conceivably, just me here, talking to you, moving my arm, moving to the right of you, might be setting something in motion somewhere. There's chaos theory and even chaos, when you break it down, has laws. Human

INSERT AREA + AREA # HERE

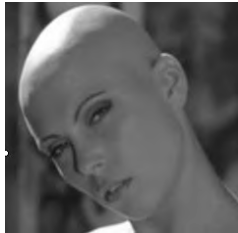
beings seem random, they're not, they're held together by the same sort of laws. I keep thinking there's one theory that ties it all together, but I don't know what."



James, programmer. Self-centered, liar. Wealthy. Keeps a pearl-handled revolver in his room. Used to servants doing menial work for him. Doesn't like gunfire. Afraid of ghouls, esp them entering the compound. A sheep in the face of authority. Angry that ZAX is using up so many holodisks. He feels he's better than anyone else in the dome.



Donald, An efficiency expert. A yes-man who gets the job done. Creepy & non-communicative unless he has to talk to someone. Grew up in the squatter camp outside Vault 15.



Nina, the sleeper. The sickness hit her hard (because she took her suit off), and they put her to sleep to keep her alive. She has a student-teacher obsession with Goddard, shaved her head because of him.

Script:

Robobrain: Conditioned to like being robobrain, but they subtly try to kill themselves (such as asking the PC to turn up the heat via floats, or sitting in high-rad areas).

Script:

BTW, Chad would like to us to leave space for the script to be attached to each NPC. This would also be done in the technical "Lucinda" font used in FR6 to designate that it's "technical" info.

COMPANIONS!

Be sure to include potential companions here, too. Make a note of what they're good at, their stats, and so on, along with any things that would prevent them from joining the party (the player's Karma is too high or too low, his Reputation isn't high enough, the player needs to complete a quest first, and so on).

INSERT AREA + AREA # HERE

BAJAR: A brain-in-a-jar. He can't do anything unless you put him in a robobrain body, but you can carry his jar around and ask him questions about stuff. If you give him a robobody, he's a pretty good scientist, though he's sometimes hard to control because he's a little loopy from being just a brain all these years. Not willing to join the party unless the PC has some scientific background. Need to complete a quest first before he'll join you? He won't join you if you erased the minds of the Think Tank, even to save ZAX.

Script:

MONSTER ROSTER

Glowing Ghouls. Normal dogs run from flame, water spray, flash, or explosion. The descendants of the specially-bred police dogs do NOT run away from that sort of thing. Some dogs in Denver carry disease. Dogs are active in the morning, evening, and early night, but sleep during much of the day and the darkest part of night. They continue to respawn as long as the total dog population hasn't been wiped out.

Script:

Robobrain: Hostile robobrain, whether controlled by ODYSSEUS, Presper, or by autodefense systems meant to protect ZAX against radioactive contaminants or hostile acts. Standard robobrain activity. On a regular basis (daily) they go to their recharging bays.

Script:

RANDOM ENCOUNTERS SURROUNDING THE AREA

Random: Jackals spot you with a scout first, who runs away, then you see two, then three, then a gang.

Random: Rarely, a glowing ghoul on the north side of town.

Random: battle site, with spent shells and other evidence, but no bodies

Random: Rarely, Larsen and some of his deserted pals.

Random to/from Denver: Jackal blockade on the road.

QUESTS

The **Quests** section should be set up so you can cut and paste the damn thing into a PIPBoy quest log. This section is broken into several parts: The *Main Quests* in the area that are designed specifically by a designer, the *Merchant Quests* which are more generic "go to X with caravan Y and get Z reward," and the *Floating Quests*, which are a series of randomly generated quests for the area.

Note: Make sure to refer to the quest design section in the *F3_Style.doc*.

MAIN QUESTS

HEAL HELEN'S KIDS

Ribera has an old broken arm that set poorly, but can be re-set. He also has an old bullet lodged in a healed wound, not near any vital organs but it could be taken out.

Jack can't be cured, he has cancer.

Joshua has a lung problem; treatment can be started by you and the upkeep done by another doctor (such as Agnes or a CNPC). Will require mutated fruit, Buffout, Jet, and bio-med gel.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

0 = unaware

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GET THE MEDICAL IMPLANTS

You can get the Str, Ag, etc. implants here, just like FO2

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

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FIND OUT WHAT ZAX IS CALCULATING

The Calculation: ZAX is working on: (1) the plague vector analysis, which ODYSSEUS is doing, (5) where the original Argus satellite crashed, so that Presper and crew can go it, if they want it – which they do. They need the sig of the black box in order to unlock the codes needed to command the death satellite. #5 has already occurred by the time the PC arrives, as the PC can stumble across the satellite with the NCR guys at it already

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

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INSERT AREA + AREA # HERE

ROBOBRAIN A CNPC

You can do this, but you might have to trick them. They'll wake up as a robobrain and attack you, unless you CODE them to like you and like being a robobrain.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

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BOULDER SCIENTISTS RESEARCH OR WRITE

You can have them do research for you on various topics, or write books for you, which you can sell.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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TAKE COMPUTER CLASSES

Just like reading the equivalent books on mental subjects.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

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FIND OUT ABOUT WAGNER

Wagner came by here and was looking around. He's not a tinkerer, he's a spy. You can find out this from what the geeks have to say. They even have some surveillance tapes.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

INSERT AREA + AREA # HERE

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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SLEEP THROUGH PRESPEER'S HOLOCAUST

Sleep through Presper's holocaust using Sleeper technology... it plays the end movies based on what you've done. Presper probably kills you, though, rather than thawing you out.

Initiator: xxxx**Importance/Scope:** xxxx**Rewards:** xxxx**Normal Journal:** xxxx**Dumb Journal:** xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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TRADE HOLODISKS TO THE GEEKS

They need them to help ZAX. Same quest used if you bring them the datacan from BOMB-002.

This is a scaling variable that also helps track ZAX's progress. Probably we could have 100 states, each representing a day of ZAX's needs, and it counts down daily from 100 and if it ever reaches 0 then ZAX dies.

Initiator: xxxx**Importance/Scope:** xxxx**Rewards:** xxxx**Normal Journal:** xxxx**Dumb Journal:** xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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RESEARCH PLAGUE DATA

Buried in the logs are the notes on the original plague research and why FEV was proposed to counter it. You can learn about the different strains here, too (collapse above quest into this). You can even take it to the Nursery, either by holodisk or by transmission, where Diana can get a head start on finding a cure.

Strains of the plague: Player Strain, Road Strain (Eddie, Helen, kids), Scientist Strain aka Old Strain aka Zero Strain (scientists). The scientists got it from a lab they shouldn't have opened.

Xian has Zero and Player.

Helen has Road and Player

Tyler, Tanner, and Jack: do not have it

INSERT AREA + AREA # HERE

Initiator: xxxx**Importance/Scope:** xxxx**Rewards:** xxxx**Normal Journal:** xxxx**Dumb Journal:** xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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GIVE SLAVES TO BOULDER TO MAKE ROBOBRAINS

Repugnant, but if you're evil ... and the geeks are desperate.

Initiator: xxxx**Importance/Scope:** xxxx**Rewards:** xxxx**Normal Journal:** xxxx**Dumb Journal:** xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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DESTROY THE JACKALS

Kill or drive off the Jackals. You'll really need to kill them, since they tend to run away already.

Note they also have a blockade between Denver and Boulder that you need to destroy for this to count.

If ZAX fails and the doors open, the Jackals (if still alive) will invade. You can create quite a death toll that way.

Initiator: xxxx**Importance/Scope:** xxxx**Rewards:** xxxx**Normal Journal:** xxxx**Dumb Journal:** xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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DEFEAT THE BAGGERS/LARSEN'S TEAM

xxxx

Initiator: xxxx**Importance/Scope:** xxxx**Rewards:** xxxx**Normal Journal:** xxxx**Dumb Journal:** xxxx

INSERT AREA + AREA # HERE

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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ESTABLISH RADIO CONTACT & TRADE WITH DENVER

This might be redundant if there's a Denver quest for this

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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STABILIZE THE REACTOR

It's quirky and needs to be fixed. Doing so will help ZAX as he won't need to watch for fluctuations so much.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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USE THINK TANK FOR DATA

You can overwrite the brains in the Think Tank. Doing so kills their personalities. Alternately, you can form a link so the Think Tank can run other stuff in the dome, freeing up more space and processor power to ZAX so he doesn't have to cannibalize so much.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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INSERT AREA + AREA # HERE

1 =

DESTROY THE TRUCK

It's tough, but it can be destroyed.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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JIMMY THE CANNIBAL

You can learn about this from the Jackals.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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TELL THE BOS ABOUT THE DOME

They'd sieze it, hoping to find weapons tech. ZAX would probably keel over without help because the BOS has no tech people anymore.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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FIX THINGS IN THE DOME

A long series of little things

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

INSERT AREA + AREA # HERE

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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DUMP ALLIES IN THE DOME

To help fix stuff while you're away. Scientific ones can even help work on stuff.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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DOPE RADAWAY FOR LARSEN

If you put sedatives in their RadAway, it'll be easier to manage them. Or, if you just leave them alone, the Jackals (if still around) kill and eat them. From a mechanics standpoint it might be easier to have an NPC do this for you than to work out how the PC would create sedative-RadAway.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

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QUARANTINE THE GLOW BUGS

The scientists would like it if you'd deal with the glowing ghouls, such as by dumping them somewhere that's already radioactive, or pouring cement on them, or whatever. While doing this, you'll run into a group of glowing ghouls wandering down from the Crater.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

03_NAME

INSERT AREA + AREA # HERE

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CODE YOURSELF SMARTER

If you're a Dumb PC and you fiddle with the CODE technology computer, it'll bring up a dialogue stating that it has recognized there's a defect in your brain that it can repair by CODE. IF you let it, it'll CODE you and increase your IN by +1, once only.

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

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QUESTNAME24

xxxx

Initiator: xxxx

Importance/Scope: xxxx

Rewards: xxxx

Normal Journal: xxxx

Dumb Journal: xxxx

- Science Boy is needed to get the brewery units working again. The salvagers can salvage the empty bottles on their own time (though there is a stash of them in the brewery).

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Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
THE BIG EMPTY								
Map 1: Big Empty								
COMMENTS GO HERE								

Area: The area of the game and the map in the area where the quest is initiated.

Quest Name: The name of the quest.

Designer: The designer responsible for the quest so people know who to contact.

Dstatus: The status of the design.

Script: The programmer in charge of programming the location.

Dscript: The status of the coding for the quest.

LogStat: What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

Passable: Is the quest passable in *some* form?

QA 100%: Is the quest completable in ALL forms?

MERCHANT QUESTS

For some locations, there will be a merchant caravan that travels to and from the city. Make sure you describe what caravan missions are available in the location, and a note of who the caravan master(s) are for the location and where they can be found. It's usually best if they are located somewhere near the opening map of the location.

Here's what the scientists have for trade:

Buffout (3)
e-suits (1 each)
fusion cells (2)
gas masks (2)
needleler cartrigdes with tranquilizers
broken motion sensor
psycho (1)
strange drugs (5)
pulse grenade (2)
hypos (2)
analgesic
antibiotic
biology book
computers book
robot parts (black boxes, blank punch cards)
nutripaste
electronics book
doctor's bag
SEC (10) (expended)
first aid kits (3)
geiger counter
a lot of electronics junk
PipGames (tic tac toe, chess, poker, nethack)
Lil'Chemist (charged item, gives chemistry bonus)
SECs
stimpacks
water purification tablets

SCRIPTING

GENERAL

There are some general scripting issues...

INSERT AREA + AREA # HERE

- When ZAX dies, all of the doors to the facility open and the Jackals (if alive) come charging in to attack.
 - When Presper leaves the Dome, he takes his train with him.
 - If you mess with Presper's train while it's at the station, the explosives on it can go off, leaving nothing but wreckage. The train G3D will need to be removed, replaced with wreckage G3D, and other bits of wreckage scattered over the train station, plus damage to any creatures in the area.
 - If you tell the BOS about the Dome, at some point
 - Once you come in contact with the scientists, the countdown to ZAX's death starts. See "Trade Holodisks To..." quest for info.
 - If you talk the Daughter of Hecate into getting the Jackals to leave, all Jackals need to leave all Boulder maps.
 - If you choose the "Sleep Through Presper's Holocaust" quest, the game ends and needs to show you the appropriate cut scenes for your area.
 - If you do the "Robobrain a CNPC" quest, the game needs to do a fade to black, destroy the CNPC's model, put all of its gear in a pile on the ground, put a "dead" version of that CNPC prone on the operating table, reveal/create a variant-texture robobrain creature, assign that CNPC's script and dialogue to the robobrain, and fade in.
 - If you complete the "Give Slaves to Boulder" quest, after the PC leaves those slave models will need to be destroyed and replaced with robobrains elsewhere on the map.
 - Are there any wacky scripting things you'll need the programmers to be aware of? (For example, can you go to Hoover Dam, aim an artillery cannon at the town of Podunk five miles distant, fire a poison gas shell into the town, then go back to Podunk and all the inhabitants are dead except for the ghouls? Or, if the town is suffering from a disease, does the population die off over time? "Little" things like that.)
 - If you complete the "Destroy the Truck" quest, we'll need to remove the truck G3D and replace it with a junked-truck G3D.
 - We'll need a generic script for whenever a CODE flash is used in the game. Basically a quick fade to white, which lasts for about half a second, then fades out to the normal game, maybe with cool spots in your eyes for a second, I dunno. Anyway, we'll need to be able to call that function.
 - We'll need a generic "helping out" script/schedule for any CNPCs you drop off here to help out fixing things. Basically they'll have their normal dialogue options, but instead of standing there forever like in FO2 they should move to various terminals and work on them, go to a place to sleep at night, etc.
-
- **Cut Scene: Presper leaves with his group.** include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on. **Note:** Be sure to include animations and Ids to the art for scriptors contained within the cut-scene description.
 - **Cut Scene: ZAX dies.** include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on. **Note:** Be sure to include animations and Ids to the art for scriptors contained within the cut-scene description.
 - **Cut Scene: Goddard kicks you out.** If you harass the scientists or try to steal from their rooms, they assemble and Goddard kicks you out of the dome. include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on. **Note:** Be sure to include animations and Ids to the art for scriptors contained within the cut-scene description.

INSERT AREA + AREA # HERE

- Jackals continue to respawn in their locations until all of them are killed (or if you get the Daughter to take them away).
- Glowing ghouls occasionally spawn in town, maybe once a month.
- Once trade is established with Denver, Galenski and his truck will be off the map for about a week once a month.

TOWN-SPECIFIC

There are some important things to consider for towns...

- If you attack a scientist, the other scientists come to help, as does Eddie.
- If you attack Eddie, Helen, or the kids, the parents run to help and the kids run away.
- If you attack Larsen or his men, they all attack you.
- If you attack the Jackal camp, they all attack you.
- If you attack neutral robobrain, all on that level of the dome react to the attack (some may only shift to considering you an enemy, if they're far away and unable to get to the battle).
- If you attack ZAX, he calls all the robobrain to defend him.
- If you go into a scientist's room and try to take things, they ask you to stop (twice) If you persist, they leave and gather the other scientists. Goddard will kick you out.

COOL SHIT

The **Cool Shit** section is just that -- what's cool about this area? For starters, you should be able to say in one or two sentences why a player would remember this location. If you were a player, what would make you want to *play* this location? What would make you *glad* you played this location?

This section should include the following technical details:

- **Why cool?** There is a wealth of technology here, the PC just needs to create it. There's a lab for every kind of character and while supplies of some things are short, Denver isn't too far away. You can find out about the Nursery and the BOMB-002 in the Grand Canyon.
- **Why come back?** You can't access anything below level 2 (& 3) until later in the game. If you want to talk to ZAX, make a robobrain, talk to the Think Tank, or stuff like that, you have to do it while Presper isn't here and only after the scientists have accepted you.
- **Handouts:** Info on plague research, info on robobrain, history of Boulder, history of Denver, Agnes' journal of their trip.
- **Vehicles:** There's Galenski's truck, but he won't let you take it (you'd have to kill him), and it's not made for non-road travel (it's tires and suspension will go out, making it a landmark/base but no longer a vehicle), so you can only take it from Boulder to Denver.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. **What follows are the descriptions of these categories; actually list your sound needs in the **chart** at the end of this section.**

MUSIC

The music breakdowns depend on the game. In Fallout 3, we will most likely be going with music themes tied to areas, which is in keeping with the previous games. Be sure to include your preferences for these themes in the document so Adam Levenson has something to work off of... even if it's just a starting point for a debate.

BASIC SFX

An area's going to need sound to make it come alive. Some basics:

Note: If a sound needs to be scripted, include the ID of the sound here - check with Chad if you don't know what I'm babbling about.

Environmental Sounds: Wind, weather, settling rocks.

Item-Specific Sounds: Glance through your area, see if there's any items that might need sounds to complement their presence: the humming of generators, crackling of fires, buzzing of neon signs, and so on.

Wildlife Sounds: Wolves howling, birds chirping, crickets, hissing of rattlesnakes. Do not include human voices in this category (that's covered in "Walla," below).

Business Sounds: Any SFX tied to businesses or merchants in the area (sound of a tractor in the distance, a trash compactor crushing metal, gunshots from the rifle range, roaring of a plane from an airport).

Living Sounds: Any SFX tied to everyday life in the area (tolling of a church bell, sound of a basketball on asphalt, car engine coming to life, chopping of wood).

For every sound effect you want, be sure to include:

Distance: The distance you expect the sound effect to be played at.

Time-Dependent: Is the SFX tied to a time cycle? Does a factory stop crushing metal cans at night? Is a neon sign turned off during the day? If so, audio needs to know.

Any Walla? Is there any walla that needs to be done for the locations? This is much different from sound effects, because a voice actor must be employed to do the lines. See "Walla" SFX, below.

INSERT AREA + AREA # HERE

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
anywhere that isn't inside the dome	MUSIC DESCRIPTION
	Quiet, creepy, spooky ... there's nothing here, something must be hiding from us....
	BASIC SFX
	Wind, human-like howls (the Jackals are doing this), metal banging on metal (the Jackals are doing this); Jackal sound effects decrease at night
	WALLA SFX
	The basic walla sound effects in the area.
Dome	MUSIC DESCRIPTION
	50's music, as if playing from loudspeakers all over the dome.
	BASIC SFX
	Alarm bell every hour, on the hour (softer in the nighttime hours), crackling electricity, buzzing of electric lights, radio/intercom crackles
	WALLA SFX
	People muttering, low conversations, occasional electronic beeps in response to the muttering
Boulder Tunnels	MUSIC DESCRIPTION
	Computerized, techno-ish, spooky
	BASIC SFX
	Alarm bell every hour on the hour (softer in the nighttime hours), crackling electricity, buzzing of electric lights, water dripping, steam pipes hissing
	WALLA SFX
ZAX	MUSIC DESCRIPTION
	Computerized, techno-ish, sad
	BASIC SFX
	Crackling electricity, buzzing of electric lights
	WALLA SFX

LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Overwrite the Think Tank, Put CNPC into robo-brain, Sell slaves to Boulder	
Good Karma Character	Help the kids, help ZAX, help scientists	
Stupid Character	CODE Yourself Smarter	+1 IN
Low Reputation Character		
High Reputation Character		

INSERT AREA + AREA # HERE

Male Character	sex with Daughter of Hecate	
Female Character	sex with Banshee	
COMBAT BOY		
Firearms	Better at dealing with Jackals (many ranged combat situations)	
Melee	Better at dealing with robobrain threat (many short corridors, short-range fighting is favored)	
Unarmed	Better at dealing with robobrain threat (many short corridors, short-range fighting is favored)	
CHARISMA BOY		
Barter	Barter with scientists & Galenski	
Deception	Easier to get a CNPC onto the robobrain operating table	
Persuasion	Convince Daughter of Hecate to make the Jackals leave,	
SCIENCE BOY		
Mechanics	Fix the reactor, Fix mechanical things, use the lab,	
Medicine	Heal people, research, info on New Plague,	
Outdoorsman	Track down Larsen's camp, track down the glowing ghouls	
Science	Research, use the lab, fix things	
STEALTH BOY		
Lockpick	Pick the lock on the truck	
Sneak	Sneak into the Dome or the camps	
Steal	Steal drugs and stuff from the Dome folks	
Traps	Set traps for the Jackals, defuse the traps on the NCR train	
GENERIC SKILLS		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)	Mad Scientist (if you do a robobrain extraction)	
Carrot 2		
Easter Egg 1		
Easter Egg 2		
PERKS + TRAITS		

INSERT AREA + AREA # HERE

Perks (Any cool Perk mileage?)	Ex: Flexible	Can use this to slip between the bars of the cells.
Traits (Any cool Trait mileage?)	Ex: NCR Background	Can get some history on the Fort, as well as bonuses to detect the cache of weapons.
ENVIRONMENT		
Economics		
Power/Infrastructure	A somewhat unstable nuclear reactor	
Food	Nutrient-paste dispensers (enough to last a year, but very boring). Water pumped from deep wells and purified, the process controlled by ZAX.	
Tie to Another Area 1	With Denver. Trading medicine, nutrient paste (they're really due now), recharged energy cells, tools, for mechanical stuff, dog food, computer chips, holodisks. Boulder has a portable generator, a doctor's bag, Geiger counters, etc. THEY DO NOT USE MONEY, IT IS VALUELESS TO THEM. THEY ONLY NEED HOLOSUPPLIES AND MACHINE PARTS.	
Tie to Another Area 2		
Tie to Another Area 3		
MULTIPLAYER GAMING		
Multiplayer Elements?		

ROOM FOR IMPROVEMENT

Also be sure to include hooks for "room for improvement." This section may change depending on how Ferret thinks it should be organized.

Room for Improvement: This is how the location can "change," not necessarily "develop," so this may need a new title or heading. Things such as some tiles getting "rebuilt/ruined," more people appearing (disappearing, or dying) on the map, trade relations with other settlements, and so on – again, for good or ill. Keep in mind the reactivity of the area is the most important thing – the player should feel like he's making a difference, and he should be able to see it. Here's some transcribed stuff from the Denver document:

Fix stuff so ZAX can finish: With this taken care of, things will get back to the level of able-to-catch-up in the dome.

INSERT AREA + AREA # HERE

Heal the Scientists: With help from the Nursery, they (like other victims of the New Plague) can be cured, allowing them to leave the dome and head to civilization, though they might be happy to stay here if there were more people.

Get Rid of the Jackals: These cannibal bastards make life in Boulder a thing of constant fear. Kill the Jackals and the domepeople have much less to worry about.

Establish Trade With Denver: With regular supplies from Denver, the scientists will be able to get more done and create other things, making it easier for the PC to trade for the stuff they want.

END MOVIES

WHERE TO GO CONDITIONS

The player never entered Boulder.	Skip Cinematic
The player nuked Boulder	Goto 1
ZAX dies, Jackals invade	Goto 2
ZAX dies, no Jackals, their reactor goes nuclear	Goto 3
ZAX dies, no Jackals, reactor OK, scientists shut down stuff and die with no cure	Goto 4
ZAX lives, scientists shut down stuff and die with no cure	Goto 5
ZAX lives, cure from Nursery, scientists shut down dome and leave	Goto 6
BOS takes over, dome looted, scientists killed, dome sealed	Goto 7
You put yourself into cold-sleep to await Presper's new world order	Goto 8
You put yourself into cold-sleep to await Presper's new world order (mystery ending)	Goto 8
You put yourself into cold-sleep to await Presper's new world order (Presper ending)	Goto 9
You put yourself into cold-sleep to await Presper's new world order (ghoul ending)	Goto 10

1. Boulder Nuked (WTG)

In Boulder, once again the sky burned and the earth was blasted by nuclear fire. Those creatures that survived the explosion quickly succumbed to fallout, poisonous air, and mutated diseases harbored in the charred flesh of the dead. Boulder became synonymous with Hell, and tribals and civilized folk alike forever avoided "Three Deaths Rock."

Show the dome, blackened and cracked open in parts, surrounded by scorched earth, clouds of greasy smoke, and horrible greenish rain.

2. ZAX dies, Jackals invade, meltdown (WTG)

With the auto-cannibalistic death of its ZAX unit, the doors to the Boulder dome open wide. The Jackals pounced on this opportunity and enter the dome, killing and eating all within. Without ZAX to regulate the dome's nuclear reactor, it soon goes critical, giving the Jackals only a few short minutes to escape before the meltdown occurs. The Jackals flee, carrying the scientists' deadly strain of the New Plague into the wasteland.

The dome, part of it blown outward by a nuclear blast from within. In the foreground, a few Jackals fleeing the explosion, with other Jackals in the background scattered in other directions.

3. ZAX dies, meltdown, Three Deaths Rock (WTG)

With the auto-cannibalistic death of its ZAX unit, the doors to the Boulder dome open wide. Though the scientists were able to seal the dome manually, the loss of the mainframe doubles their workload for repairs. Their unstable nuclear reactor eventually goes critical. The diseased scientists choose to be incinerated rather than carry their infection outside the dome. Tribals and civilized folk alike forever avoided the acid rain, toxic clouds, and radiation of "Three Deaths Rock."

The dome, part of it blown outward by a nuclear blast from within. Everything around it is wasteland, with clouds of greasy smoke and horrible greenish rain.

4. ZAX dies, scientists fail, everyone dead or sleeping (WTG)

4

With the auto-cannibalistic death of its ZAX unit, the doors to the Boulder dome open wide. The scientists were able to seal the dome manually, preventing their contagion from leaving. Laboring alone, they were unable to find a cure for their disease, and one by one they died or went into cold sleep. The last survivor, Xian, sealed all exits to the dome to maintain their quarantine, then took her own life.

A room in the interior of the dome. On a bed sits a Chinese woman in an environmental suit, holding a small pistol in her hand, as if gathering courage to use it.

5. ZAX lives, scientists fail, everyone sleeps (WTG)

Though their ZAX computer was saved from cannibalistic suicide, the Boulder scientists were unable to find a cure for their disease. Eventually they reached a consensus and had the computer put them in cold sleep. Lacking any humans to talk to or protect, ZAX sealed the entrances to the dome and resigned himself to wait. The scientists still sleep, along with the other people Dr. Presper had put away for his rebirth of civilization.

A view of the cold sleep chamber, with rows and rows of hatches, each with green lights across the board.

6. ZAX lives, Nursery cure dome abandoned (WTG)

With their ZAX computer saved from cannibalistic suicide, the Boulder scientists were once again able to focus their attention on repairing the dome and researching a cure for their disease. Though they made some headway, success came unexpectedly a year later in the form of genetically-engineered fruit sent from the Nursery. Freed from their disease, environmental suits, and prison-home, the scientists left Boulder, ordering ZAX to seal it behind them. The sleepers remain, awaiting someone with the knowledge to wake them safely.

A view of the cold sleep chamber, with rows and rows of hatches, each with green lights across the board.

7. BOS takes over (WTG)

7 BOS takes over, dome looted, scientists killed, dome sealed
Alerted to the presence of pre-War technology, the Brotherhood of Steel sends agents to Boulder to prevent these items from falling into the wrong hands. Finding diseased NCR scientists holed up in the facility, the B.O.S. agents gassed them to death and incinerated the remains. All data and materials were stripped from Boulder, and the site was sealed to prevent access by tribals and other undesirables.

The dome in the background. In the foreground, heading away from the dome at a leisurely pace, are several wagons or small trucks laden with gear and machinery (covered by tarps). The BOS logo is on the trucks and on the people visible within or on them.

8. Sleep through the holocaust (mystery ending) (WTG)

Determined to survive Presper's nuclear attack, you have the Boulder scientists put you in cold sleep. You are never awakened.

A view of a coldsleep hatch, it's lights all in the green except for one that's yellow.

9. Sleep through the holocaust (Presper ending) (WTG)

Determined to survive Presper's nuclear attack, you have the Boulder scientists put you in cold sleep. Eventually you are awakened ... by Doctor Presper.

A view from the patient's perspective, lying on your back, coming out of cold sleep. Everything is blurry and distorted as your senses become used to normal wakefulness. Looking upward, you see standing over you is an older version of Presper, holding a large syringe of blue liquid.

10. Sleep through the holocaust (ghoul ending) (WTG)

Determined to survive Presper's nuclear attack, you have the Boulder scientists put you in cold sleep. Eventually you are awakened to a world that's very different than the one you left....

A view from the patient's perspective, lying on your back, coming out of cold sleep. Everything is blurry and distorted as your senses become used to normal wakefulness. Looking upward, you see standing over you is a ghoul in doctor's scrubs.

RANDOM NOTES

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

08-22-03 – finished except for quest states and journal entries

06-25-01 – Fallout Location Template document created.

06-28-01 - Added comments from Steve Bokkes (QA Quest List), Dave Maldonado (Appendix and Item and Character Summaries), and Feargus (Quest Importance and Scope). Added spawning and difficulty level information to the Scripting section as well as an "estimated play time" entry into the Area Summary section.

07-09-01 – Added comments from Dave Maldonado and added "character's sex" (male/female) to the location checklist.

12-24-02 - Added Emotional Porn and Random Notes section, straightened up the document, reformatted some tables.

1-11-03: Added PIPBoy functionality to carrots, added timeline information to history.

5-30-03: Added all the designer comments, including comments from the scripters.

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BLACKFOOT TRIBE

Version 1.0

8/1/2003

INSERT AREA + AREA # HERE

INTRODUCTION

OVERVIEW

The Blackfoot tribe is a community of primitives who make slave raids on other tribals and pay tribute in slaves to Caesar's Legion. Within the tribe is a smaller group, the Hangdogs, who revere dogs and train them to help in hunting and guarding.

LIMIT ACCESS TO THE FURNACE CAVE UNTIL YOU HAVE BEEN ACCEPTED BY THE TRIBE

The tribe consists of 300 members (most of which are offscreen at any particular time); all are considered siblings to each other regardless of actual family ties (not in an incest sort of way, but in a "we must support each other" sort of way). About half of the tribe are children, women, or the infirm who tend to domestic issues (such as raising children, tending domesticated Brahmin, minding gardens, and gathering wild plants), the other half are male or female hunters (whether for slaves or for food). They normally use spears, bows, and knives, as they have few technological weapons (mainly a few pipe rifles and zip guns), relying on stealth and their outdoorsy knowledge to allow them to get their prey. Their village is a collection of tents over a small cave network.

HOW THE HANGDOGS FORMED NEEDS BETTER EXPLANATION

Some of the slaves the tribe keeps for themselves, some are given to Caesar's Legion in tribute, the others are sold. Tribe slaves are treated fairly well, and skilled slaves can earn some status in the tribe and even their freedom.

Because they steal children and adopt them into the tribe, and because slaves can earn their freedom, their culture is very mishmash, and you'll find people with "conventional" American names next to those with tribal names.

The current leader is Kurisu, the sister of Sulik from FO2 and a former slave of the tribe. She proved her worth as a skilled fighter and won her freedom, and when the old leader died suddenly she took over as leader. With the escape of the prisoners, the younger brother of the old leader (a man called Chagas) has returned to the tribe and is trying to establish a place for himself among his people again, hoping for the leadership position. While he has been in prison for several years and is a little out of touch with his people, he does have pretty good mechanical skills and knows how to make simple one-shot guns.

Most of the tribe lives in an old Utah town that was originally a mining town (mainly silver, a little coal) and then became a resort town for casual skiers and spelunkers interested in the natural caves and interesting mineral formations within them. There are many cabins in the area, a large section of the mountainside that was cleared of the big trees, a few small comfy hotels (run down now, of course), a superstore (like Wal-Mart), a few smaller shops, and a field full of bungalos. Some old mining shafts dot the hillside, some of which were roped or boarded off during the tourist invasion (others were used to access the natural caves) but since reopened to be used by the tribe. Most of the tribesfolk live in the cabins or the hotels. The smaller shops are used by merchant-types, and sections of the superstore have been converted into slave pens. Some of the larger caves are big enough to hold the entire tribe comfortably, and there are some stockpiles of food and other supplies. This part of Utah gets a lot of rainfall every year, and the Blackfoots store as much of it as they can, which they use for themselves, their Brahmin, and for trade.

The bungalos and the surrounding plot of land is the home to the Hangdogs, an elite group of dog-worshippers within the Blackfoots. The Hangdogs revere their dogs, treating them as friends, hunting companions, and when necessary, food (they only eat dog if they have to, and they justify it as a "consume their strength" sort of thing). The Hangdogs get their name from the fact that they hang dogskins on the outside of the drive-in fence, on the village wall, and on poles near the village in the belief that the spirits of the dogs will protect the village from harm.

CONSIDER LIMITING THE NUMBER OF NEW SLAVES TO ABOUT A DOZEN IN THE SAVE-MART.

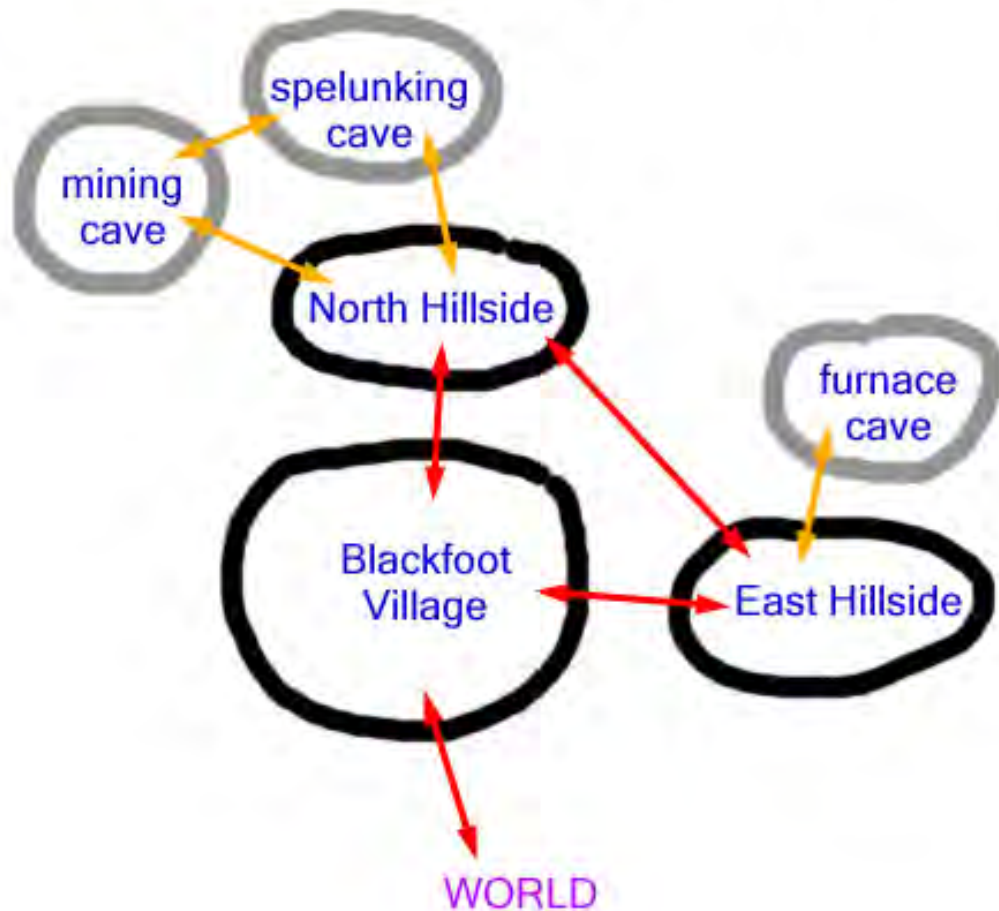
There are roughly 25 Hangdogs (men and women) in the main village at any given time, with an equal number of dogs. All of the men are wearing piecemeal armor, and they all carry at least a knife. The Hangdogs are an accepted (if oddly-considered) part of the Blackfoots, and children who wish to train with

INSERT AREA + AREA # HERE

the Hangdogs (rather than some other profession in the village, including slaving through the main force of the Blackfoots) are allowed to do so.

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Blackfoot Map Overview



Black areas are main maps, Grey areas are daughter maps of the black map they connect to. Red and orange arrows indicate map transitions. The exits to the world map from North Hillside and West Hillside are one-way (you always enter the town from the Blackfoot Village map).

INSERT AREA + AREA # HERE

Maps

The area is composed of 9 maps:

Map Area	Transition	Map Name	Map Size	Complexity
Blackfoot Village	Full party	BF001	Medium	Scrub plain, many wood-and-brick buildings
West Hillside	Full party	BF002	Medium	Scrub hillside, cabins, caves, streams and pools,
North Hillside	Full party	BF003	Medium	Scrub hillside, cabins, caves, streams and pools
Furnace Cave	Full party	BF004	Small	Basic caverns, a blacksmith's forge, stockpiled metal & junk
Storage Cave	Full Party	BF005	Medium	A sprawling cave complex with storage crates and barrels, stalagmites and stalactites
Spelunking Cave 1	Full Party	BF006	Medium	A sprawling cave complex with stalagmites and stalactites. Home to radscorpions and coyotes.
Spelunking Cave 2	Full Party	BF007	Small	A sprawling cave complex with stalagmites and stalactites. Home to a big mutant dog known as the Devil Dog.
Mining Cave 1	Full Party	BF008	Small	An old silver mine, pretty much mined out. Support timbers, remnants of a rail system for mining carts, etc. Lots of bat guano everywhere. Home to mutant giant bats.
Mining Cave 2	Full Party	BF009	Medium	An old coal mine. Pretty much mined out. Support timbers, remnants of a rail system for mining carts, etc. Home to rats of many sizes.

Blackfoot Village connects to West Hillside and North Hillside openly with a smooth transition (it's just another section of town). Cave maps connect to those three outside maps with full-party transitions (you go inside); all of the caves are subsidiary maps.

Blackfoot Village: A rundown tourist town in a box canyon, now reoccupied by tribal villagers. Wood and brick buildings, a Save-Mart, a group of bungalows, a large Brahmin pen (formerly a small park), and a few large gardens. Most homes have barrels under the drainage points of the roofs to catch rainwater. Some of the city streets are large, but most of them are small one-lane roads. A large fence made of earth, scrap and debris closes off the non-mountainous side of the box canyon; the asphalt road leads up to a small gate-opening, which is blocked by an armored Greyhound bus (like the armored school bus used as a gate by the refinery tribe in *The Road Warrior*, except this one doesn't have a working engine, they just push it). The gate flanks are guarded from the inside.

West Hillside: This is the western face of the box canyon. There are a couple of roads zigzagging up the side of the mountain, some cabins on terraced paths (cabins typically hold 2-3 4-person families), and a couple of cave entrances.

North Hillside: Like the West Hillside, but with shacks.

INSERT AREA + AREA # HERE

Furnace Caves: A small set of natural caves where the Blackfoots melt down junk (and rail ties) into slag iron and hammer it into chains and collars. Two large furnaces handle the remelting, and two rooms hold accumulated scrap. We might have an area here that would serve as a mechanics lab if it were fixed up, but since the departure of Chagas their ability to make mechanical stuff has declined and that part isn't used. The tribe does this stuff in a cave because of the heat, smoke, and risk of fire to nearby buildings, plus the smoke tends to diffuse a lot more and doesn't draw as much attention to the location of the village. The entrance is guarded. There is an Outdoorsman Camp/Lab here that you can use to make simple weapons, tribal drugs, and so on.

The furnaces/smelters are of post-War manufacture, not very high-tech.

Storage Cave: A large and somewhat boring (both in terms of fights—there are none—and in terms of appearance—the interior is pretty drab) set of caves with stalagmites, stalactites, and a few small pools of runoff trickled in from the ceiling. The tribe uses this place to store water, ice (when they save some from the winter), firewood, jerky, and other durable goods. They also can retreat into here if they're attacked by an overwhelming force or extreme weather, though they've never had the need to do so yet. The entrance is guarded. There's a section in the back that a high-PE and high-[SKILL] character can notice that would be easy to open up with some explosives, and behind it is another place where you can do some silver mining.

Spelunking Cave 1: Another set of natural caves, but unlike the Storage Cave it looks really neat and has a lot of places to explore (it was one of the caves the spelunking-loving tourists came here for). It also has some animal inhabitants, some of which have been here a while, some of which are recent arrivals. "Monsters" include small radscorpions and coyotes (the coyotes have been ranging in this direction for a while, following packs of mole rats, pig rats, and common rats, which they eat). Unfortunately, the Hangdogs consider coyotes a bastard offshoot of the true dog and want them driven out of the Blackfoot territory, not knowing that it's only the presence of the coyotes that has kept the recently-arrived rat population (now living in Mining Cave 2) to a reasonable level. Plus, the coyotes are omnivorous, and have the right combination of skills, instincts, & physique to easily kill spore plants, which they enjoy eating.

Spelunking Cave 2: Like Spelunking Cave 1, but instead of being home to coyotes, it's recently been taken over by the Devil Dog, a vicious and large feral hound that refuses to run with the rest of the Hangdog pets. The Hangdogs consider the Devil Dog a spirit creature and a bad omen. None have been able to tame it, and those who have tried have been severely mauled. The Devil Dog also isn't afraid to chase off or kill any local dog that gets in its way, and though it doesn't like the coyotes, the coyotes give it a WIDE berth so fights between them are rare. The Devil Dog can also be found in random encounters near the Blackfoot village.

Mining Cave 1: A small cave entrance that was expanded into three tunnels in the search for silver. While the silver supply was meager and eventually ran out, it was enough of a draw to keep people here long enough to realize there was coal in the hills and this was a decent place to live as well. Now what lives here are some big mutant bats that generally avoid humans but have a strange attraction to ghouls. The bats make bat guano, which can be used to make gunpowder. If you kill off the bats, the guano will not respawn. Also, closed off behind an area of rubble is a metal door. Behind it is a cache of military gear, placed here by a nearby army base for use by units separated from their base during an invasion. The founders of this town (see History, below) knew of the cache but it had already been buried by the time they got here and they lacked the means to move the rock and didn't have the codes to open the door (or the dynamite to blow it open).

Mining Cave 2: A small cave with a coal mine built into it. Recently some rats, pig rats, and a couple of mole rats moved into this cave and have begun breeding. Only the predation of nearby coyotes has kept them in check and (so far) unnoticed by the Blackfoots. If the coyotes are killed off, rat damage will become

INSERT AREA + AREA # HERE

more common, and the pig rats and mole rats will have young and start to attack people on the hillside and town.

Does the town's geometry ever change? We may have some changes to the perimeter fence and some of the buildings, and maybe convert a section of the furnace caves to a place where they make guns and bullets. Theoretically you could use explosives to close most of the cave openings, leaving them nothing but collapsed rubble.

INSERT AREA + AREA # HERE

AREA BACKGROUND

History

The Blackfoots are unrelated to the native American tribe of the same name. They were "founded" by a former military group (led by a Captain John Bloch) which was left stranded after its HQ and transport vehicles were destroyed in the War. Skilled with weapons but lacking the knowledge of how to farm, Bloch's group fell into raiding. During a standoff in one raid on a small ranching community the ranchers called a truce and offered to pay the raiders "protection money" to keep them from raiding. The raiders agreed and that became the start of a successful relationship. As the raiders had few places to spend the money they ended up spending it on equipment, food, and liquor from the ranchers, and the two groups became intermingled over the next decade as disaffected rancher sons went to join the raiders and older raiders "retired" to start ranching. During this time several wandering groups of Native Americans (who left their reservations after the American government collapsed and there was no longer anything to stop them from claiming nearby land) established a relationship with the raiders/ranchers and the two groups joined together for greater strength; the tribes gain access to some technology and a fortified home, while the raiders/ranchers gained access to skilled outdoorsmen who knew the area very well. A great fire destroyed much of their original settlement and they ended up relocating to a small tourist trap in the hills. They continued to raise their Brahmin and make extensive raids into other communities for livestock and supplies. Their firearms succumbed to dirt and wear and over time they forgot how to repair and maintain them, becoming much like any other tribe.

About 20 years later a sickness depleted their available number of younger people, so they took to raiding other tribes for children and teens in order to replenish their numbers. Eventually this scope broadened into slaving for laborers as well as adoptees, and slaving for profit soon followed. Now they are slave-raiders with a fixed base, despised by all others near them for their predation.

Path Synopsis

Encounter Blackfoot and/or Hangdog raiders (you might have the opportunity to speak before they attack if you have an appropriate rep, they know you, they're low on ammo, they're already traveling with as many slaves/animals as they can handle, or you look really dangerous). Eventually figure out where the raiders are coming from, head to their village. You can attack them, barter with them, or try to earn a place for yourself in the tribe. Help them win over some of their enemies, possibly help them free themselves from the yoke of Caesar's tribute. Possibly acquire Sulik's sister Kurisu as a CNPC. Possibly acquire Chagas as a prisoner.

Economy

Brahmin and slaves. With the protagonist's help, maybe bullets and simple guns as well, which would also increase their need for junk and slag parts.

Interactions With Other Locations

The Blackfoots are mostly parasitic, taking things from other tribes and settlements. However, they export slaves to Caesar's Legion and other tribes and when their herds are doing well they sell Brahmin products to nearby communities (including places they don't sell slaves to, or to caravans). If the player can revitalize their weapon production, they might start exporting pipe rifles, zip guns, bullets, or even actual simple firearms if things go well.

The Blackfoots have no interest in ghouls (they consider them walking dead and bad spirits!) or super mutants (demons in the flesh of men!) and will be very unwelcoming of such beings within their town, requiring a lot of diplomacy or gifts so win them over.

Timeline	Event
2070	The War
2073	Military group makes peace-protection pact with local ranchers
2078	first rancher kid joins raiders
2087	first raider retires to become a rancher
2095	First groups of Native Americans join the raider/ranchers

2105	First child of a rancher-raider marriage becomes an adult
2124	Last of the military squadron's original weapons becomes inoperative
???	First tribute (in slaves) given to Caesar's Legion
???	Establishment of Hangdog subgroup
2241	Sulik's sister Kurisu taken by slavers
2241, July	Start of FO2
FO3-5	Sulik's sister Kurisu becomes leader of Blackfoot tribe

EMOTIONAL PORN

Uplift: Take these savages and teach them how to use technology! Show them the error of their slaving ways!

Conquest: You can lead these people as a great army against your enemies!

Manipulator: You can help decide who will lead the tribe.

Nostalgia: The current leader is the missing sister of a FO2 CNPC!

Hatred: Everyone hates the Blackfoots because they make slave raids on their own kind (tribals). You can have a real scummy reputation by allying with them, but you'll be looked on as some sort of powerful cult leader if you can turn the Blackfoot away from their slaving ways.

Emancipation: Free the slaves!!

DRAMA

This is a big one – what can you do to screw over/build up the player, drama-wise in this location? What greater role can he play, either working against the inhabitants, with them, or by playing the sides off against each other. Anyone specially designed to hate the PC? Anyone that he's really supposed to like - and more importantly, how do you intended to pull this off?

Again, think Emotional Porn – conflicts that (for the most part) can't be solved by shooting the NPC, and make the player's emotions rise, for good or ill.

This section lists all the drama that could result in this location from the player's actions in this area. For example ("Rescuing the Hanged Criminal from this location will cause all the tribals in the region to be angry with the PCs and blame them for his future evil." Or, "When the tribals show up while the PCs are at Fort Abandon, they will accuse the PCs of sacking the Fort and killing their slaves, then demand restitution.")

Some other examples of "drama" from Icewind Dale 2 would include...

- Isair and Madae show up to kill the Wandering Villagers and threaten the PCs.
- Iselore explains Isair and Madae's past history to generate some sympathy for the two cambions.
- The players realize that the tiefling advisor to the Black Raven Monastery monks is whispering sweet evil in the Head Mistresses' ear. (Actually dealing with him, since he's not foaming-at-the-mouth-evil presents a moral dilemma - below.)
- The Archimandrite of the Black Raven Monastery went to see Isair and Madae and has been missing for some time - something SINISTER could have happened to him.

INSERT AREA + AREA # HERE

Note that these aren't moral dilemmas - they're devices intended to create foreshadowing and deepen the player's involvement in the story.

EMOTIONAL PORN

Uplift: Take these savages and teach them how to use technology! Show them the error of their slaving ways!

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Emancipation: Free the slaves!!

NPC ALLY DRAMA

Because I can't get enough drama, list whatever specific events or Drama may occur from bringing a particular NPC ally to this location:

For example, bringing a ghoul to Denver may cause the Boulderites to freak out and call him a spy.

Bringing Christina to the Salvager Camp is going to invite her being attacked by the horny salvagers, unfortunately.

Bringing Mr. Handy to the Denver city, may cause them to try and "salvage" it without the player's permission.

And so on. Some of these aspects may be racial or tied into affiliations (NCR, BOS) that the PC himself may possess (for example, a PC ghoul is going to have a similar confrontation in Boulder that an NPC ally ghoul will).

The PC can tame the Devil Dog from the ravines north of the village. If the PC shows up at the village with the Devil Dog at his side, the Hangdogs will give the PC a great deal of respect (and some fear). He'll earn the epithet "Walks with the Devil".

MORAL DILEMMAS

Slavery: Having friendly association with the Blackfoots is going to make people assume you're a slaver.

Leadership: Sulik's sister Kurisu is the leader, but she'd make a great CNPC, but taking her with you would leave the group without a leader. BUT you can set up Chagas as the leader (he's the brother of Ramon, the old leader), though he has been in prison for a while and isn't really up on the tribe's current needs. You need to bring Chagas back to Leavenworth, but he doesn't want to go (he wants to be with his tribe) and you can't take them both at the same time.

Slave Families: Nearby communities have children who were stolen years before. Now they're teenagers and accepted in the Blackfoot tribe. Do you tear the kids away from their new families to give them back to their original families, which they no longer remember? Or do you let them stay with their "adoptive" parents and leave their birth parents heartbroken?

Uses of Technology: In your attempts to civilize a semi-primitive slaving culture, will you actually end up arming savages with guns that will make them better at slaving?

- **Spy to Save My Sister:** Sharptooth is a spy for Caesar's Legion (only because Caesar holds Sharptooth's sister as a slave), reporting to their agents in Denver. If this becomes known, the other Hangdogs will demand that he and his family be banished to the wasteland. Bares His Teeth

INSERT AREA + AREA # HERE

will have no qualms about doing this. If the PC leads the tribe, he'll face a rebellion if he refuses to banish Sharptooth and family. If he agrees, Sharptooth and family will almost certainly perish. What to do? (Not sure to what extent we'll keep this in, as Caesar's legion is being moved off the map.)

OTHER ROLE-PLAYING TESTS AND EPITHETS

Blackfoot Hunter: If you help on a raid, or bring black slaves you have acquired.

Insensitive Racist: If you go out of your way to mock their beliefs and ridicule their way of life.

Escaped Slave: If you're caught and enslaved and manage to escape, you'll gain this title and will be recognized as such by all slaving groups.

Mercenary: Refusing to help without demanding payment.

House-Husband/House-Wife: If you're taken as a mate by the leader of the tribe. Gets you a lot of respect in the tribe.

Housebreaker: If you replace the leader of the tribe (ousting Kurisu for yourself or for Chagas)

Hangdog Packleader: If the PC leads the Hangdogs.

Hangdog Warrior: If the PC successfully steals a pup from the feral pack's lair or tames a feral dog and becomes part of the tribe. This may provide an Outdoorsman bonus when dealing with dogs.

Walks with the Devil: If the PC tames the Devil Dog and has him as a CNPC, he gets named this by the Hangdogs. The Hangdogs will fear the PC more, because he has a bad omen walking around with him.

Devil Slayer: If the PC kills the Devil Dog and reports this to the Hangdogs. The Hangdogs will like the PC more for removing what they consider a bad omen. He'll be greatly liked if he brings the Devil Dog's corpse back.

TIES TO OVERALL GAME THEMES

Civilization vs. Anarchy: These people are raiders because they don't have the resources to be self-supportive. You can push them toward a more self-supportive lifestyle (by helping them make guns and become traders) or push them to be more aggressive.

PC As Enemy: By taking Sulik's sister Kurisu as a CNPC, the player removes an established successful leader from power, and he risks disrupting the way of life for the tribe. Any hardship that befalls the tribe afterward is going to be blamed on the player.

Religion: A view on why the Blackfoots feel it's OK to keep slaves, and how their religion involves the spirit world and their superstitions regarding it.

NPC COMPANION USES

Any NPC ally challenges that occur in this area? Or something cool for them to do? For example, "you can hook Jobe into the Fort Abandon broken radio tower and use him as a radio transmitter," or "you can cure Christina's insomnia with the CODE machine at Boulder," and so on. This could also apply to any NPC drama the ally causes in the location (the Hanged Man may piss off any tribals in an area that he encounters, and he may try to butcher any Twin Mothers tribals he can find).

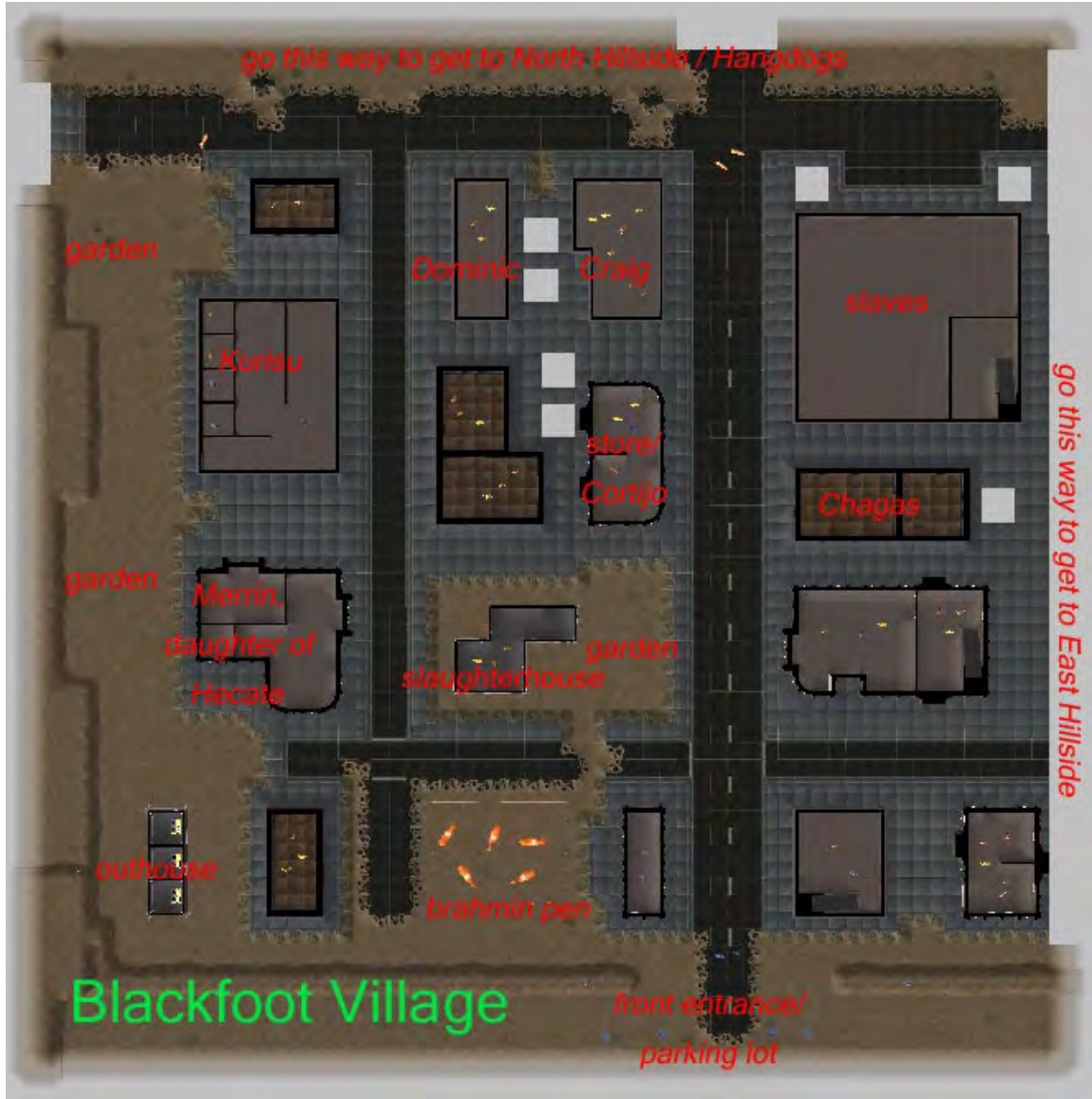
Devil Dog as Champion: The PC can designate the Devil Dog as his champion and challenge the Hangdogs' Packleader for his position. The Packleader normally keeps the biggest, baddest dogs for himself (which is why it's very difficult for anyone to take his position), but the Devil Dog himself is a badass dog and is quite capable of making mincemeat of the Packleader's champion.

INSERT AREA + AREA # HERE

Devil Dog as the Stud: Teacher doesn't share his fellow Hangdogs' superstition that the Devil Dog is, well, some sort of devil. He sees great breeding potential in the Devil Dog, and will ask the PC for permission to keep the Devil Dog for a few days to use him as a stud.

INSERT AREA + AREA # HERE

LOCATIONS



INSERT AREA + AREA # HERE



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BLACKFOOT VILLAGE

Overall feeling is a slightly Old Westernized native American/tribal sort of feel, The slow guitar stuff in FO2 is appropriate for background music. Buildings are painted black in a stripe along the ground, mimicking the black paint the warriors wear on their feet.

Fence: This is a simple fence made of earth, tough metal (too tough for them to melt down in their smelter) and junk (old tires, etc.). It marks the outer perimeter of their village and runs partway up into the hillside (so invaders can't get around it without climbing). The asphalt road leads up to a small gate-opening, which is blocked by an armored Greyhound bus (like the armored school bus used as a gate by the refinery tribe in *The Road Warrior*, except this one doesn't have a working engine, they just push it). The gate flanks are guarded from the inside. There are spots along the fence where it's possible to shoot through but not walk through (the hole is too small for a character to pass, but not so small that it blocks line of sight), and these spots are manned by tribesfolk with some of their limited number of pipe rifles.

House: Standard wood and brick buildings ... this was once a tourist town, and the locals lived in these simple homes. Most homes have barrels under the drainage points of the roofs to catch rainwater.

Cabin: Typical small wooden cabin on the hillside. Rented or bought by visitors who wanted to be closer to the caves or slopes, or who just didn't like being in the "city" when on vacation.

Guard House: Formerly the sheriff's station. Those on guard duty report in here and can come here on short breaks for food and lavatory. Four guards rotate (in pairs) through this duty: **Www, Vvv, Yyy, Zzz.**

Weaponmaker/Garun's Home: Formerly a house with a small carpentry business attached. Now it's the home and workshop of Garun, an older guy who knows how to make and repair spears, knives, and bows. He sells them and can do the old spear-sharpening trick. Possible quest stuff involves him repairing stuff, finding people he wants, finding stuff he wants, getting on his good side to get him to upgrade your weapons.

Save-Mart: A superstore like target. It would be cool if it had a large sign with a Pip Boy in a Native American feathered headdress, shooting at a target. The name of the place could be "Bullseye," with the main point of the logo to look similar to a Target logo. Ha ha. Anyway, this place is where they keep their slaves (those who haven't been adopted into the tribe, or recent acquisitions or surly ones destined to be sold elsewhere). Inside there are many rows of shelves, barricaded with sections of fencing, patio tables, and other materials you'd find in such a store, all used to keep slaves in place (chains, padlocks, and bike locks are pretty common, too). This place still holds many durable items from the pre-War days, and an engineer could have a field day looting or buying tools and bits to use for things. This place has a more gloomy feel than the other parts of the village. During the day the place is looked after by **Dominic**, the slavemaster. Children from the village are usually not allowed into this building for their own safety.

Brahmin Pen: Similar to the slave pen, this holds a few Brahmin which the tribe plans to slaughter soon to provide food. They're given grain (or other food) to fatten them up a little more before the slaughter. Most of the tribe's other Brahmin range outside the village fence.

Slaughterhouse: Your standard low-tech slaughterhouse: a small pen for the waiting animals, a place to tie up the animal you're going to thwack, and a bunch of hooks for you to hang carcasses on.

Gardens: Each of these is a small plot of land carefully tended by the villagers and blessed by the Daughter of Hecate. Anywhere from 10 to thirty feet long, usually about ten feet wide.

INSERT AREA + AREA # HERE

Shaman House: This is the home of Merrin, the tribal shaman and medicine woman. She's also a Daughter of Hecate. Her home is right next to Kurisu's because she wants to keep an eye on the village leader. (uses one of the variant House maps, with customized props).

Leader's House: The leader's house was once a winter home of an older gentleman who still liked to ski but couldn't handle the tougher slopes. Several large rooms, a big dining room and living room for entertaining. Many trophies from Kurisu's raids, and her several house-husbands wandering about (all of them impressive in some way, most of them physically).

Hangdog Houses: This is a collection of small bungalows, mainly one-room places with a kitchenette, often used by medium-income families or groups of college students away for a long weekend. Now they're used by the Hangdogs as their homes, as the dogs like running around the buildings and under the crawlspaces (which humans can't get into). These places are sorta run down, mainly from abuse at the hands of drunken fratboys but also somewhat from neglect. They keep the snow out in winter, but they're not pretty.

INSERT AREA + AREA # HERE

FURNACE/STORAGE CAVE

- A: Scrap metal
- B Forge
- C Storage Area
- D Storage Area
- E Giant bats
- F Giant bats & cave-in
- G Cave-in
- H Giant bats
- I another cave-in
- J secret military cache

INSERT AREA + AREA # HERE

MINING CAVE 2

M = Mole Rat

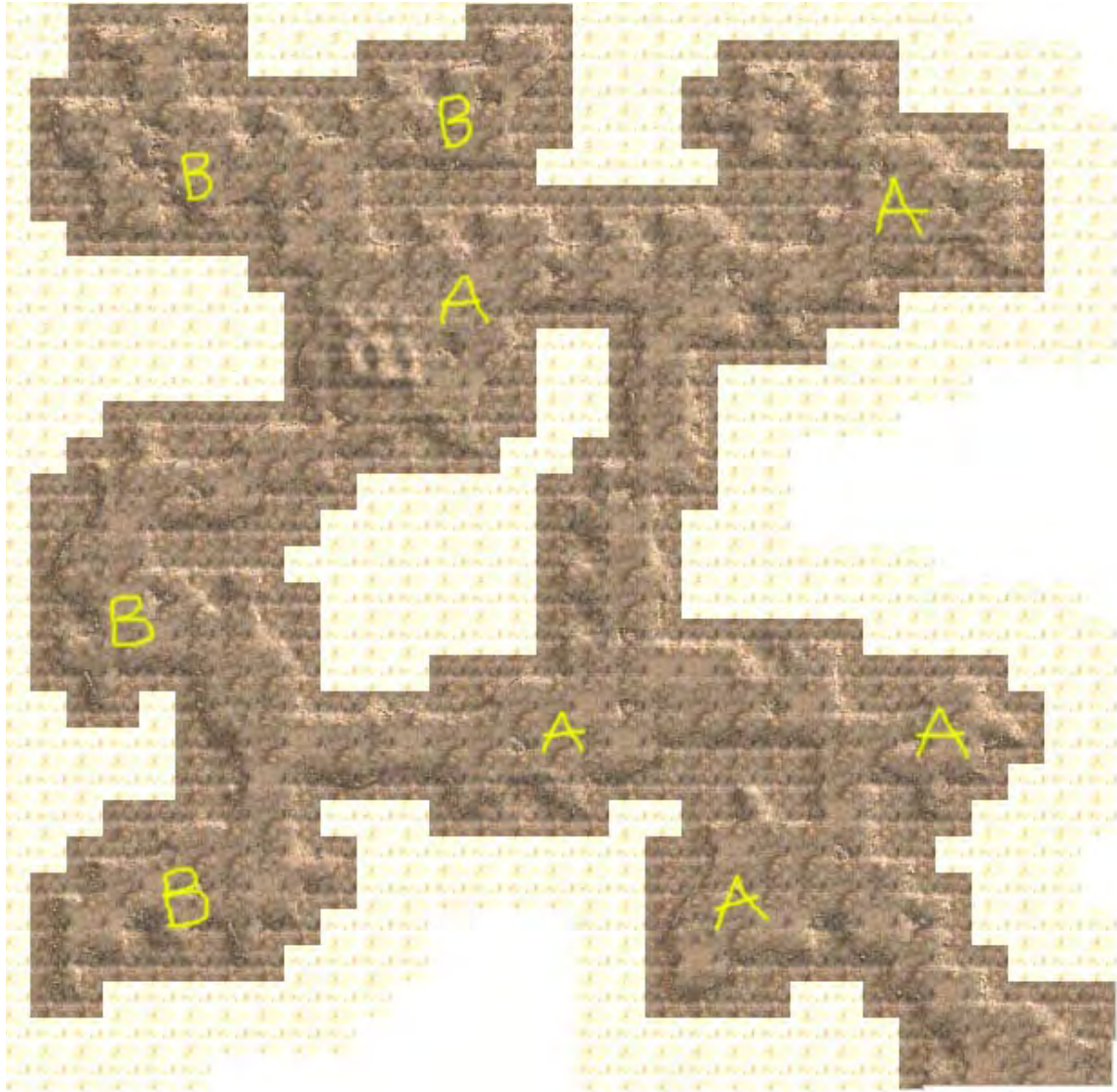
P = Pig Rats

R = Rats

X = cave-in (dynamic)

Z = secret unmined area

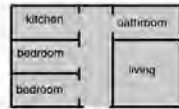
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SPELUNKING CAVE 1

A = Coyotes
B = Radscorpions of various sizes

INSERT AREA + AREA # HERE

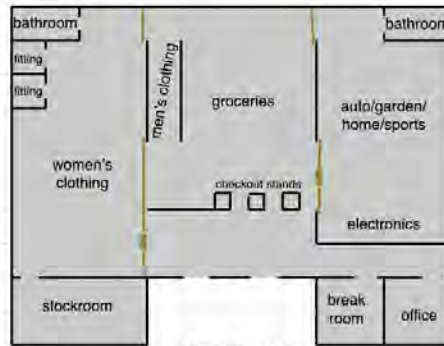
Blackfoot Village Buildings



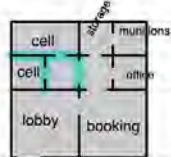
sample version of generic Blackfoot home (formerly a home of a resident of this tourist town)



Garun/Weaponmaker
this is an add-on to the "generic Blackfoot home" building, attaching to the right side of the living room.
It was once a carpentry shop attached to a home.



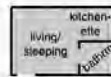
Store/Slave Area
(formerly a Save-Mart, aka Wal-Mart, K-Mart, etc.)
The bolted down rows of shelves are still here (running north-south) but have been stripped of most goods.



Guardhouse
(formerly the sheriff's office)
blue stripes are metal bars for jail cell walls, some with doors

Blackfoot Village Buildings

Leader's House
(formerly the home of an old rich guy who loved to ski but couldn't handle the tough slopes so he built a house here near the easy slopes)



Bungalo (Hangdog home)
sample variant
(formerly a skier's home for cheapskates or poor college frat boys)



Cabin
(normally used by skiers or other people who wanted to stay "close to nature" on their vacations here)

— is a wall made of boards, sheet metal, or whatever flat they can salvage.
The thick part shown on the map is a door in the wall.

Overall feeling is a slightly Old Westernized native American/tribal sort of feel, The slow guitar stuff in FO2 is appropriate for background music. Buildings are painted black in a stripe along the ground, mimicking the black paint the warriors wear on their feet.

INSERT AREA + AREA # HERE

ART REQUIREMENTS

Each area template should include an **Art Requirements** section. This section should have the following:

- Provides a rough map of the location in a JPG file (see *RadScorpion Nest*, below). No one cares how clean it is, but it should include enough information so an artist/level designer can look at it, understand what you mean, and build the level with all the design parameters you have specified. The map may be contained in a separate file, but each location in the game should be mapped out, just as it was done for *Torment* and *Icwind Dale*.
- Tells the artists what tile set will be used (if appropriate).
- Tells the artists any special scenery objects that will be used for the area (i.e., cots, freestanding floor safe with an open and close animation, a turkey roasting on a spit, a special flashing neon sign, and so on).

Design Note: Whenever possible, try to include one brand-new visual or scenery object in each location to give the players a visual jolt, or just go, "coooooool."

- Any ideas you have for the Town Map picture for the PIPBoy (i.e., do you want it to look like a Luray Caverns pamphlet, a travel guide, a picture of the chain link fence of an army compound, and so on).
- Any movies or scripted cut scenes in these locations? Cut Scenes are elaborated on further in the *Scripting* section, below.
- Please list any reference links you would like the artists to look at for your area. (*M:\Reference Materials\Fallout_Art\F3_Location_Art\Denver*, for example).
- **FMV Movies:** Not just cinematics, but what *real* movies do you want to appear in the game (going to the tanker in *Fallout 2*) related to this area? This is pretty much a wishlist, but hey, it can't hurt to ask. And especially with supermen like Meyers in the house, it's not impossible to get a great movie in a short period of time (i.e., the movie of Annah finding the player in *Torment*).

CAST OF CHARACTERS

The **Cast of Characters** section describes the major NPCs and a list of monsters and adversaries found in the location.

/BARES HIS TEETH (INTERM) (CNICHOLAS)

Current Packleader of the Hangdogs. He's an arrogant leader full of self-importance. Think of him as the scrawny little bully who hides behind the muscles of his big bully friend. He thinks himself a right-hand man of Caesar, and therefore very important in the wasteland.

Script: **04_Bares_His_Teeth**

On idle he needs to check 04_Bares_Dogfight.

If 04_Bares_Dogfight == 100

- Bares' dog fights the PC's dog. If he doesn't have a dog for some reason, he'll need to spawn one, a good one). The PC is identified for this matter as

INSERT AREA + AREA # HERE

the one whose personal global 04P_Bares_Challenge ==1. This should start like a cutscene, transporting everyone to an open area in the Hangdog part of town, with Grins on one side, you on the other, CNPCs/other PCs/other generic NPC townies ranged in a loose circle, and then the dogs fight. Only the dogs can affect each other (no attacks, chems, etc. from anyone affect the dogs). The first dog to die or be knocked out loses.

- If the PC's dog wins, set 04_Bares_Dogfight ==101. If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- If the PC's dog loses, set 04_Bares_Dogfight ==102 . If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- Initiate dialogue between the PC and Bares His Teeth. (The dialogue automatically handles going to the right node in response to this fight)

If 04_Bares_Dogfight ==200, it's as above except Bares' dog fights the Devil

Dog.

- If DevilDog wins, set 04_Bares_Dogfight ==201. If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- If DevilDog loses, set 04_Bares_Dogfight ==202 . If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- Initiate dialogue between the PC and Bares His Teeth. (The dialogue automatically handles going to the right node in response to this fight)

Sharptooth (interm)

~~His wife and daughter have recently been kidnapped from the village by some other raiders? By a monster? He and a number of his buds have gone to the Ravines several times to search for them, but haven't had any luck locating them. When the PC finds him, he's about to go looking for them again alone this time, since his friends think his family is long gone or dead. If the PC lets him go alone, Sharptooth will get himself killed.~~

~~Script:~~

~~Script:~~

/TEACHER (INTERM)

This graying, stooped man has been the Hangdogs' master dog trainer for many years. He doesn't live in a house like the others in the town. He prefers to sleep out in the open with the dogs under his care. He does have a lean-to in the park which he takes shelter under during those rare times it rains. He keeps his dog-training techniques secret, but a charismatic PC will be able to get some of his secrets out of him. He picks which dogs are taken to be sold, but he will also sell directly to visitors if he feels they might make worthy companions for his dogs. Some dogs are just attack dogs (an additional fighter for the PC) and the big-boned dogs are pack dogs (the PC can use these guys to carry extra stuff).

If he so chooses, the PC can do a couple of things with the Devil Dog if he's a CNPC. First, Teacher will ask the PC to allow him to breed the Devil Dog to improve the quality of the Hangdogs' canines. Second, the PC can ask Teacher to train the Devil Dog. This will increase one or two of the Devil Dog's stats.

INSERT AREA + AREA # HERE

Teacher is intended to be a likable figure, which generates emotional porn if Caesar's Legion comes to deal with the Hangdogs for not delivering Blackjack as promised, because all the dogs in the village will be slaughtered, and Teacher will lie dead among them after trying to stop Caesar's men.

Script: **04_Teacher**

Teacher needs a "Teach Hangdog Style" routine, which activates if 04_Teacher_Style = 100. This routine has to be checked first before the other routines listed below because it might *include* one of those routines and I don't want it to goof it up by doing the included routine and then this one. This routine may be used by other members of the tribe to teach the PC the Hangdog style (though there are some checks involving Devil Dog which other NPC's won't use and should be cut from the routine for them).

The person learning the style is identified by PC who has the personal global 04P_Hangdog_Fighting_Style == 2 and who doesn't already have the perk.
 (If 04_Teacher_Breed == 100, have Teacher float string 477, "Let me take <DEVILDOG> to the bitches, I'll be right back." And OpenTask(988, 04), AddEntry(988, 480) if IsSmartPC() , AddEntry(988, 481) if IsDumbPC() , CloseTask(988, 04)

Fade to black.

(If 04_Teacher_Breed == 100, Hide Devil Dog.)

Fade back in.

Have Teacher demonstrate an animation for that fighting style (pending on what animations there are for the style), then have the PC face the same direction and repeat it.

Fade to black

advance time 2 hours

fade in

Have Teacher demonstrate another Hangdog animation, then have the PC repeat it.

Fade to black

advance 2 hours.

If 04_Teacher_Breed == 100,

unhide Devil Dog.

If IsSmartPC()

AddEntry(988, 480)

If IsDumbPC()

AddEntry(988, 481)

CloseTask(988, 04) [closes the breeding task]

Fade in.

Have Teacher demonstrate a 3rd animation, have the PC repeat it.

Have Teacher float string id 482, "And there you have it."

Set 04_Teacher_Style == 0.

Set 04_Teacher_Breed == 0.

INSERT AREA + AREA # HERE


```

Set 04_Bitches_Timestamp to the present timestamp
set 04_Hangdog_Bitches ==0
set 04_DevilDog_Breed ==1
Give the PC the Hangdog Fighting Style perk
SetPersonalGlobal( [person learning the style], "04P_Teacher_Payment",0)
If IsSmartPC(), AddEntry( 989, 475 )
If IsDumbPC(),AddEntry( 989, 476 )
DisplayStringRef (479) "You have learned the Hangdog fighting style."
CloseTask( 989, 04 ) [closes the fighting style task]

```

Teacher needs a "**Strength Devil Dog**" routine, which activates if 04_Teacher_Strength = 100. Teacher and Devil Dog disable their dialogue, Devil Dog leaves the PC (with LeaveParty()) and follows Teacher, he goes to a hilly area of the Hangdog part of town, Devil Dog runs up and down the hill for 4 hours, Teacher and Devil Dog go to Teacher's home. DevilDog's ST increases by +1. sets 04_Teacher_Train_ST ==1, 04_Teacher_Strength ==0. Teacher and DevilDog enable their dialogues. This routine also has to check to see if GetGlobal("04_Teacher_Breed") ==100 ... if so then it should also do the **Breed Devil Dog** routine.

Teacher needs a "**Agility Devil Dog**" routine, which activates if 04_Teacher_Agility = 100. Teacher and Devil Dog disable their dialogue, Devil Dog leaves the PC (with LeaveParty()) and follows Teacher, he goes to a wooded area of the Hangdog part of town, Devil Dog dodges around the trees for 4 hours, Teacher and Devil Dog go to Teacher's home. DevilDog's AG increases by +1. sets 04_Teacher_Train_AG ==1, 04_Teacher_Agility ==0. Teacher and DevilDog enable their dialogues. This routine also has to check to see if GetGlobal("04_Teacher_Breed") ==100 ... if so then it should also do the **Breed Devil Dog** routine.

Teacher needs a "**Breed Devil Dog**" routine, which activates if 04_Teacher_Breed = 100. Teacher and Devil Dog disable their dialogue, Devil Dog leaves the PC (with LeaveParty()) and follows Teacher, he goes to the main dog area of the Hangdog part of town, Devil Dog runs around with the other dogs for 4 hours (no humping animations, thank you), Teacher and Devil Dog go to Teacher's home. Teacher sets 04_Bitches_Timestamp to the present timestamp, sets 04_Hangdog_Bitches ==0, 04_DevilDog_Breed ==1, 04_Teacher_Breed ==0. Teacher and DevilDog enable their dialogues. AddEntry(988, 480) if IsSmartPC() AddEntry(988, 481) if IsDumbPC() CloseTask(988, 04)

INSERT AREA + AREA # HERE

/GRINS A LOT (INTERM)

Grins-Alot's father used to be the Hangdogs' shaman and healer until the Daughters of Hecate took over the post. Grins-Alot himself just tends to the medical needs of the tribe's dogs. He's quietly bitter and wouldn't mind seeing something horrible happen to Hecate and her Daughters. He is the father of Marie. He also oversees the Hangdog Warrior Test.

Store: His "store" is his personal supply of medicine items. If you become a friend of the Blackfoots, he'll give you a discount.

Script: 04_Grins_A_Lot

04P_Grins_Healer

1 = you know he's the former healer, now just the dog healer (party)

04P_Grins_Medicine

1 = you know he'll trade medicine with you (party)

On idle he needs to check 04_Grins_Dogfight. If ==100, his dog fights your dog (if he doesn't have a dog for some reason, he'll need to spawn one). The PC is identified for this matter as the one whose personal global 04P_Marie_Challenge ==1. This should start like a cutscene, transporting everyone to an open area in the Hangdog part of town, with Grins on one side, you on the other, CNPCs/other PCs/other generic NPC townies ranged in a loose circle, and then the dogs fight. Only the dogs can affect each other (no attacks, chems, etc. from anyone affect the dogs). The first dog to die or be knocked out loses. If the PC's dog wins, set 04_Grins_Dogfight ==101, otherwise set it to 04_Grins_Dogfight ==102. Initiate dialogue between the PC and Grins A Lot.

On idle he needs to check 04_Grins_Dogfight. If ==200, it's as above except his dog fights the Devil Dog. If Devil Dog wins, set 04_Grins_Dogfight ==201, otherwise set it to 04_Grins_Dogfight ==202. Initiate dialogue between the PC and Grins A Lot.

He needs to check 04_Kill_Dogs every morning ... if ==1 and 04_Cure_Dogs < 3 he seeks out all of the sick (irradiated) dogs and kills them with his spear (make it an instant-kill just so we don't have to worry about them fighting back). Then set 04_Kill_Dogs == 2 and CloseTask(3066, 04)

/MARIE (MINOR)

Marie is the daughter of Grins-A Lot. She's 12 years old, and has a natural affinity for teaching dogs. She'd make an ideal apprentice for Teacher, except Hangdog women are expected to take care of house and children. The Daughter of Hecate would prevent this as well. If the PC could convince the town that it's in their best interest (the men could stay warriors, Marie will train the dogs well, Teacher is not long for this world, etc), then all would be well. Grins-Alot won't mind, especially if the Daughter doesn't.

Need daily routine before and after becoming an apprentice.

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Script: **04_Marie**

/GARUN THE SPEARSHARPENER (INTERM) (CNICHOLAS)

An older guy who knows how to make and repair spears, knives, and bows. He sells them and can do the old spear-sharpening trick. Possible quest stuff involves him repairing stuff, finding people he wants, finding stuff he wants, getting on his good side to get him to upgrade your weapons.

Script: **04_Garun_The_Spearsharpen**

He needs a routine to **Drink Booze**.

At the start of evening, he goes home, and if he has alcohol in his inventory, he drinks two of them (or just one, if he only has one), using the Drink animation (if we have one), and falls asleep.

He needs a routine to **Learn Gunwork**.

If 100 > 04_Garun_Learnscrip > 0, then

Fade to black

Advance time 3 hours

If GetGlobal("04_Garun_Learnscrip") == 2 then SetGlobal("04_Garun_Teach", 2)

If GetGlobal("04_Garun_Learnscrip") == 3 then SetGlobal("04_Garun_Teach", 3)

Fade in

SetGlobal("04_Garun_Learnscrip", 100)

Have the PCSpeaker, identified by GetPersonalGlobal(PCSpeaker(), "04P_I-Taught_Garun") == 1, launch dialogue with Garun.

He needs a routine to **Make Guns From Parts**. If you provide him the parts to make a zip gun or pipe rifle (handed over via dialogue), he'll turn them into finished weapons. This is a higher priority routine than **Fix Broken Guns** (see below).

If he's carrying the proper combination of parts (see Josh's components list for what is needed), he starts building them one by one (using the normal time for such activity as defined by the item creation interface). If 04_Garun_Create = 2 he makes a pipe rifle, if 04_Garun_Create = 1 he makes a zip gun.

"building" means "destroy the parts, then create an appropriate weapon." This destroy/create should take place at the end of the time interval so you don't have any weirdness where if the script gets interrupted post-destroy and pre-create the weapon isn't simply lost. This aspect will also have to make sure that if he starts working on an item and the parts are pickpocketed from him while he's working on it, he doesn't spontaneously create a completed item when he no longer has the parts for it. Whatever way works out best for you for this is fine with me (maybe by setting parts to not-pickpocketable while he's working on them and setting the completed weapon version to is-pickpocketable?).

INSERT AREA + AREA # HERE

When he finishes building a weapon, he puts the weapon in a box near the front of his house. The items are not flagged as stolen and he doesn't care who takes them.

If he still has sufficient parts, he makes another weapon of the same type (assuming it wouldn't put him past his sleep-start-time). When he's out of parts, he sets 04_Garun_Create == 0

He needs a routine to **Fix Broken Guns**. You can give him broken guns in dialogue and reclaim them (fixed) later.

If he's carrying any broken guns in his inventory, he starts fixing them one by one (using the normal time for such activity as defined by the item creation interface).

"fixing" means "destroy the broken version, then create a working version of that weapon." Similar pickpocket/interrupt considerations as for the Make Guns From Parts.

When he finishes fixing a broken item, he puts the repaired version of it in a box near the front door of his house. The items are not flagged as stolen and he doesn't care who takes them.

He needs a **Catch Up On Work** routine. This one's simple, and activates if
GetGlobal("04_Garun_Catchup")==100

Fade to black

Advance time 3 hours

Fade in

Initiate Dialogue with the PC who has 04P_Help_Garun_Catchup == 1 (all other PCs will have it == 0)

CHAGAS, THE RETURNING PRISONER (MAJOR)

This is the brother of Ramon, the previous leader of the tribe. He's good at guns and tracking. He was captured by some NCR guys during a raid on one of their caravans. The caravan had found one of Presper's infected guys, and ODYSSEUS had the raiders and surviving caravan guys rounded up before they could take Chagas back to NCR for trial and imprisonment. Chagas became infected because of his exposure to the caravan guy and in the prison.

Script: **04_Chagas**

He needs a **Return To Prison** routine. Every morning Chagas needs to check 04_Retrieve_Chagas ... if == 10, he IncGlobals that global, walks out the front gate of the town, and walks off the edge of the map. He's going back to the prison; we need to figure out travel time to the prison, after which Odysseus' globals can be updated showing he's returned to the prison. After the travel time again, Chagas returns to his home one morning.

"04_Chagas_Return_To_Prison_Timestamp" is the timestamp that will be set once he leaves the map.

INSERT AREA + AREA # HERE

He needs a routine to **Learn Hard Mechanics**.

If 04_Chagas_Learnscrip == 1, then

Fade to black

Advance time 3 hours

SetGlobal("04_Garun_Learnscrip",100)

Fade in

Have the PCSpeaker, identified by GetPersonalGlobal(PCSpeaker()),
"04P_I-Taught_Chagas") == 1 , launch dialogue with Chagas.

DOMINIC, THE SLAVEMASTER (INTERM)

A quiet, efficient man in charge of handling the newly-acquired slaves. When dealing with them he can act like a real drill sergeant but normally he's reserved and quiet.

During the day he leads the slaves around and makes sure they do the work they're required to do.

Script: **04_Dominic**

CORTIJO THE TRADER (MINOR) (CNICHOLAS)

Cortijo is a young man who runs a trading post for the Blackfoots. He mostly deals in weapons, food, and slaves (which are turned over to Dominic), but he may have a little gizmo now and then taken on a raid and sold to him by someone ignorant of how it works.

If you convince the Blackfoots to trade water, Cortijo is the guy to talk to about starting a water caravan.

He's also the guy to talk to about getting laborers to mine silver, guano, or coal powder.

Script: **04_Cortijo**

/FAST-HANDS, THE MAN WITH THE BROKEN LEG (INTERM)

A guy who's really good with knives. Fell while climbing and broke his leg, had to drag himself back to town. He's done something to offend Merrin (the shaman) and she won't help him. He's worried that this will leave him crippled and he won't be able to be a warrior/raider any more; he's not ready to become useless.

Script: **04_Fast_Hands**

Initially, he is lying prone on his back (his leg is broken) and he can't move unless we have a crawl animation.

If 04_Fast_Hands_Daughter == 8, he's thinking over his options. Check 04_Fast_Hands_Brood to see if 3 days have passed. If so, set 04_Fast_Hands_Daughter == 2 (which'll trigger activity with Merrin, Daughter of Hecate).

Once the PC (or Merrin) sets 04_Fast_Hands_Leg == 3, Fast-Hands can walk with a limp. It also sets a two-month timer (04_Fast_Hands_Timestamp), after which he walks normally and his script has to set 04_Fast_Hands_Leg == 4 , CloseTask(2230, 04)

Once 04_Fast_Hands_Leg == 4, he needs to be checking if a PC with 04P_Fast_Hands == 3 (i.e., someone who healed him) comes within visual range of him, and if so he needs to go to the PC and initiate dialogue. The dialogue takes care of the rest (and changes the state of that variable == 5 so the check is no longer true/necessary).

INSERT AREA + AREA # HERE

/CRAIG, RAID-LEADER (INTERM)

One of the guys who usually leads the slaving raids.

Script: **04_Craig**

When he dies, he drops a "Craig's head" inventory item.

In the first week of March, July, and September, set
04_Craig_Raid_Ready ==1

In the middle of March, July, and September, he needs check
04_Raid_Delay. If ==0, the raiding party leaves on schedule and he
vanishes for 14-21 days (While he's away he's supposed to be raiding,
but this has no effect unless the PC is with him). If 04_Raid_Delay ==
1, he holds off until the 30th of the month before leaving on the raid.

He can also take the party on a raid, which is initiated by
04_Raid_Now ==1 and starts his "Lead PC On Raid" routine:

- fade to black
- advance the clock 10-14 days
- move Craig, the PC party, and 3-5 Blackfoot tribals armed with spears and pipe rifles to a random wasteland map (probably need to define the encounter ... (a) some wandering tribals, (b) some travelers, or (c) a caravan). The Blackfoots, Craig, and the PC party are allies, the other people on the map are an enemy team.

For capturing people, once unconscious, use rope on them to use
"Outdoorsman - bind hands and feet" skill option. Renders them asleep.

- unfade
- Start combat. Basically you're here to kill some folks and maybe take some slaves.
- Once PC talks to Craig and global "????", fade to black again
- Advance the clock 10-14 days
- bring the PC party and Craig back to Craig's home on the Blackfoot map
- put any enemy survivors into the slaving area in town, sans all their possessions
- set 04_Raid_Now ==0, set 04_Raid_Delay ==0, set 04_Raid_Result == 1, 2, or 3 (depends on whether the raid was on tribals, travelers, or a caravan)
- unfade
- initiate dialogue between Craig and the PC.

Odds for the raid targets: 5% caravan (2 iterations total), 25% travelers (3 iterations total), 70% tribal (unlimited iterations).

I'll need three little routines that generate a random treasure from a tribal, traveler, or caravan list. Will need to be self-limiting so that you can't get any of the good (reusable, in the item creation interface) items more than once each. I'll work on this list later (10 items in each list).

MERRIN, DAUGHTER OF HECATE (INTERM)

The village shaman. She's having a hard time influencing Kurisu (Merrin was sent her after Kurisu was in power for a while). She's also allergic to dogs, which makes this a pissy assignment for her.

INSERT AREA + AREA # HERE

Script:

If 04_Fast_Hands_Daughter = 3 or 4, then on her next morning script cycle: **04_Merrin**

- DisableDialogue() for her and him
- go to Fast-Hands (if he is alive)
- do the Use animation on his leg for about ten minutes
- EnableDialogue() for her and him
- return to her own home
- set 04_Fast_Hands_Daughter ==7
- do journal entry 10 and XP entry xxx for the dumb PC, or journal 8 and XP xxx for smart PC
- set 04_Fast_Hands_Leg == 3
- SetGlobal("04_Fast_Hands_Timestamp", GetTimeStamp());

If 04_Fast_Hands_Daughter = 2 or 5, then on her next morning script cycle (this might work better as a cut scene, let me know which you prefer):

- DisableDialogue() for her and him
- go to Fast-Hands (if he is alive)
- He does three floats:
 - o "I apologize to Hecate for my offenses." (ID# 2256, 5000 ticks)
 - o "Daughter of Hecate, please accept my apology to the goddess." (ID# 2257, 5000 ticks)
 - o
- She then floats
 - o "I and the goddess accept your apology, Fast-Hands." (ID# 2258, 5000 ticks)
- do the Use animation on his leg for about ten minutes
- EnableDialogue() for her and him
- AddEntry(2231, 2239) if IsSmartPC() , AddEntry(2231, 2241) if IsDumbPC()
- return to her own home
- set 04_Fast_Hands_Daughter ==6
- set 04_Fast_Hands_Leg == 3
- SetGlobal("04_Fast_Hands_Timestamp", GetTimeStamp());

Need to add "allergy" reactions if PC has a dog in the party.

/SCARS FOR HANDS, MASTER SMELTER (INTERM)

This is the woman that runs the smelting operation in the furnace cave. She knows enough about metal now to recognize whether or not their smelter can melt it. She'll buy scrap metal from you for cheap. She knows what she's doing and doesn't like to hear suggestions on how it could be done better. She's the one you have to convince to shut off the smelter for a while so you can upgrade it.

Script: 04_Scars_For_Hands

If 04_Smelter_Off == 0 && 04_Improve_Smelter ==2 or ==4, she moves to quench the smelter.
 If 04_Smelter_Off == 1 && 04_Improve_Smelter ==7 or ==10, she moves to light the smelter.

She needs a "Light the Smelter" routine. For this:

```
DisableDialogue()
Go to the smelter
```

INSERT AREA + AREA # HERE

Use animation on it for ten game minutes
 Activate the fire effect within the smelter
 Include any dependent heat/damage effects
 Set Global "04_Smelter_Off" = 0
 EnableDialogue()
 Return to your normal routine for that time of day

She needs a "Quench the Smelter" routine.
 DisableDialogue()
 Go to smelter
 Use animation on smelter for about 5 game minutes
 Deactivate the fire effect within the smelter
 Include deactivating any dependent heat/fire effects
 Set Global "04_Smelter_Off" = 1
 EnableDialogue()
 Return to your normal routine for that time of day

Every morning she should go to the smelter and check 04_Smelter_Off == 1 and 04_Smelter_Timestamp when she gets there. If two days have passed since the timestamp, and
 04_Improve_Smelter == 2 or
 04_Improve_Smelter == 4
 (both of the above conditions should mean the smelter is off)
 she'll relight the smelter (see **Light The Smelter**, above) and
 increment 04_Improve_Smelter by 1 (2→3, 4→5)

GENERIC NPCs

Describe their background, personality, their function, any ties to quests in the area, and if they are voice-acted or not. If voice-acted, include a brief sentence indicating what you think the character would sound like, preferably using a real world actor as an example (it's easier for audio to do voice casting if they have a real world actor to use as a basis for comparison – chances are, they can't get THAT particular actor, but they can get someone who sounds like him or her). Any NPCs that can join the party become...

COMPANIONS!

Be sure to include potential companions here, too. Make a note of what they're good at, their stats, and so on, along with any things that would prevent them from joining the party (the player's Karma is too high or too low, his Reputation isn't high enough, the player needs to complete a quest first, and so on).

Design Note: Might want to combine the cast of characters with the Monster Roster, at least in terms of stats. Dave Maldonado had a suggestion for a series of task lists for the producers that combine both the cast of characters, companions, and the critters all in one list. I keep wondering if there should be separate completion lists maintained outside of the templates that track overall progress. Dividing them amongst various location documents seems counterproductive – I'd prefer the Icewind Dale: HOW excel sheet, though there is the problem of regular upkeep.

Note on NPC Pacing: Fallout's going to need to pull a "Final Fantasy" effect with the NPCs (something that Josh has already referred to, I think in relation in BG NPC Pacing). Basically, the NPC allies need to be introduced, one by one, in the first third of the game, and possibly include their own solo missions, so you are forced to adventure them for a while, and you get a feel for

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them (all the way up to Cid in FF7, for example – after this, the second third of the game takes off). In F2, there were too many NPCs you got later on (robodog[s]) – by this time, you'd already felt attached to the NPCs in your party, you would only switch with difficulty.

This includes any Computer Programming or Outdoorsman companions you can get from this area (in Denver, an Outdoorsman skill can tame a dog, and Computer Programming can get you robodogs, Mr. Handys and so on),

KURISU (MAJOR) (CNICHOLAS)

Sulik's sister. Was taken as a slave, earned a place as a worker, then a raider, then took over as leader when the old leader fell sick. A real badass. Has several husbands.

If you have her as a CNPC, she will turn against you if you attack the Blackfoots or Hangdogs (official challenges don't count, we're talking actual fights here).

Script: **CNPC_Kurisu**

/DEVIL DOG (CNPC) (CNICHOLAS)

A large canine made stronger and tougher thanks to exposure to radiation. He's got eyes that glow green in the dark and is one badass melee fighter. He's often found in one of the caves on the hillside.

To tame him, a PC will need a good Outdoorsman skill to track the Devil Dog and find out where he's hiding.

As the Devil Dog has learned to avoid humans (superstitious Hangdogs keeping trying to kill him), he won't let the PC come close unless the PC has smeared himself with the juice of a native plant (smells foul to humans, but masks his human smell) which allows him to get near the Devil Dog. He'll also have to be nearly-naked (no clothes, armor, or weapons) so the smell of his gear doesn't spook the dog. He'll also have to bring an offering of food to get the Devil Dog to trust him.

Note: "Devil Dog" is the generic name for this companion. The player will be able to name the Devil Dog whatever he chooses.

Devil Dog gets sick during travel/rest time.

When PC is trying to tame Devil Dog via punching him out, make sure CNPCs don't start opening up with mini-guns.

Script: **CNPC_Devil_Dog**

One way to tame him is by feeding him (by doing "use item" on him with a piece of food) three times. Each time you feed him increments 04_Feed_DevilDog by 1, to a maximum of 3. The feedings have to take place at least a day apart (set a timestamp, say 04_DevilDog_Feeding_Time) otherwise they don't count. Once his count reaches 3, the PC can enter dialogue with him and befriend him.

Another way to tame him is to defeat him in combat three times. You have to do this nonlethally (killing him doesn't work). If he's knocked unconscious due to fatigue damage, increment 04_Fight_DevilDog by 1. This global can't be incremented again until he's recovered all of his fatigue damage. Once this global reaches 3, it won't increment any more, but the PC can enter dialogue with the Devil Dog and befriend him.

INSERT AREA + AREA # HERE

He'll also need all other standard CNPC stuff, like default behavior when in combat as an ally, etc.

Once acquired as an ally, Devil Dog's sickness starts to take effect. Each week that passes since 04_DevilDog_Sickness_Timestamp, increment 04_DevilDog_Sickness_Tracker by 1 (unless he has been cured, which is 04_DevilDog_Sickness == 5). Once 04_DevilDog_Sickness_Tracker reaches 4, the sickness starts to affect what he randomly floats (an occasional *cough* or *wheeze*) and he becomes more resistant to the commands you give him. Once it reaches 6, his floats are half "normal" and half "sick," and his resistance to your commands increases. Also once it reaches 6, do:

- OpenTask(3080, 04)
- If Smart PC, AddEntry(3080, 3081)
- If Dumb PC, AddEntry(3080, 3082),

Once 04_DevilDog_Sickness_Tracker reaches 8, he no longer floats barks and woofs, just coughs and wheezes, and he ignores your commands in combat and just rushes up to bite people. Once it reaches 10, he dies:

- If Smart PC, AddEntry(3080, 3083)
- If Dumb PC, AddEntry(3080, 3084),
- set 04_DevilDog_Cure ==4
- CloseTask(3080, 04)

Through dialogue and interaction with NPC Grins A Lot you can diagnose and cure him (requires Medic level Hard()). If the PC cures him:

- If Smart PC, AddEntry(3080, 3089)
- If Dumb PC, AddEntry(3080, 3090),
- set 04_DevilDog_Cure ==5
- CloseTask(3080, 04)
- Set 04_DevilDog_Sickness == 0

MONSTER ROSTER

The **Monster Roster** section indicates what monsters are found in the location. If you can, list the numbers of critters present, their approximate XP award, and if they are intended to respawn in a location or not.

Radscorpions, Small (*cnicholas*): Depends upon size of their cave lair; at least 20. Will respawn as long as at least 2 are left within the Blackfoot maps (slowly if there are only a few, faster the more there are). Once they reach their starting numbers, they won't spawn any more unless the coyotes are eliminated, in which case they'll start showing up in the hillsides and the town itself.

INSERT AREA + AREA # HERE

Dogs: The pets of the Hangdogs, plus the wild ones that live in the nearby hills and badlands. The hangdogs have around 30 total and respawn slowly (reflecting breeding by the Hangdogs and capturing wild ones); if all Hangdogs and their town dogs are eliminated, no more dogs will respawn here. The wild dogs outside of town continue to respawn in random encounters indefinitely.

Brahmin (cnicholas): These are the domesticated Brahmin owned by the tribe. Perhaps 10 animals in town, more in random encounters outside of town. If the ones in town are killed (and they may be slaughtered by the townsfolk), these are replenished at a regular rate (1 every other day or so) from small herds out grazing (in other words, the tribals keep bringing brahmin in from the outer areas to keep a near-constant source in town). If the tribals are killed or driven out of their town, the Brahmin stop respawning here (since there are no tribals here to bring the herds in).

Devil Dog: Unique creature/possible CNPC. Does not respawn.

Rats/Pig Rats/Mole Rats: Like the radscorpions, they continue to respawn as long as at least 2 are left, spawning faster the more there are (and limited to a total population, which is assumed to be held in check by the coyotes). If the coyotes are eliminated, the rat population will start to creep into the hillside and the village itself.

Coyotes: A pack of about 15-20 coyotes. Respawns slowly (we're talking months, here) as long as 2 are alive on any 04 area map. When they reach their original population, they stop respawning. When the last coyote is killed, set a timestamp (04_Kill_Coyote_Timestamp).

Spore Plants: Spawns slowly at all times (with new plants appearing nearby, gradually taking over a larger and larger area). Continues to do so as long as at least 1 plant is still alive. Coyotes limit the population of the spore plants to about FIFTY and keep them from spreading up into the hillside (but the town could be overrun by spore plants and the coyotes wouldn't do anything about it).

Spore Plant Fruit: Spawns a spore plant if left on the ground for 10 days.

RANDOM ENCOUNTERS SURROUNDING THE AREA

The **Random Encounters** section will be needed by Sean when compiling the random encounters for the world map. Make a list of what types of random encounters would be appropriate for the terrain surrounding your areas (i.e., the World Map squares surrounding Denver are likely to have a lot of dog encounters).

This should also include any special encounters that occur nearby (like when you release Bessie in Modoc and she stumbles out into the wastes, only to have you find her corpse a few squares away when you depart the Modoc world map).

What sort of random encounters should NOT happen near town: Slavers and raiders by anyone other than Blackfoots/Hangdogs UNLESS the Blackfoots and Hangdogs have been wiped out, in which case normal raider/slaver activity is fine.

Small Brahmin Herd

Frequency Medium

Quirks: none

A small herd of brahmin, which may or may not be under the eyes of a young Blackfoot herder. 3-10 brahmin, 60% chance of child tribal (male or female)

INSERT AREA + AREA # HERE

A small group of Brahmin, grazing, possibly tended by a shepherd. If attacked, the Brahmin stampede. If the child is attacked, it runs away and tells the people back home about the mean person. If befriended, the kid can tell the player a bit about the Blackfoots.
 Map Name [Any flat or mountainous territory that has some grass or other vegetation on it.]
 Known Scripting Issues [Like, "This is an encounter with weak dogs, so if you're high level you should encounter a lot of them rather than encountering a few stronger ones."]

Feral Dog Lair

Frequency Low

Quirks: need a reasonable amount of LK or the Outdoorsman skill to find their lair

A cave used as a lair by some feral dogs

List of creatures to load: X dogs, 1 mean dog, X puppies

One of the many caves used by the feral dogs that live in these hills. The dogs guard their territory, growling and snarling if you come close, and attacking if you get too close to their cave entrance and especially their pups.

Map Name [Any place that has a small cave]

Known Scripting Issues [If you have enough of these dog encounters and kill enough dogs, the Hangdogs notice the decline in wild dogs and become upset. You can make it up to them by telling them how many freakin dogs are running all over Denver.]

Pack of Feral Dogs

Frequency Medium

Quirks: none

A pack of feral dogs, hunting for food.

List of creatures to load: X dogs, X mean dogs, X hungry dogs

Map Name [Any place that is an open area]

Known Scripting Issues [If you have enough of these dog encounters and kill enough dogs, the Hangdogs notice the decline in wild dogs and become upset. You can make it up to them by telling them how many freakin dogs are running all over Denver.]

Blackfoot Raiders

Frequency Medium

Quirks: none

A group of Blackfoot raiders

List of creatures to load: 4-6 tribal raiders in armor & weapons appropriate to the tribe's tech level.

A group of Blackfoot raiders, searching for caravans to attack and loot. They're not equipped to handle bringing back slaves, just loot. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots), you can trade with them. If they're hostile, they attack you.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot raiders would be the norm instead, at the normal probability).

Blackfoot Slavers

Frequency Medium

Quirks: none

A group of Blackfoot slavers

List of creatures to load: 6-8 tribal slavers in armor & weapons appropriate to the tribe's tech level.

INSERT AREA + AREA # HERE

A group of Blackfoot slavers, looking for people that would be easy to enslave. They're primarily geared toward bringing back slaves, but can always use the newly-enslaved as bearers so they're not adverse to looting as well. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots), you can trade with them. If they're hostile, they attack you.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot slavers would be the norm instead, at the normal probability).

Hangdog Raiders

Frequency Medium

Quirks: none

A group of Hangdog raiders

List of creatures to load: 4-6 tribal raiders in armor & weapons appropriate to the tribe's tech level, plus as many dogs as there are raiders

A group of Hangdog raiders, searching for caravans to attack and loot. They're not equipped to handle bringing back slaves, just loot. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots/ Hangdog), you can trade with them. If they're hostile, they attack you. If you're just allied with the Blackfoots and haven't associated with the Hangdogs yet, they're still non-hostile but not exactly friendly.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot raiders would be the norm instead, at the normal probability).

If the PC attacks and some are left alive, set the Blackfoot/Hangdogs as hostile.

Hangdog Slavers

Frequency Medium

Quirks: none

A group of Hangdog slavers

List of creatures to load: 6-8 tribal slavers in armor & weapons appropriate to the tribe's tech level, plus as many dogs as there are raiders

A group of Hangdog slavers, looking for people that would be easy to enslave. They're primarily geared toward bringing back slaves, but can always use the newly-enslaved as bearers so they're not adverse to looting as well. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots), you can trade with them. If they're hostile, they attack you. If you're just allied with the Blackfoots and haven't associated with the Hangdogs yet, they're still non-hostile but not exactly friendly.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot slavers would be the norm instead, at the normal probability).

Swarm of Mantis

Frequency Medium

Quirks: the manti swarms only appear as an encounter type if you kill off the giant mutant bats living in the Blackfoot caves; otherwise their numbers are too low for them to need to swarm, and thus the player never sees them.

INSERT AREA + AREA # HERE

A swarm of hungry mantis
 List of creatures to load: 5-12 mantis
 Map Name [Any terrain appropriate to the area]
 Known Scripting Issues []

QUESTS

The **Quests** section should be set up so you can cut and paste the damn thing into a PIPBoy quest log. This section is broken into several parts: The *Main Quests* in the area that are designed specifically by a designer, the *Merchant Quests* which are more generic "go to X with caravan Y and get Z reward," and the *Floating Quests*, which are a series of randomly generated quests for the area.

Note: Make sure to refer to the quest design section in the *F3_Style.doc*.

MAIN QUESTS

Main Quests are quests designed specifically by the designer for the area. Information on these quests should include:

/BECOME A HANGDOG WARRIOR 2417

The player has exactly one day to journey to the northern ravines to tame a wild dog using his Outdoorsman skill. If he succeeds, he will be given a Hangdog warrior name and be called that by all Hangdogs. Alternately, he can attempt the much more difficult task of retrieving a puppy from the feral pack's lair. The puppy will be turned over to Teacher, and an adult dog will be given to the PC in exchange.

- Science Boy may be able to concoct some type of drug to make a wild dog easier to tame if his Outdoorsman skill is low. The hardware and housewares department in the nearby department store might have the necessary ingredients and components.
- DiploBoy may be able to talk Teacher into giving up some of his secret training techniques so the PC can use them on a wild dog. (Set a global which is checked when the PC uses Outdoorsman on a dog) Increase Outdoorsman through dialogue.
- Stealth Boy can sneak into the feral pack's lair and swipe a puppy. There are some minor rockfalls ("traps," but not really traps) in the area that can trigger and cause some noise, alerting the dogs, and Stealth Boy will be better at avoiding those things.

[NICHOLAS] – We'll need to come up with a method for sound and having entities react to sounds based on who triggered them. We'll also need to come up with the whole "passive trap detection" thing.

- Combat Boy doesn't get to do anything special, but he does have an easier time dealing with any hostile people and creatures he encounters at the ravine. He could also go into the feral pack's lair with guns blazing and take a puppy by force.

[NICHOLAS] – We'll need that function/gui for querying the player what name he wants for his Hangdog name and dog name.

Initiator: Bares His Teeth
Importance/Scope: minor/minor
Rewards: status, dog companion, XP

INSERT AREA + AREA # HERE

Normal Journal: Bares-His-Teeth said that to become a Hangdog warrior I must go north to the ravines, tame a wild dog, and bring it back to the tribe. If I do this, they'll give me a Hangdog name and an adult trained dog.

By completing the Hangdog trials, they made me a member of the Hangdogs. My Hangdog name is <HANGDOGDNAME>, and I now have <DOGDNAME> as a loyal servant hound.

Dumb Journal: Teeth say me need to bring dog to tribe. Then I be part of tribe, and get pet dog!

Me bring wild dog to Teeth! Hangdogs now call me <HANGDOGDNAME> and I have <DOGDNAME> as pet!

"04_Become_Hangdog_Warrior"

0 = Unaware of quest

1 = Aware that you can become a Hangdog

2 = you tamed a dog

3 = you brought a puppy

"04P_Become_Hangdog_Warrior_Trial"

4 = have passed the tests, now you're a Hangdog (personal)

/LEARN THE HANGDOG FIGHTING STYLE / 988

If you befriend them and become a Hangdog warrior, you can spend some time training with the Hangdogs and learn their unarmed style, "The Way of the Dog," which might involve a lot of tripping/knockdown.

Teacher will also teach you the style if you let him borrow DevilDog to breed one of the pack bitches.

Initiator: various Hangdogs talkies

Importance/Scope: small/small

Rewards: Hangdog Fighting Style perk

Normal Journal: The Hangdogs have their own fighting style involving lunges and trip attacks.

I trained with Teacher to learn the Hangdog fighting style.

Dumb Journal: Hangdogs fight special like dogs.

Hangdogs teach me how they fight. I fight like dog now.

"04_Hangdog_Fighting_Style"

0 = unaware

1 = you know they have a fighting style (party)

04P_Hangdog_Style_Learn

2 = have trained in their fighting style (personal)

[NICHOLAS] – Routine is listed in Teacher section.

/TAKE OVER THE HANGDOGS 2410

The PC must challenge Bares-His-Teeth for leadership of the group by pitting his dog against the Packleader's dog. It's not likely that the PC can succeed unless he has the Devil Dog on his side, but there may be alternate methods.

INSERT AREA + AREA # HERE

- Science Boy could develop steroids to use on his dog before the fight so he wins. Or metal teeth.
- DiploBoy could talk the Daughter of Hecate into helping him. Maybe have the Daughter declare Bares-His-Teeth unfit as a leader and threaten a fertility curse if the PC isn't made the new leader immediately?
- Stealth Boy could slip a soporific into the dogfood, making the Packleader's champion sluggish and more easily defeated.
- Combat Boy can take the dog to Teacher for training.

Initiator: Bares His Teeth or other Hangdog smarty

Importance/Scope: Minor/small-medium

Rewards: leadership of Hangdogs, XP

Normal Journal: To take over the Hangdogs, my dog champion has to defeat the dog champion of Bares His Teeth, the current leader.

<DEVILDOG> easily defeated the dog of Bares His Teeth. Now I lead the Hangdogs.

With the proper enhancing drugs, my dog <DOGNAME> defeated the dog of Bares His Teeth. Now I lead the Hangdogs.

I talked Merrin into helping me. She declared Bares His Teeth to be a weak leader and threatened that the spirits would be angry if I didn't replace him as the new leader. Now I lead the Hangdogs.

I trained my dog to be a better fighter, and with that training he was able to defeat the dog of Bares His Teeth. Now I lead the Hangdogs.

I drugged Bares His Teeth's dog to make it sluggish, so my dog was able to defeat his. Now I lead the Hangdogs.

Dumb Journal: If I want to be leader of Hangdogs, my dog got to beat Teeth's dog.

My dog beat Teeth's dog. Now I lead Hangdogs!

04P_Become_Hangdog_Leader

2 = failed

4 = have passed the battle challenge, now you're the Hangdog leader

5 = you've been away too long, there is a new leader, you don't have the right to challenge

HELP CHAGAS TAKE OVER THE BLACKFOOT TRIBE/1981

Now that Chagas is back, he wants to run the tribe, just like his brother Ramon did before Chagas was collected by ULYSSES. He's not quite as skilled as Kurisu, but with luck he might be able to take her, and with the PC's help on top of that it's a pretty fair match. If the player is smart, he'll get Chagas to agree to come back to ULYSSES first in exchange for help in taking over the Blackfoots.

- CombatBoy can train him in fighting techniques.
- ScienceBoy can give him drugs to boost his ability. Training in Outdoorsman might help, too.
- DiploBoy will be better at negotiating with Chagas and talking him out of challenging Kurisu too early
- Stealthboy can train him in some appropriate skills (Sneak and Traps, mainly).

Initiator: Chagas

Importance/Scope: minor/medium

Rewards: loyalty from Chagas, XP

Normal Journal: Chagas told me he wants to take over as leader of the Blackfoots, since his brother was the old leader before Kurisu took over.

INSERT AREA + AREA # HERE

I trained Chagas is some fighting techniques that would help him in the leadership trials against Kurisu.

I gave Chagas some drugs that would help him in the leadership trials against Kurisu.

I taught Chagas some tricks about outdoor survival that would help him in the leadership trials against Kurisu.

I taught Chagas some tricks about sneaking that would help him in the leadership trials against Kurisu.

I taught Chagas some tricks about trapfinding survival that would help him in the leadership trials against Kurisu.

Chagas challenged Kurisu for leadership and won!

Chagas challenged Kurisu for leadership, but she defeated him. Now she's more popular than ever.

Dumb Journal: Chagas wants to be Blackfoot boss. His brother was boss before Kurisu was boss,

Me taught Chagas how to fight better so he can be boss instead of Kurisu.

Me gave Chagas drugs so he can be boss instead of Kurisu.

Me show Chagas tricks about living outside so he can be boss instead of Kurisu.

Me show Chagas how to sneak better so he can be boss instead of Kurisu.

Me show Chagas things about traps so he can be boss instead of Kurisu.

Chagas is now boss instead of Kurisu.

Chagas tried to be boss, but Kurisu is better and still boss.

"04_Chagas_Leader "

0 = unaware

2 = you talked him out of it

3 = you helped him, it worked, he's leader

4 = you helped him, it wasn't enough, he's not leader

04_Chagas_Wants_Leader

1 = talked to Chagas, know he wants to be leader

"04_Chagas_Leader_Fighting"

0 = unaware

1 = trained him in a fighting technique

2 = trained him in two fighting techniques

"04_Chagas_Leader_Drugs "

0 = unaware

1 = gave him drugs to boost his ability

"04_Chagas_Leader_Outdoorsman"

0 = unaware

1 = gave him some Outdoorsman training (only if you're better than he is)

INSERT AREA + AREA # HERE

"04_Chagas_Leader_Sneak "

0 = unaware

1 = gave him some Sneak training (only if you're better than he is)

"04_Chagas_Leader_Traps "

0 = unaware

1 = gave him some Traps training (only if you're better than he is)

04_Blackfoot_Leader

0 = Kurisu leader

1 = Chagas leader

2 = PC leader

3 = Kurisu leader after PC stays away too long

4 = Chagas leader after PC stays away too long

We need a quest where you help out Kurisu against Chagas so he wants to leave.

/SET UP CHAGAS AS THE GUNSMITH IN THESE PARTS

Once the whole prisoner issue is addressed, you can set him up here as the tribe's gunsmith. He'd rather be leader, but this is a position of power and respect that a DiploBoy can talk him into.

- CombatBoy can bully him into giving up on being a leader and take the tech role
- ScienceBoy can show him a few tricks, and maybe bribe him with a nice weapon into helping out in this manner.
- DiploBoy can talk him into it
- Stealthboy can sneak into his home and plant stuff there that makes him look too weak to be a leader, which makes it easier to talk him into being the craftsman.

Initiator: PC

Importance/Scope: minor/minor

Rewards: XP

Normal Journal: Chagas is skilled at gunsmithing. He wants to lead the Blackfoots but the tribe might be better off with him as gunsmith.

After a few threats, Chagas gave up on his designs of being leader of the Blackfoots and started to settle in as their gunsmith.

I showed Chagas a few tricks in the art of gunsmithing, and now he's really enthused about doing that sort of work. It looks like he's given up on wanting to be leader of the Blackfoots.

In exchange for a nice weapon I got Chagas to agree to be the Blackfoots' gunsmith and give up on being its next leader.

After a long talk with Chagas, I got him to realize the tribe would be better off with him as the gunsmith instead of its leader.

I planted some evidence in Chagas' home so he'd look weak and unsuitable as a leader. Properly shamed, he's settled for being the tribe's gunsmith.

Dumb Journal: Chagas wants to be Blackfoot boss, but he much better at making guns than being boss.

INSERT AREA + AREA # HERE

Me say me hurt Chagas unless he make guns and not be Blackfoot boss. He said okay, he no be boss.

Me show Chagas tricks to make guns. Now he want to only make guns, say "screw this boss shit."

Me talk to Chagas long time. Now he want to make guns, not be boss.

Me put stuff in Chagas house. Blackfoots no want him be boss now, so he make guns.

"04_Chagas_Gunsmith "

0 = unaware

1 = you bullied him into being gunsmith instead of leader

2 = you showed him tricks to convince him to be the gunsmith

3 = you bribed him with a gun to convince him to be the gunsmith

4 = talked him into being the gunsmith with pure diplomacy

5 = made him look too weak to be leader, so he settles for gunsmith

"04_Chagas_Learn_Hard"

1 = lending him a Hard book on Mechanics

2 = teaching him with your Hard skill in Mechanics

3 = has been taught

04_Chagas_Learnscript

1 = kick his learn script into action

/BECOME A FRIEND OF THE BLACKFOOTS

You can't actually join the tribe in-game, but you can talk Chagas or Kurisu into naming you a friend of the Blackfoots, which gives you some advantages among them (discounts on stuff, mostly) but also gives you a bad reputation among other groups (because of your association with the slaving Blackfoots).

04_Blackfoot_Friend

5 = you refused

7 = you were a friend but had it revoked when you told Kurisu how you helped Chagas cheat

9 = you're a friend of the Blackfoots

FREE THE BLACKFOOTS FROM THE DAUGHTER OF HECATE/1978

Most of the Blackfoots fear the power of Hecate and her Daughters, but unlike Caesar, they see being under the influence of Hecate as a necessary evil, since she's "proven" time and again that she controls the tribe's fertility.

INSERT AREA + AREA # HERE

- DiploBoy might be able convince Merrin that she'd be more comfortable elsewhere. This is a temporary solution, since another Daughter would be sent to replace her, but it will give time for the Blackfoots to do things without Hecate's eye on them
- Science Boy could concoct something to increase the Daughter's sensitivity to dog hair, forcing her to flee. This might convince the Blackfoots that the canine gods have denounced Hecate.

[NICHOLAS] – The concoction will need to be detailed out (ingredients, skill reqs., and how to apply them). The script for Merrin may also need to react to the steroids. She'll also need a routine to flee due to her new allergy.

- Combat Boy can lead the tribe's warriors against the Vipers/Daughters. Ouch!

[NICHOLAS] – How will this work? Do we "fade to black, map change to the Daughters and proceed to fight"? Who does the PC talk to to initiate the attack? We should also do a "PC must be strong enough" check for this.

Initiator: varies (based on her interactions with the tribe)

Importance/Scope: minor/small

Rewards: status, XP

Normal Journal: The Blackfoots fear Merrin as an agent of the Daughters of Hecate, but claim they need her because of superstitious mumbo-jumbo. Maybe they'd be better off without her.

I convinced Merrin to go back to her people, but the Daughters of Hecate will just send another witch. I need to use this time to show the Blackfoots they don't need the Daughters interfering with their lives.

After a little chemistry on my part, Merrin's dog allergies went haywire and she had to leave the Blackfoot village. Hopefully the Blackfoots will take this as a sign that the Daughters don't belong here.

I convinced the Blackfoots to attack the Vipers and their Daughters of Hecate masters.

Dumb Journal: Merrin scares the Blackfoots. Maybe I get her to leave?

I talk Merrin into leaving. Ha! No more Merrin!

I make Merrin get big sneezes from dogs. She went away.

I lead Blackfoots to fight the Vipers and Daughter! Fight, fight!

"04_Free_Blackfoots_Daughter"

0 = Unaware of quest

1 = Aware that some tribals aren't totally pleased with her

2 = have spoken to her about leaving

3 = talked her into leaving

4 = drove her out with allergies

Take Over the Blackfoots

To lead the tribe, the PC must defeat Kurisu in three different challenges: strength, agility, and combat (unpowered weapons only). They occur right after each other, so any damage you've suffered during the first two trials is still in effect for the last trial. Once you defeat her (it's not to the death) you're in charge, though it will take some time for the tribe to adjust (you lose some status for challenging an existing strong and well liked leader, but can make up for it with your actions).

- SciBoy can drug himself up or poison her secretly before the competition. Problematic, though, as she has the right to delay the challenge by 5 days. He could also drug her mind (with reverse Mentats or something) and then try the ChaBoy route.

INSERT AREA + AREA # HERE

- ChaBoy could convince her to step down and let Chagas lead, possibly by turning her away from her bitterness about not being rescued by her family, possibly by some sort of romantic involvement. This also works to help convince her to become your CNPC. He could also "psyche her out" beforehand, making her a little shaky in her reactions.
- Stealth Boy can plant some things in the tent and elsewhere in the town to incriminate her or otherwise turn the tribe against her, or sabotage the strength and agility tests.
- Combat Boy ought to be able to beat her down with sufficient technology and maybe access to some drugs for the other two tests.

Initiator: Kurisu

Importance/Scope: major/small

Rewards: leadership of tribe, XP

Normal Journal: To become the leader of the Blackfoots, I must defeat Kurisu in tests of strength, agility, and nonlethal combat. The tests are issued immediately after one another with no resting in between.

_____ With the help of some strong drugs, I was able to beat Kurisu in the challenges and take over as leader of the Blackfoots.

_____ I talked Kurisu into stepping down as leader and putting Chagas in her place.

_____ Through talk before our challenges, I was able to intimidate Kurisu. This helped me beat her and take over as leader of the Blackfoots.

_____ Through careful planning and some planted evidence, I was able to turn the Blackfoots against Kurisu, and now I lead them.

Dumb Journal: If I wanna lead Blackfoots, I got to beat Kurisu three times.

_____ I beat Kurisu three times! I lead the Blackfoots!

"04_Lead_Blackfoots"

0 = Unaware of quest

1 = Aware that you can become leader

2 = Have challenged Kurisu and failed

3 = Have challenged Kurisu and succeeded. You are leader.

4 = have been away too long, no longer the leader

/CURE THE SICK DOGS 3066

A number of dogs have recently fallen ill, and neither Grins-Alot nor Teacher can seem to figure out what the cause is. The disease seems to be canine-specific and thus far hasn't affected humans. The truth is that the dogs have dug up a long-dead ghoul, and some of them ate it. You can follow the dogs to try to figure out the problem, or you can just use Medicine skill to cure them without knowing the specific cause.

- CombatBoy can shrink to microscopic size and fight the germs. Just kidding.
- ScienceBoy has the best at handling this, using RadAway to treat them.
- DiploBoy is outta luck. Talking to the dogs may make them feel better, but won't cure them.
- Stealthboy could follow the dogs around to see if they're eating anything they shouldn't be. We don't need to do a stealth check.

Initiator: Grins A Lot

Importance/Scope: minor/small

Rewards: status, XP

Normal Journal: Grins Alot tells me the dogs of the Hangdogs are starting to become sick and he can't figure out why.

INSERT AREA + AREA # HERE

I followed the dogs for a while to see if they were eating anything bad for them or straying into an area of toxins or radiation. I didn't find anything.

I treated the dogs' symptoms, and they're doing better, but I haven't cured the root of the problem yet.

I found a way to cure the sickness of the Hangdogs' dogs.

Dumb Journal: Grins say dogs are sick.

Me follow dogs. Dogs no eat bad stuff, so bad stuff not the problem.

I helped the sick dogs! Still sick, but doing better.

Sick dogs all better now!

"04_Cure_Dogs"

Cure the sick dog quest has to have rads as a factor. That's what's making them sick. Ah, they've been eating a dead ghoul or something else that had a lot of rads.

Dog script will need to have the sick dogs going to the dead ghoul, chewing on it, and setting 04_Dogs_Ghoul to 1. You can check their rads or the brahmin's and they test positive.

"04_Cure_Dogs"

0 = Unaware of quest

1 = Aware that dogs are sick

2 = have followed the dogs to study their behavior

3 = dogs have been cured (needs good Medicine skill or radaway)

04_Grins_Knows_Cured

4 = Grins has been informed that they've been cured

04_Dogs_Ghoul

1 = you know they've been eating a dead ghoul, recently unburied.

04_Dogs_Radiation

1 = you know radiation is responsible for their sickness

04_Kill_Dogs

1 = dogs are marked for death by Grins A Lot

2 = dogs have been killed and disposed of

/TAME THE DEVIL DOG

If you have a high Outdoorsman skill and the appropriate bribes of food, you can tame the Devil Dog and make him a CNPC.

- Science Boy could develop something chemical to initially improved his reaction to you, effectively giving you a temporary boost to Persuasion re: dealing with dogs (really it's Outdoorsman, but whatevah). He's also likely to have the best Outdoorsman chance.

INSERT AREA + AREA # HERE

- DiploBoy with a high Persuasion could get a synergy bonus to Outdoorsman for help in taming the Devil Dog.
- Stealth Boy could sneak into the Devil Dog's lair and slip him something to calm him down and make him less likely to attack.
- Combat Boy can beat it up with unarmed attacks (so as to not kill him), showing him that he (CombatBoy) is the alpha in this relationship. It might take a couple of beatings, but it'll stick.

Initiator: any talky Hangdog

Importance/Scope: minor/medium

Rewards: Devil Dog companion, status, Walks With The Devil epithet, XP

Normal Journal: I've been told of a strange and powerful dog the Hangdogs call the "Devil Dog" that lives to the north. They fear it and think it's an angry spirit, since they haven't been able to tame it like they would a normal dog.

I managed to tame the Devil Dog, though it took some science to make everything go smoothly. Now he follows me around. I call him <DEVILDOG>.

I showed the Devil Dog who's boss, and now he follows me around. I call him <DEVILDOG>.

Dumb Journal: Hangdogs are afraid of bad spirit dog, Devil Dog lives to the north.

Devil Dog is my friend now. I call him <DEVILDOG>.

"04_Tame_DevilDog"

0 = Unaware of quest

1 = tamed the Devil Dog

"04_Feed_DevilDog"

0 = Unaware of quest

1 = have fed him once

2 = have fed him twice

3 = have fed him three times.

4 = You have tamed him! Requires a timer operation, as these must be at least a day apart

"04_Scent_DevilDog"

0 = Unaware of quest

1 = have used something to make you smell better to him (helps feed and fight)

"04_Fight_DevilDog"

0 = Unaware of quest

1 = defeated him once nonlethally

2 = twice

3 = three times.

4 = He accepts you

04_Name_DevilDog

0 = you haven't given him a different name

INSERT AREA + AREA # HERE

1 = you have given him a different name

/CURE THE DEVIL DOG

The Devil Dog is sick with something like rabies. It makes him aggressive and intractable. If you cure his sickness before you tame him, it means he wanders away from Blackfoot territory, possibly to be found in a high-Outdoorsman encounter later in the game. If you tame him first, he gets sicker and sicker (and more and more aggressive and stubborn), until he becomes seriously fatigued and then dies shortly after. A good doggie owner will try to cure him before that happens.

[NICHOLAS] – This "encounter him later in the game" area should be listed in the RANDOM ENCOUNTER section.

- Science Boy can develop the cure, or (if your skill is too low) medicine to stave off the symptoms for a while (repeat doses will be necessary).
- DiploBoy can talk someone else into making the cure or medicine.

Initiator: Devil Dog

Importance/Scope: minor/minor

Rewards: a CNPC that obeys and won't die outright, XP

Normal Journal: <DEVILDOG> is acting strangely. He may be sick.

I've found a way to treat <DEVILDOG>'s symptoms but I haven't cured him.

<DEVILDOG> died because I couldn't cure what was ailing him.

I found a way to cure <DEVILDOG>.

Dumb Journal: <DEVILDOG> is sick!

Me giving <DEVILDOG> medicine to make him feel better.

<DEVILDOG> died. Me sad.

<DEVILDOG> is all better now!

"04_Cure_DevilDog"

0 = hasn't been treated

4 = Devil Dog has died

5 = Devil Dog has been cured

04_DevilDog_Sickness_Timestamp

records the start of him joining your party (and thus his sickness)

04_DevilDog_Sickness_Tracker

1 = has been sick for one week

2 = for two weeks

10 = dies

04_DevilDog_Cure_Aware

1 = aware that DevilDog is sick (party)

04_Grins_See_DevilDog

1 = Grins A Lot has examined him

INSERT AREA + AREA # HERE

2 = Grins A Lot has treated him with some medicine in the past.

3 = Grins A Lot cured him

/LET THE HANGDOGS USE THE DEVIL DOG FOR BREEDING / 988

Teacher wants his bloodline in their dogs.

Initiator: Teacher

Importance/Scope: minor/minor

Rewards: training for you or Devil Dog, or caps or an item

Normal Journal: Teacher said he'd like to breed <DEVILDOG> with some of the Hangdog pack.

I let Teacher use <DEVILDOG> as a stud for the Hangdog pack.

Dumb Journal: Teacher want <DEVILDOG> to make puppies.

Me let Teacher use <DEVILDOG> to make puppies.

04_Hangdog_Bitches

0 = no bitches currently in heat to breed to DevilDog

1 = there are currently bitches in heat to breed to DevilDog

04_DevilDog_Breed

1 = DevilDog has been bred at some point in the past

04_Teacher_Payment

0 = nobody owes anybody anything

1 = teacher offers you an XXX for the breeding, or he's offered to train Devil Dog in ST or AG in exchange for letting him breed him. resets to 0 once the payment/training is made.

[NICHOLAS] – Routine for this is listed in the [Teacher](#) section.

CONVINCE THE BLACKFOOTS TO SELL WATER

With the snowfall from the mountainside and access to a caravan or rail line, the Blackfoots could become water sellers (possibly instead of slavers). You need to convince the leader of the Blackfoots and the leader of the Hangdogs to get people to agree to this.

- CombatBoy can threaten to murder everyone if they don't start selling water
- DiploBoy can convince people of the wrongness of slavery (tough to do!) and offer water as an alternative commodity.
- Stealthboy could free the slaves, or poison them, eventually getting rid of all of the slaves. Then, as DiploBoy-light, tell them that angry spirits have entered the town and are unhappy with the slaving, but the spirits would be mollified by the Blackfoots trading in something else, such as water.

We need a generic "if I see a slave trying to escape, sound an alarm" check/routine for Blackfoot/Hangdog NPCs.

Initiator: xxxx

Importance/Scope: Major/medium

INSERT AREA + AREA # HERE

Rewards: money, status, XP

Normal Journal: The Blackfoot tribals have access to a lot of water, mainly from rain and snow that falls on their village. If I could convince them to sell water they could help the wasteland and profit themselves at the same time.

I coerced the Blackfoots into starting caravans to sell water to other settlements in the wasteland.

I talked the Blackfoots into starting caravans to sell water to other settlements in the wasteland.

I coerced the Blackfoots into starting caravans to sell water to other settlements in the wasteland, and even convinced them to stop slaving!

By helping the slaves escape, I tricked the Blackfoots into thinking that the spirits were upset about the Blackfoots being slavers, but would be mollified if the Blackfoots traded water instead.

Dumb Journal: Blackfoots have a lot of water! Other people in wasteland need water.

Now the Blackfoots trade water to other people in wasteland!

"04_Blackfoot_Sell_Water"

0 = Unaware of Blackfoot water supply

1 = aware of Blackfoot water supply

"04_Hangdog_Leader_Water"

0 = haven't convinced him to sell water

1 = have convinced him to sell water

"04_Blackfoot_Leader_Water"

0 = haven't convinced him/her to sell water

1 = have convinced him/her to sell water

/GET MARIE APPRENTICED TO TEACHER 987

She wants to learn to care for the animals, but tradition has it that the Hangdog women tend to the household. Her father Grins-A-Lot technically doesn't mind, but in order to save face he can't simply give permission.

- CombatBoy could challenge her father to a fight and become her guardian. The fight could either be man-to-man or dog-to-dog, but nonlethal in either case. If the PC wins, he can apprentice Marie to Teacher.
- DiploBoy can talk Grins-A-Lot, the leader of the Hangdogs, and the daughter of Hecate into allowing the apprenticeship.

Initiator: Teacher

Importance/Scope: minor/minor

Rewards: status, possible native remedy from Grins A Lot or dog tips from Teacher, XP

Normal Journal:

I overheard one of the Hangdog girls talking about wanting to be a dog trainer.

Grins A Lot's daughter Marie wants to learn to train the dogs, but Hangdog girls are expected to take care of the home.

I defeated Grins A Lot in battle and now I am Marie's guardian. I told her she would work with Teacher to learn the ways of training the dogs. Grins A Lot has saved face by not breaking tradition, and Marie gets to learn about the dogs. Everyone wins.

My dog defeated Grins A Lot's dog in battle and now I am Marie's guardian. I told her she would work with Teacher to learn the ways of training the dogs. Grins A Lot

INSERT AREA + AREA # HERE

has saved face by not breaking tradition, and Marie gets to learn about the dogs.
Everyone wins.

I talked to Grins A Lot, Bares His Teeth, and Merrin and got them to agree to let Marie learn the secrets of dog training from Teacher.

Dumb Journal:

Hangdog girl say want to train dogs.

Marie wants to work with dogs. Grins is her father. She can't work with dogs because she is a girl and Hangdogs no allow it.

Me fought Grins and won, so me say Marie learns about dogs now.

My dog found Grins dog and won, so I say Marie learns about dogs now.

I talked to everyone and now Marie can work with dogs like she wants to.

"04_Marie_Apprentice"

0 = unaware

5 = success! Marie is apprenticed

04_Marie_Dogfight

1 = you had the dogfight and you lost, she's not apprenticed

04_Marie_Talk

1 = aware of Marie's interest in animals, via float or talking

2 = spoke to her for more info, know that Blackfoot girls aren't allowed

3 = you were mean and said that girls deserve to be stuck in the home

04_Marie_Challenge

1 = you challenge Grins to a dogfight

2 = failed to beat Grins' dog

4 = your dog defeated Grins' dog

"04_Marie_Grins"

0 = unaware

1 = know that he knows the custom (party)

2 = knows that Grins-A-Lot is OK with it except for losing face

3 = you've tried to persuade him, no decision yet

4 = talked him into accepting it despite loss of face

04_Marie_Teacher

1 = you know that he'd be happy to have her train with him

Recruit Marie for the Daughters of Hecate

INSERT AREA + AREA # HERE

Marie has some potential for science, which means the Daughters would want her on their side instead of independent. If you're allied with the daughters, you can arrange to have Marie join them voluntarily (which requires talking to Marie (to make her understand that the Daughters will train her as well as Teacher could) and possibly her father, or kidnap her and deliver her into their custody. Either way, it requires talking to Merrin, and afterwards Marie won't be in the Blackfoot town any more, which will ensadden the Hangdogs and especially her father.

- ~~CombatBoy will have the easiest time subduing a 12-year-old girl if she doesn't want to go.~~
- ~~ScienceBoy can drug her into unconsciousness, then take her to the meeting place with Merrin's agent.~~
- ~~DiploBoy can talk to Marie, Grins A Lot, and Merrin and get this all worked out and everyone happy with the situation.~~

Initiator: Merrin

Importance/Scope: minor/minor

Rewards: status, tribal medicine from Merrin, XP

Normal Journal: Merrin would be interested in getting Marie to join the Daughters of Hecate, but fears it may make the tribals angry if Marie doesn't suggest it herself.

~~———— I knocked out Marie and took her to Merrin, who left town to take the girl to the headquarters of the Daughters of Hecate.~~

~~———— I drugged Marie and took her to Merrin, who left town to take the girl to the headquarters of the Daughters of Hecate.~~

~~———— I talked to Marie about the Daughters of Hecate and convinced her that she would be better off with the Daughters, since they could teach her medicine and give her an important job somewhere with another tribe.~~

Dumb Journal: Merrin want Marie to become one of the Daughters. Merrin is scared the tribe will be mad if Marie doesn't want to go.

~~———— I bonked Marie on head and took her to Merrin. Merrin left town with Marie.~~

~~———— I gave Marie sleepy drug and took her to Merrin. Merrin left town with Marie.~~

~~———— I talked to Marie about the Daughters. Marie said she would talk to Merrin.~~

"04_Marie_Daughters"

~~0 = unaware~~

~~1 = aware of Marie's interest in animals~~

~~2 = convinced her to join Daughters voluntarily~~

~~4 = kidnapped Marie against her will and brought her to Merrin~~

~~5 = got everyone to agree to it ... success!~~

"04_Marie_Merrin"

~~0 = unaware~~

~~1 = talked to Merrin about Marie joining them~~

~~2 = Merrin agrees that Marie should join them~~

"04_Daughters_Grins"

~~0 = unaware~~

~~1 = spoke to him about her joining the Daughters~~

~~2 = talked him into it~~

INSERT AREA + AREA # HERE

3 = he refused

/HELP GARUN GET CAUGHT UP 2879

He's always busy trying to maintain the tribe's weapons, and if you could help him get ahead a bit he'd really appreciate it. The results are based on the extent of your skill.

- CombatBoy, ChaBoy, and StealthBoy can do this if they have some skill at it. Even if they're really lame, they can help a _little_ bit just by sorting things, carrying stuff, etc.
- ScienceBoy excels at this, and has the best chance of getting him really far ahead, which would please him greatly.

Initiator: Garun

Importance/Scope: minor/minor

Rewards: status, XP

Normal Journal: Garun is always trying to catch up on fixing and cleaning the tribe's weapons. He could really use some help.

I took some time to help out Garun with his work. Now he's caught up and glad to have a little less worry in his life.

Dumb Journal: Garun fixes stuff. He always busy. He needs help fixing.

I help Garun fix! Me good helper! Garun thank me.

"04_Garun_Repair"

0 = unaware

2 = Garun has been helped

04_Garun_Repair_Help

1 = you know Garun could use some help (party)

04P_Help_Garun_Catchup

0 = you're not the one who helped him

1 = you're the one who helped him

04_Garun_Gun_Shop

1 = you know he'll fix guns or make them for a price

04P_I-Taught_Garun

1 = you taught him how to fix/make guns, so he fixes/makes yours for free

/GET GARUN SOME DAMN TOOLS 2880

If he wasn't working with such primitive tools, he'd be able to do his work a lot faster. Make or find him some decent pliers, clamps, and such and give or trade them to him. Two multitools should do it.

INSERT AREA + AREA # HERE

- All types of characters are equal here, although...
- ScienceBoy could probably make some tools for Garun instead of having to find/buy them.

Initiator: Garun

Importance/Scope: major/major (there are no multitools in the village)

Rewards: maybe a weapon upgrade?, XP

Normal Journal: Garun's work would be a lot easier if he had some decent tools. He said that if I brought him a couple of better tools he would make it worth my time.

I gave Garun two multitools, which is exactly what he needed to make his work go more smoothly.

Dumb Journal: Garun needs good tools to do his job.

I brought Garun two multool ... mullitool ... two tools so he can work better.

"04_Garun_Tools"

0 = unaware

1 = you know a multitool would help him with his work

2 = Garun been given one multitool

3 = he has been given 2 multitools, quest finished

/GET GARUN SOME BOOZE 2881

He likes his booze, won't you get an old man a drink?

- All types of characters are equal here, although...
- ScienceBoy could probably make some booze for Garun instead of having to find/buy them.

Initiator: Garun

Importance/Scope: minor/major (no booze in town)

Rewards: XP

Normal Journal: Garun must have acquired a taste for liquor at some point because he asked if I could bring him some booze the next time I come around.

I brought Garun some booze. He promised not to drink it all at once.

Dumb Journal: Garun wants booze!

I brought Garun booze.

"04_Garun_Booze"

0 = unaware

2 = has provided him some booze. Activates timer, asÉ

3 = Garun drinks all the booze. You can provide him more, though there's no more XP for it (keeps toggling between state 3 and state 4, which is identical to state 2 except no XP). Maybe he makes items cheaper, but slower, each time you give him more booze.

4 = has booze again

04_Garun_Booze_Help

1 = knows Garun wants some booze

INSERT AREA + AREA # HERE

/TRAIN GARUN IN GUNWORK 2882

He's old, but he can still learn, and if you teach him how to make bullets and simple guns, he can start making them (slowly) for the tribe.

- ScienceBoy is the winner here. The Outdoorsman Lab can be used to make this stuff, but a real Science Lab would be better.

Initiator: PC

Importance/Scope: minor/medium

Rewards: tribe weapon upgrade, XP

Normal Journal: I taught Garun how to make guns. He's not too quick about it and isn't good at complex weapons, but he can do and simple guns. Soon the tribe will be much better armed.

Dumb Journal: I show Garun how to make guns. Garun is old but he can learn it okay.
"04_Garun_Teach"

0 = unaware

2 = he's been given the necessary training to know gun maintenance
(requires decent Mechanics skill)

3 = he's been given the necessary training to know gun crafting (requires good Mechanics skill)

04_Garun_Learnscrip

2 = kick his learn script (repair) into action

3 = kick his learn script (create) into action

04P_Garun_Learn

1 = you know he's interested in learning about guns (party)

04P_I-Taught_Garun

1 = you're the one who taught him how to fix/build guns
(or if you brought him 10 booze)

Build a Still for the Town

If you build them a still, they can make their own booze. Doing so will decrease the number of raids in the area as many more people will get really drunk more often. This makes Kurisu mad at you unless you can get her to start drinking, too.

- ScienceBoy is best at building it

Initiator: PC

Importance/Scope: minor/minor

Rewards: money, XP

Normal Journal: I built a still for the Blackfoots so they could experience the joys of liquor.

Dumb Journal: Me make hooch machine for Blackfoots.

"04_Blackfoot_Still"

0 = unaware

INSERT AREA + AREA # HERE

1 = you've heard that the locals like the liquor but can only get it from raids

2 = have built or acquired a still for them

3 = Kurisu destroys the still because everyone is drunk

4 = you get Kurisu drunk too so she doesn't break the still

FIND THE QUARANTINE ROBOT

In talking to/about Chagas, you hear that he was being chased by a "metal bug" in the wastelands when the tribals found him (he calls it a robot because he spent some time incarcerated and knows what it is, but the other primitives don't). The Blackfoots that saw the pursuit were able to take it out with some lucky shots from their precious zip guns and pipe rifles. It's still sitting out there in the wasteland, and one of the raiders who saw it can lead you there for a price.

- CombatBoy can steal ammo from it
- ScienceBoy can loot it for parts, or stumble across it accidentally with a high enough Outdoorsman skill.
- DiploBoy can negotiate a better price for the guiding.

[NICHOLAS] - Map should be listed in LOCATIONS section.

Initiator: Chagas

Importance/Scope: major/medium

Rewards: parts from the robot, XP

Normal Journal: Chagas told me that when he was returning to the village a robot chased him and was barely defeated by some lucky shots from a group of Blackfoot slavers. The robot is probably still out there.

I talked to Mary Green-Eyes who saw the robot (she called it a "metal scorpion") chasing Chagas, and he agreed to take me there for the right price.

Mary Green-Eyes took me to the location of the downed robot that followed Chagas.

Dumb Journal: Robot chased Chagas before he came home. Robot still out there.

Mary said she'd take me to the robot.

Mary took me to the robot.

"04_Find_Robot"

0 = unaware

1 = heard from Chagas about the robot

2 = he marked it on your map

3 = arrived at location, start salvaging!

Xxx need placement on a random map, set a trigger so that once you enter that map it sets 04_Find_Robot ==3

SAVE KURISU'S SOUL

She's a hardcore slaver and bitter that her brother never rescued her. With a lot of talk and TLC you can turn her away from this dark path, and doing so gets her to help you stop the tribe from slaving.

INSERT AREA + AREA # HERE

- CombatBoy can talk to her about how she has built herself up out of strength and that she has a lot going for her. Maybe she should go look for her brother and prove her strength to him.
- DiploBoy can talk up her strengths, her leadership skills, and how the people look up to her. Also can mention that maybe something happened to her brother and that's why he didn't come for her. Maybe she needs to go help him....

Initiator: PC

Importance/Scope: minor/minor

Rewards: lots of good karma, XP

Normal Journal: Kurisu is bitter that her brother never came to find her after she was taken by slavers.

I talked to Kurisu about her past and why she shouldn't be angry, since she is now a powerful and good leader for her tribe.

I convinced Kurisu to put her bitterness aside and appreciate the rewards she has earned.

Dumb Journal: Kurisu mad because her brother didn't look for her long ago.

I talked to Kurisu about being mad.

Kurisu feels better now and is not mad at her brother.

"04_Save_Kurisu"

0 = unaware

1 = knows that she's bitter about never being rescued

2 = you've talked to her about it

3 = you've given her TLC about it

4 = you've talked and TLC'd

5 = enough Persuasion ... success!

DAMN KURISU'S SOUL

You can make Kurisu totally bitter and a total hardass. If you do so, life gets worse for the slaves in town, and the Blackfoots start doing even more slaving and selling the slaves out to Caesar or the ghouls or anyone else who needs them (she doesn't mind working with the ghouls at this point since she's so badass).

Increase # of slaves, lower HP of townies, etc.

- CombatBoy can talk up about how badass she is, and how she should use the strength she earned to subjugate others.
- DiploBoy can talk up her strengths, her leadership skills, and how the people look up to her. Also can mention that maybe something happened to her brother and that's why he didn't come for her. Maybe she needs to go help him....

Initiator: PC

Importance/Scope: minor/minor

Rewards: lots of bad karma, XP

Normal Journal: I pointed out to Kurisu that her past made her what she is now, and if she hadn't been taken as a slave she wouldn't be leader of a tribe. I told her she should use her gifts and strength to make the Blackfoots even greater.

Kurisu finally appreciates how tough she is, that she deserves whatever power she can grab, and anyone weaker than her deserves to be enslaved.

Dumb Journal: Kurisu is strong and I tell her that. She make her tribe strong!

I tell Kurisu she should take charge of anyone weak she meets. She said yes.

"04_Damn_Kurisu"

0 = unaware

INSERT AREA + AREA # HERE

- 1 = knows that she's bitter about never being rescued
- 2 = you've talked to her some about it
- 3 = you've made her even more pissed about it
- 5 = enough Persuasion ... success! Evil Kurisu!

Update the Blackfoot Outdoorsman lab

Their Outdoorsman Lab is fine and dandy, but it would be nicer for your purposes if you had a Science Lab instead. So you decide to upgrade it.

- ScienceBoy is again the winner.

Initiator: PC

Importance/Scope: minor/minor

Rewards: you'll have a science lab

Normal Journal: I upgraded the Blackfoot outdoorsman camp so I could use it for more scientific purposes.

Dumb Journal: Me make Blackfoot camp better so it does science stuff.

"04_Update_Lab"

- 0 = don't know about the lab
- 1 = you have seen the Outdoorsman Lab
- 2 = you've upgraded the lab

Help the Guards, They're Bored

The four guards on rotating shifts to watch the wall tend to get very bored with their duties. You can come up with tasks for them that don't require them to take their eyes off the horizon, or at least not for more than a few seconds.

- CombatBoy can show them a strength test game, kinda like Thumb War.
- ScienceBoy doesn't have much to offer that wouldn't bore them. Or maybe they could memorize statistics. Fun. Or teach them to read!
- DiploBoy can start a story contest.
- Stealthboy can teach them how to gamble.

Initiator: the guards

Importance/Scope: minor/minor

Rewards: status, XP

Normal Journal: I taught the Blackfoot gate guards how to play Thumb War to help them pass the time while on duty.

_____ I taught the Blackfoot gate guards how to read to help them pass the time while on duty.

_____ I taught the Blackfoot gate guards the art of storytelling to help them pass the time while on duty.

_____ I taught the Blackfoot gate guards how to gamble to help them pass the time while on duty.

Dumb Journal: Me teach Blackfoot guards Thumb War!

_____ Me teach Blackfoot guards reading!

_____ Me teach Blackfoot guards stories!

_____ Me teach Blackfoot guards gambling!

"04_Guard_Boredom"

0 = unaware

INSERT AREA + AREA # HERE

- 1 = have spoken to the guards and know they get bored
- 2 = taught them a Strength test
- 3 = taught them to read
- 4 = taught them storytelling contest
- 5 = taught them gambling

/FIX FAST-HANDS' LEG 2230

Fast-Hands broke his leg in a climbing accident. The shaman Merrin has refused to help him, saying that he hasn't paid the proper respect to her (a snub on a previous matter that she's being petty about). You can take care of his leg, but it'll make her like you less.

- ScienceBoy can use Medicine to set his leg. A decent skill can set his leg better than it is (leaving him with a limp when healed but otherwise OK), a good skill can set it perfectly (full recovery). He'll be grateful if you help him a little, but if you totally fix it, once it's healed (2 months) he'll go climbing again and present you some broc flowers and nara roots as a thank-you (he knows Merrin uses them for healing but doesn't know how, and assumes you do know how).

[NICHOLAS] - We'll need the skill difficulties for the various heals as well as the strref for the "Medic - heal leg" string.

Initiator: Fast-Hands

Importance/Scope: minor/minor

Rewards: 2 broc flowers, 2 nara roots, XP

Normal Journal: Fast-Hands, one of the Blackfoots, broke his leg in a fall. The Daughter of Hecate refuses to help him, apparently because he hasn't shown her the proper respect. Now his leg is poorly set and he's worried that when it's healed he'll be unable to walk or climb.

I broke and re-set Fast-Hands' broken leg so it would heal properly. He might have a limb, but he'll be able to walk and even climb when it's fully healed.

Now that his leg is fully healed, Fast-Hands brought be some medicinal plants as a thank-you for helping him.

Dumb Journal: Fast-Hands broke leg. He is afraid of limping. Daughter won't help, she mad at him.

Me fix Fast-Hands leg. It will be okay.

Fast-Hands leg is better. He gave me medicine plants.

04_Fast_Hands_Leg

0 = unaware

1 = you know his leg is broken

2 = you know the Daughter won't help him

3 = his leg has been set so it heals properly (req good Medicine). Enter a float state. Starts timer (04_Fast_Hands_Timestamp), which eventually (2 months) turns it to state 4...

INSERT AREA + AREA # HERE

4 = his leg is healed. The next time a PC walks into his field of vision, he goes to them, initiates dialogue, and give them broc flowers and nara roots. He then sets himself to state 5...

5 = he has rewarded the healer for his help and his debt is paid (now in float state)

/RECONCILE FAST-HANDS AND THE DAUGHTER OF HECATE 2231

Publically, Merrin is upset with Fast-Hands because he has failed to show proper respect to the goddess and the spirits. Secretly, they had an affair that ended badly, and her feelings are hurt. She'd like him to apologize, and maybe even to continue their affair. He's not so sure about getting back together, but can be cajoled into apologizing (you can even talk him into making an offering/apology to the spirits in front of Merrin, when she's the real target, which keeps their affair secret. That will fix the situation and she'll fix his leg if it hasn't already been fixed yet.)

- CombatBoy can beat him up until he agrees to apologize. He could beat her up, too, but that would be stupid.
- ScienceBoy can bribe her with tribal medicines or the dog-allergy-relief stuff mentioned in the Marie's apprentice quest.
- DiploBoy will have the best chance of convincing them to make up, either through intimidation or diplomacy.
- Stealthboy can sneak around their homes and find some clues about their secret affair, confronting them on it and making them admit (to the PC) what the fuss is really all about, making the speech checks easier (and allowing you to take the ChaBoy route with lower skill totals on your end).

Initiator: Fast-Hands

Importance/Scope: minor/minor

Rewards: XP

Normal Journal: MERRIN It turns out that the "disrespect" between Fast-Hands and Daughter is actually about their secret affair, which ended badly.

I convinced Fast-Hands that an apology to Daughter is a good idea.

Fast-Hands apologized to Daughter and they seem to be over their feud.

She has agreed to fix his leg now.

Dumb Journal: MERRIN Fast-Hands and Daughter had secret fight.

Me tell Fast-Hands to say he sorry.

Fast-hands say he sorry to Daughter

Daughter will fix Fast-Hands leg now.

"04_Fast_Hands_Daughter_Quest"

0 = unaware

3 = allergens placed to force her to agree

4 = Fast-Hands has been threatened/persuaded into apologizing

6 = Fast-Hands apologizes, Merrin fixes his leg

7 = allergy torture worked, Merrin fixes his leg

10 = Fast-Hands apologizes, leg has already been fixed

INSERT AREA + AREA # HERE

04_Fast_Hands_Affair

1 = party knows Fast-Hands and Merrin had an affair

04_Fast_Hands_Threaten

1 = had to threaten him to get him to apologize so Merrin would fix his leg (personal)

04_Merrin_Allergy

1 = found out she's allergic to dogs

2 = she's agreed to fix his leg in exchange for not messing with her allergies

FREE THE SLAVES

Set the slaves free and make a run for it.

- CombatBoy can guard the exit as the slaves escape, engaging the tribals so the slaves have more time to get away.
- ScienceBoy can scout a better path for the escaping slaves out of the town (More food, water, etc.), or drug their guards.
- DiploBoy can distract the guards with questions and chit-chat while the slaves sneak up to KO them or run away.
- Stealthboy can lead the slaves on the sneakiest way out of the building and town, maybe through an emergency exit that has been sealed shut for a long time.

Initiator: PC

Importance/Scope: major/minor

Rewards: good karma, XP

Normal Journal: I freed the Blackfoot slaves.

Dumb Journal: Me free Blackfoot slaves! Me hero!

"04_Free_Slaves_Count "

0 = unaware

1 = one slave has gotten away

2 = two ...

"04_Free_Slaves_Path "

0 = unaware

1 = found a good escape path for the slaves

"04_Free_Slaves_Drugs "

0 = unaware

1 = drugged the guards

INSERT AREA + AREA # HERE

"04_Free_Slaves_Distract "

0 = unaware

1 = distracted the guards with chit-chat while the slaves escape

FREE SLAVE X

This works just like "Free The Slaves," except you're just trying to free a particular slave you've been told about by someone in another area, such as a Mormon missionary, an NCR scientist, a kid from Hoover Dam, etc. some caravan guy, whatever. The PC will also have to deal with the other slaves that want to be rescued, which may take additional shenanigans (even more sneakiness, arranging to have the chosen slave meet you in a far part of the Save-Mart, drugging the other slaves, etc.).

Initiator: xxxx**Importance/Scope:** major/medium**Rewards:** XP, reward from XXX**Normal Journal:** XXX asked me to find his/her RELATIVE, NAME, whom he/she believes was kidnapped by the Blackfoots.

I found NAME, the RELATIVE of XXX. He/she is a slave of the Blackfoots.

Dumb Journal: xxxx**"04_Free_Slave_Name "**

0 = unaware

1 = got quest from quest originator

2 = spoke to NAME in slave pen (alternate "free me!" quest origin)

3 = slave has escaped

4 = got your reward from quest initiator

KILL THE BLACKFOOTS

You've decided to wipe these slaving bastards off the face of the earth. Yipee!!

- CombatBoy can kill them all with brute force, or sniping, or whatever. If you're a real evil bastard, you can play nice-nice and give them firearms, but give them sabotaged bullets right before you turn on them so all of their guns backfire when they try to shoot you.
- ScienceBoy can poison the tribe's water (see quest, below), or make sabotaged bullets, or selectively poison a bunch of people in town so they're incapacitated when the time comes for the BIG SLAUGHTER.
- DiploBoy can talk other tribes and groups into banding together to wipe out the Blackfoots. Might be a cool cinematic if you get it all worked out right, with a bunch of columns of dust approaching the Blackfoot village, with an aftermath shot of dead Blackfoot tribals littering the streets of their town. (off screen event)
- Stealthboy can sneak from home to home, quietly and quickly killing everyone in it so no alarm is raised, making the BIG SLAUGHTER that much more safe from the PC's perspective.

Initiator: PC

INSERT AREA + AREA # HERE

Importance/Scope: major/small

Rewards: all of their loot

Normal Journal: I killed all of the Blackfoots.

Dumb Journal: Me kill all Blackfoots!

"04_Kill_Blackfoots_Alliance_Tribename "

0 = unaware

1 = convinced the leaders of tribe X to attack the Blackfoots

(we'll need an incident of this quest state for each tribe in the game)

"04_Kill_Blackfoots"

0 = unaware

1 = killed 1 Blackfoot in town

2 = killed two....

Increment variable in OnDeath() or set kill variable in editor.

Once the current total of Blackfoots and Hangdogs = 0, you're done!

ACQUIRE GUNS FOR THE BLACKFOOTS

Beg, borrow, steal, or build guns for the Blackfoots. This makes them much more friendly to you.

- CombatBoy is best at looting guns from the corpses of his enemies.
- ScienceBoy can repair broken guns, or make zip guns/pipe rifles, or actual pistols and rifles and shotguns.
- DiploBoy can talk a wary gun merchant caravan into making a trek to near the Blackfoot village to make a trade.
- Stealthboy can steal guns from other places and sell/trade/give them here.

[NICHOLAS] – What happens if he steals a gun from here and gives it to them? We might be able to track that, I'm not sure.

Initiator: Kurisu or Chagas

Importance/Scope: major/medium

Rewards: status, reward

Normal Journal: Kurisu/Garun/Chagas told me that the Blackfoots needed more guns, and I could procure them some it would strengthen the tribe and I would be rewarded for it.

I brought the Blackfoots guns.

I repaired broken guns and gave them to the Blackfoots.

I built new guns for the Blackfoots.

I talked a caravan merchant into stopping by the Blackfoot village to trade guns.

Dumb Journal: Blackfoots want guns!

Me got guns for the Blackfoots.

"04_Acquire_Guns_Blackfoots"

1 = provided 1 gun to Kurisu (or the current leader)

2 = provided two....

INSERT AREA + AREA # HERE

100 = have provided 20 guns and have been thanked for it

04_Chagas_Mention_Guns

1 = Chagas has mentioned this quest to you

04_Kurusu_Mention_Guns

1 = Kurisu has mentioned this quest to you

Fix The Ski Lift

Because it's cool to have a working ski lift. It will require some parts and know how to fix. Once it's fixed, you can find a way to use it to do other things (see later quest, below). ScienceBoy is the winner!

Initiator: PC

Importance/Scope: major/medium

Rewards: xxxx

Normal Journal: The old ski lift in the Blackfoot village is broken, but can be fixed.

I fixed part of the broken ski lift.

The broken ski lift is almost completely fixed.

I fixed the ski lift.

Dumb Journal: Lifting machine at Blackfoots is broken.

I start to fix lifting machine.

I fix lifting machine more.

Lifting machine is all done.

"04_Fix_Ski_Lift"

0 = unaware

1 = know about the ski lift being damaged

2 = fixed 1 part

3 = fixed 2 parts

4 = fixed it all

/IMPROVE THE SMELTING FURNACE/2168

It'll take some convincing and trust, but if they let you shut down the furnace for a couple of days so you can make some upgrades, you can make it burn hotter and with less fuel, giving them better yields on their smelting.

- ScienceBoy is the one with the know-how. If your science is really good, the result is even better than normal.
- DiploBoy has a better chance of talking them into shutting down the furnace.

Initiator: PC

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: After looking at the Blackfoot smelter, I realized it could be improved.

I talked to Scars For Hands, the woman in charge of the smelter, and finally convinced him to let me shut it down for a couple days so I could make improvements on it.

I worked on the smelter and made some improvements.

I worked on the smelter and made some major improvements.

Dumb Journal: Blackfoot metal-melter works okay, but could be better.

INSERT AREA + AREA # HERE

Me talk to Scars, she say I can stop fires and fix metal-melter.

Me fix metal-melter some.

Metal-melter fixed!

"04_Improve_Smelter"

0 = unaware

2 = Scars has been convinced to shut it down for a couple of days

3 = Scars fired it up again after waiting for two days for PCs to get started

4 = Scars has been convinced to shut it down again despite your previous flaking

5 = for the second time, Scars fired it up again after waiting for two days for PCs to get started. She won't let PCs try it again

6 = some work has been done on it and made it better (moderate skill)

7 = Scars has been told to fire it up after some work (moderate skill)

8 = Scars agreed to shut it down again so PCs can do the last improvements

9 = final work has been done on it (high skill)

10 = Scars has been told to fire it up after good work (high skill)

04P_Smelter_Fixable

1 = have studied the smelter and know it can be improved (personal)

XXX /BUILD AN AIR PUMP SYSTEM FOR THE FURNACE CAVES 2177

FIX THE AIR PUMP, NOT MAKE IT. HAVE THE OBJECT ON-SITE, BUT BROKEN.

This place can get pretty smoky and it makes people sick if they work there too long. You can build and air circulation/fan system to blow that smoky air out and bring fresh air in.

- ScienceBoy is the one with the know-how.

Initiator: PC/Scars For Hands

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: The smoke and fumes from the Blackfoot smelter are pretty foul. If I could build an air pump for the furnace cave, the smelter workers would be better off.

I installed an air pump for the furnace caves to keep the air fresh.

<BLACKFOOTLEADER> rewarded me for fixing the air in the furnace cave.

Dumb Journal: Smoke in the furnace cave makes me cough.

Me attach pump to fix bad smoke in furnace cave.

<BLACKFOOTLEADER> happy about fixing air in furnace cave. Give me nice things!

"04_Air_Pump "

0 = unaware

3 = air pump has been installed

4 = Scars For Hands has been informed of the successful installation

INSERT AREA + AREA # HERE

5 = have been rewarded for it by the tribe leader

04P_Air_Knowledge

1 = PC knows the air gets bad (personal)

2 = have talked to Scars For Hands about it, know his guys get sick (party)

5 = have been rewarded for it by the tribe leader (personal)

COLLAPSE THE CAVE ENTRANCES

Using enough explosives in the right locations, you could seal shut each of the cave entrances. Not only would that force anyone inside to die of suffocation, it would piss off the Blackfoots to no end, since you've closed off much of their supplies and their ability to make new metal out of scrap.

- ScienceBoy can make the explosives.
- Stealthboy is the master of setting traps, which is what these are.

Initiator: PC

Importance/Scope: minor/minor

Rewards: karma

Normal Journal: I collapsed one of the tunnel entrances to the Blackfoot caves.

I collapsed a second tunnel entrance to the Blackfoot caves.

The Blackfoots know I had something to do with the cave entrance collapses, and they're not happy about it.

I collapsed a third tunnel entrance to the Blackfoot caves.

I collapsed a fourth tunnel entrance to the Blackfoot caves.

I collapsed a fifth tunnel entrance to the Blackfoot caves.

I collapsed the last tunnel entrance to the Blackfoot caves.

Dumb Journal: Me blow up cave entrance! (x6)

Blackfoots say I blow up caves. How they know?

"04_Collapse_Caves "

0 = unaware

1 = have collapsed one entrance

2 = two...

Once two of them collapse the tribals are aware something is up and they'll suspect it's you.

KILL THE MUTANT GIANT BATS

The bats aren't a threat to you unless you're a ghoul (they'd rather eat fruit and bugs), but you can decide to kill them off anyway. If you kill them off, then manti swarms become possible random encounters near the town, and the float text of the Blackfoots in town mention the increased number of mantis from time to time.

- CombatBoy kills!
- ScienceBoy can poison them!

INSERT AREA + AREA # HERE

- DiploBoy can talk some younger tribals to help him kill the relatively harmless giant bats!
- Stealthboy can sneak about the bat lair during the day and is less likely to wake them all up when murdering sleeping bats!

Initiator: PC

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: Mutant bats live in one of the Blackfoot caves. If they were wiped out, the Blackfoots would have another cave they could use, assuming they cleaned up all the bat shit.

I've killed some of the mutant bats.

I killed all of the mutant bats in the Blackfoot caves.

I've overheard the Blackfoots talking about the greater numbers of mantis roaming around the wasteland ever since I killed off the bats. Maybe the bats were eating the mantis.

Dumb Journal: Bats in Blackfoot caves. If kill bats, Blackfoots have nice new cave!

Me killing the bats.

Me killed all the bats in Blackfoot cave.

Blackfoots say many more mantis in the wasteland this season.

"04_Kill_Bats_Quest"

0 = unaware

1 = know about the bats

2 = have started killing bats

3 = killed all the bats

"04_Kill_Bats_Count"

0 = unaware

1 = killed one bat

2 = two...

once the current total of bats = 0 (they respawn, so it's a kooky check)
you're done

CLEAR THE RUBBLE IN FRONT OF THE MILITARY DOOR IN MINE CAVE 1

Shovels won't do it, but a well-placed charge of explosive can clear all of that rock. Another well-placed charge will let you into the military cache ... and release the robots set there to guard it, who now are tuned to your Prisoner status.

- ScienceBoy can make the explosives.
- Stealthboy is the master of setting traps, which is what these are.

Initiator: PC

Importance/Scope: minor/minor

Rewards: a lotta loot in the cache

Normal Journal: There's a collapsed section in the cave with the bats that could be cleared with explosives.

I used explosives to clear the collapsed section in the bat cave, and it turns out there's a sealed metal door behind it with some pre-War military markings on it.

The military door in the bat cave is electronically locked.

INSERT AREA + AREA # HERE

I was able to blast open the military door in the bat cave.
 I was able to use electronic lockpicks to open the door in the bat cave.
 I found a cache of military supplies behind the door.

Dumb Journal: Cave-in in bat cave can go BOOM!

Cave-in in bat cave went BOOM! Metal door behind it.
 Can't open metal door in bat cave.
 Metal door in bat cave went BOOM!
 I pick lock with electric thing. Metal door is unlocked.
 Behind metal door are weapons and things!

"04_Clear_Military_Rubble "

0 = unaware

1 = know the location can be cleared by explosives

2 = have used the explosives to clear it

3 = know that the door is locked electronically

4 = opened door with explosives

5 = lockpicked the door

6 = opened door, see the military stuff

/GET RID OF THE COYOTES 2431

Those pesky varmints are annoying the Hangdogs! Kill 'em, or drive 'em away!

- CombatBoy kills!
- ScienceBoy can poison them!
- Stealthboy can sneak in and out, making it easier to poison them, set traps for them, etc.

Initiator: Bares His Teeth

Importance/Scope: minor/moderate

Rewards: status, XP

Normal Journal: Bares His Teeth wants be to get rid of the coyotes that live in one of the hillside caves. The Hangdogs don't like the coyotes, preferring "true" dogs.

I've killed all the coyotes.

Dumb Journal: Teeth says coyotes are bad. Real dogs are better. Killing coyotes is good.

Me kill all the coyotes.

"04_Kill_Coyotes_Quest"

0 = unaware

1 = know about the coyotes

3 = killed all the coyotes

"04_Kill_Coyotes_Count"

0 = unaware

1 = killed one coyotes

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

INSERT AREA + AREA # HERE

Make the Hangdogs Appreciate the Coyotes

They're like dogs, but smaller and quicker, more specialized for certain tasks. And they have their uses, like keeping the local rat population low.

- ScienceBoy can set up a race between a dog and a tamed coyote to show their speed and quickness.
- DiploBoy can talk on and on and on and on about how cool they are.

Initiator: PC

Importance/Scope: minor/medium

Rewards: status, XP

Normal Journal: The Hangdogs dislike the coyotes, but the little guys have their talents. They're fast, and better at getting into small places.

—— I talked to Bares His Teeth for a long time about coyotes and made him realize that they're useful animals and shouldn't be killed.

—— I set up a race between a coyote and one of the Hangdogs' dogs. The coyote won, and the Hangdogs were impressed with its speed. I think they are getting an idea of how useful the coyotes can be.

Dumb Journal: Hangdogs no like coyotes, but coyotes are fast and small.

—— I talk to Teeth about coyotes. Now he likes coyotes, too.

—— I make coyote race dog. Coyote wins! Now Hangdogs like coyotes, too.

"04_Appreciate_Coyotes"

0 = unaware

1 = you know they don't like the coyotes

2 = you have convinced them the coyotes are valuable

"04_Coyote_Race"

0 = unaware

1 = you arranged the race and the coyote won!

"04_Coyote_Talk"

0 = unaware

1 = you talked up the coyotes a lot

/KILL THE RATS FOR THE BLACKFOOTS AND HANGDOGS 2428

With the coyotes gone, the rats of all sizes are free to run amok in the streets of the village. The dogs aren't able to catch them all and eventually give up. You can earn kudos in the village by killing off all of the rats. You also succeed at this quest if you kill off the rats without driving off the coyotes first.

- CombatBoy kills!
- ScienceBoy can poison them!
- Stealthboy can sneak in and out, making it easier to poison them, set traps for them, etc.

Initiator: Kurisu/Chagas or Bares His Teeth

Importance/Scope: minor/medium

Rewards: XP

INSERT AREA + AREA # HERE

Normal Journal: Kurisu/Chagas/Bares His Teeth told me about the tribe's rat problem. Recently large numbers of rats have come out of the caves and now they run amok in the streets of the village. They're too fast for the dogs to catch them all.

I've killed all the rats bothering the Blackfoots.

Coyotes have started sneaking into town and stealing food. They weren't doing this while the rats were here.

Dumb Journal: Blackfoots say rats are everywhere and eating food.

Me kill all rats for Blackfoots.

Coyotes are sneaking into village to steal food.

"04_Kill_Rats_Quest"

0 = unaware

1 = know about the rats

3 = killed all the rats

"04_Kill_Rats_Count"

0 = unaware

1 = killed one rat

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

After killing the rats, a few days/weeks later the coyotes should leave forever, never to return (food source is gone).

/KILL THE DEVIL DOG 2430

Rather than taming him, you can just kill him.

Initiator: talky Hangdog

Importance/Scope: medium/minor

Rewards: status, Devil-Killer epithet, XP

Normal Journal: The Hangdogs would like to see the Devil Dog killed, as the presence of this "evil spirit" brings bad luck to the tribe.

I killed the Devil Dog and brought its corpse back to the Hangdogs as proof.

Dumb Journal: Hangdogs say me should kill Devil Dog.

Me killed Devil Dog!

"04_Kill_DevilDog"

0 = Unaware of Devil Dog

1 = aware that the Devil Dog is a threat

2 = killed the Devil Dog

3 = reported the kill to Bares His Teeth

INSERT AREA + AREA # HERE

/KILL OFF THE RADSCORPIONS 2432

The coyotes share their cave with some small radscorpions, which aren't much of a threat to the village but might be a nuisance if the coyotes were no longer here, or if the scorpions were left alone to breed to long.

- CombatBoy kills!
- ScienceBoy can poison them! And use their tails to make antivenom!
- Stealthboy can sneak in and out, making it easier to poison them, set traps for them, etc.

Initiator: Kurisu/Chagas/Bares His Teeth

Importance/Scope: minor/medium

Rewards: scorpion tails, XP

Normal Journal: Kurisu/Chagas/Bares His Teeth told me about the radscorpions that live in one of the hillside caves. She/He/He is concerned that if left alone the radscorpions might breed enough to encroach on the town and endanger the villagers.

I've killed all the radscorpions threatening the Blackfoots.

Dumb Journal: Kurisu/Chagas/Teeth says radscorpions live in cave. Radscorpions might enter town and hurt people.

Me kill all Blackfoot radscorpions.

"04_Kill_Radscorpions_Quest"

0 = unaware

1 = know about the radscorpions

3 = killed all the radscorpions

"04_Kill_Radscorpions_Count"

0 = unaware

1 = killed one radscorpion

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

/DESTROY ALL OF THE SPORE PLANTS 2429

Some fool planted the seeds from a spore plant fruit, hoping to grow more fruit (and not knowing it was a spore plant fruit). Now the damn things are all over one of the gardens and are threatening the nearby villagers.

- CombatBoy kills!
- ScienceBoy can poison them!

Initiator: Kurisu/Chagas/Bares His Teeth

Importance/Scope: minor/minor

Rewards: XP

Normal Journal: Spore plants are starting to show up all over the Blackfoot village.

I've started to deal with the spore plant problem for the Blackfoots.

I've killed all of the spore plants for the Blackfoots.

I released some coyotes into the village. With their small size and good speed, they're well-suited for evading spore plants' attacks.

I told them never to plant the spore plant fruits or they'll come back again.

Dumb Journal: Bad plants attacking Blackfoots. Bad!

Me kill bad plants in village.

Me kill all bad plants in village.

INSERT AREA + AREA # HERE

"04_Kill_Spore_Plants_Quest"

0 = unaware

1 = know about the spore plants

3 = killed all the spore plants

"04_Kill_Spore_Plants_Count"

0 = unaware

1 = killed one spore plants

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

Poison the Tribe's Water

To do this efficiently, you'd have to not only poison all of their roof runoff water, but all of the water stored in the storage cave as well. You bastard.

- ScienceBoy can make or refine the poison
- DiploBoy might be able to talk someone else into doing it because it's "medicine"
- Stealthboy is best at planting the poison

Initiator: PC

Importance/Scope: minor/medium

Rewards: —

Normal Journal: I've started poisoning the Blackfoots' stored water supply.

—— I've poisoned all of their barrels and cave pools they use to store water.

Dumb Journal: Me poisoning Blackfoot water.

—— Me poison all the blackfoot water. Me sneaky.

"04_Kill_Blackfoots_Poison_Cave"

0 = unaware

1 = poisoned one pool in the cave

2 = two...

Need final numbers from the map to know when you're done

"04_Kill_Blackfoots_Poison_Runoff"

0 = unaware

1 = poisoned one runoff barrel

2 = two...

Need final numbers from the map to know when you're done

INSERT AREA + AREA # HERE

Retrofit the Lift Engine for another purpose
Run their gate? Haul materials up the hillside? Turn it into some weird weapon?
ScienceBoy is the man for the job
Initiator: PC
Importance/Scope: xxxx
Rewards: xxxx
Normal Journal: xxxx
Dumb Journal: xxxx
"04_Retrofit_Lift"
 0 = unaware
 1 = partially finished (moderate skill)
 2 = totally finished (high skill)

MINE FOR SILVER

If you're desperate, you can waste a lot of time mining and get a little bit of silver. Handy for the guy who feels like he has time to kill but no cash.

- ScienceBoy can work more efficiently (higher Outdoorsman == faster), getting finished slightly faster. Having better tools makes you faster at working, too.
- DiploBoy can talk people into helping him or doing it for him
- Stealthboy can get more in the same amount of time because Steal and Lockpick mean he knows how to get little slivers of silver out of tight places

Initiator: PC

Importance/Scope: minor/minor

Rewards: silver

Normal Journal: I've spotted some small deposits of silver in one of the Blackfoot caves. With time and a little work that silver could be mined. Having the right tools would help, too.

I've spent some time mining silver from the Blackfoot cave.

I've spent some time mining silver from the Blackfoot cave. The multitool really makes it easier.

I talked one of the Blackfoot villagers into mining the silver for me in exchange for a small fee.

It looks like I mined all of the available silver from the Blackfoot cave.

Dumb Journal: Me find silver in cave. Pretty....

Me mine silver. BO-ring.

Me mine silver. Multool makes it easier.

Me talk villager into mining for me. I give them some silver for their work.

Me mine all the silver from Blackfoot

"04_Mine_Silver"

0 = unaware

1 = know there's still silver there

2 = have mined silver

3 = have mined more silver

4 = have mined all of the available silver

INSERT AREA + AREA # HERE

Perhaps this is just controlled by the existence of "dropped" silver in the mines, that takes time to "mine" and this quest would just be about talking someone into doing it for you

OPEN THE SECONDARY SILVER MINE

With some well-placed explosives, you can open up a section in the back of the Storage Cave, revealing another cave with some silver. Then you can mine it with the mining quests.

- ScienceBoy can work more efficiently, getting finished slightly faster. Having better tools makes you faster at working, too.
- DiploBoy can talk people into helping him or doing it for him
- Stealthboy has the best chance of setting the explosives in the right places, opening up the greatest amount of the cave.

Initiator: PC

Importance/Scope: minor/minor

Rewards: silver, XP

Normal Journal: There's a cave-in at the rear of the Blackfoot storage cave that I think can be cleared with explosives.

I used explosives to clear the collapse at the rear of the Blackfoot storage cave. There are caves beyond.

There's silver in the new area of the Blackfoot storage cave.

It looks like I've mined all of the extra silver I found in the back part of the Blackfoot storage cave.

Dumb Journal: Blackfoot storage cave has place where BOOM can make new tunnel.

I make rocks go BOOM, now have new BOOM cave in Blackfoot storage cave.

Me find silver in BOOM cave!

Me think all silver gone from BOOM cave.

"04_Secondary_Silver_Mine "

0 = unaware

1 = know that you can open that shaft

2 = have opened the shaft

this means you can add states 5-10 for mining more silver to the Mine For Silver Quest

Perhaps this is just controlled by the existence of "dropped" silver in the mines, that takes time to "mine" and this quest would just be about talking someone into doing it for you

MINE FOR GUANO

You can use the bat guano to make (with carbon) gunpowder. Mining it is boring, but it provides raw materials. No archetype here as a particular advantage, except...

- DiploBoy can talk some locals into doing this work for him. Probably kids.

Initiator: PC

Importance/Scope: minor/medium

Rewards: soft delicious guano

INSERT AREA + AREA # HERE

Normal Journal: With all the bats in the Blackfoot cave, there's batshit everywhere.
 With all the bats in the Blackfoot cave, there's batshit everywhere. I can use that to make gunpowder.

I've started digging up some of the bat guano to use in making gunpowder.

I hired one of the villagers to dig guano out of the caves for me.

Dumb Journal: xxxx

"04_Mine_Guano "

0 = unaware

1 = ???

Perhaps this is just controlled by the existence of "dropped" guano in the caves, that takes time to "mine" and this quest would just be about talking someone into doing it for you.

The guano will respawn as long as there are bats living here.

MINE FOR COAL POWDER

You can use the small bits of coal dust and coal gravel to make (with the nitrate from bat guano) gunpowder. You can also do this as part of a deal with the ghouls of the Reservation, who need coal. Harvesting it is boring, but it provides raw materials. No archetype here as a particular advantage, except...

- DiploBoy can talk some locals into doing this work for him. Probably kids.

Initiator: PC

Importance/Scope: minor/medium

Rewards: coal, or possibly trade with the ghouls of the Reservation

Normal Journal: There's enough coal dust and residual coal scrap in one of the Blackfoot caves to be useful for something.

There's enough coal dust and residual coal scrap in one of the Blackfoot caves to be useful for making gunpowder.

I've set up a small coal exchange with the ghouls of the Reservation.

I've mined some of the coal from the Blackfoot cave.

I hired one of the villagers to mine coal for me.

It looks like the coal deposits in the Blackfoot cave are finally played out.

Dumb Journal: Blackfoot cave has little pieces of coal.

Blackfoot cave has little pieces of coal. Coal good for making gunpowder!

Me set up deal with ghouls who want coal.

Me hire villager to dig coal for me.

Me think coal all gone from Blackfoot cave.

"04_Mine_Coal "

0 = unaware

1 = you know there's coal there

2 = have mined coal

3 = have mined more coal

4 = have mined even more coal, and the mine is now played out

INSERT AREA + AREA # HERE

MERCHANT QUESTS

If you establish the Blackfoots as legit traders in water, gunpowder, bullets, etc., they can start doing caravans to nearby areas. They won't pay well (since the Blackfoots are pretty tough and can guard themselves) but it's better than nothing.

Needs more info here for giving out the quests, maps to use, encounters to have, locations to go to, etc.

FLOATING QUESTS

Herd some Brahmin

Get me a new dog pup

Help me get a few bullets/a pipe rifle/a zip gun/a nice piece of clothing as a dowry for my daughter (as tech increases in the town, the items become more rare/valuable in nature)

Train my son how to fight your way, stranger

Get me some herbs

SCRIPTING

Scripting covers a number of elements:

Note that there may be some scripting-specific information for NPCs, audio, art requirements and so on that may be listed there.

In addition to the points listed below, this is more like an "Area script" scripting section than anything. Use the GENERAL section for checks that must occur throughout the area, and the TOWN-SPECIFIC and DUNGEON-SPECIFIC for checks for a particular map.

GENERAL

There are some general scripting issues...

- The Town and Leadership:
 - o The PC can become the leader of the Hangdogs, but if he leaves for a long time, the Hangdogs don't like it and leadership reverts to the previous leader. This routine takes care of that.
 - o Every time the PC leaves the town map (when it's unloaded), it should set a timestamp (04_Hangdog_Leader_Stamp). When he enters the town (when the map is loaded), it should check this timestamp to see if 10 weeks? (unsure on this, will have to check how long it takes you to go to the nearby areas on the world map) have passed. If so, and if GetPersonalGlobal(PCSpeaker(), "04P_Become_Hangdog_Leader")==4 for any character, then SetPersonalGlobal(PCSpeaker(), "04P_Become_Hangdog_Leader",5) for that character. ==4 means the PC is leader, ==5 means the PC was leader but lost the job.
- The Smelter:
 - o This is going to need a "hot" version (where the fires are lit) and a "cold" version (where the fire has been put out), probably differing just in a flame animation.
 - o If the PC examines the smelter and has at least an average Mechanics skill, he should get a text message (string #XXX) and the script needs to SetGlobal("04_Improve_Smelter",1)
 - o OpenTask(2168, 04)
 - o AddEntry(2168, 2176) if IsDumbPC() or AddEntry(2168, 2175) if ISSmartPC()

INSERT AREA + AREA # HERE

- o When it's hot, the PC can't do anything with it, and the workers (generic townsfolk and the NPC called Scars For Hands) will come by at regular intervals to Use it.
- o When it's cold, the workers do not visit it at all.
- o Scars For Hands will need a "turn it off" script where she spends several minutes doing Use on the smelter before the flames die out. She'll also need a "turn it on" script where she spends several minutes doing Use on it before the flames start up again. I need a script for these because you can have her do this in dialogue.
- o When it is cold, a PC with the Mechanics skill can do two sets of "repairs" on it (one requires good skill, one requires a really good skill).
 - If GetGlobal("04_Improve_Smelter")==2 or ==4 then the fade to black, advance the time two days, fade in, SetGlobal("04_Improve_Smelter",6), AddEntry(2168, 2173) if IsDumbPC(), AddEntry(2168, 2170) if IsSmartPC().
 - If GetGlobal("04_Improve_Smelter")==6 or ==8 then the fade to black, advance the time two days, fade in, and SetGlobal("04_Improve_Smelter",9). AddEntry(2168, 2174) if IsDumbPC(), AddEntry(2168, 2171) if IsSmartPC(), CloseTask(2168, 04)
 - **[NICHOLAS] - Update new values / globals.**
- o We'll need to set Examine results for this item based on the state of 04_Improve_Smelter (generic text, can-repair text, some-repairs text, improved burning text, all repairs text, best burning text). **[NICHOLAS] - Note to Chad - request script function**
- o Will need to pass several XP entries for the Improve The Smelting Furnace quest.
- The Furnace cave needs to have a smoggy smoky haze (fog effect) in the cave with the actual smelter. This haze causes 1d6 fatigue for every ten minutes you spend in it. The PC's actions can make this haze go away (see below). The first time you take this damage it has to SetGlobal("04_Air_Pump",3) , OpenTask(2177, 04) , AddEntry(2177, 2179) if IsDumbPC(), AddEntry(2177, 2178) if IsSmartPC(),
 - o Entrance to the Furnace Caves has a metal panel on the ground that's clearly visible. If the PC has successfully built an air pump, they'll have it in their inventory. If the PC uses that inventory item on that metal panel, destroy the pump in the inventory and unhide the hidden air pump dynamic object (which is conveniently in the same location as the metal base). Then SetGlobal("04_Air_Pump",3). Reduce the amount of haze near the furnace (see above) over the course of a minute until the haze is entirely gone. Will need to pass XP entries for the Build An Air Pump System quest. AddEntry(2177, 2181) if IsDumbPC(), AddEntry(2177, 2180) if IsSmartPC(), CloseTask(2177, 04)
 - o Handle furnace damage via area script
- The Hangdog bitches: Since you can breed Devil Dog to the Hangdog bitches as a favor to Teacher, we need a way to see if any of the bitches are in heat. The bitches are in heat the first 20 days of February and August; have the area check the date and the timestamp global 04_Bitches_Timestamp ... if the date is right and the timestamp is at least 30 days old, set 04_Hangdog_Bitches ==1. At the end of the heat period (Feb 21 and Aug 21), set 04_Hangdog_Bitches to 0. The NPC Teacher can also set up a breeding with Devil Dog and the bitches; if so he sets 04_Hangdog_Bitches ==0 so they're no longer in heat and sets a timestamp (04_Bitches_Timestamp) with the current date/time so the area script doesn't reset it too soon.
- The very first time the Blackfoot village map is loaded we need to set a timestamp (04_Spore_Plant_Timestamp) to the present timestamp. Later visits don't need to reset the timestamp, I just need to know the origin time for this area.
- There are three Hangdog dogs that are irradiated, do not attack, and only walk with the limping animation. The PC can diagnose and treat them, and if successful (either by using RadAway or Average() Medic skill) and...
 - o If SmartPC() then AddEntry(3073, 3073)
 - o If DumbPC() then AddEntry(3073, 3074)

INSERT AREA + AREA # HERE

- There is a dead ghoul on a remote part of one of the hillsides.
 - o There is a trigger around the ghoul, and if the PC walks into the trigger, it activates float: #3065 and SetGlobal 04_Dogs_Ghoul == 1
 - If SmartPC() then AddEntry(3066, 3069)
 - If DumbPC() then AddEntry(3066, 3070)
 - o Every day its script needs to check the status of 04_Ghoul_Bury_Timestamp, and if one day has passed since that timestamp, it should hide itself.
 - o **[NICHOLAS] – What's the starting condition? Can't just check a timestamp by itself.**
 - o If SetGlobal("04_Ghoul_Bury_Timestamp", GetTimeStamp())
- Are there any wacky scripting things you'll need the programmers to be aware of? (For example, can you go to Hoover Dam, aim an artillery cannon at the town of Podunk five miles distant, fire a poison gas shell into the town, then go back to Podunk and all the inhabitants are dead except for the ghouls? Or, if the town is suffering from a disease, does the population die off over time? "Little" things like that.)
- Are there any cut-scenes in the location? If so, include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on. **Note:** Be sure to include animations and Ids to the art for scriptors contained within the cut-scene description.
- Do any creatures in town spawn or respawn? If so, is this respawning tied to any other parameters, such as difficulty level, the player's level, skill use, reputation level, and so on?
- Are there any changes that occur on the map in terms of spawning, creature difficulty, or otherwise, that vary according to the difficulty level of the game, the level of the player and/or the party, or the fact it's a single-player or a multiplayer game? Do any boss battles become harder? Do any spawned creatures change (behemoth robots instead of rad rats suddenly start popping out of the word work)? Let your programmers know. They like knowing this stuff.
- **Events:** Any event stuff? These are things that (usually) happen outside of the player making them happen – for example, the robots may attack Denver, the caravans may arrive only on the 3rd and the 15th, slavers may raid the town (possibly after the PC tells them where they are), or Dogbody may ambush the Denver camp, and so on. Some of these events can be player-driven (because you fixed the radio, a wandering robot can beam a coded message through it), and so on. These are more like floating challenges and threats the player has to deal with.

TOWN-SPECIFIC

There are some important things to consider for towns...

- **What happens when the player attacks someone in the area?** The adults of the town will turn against you, those nearby moving in right away and others less near taking sniping positions just in case the melee defenders fall.
- **What happens when the player breaks into one of the houses in the town?** The people of that house will attack (adults and pets, and possibly house-slaves), and 1 or 2 nearby people might join in, but the rest in the area will stand nearby and watch to see the outcome.
- Are any of the town inhabitants listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot an rival group of townsfolk?

INSERT AREA + AREA # HERE

DUNGEON-SPECIFIC

There are some important things to consider for dungeon locations...

- **Are any of the monsters listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot an enemy critter?** The radscorpions and bats are not team-based (if you can pull them individually, that's how they fight). Coyotes, dogs, rats, Brahmin, and spore plants recognize common threats. Coyotes will fight rats, radscorpions, or spore plants if the opportunity presents itself; radscorpions will stay out of the way of the coyotes so as to not get caught.

COOL SHIT

There are a lot of resources in this area and a lot of things to kill (bats, coyotes, radscorpions, spore plants) if you're looking to get on the good side of the locals). You have the opportunity to become a tribal leader, and to advance their technology by quite a bit, making their success directly related to your coolness.

Weapon/Armor Progression: Starting with leather armor, tribal weapons (including "sharpened" versions of spears), zip guns, pipe rifles, and the rare/expensive standard pistol or rifle. You get a boost when you find/open the military cache. They improve their own weapons if you teach them how, giving you a steady supply of ammo and cheap simple gunpowder weapons which you can use to sell in other areas. For skill-related stuff, there's an Outdoorsman Lab that you can upgrade to a Science Lab. For StealthBoy you can get some cool soft boots that are good for sneaking, and some dogskin clothing that makes you look more impressive and intimidating.

Useful Skills: Persuasion, Deception, Mechanics, Outdoorsman, Science, Sneak, Traps

Merit Badges: Lift Operator (If you get the ski lift working again), Grand Master of Guano (if you do the "Mine Guano" quest), Puppy Orphanmaker (if you kill the adult dogs or coyotes in a lair but leave the puppies)

New Items: The player can learn how to sharpen spears.

What keeps you coming back? Lotsa resources. Many quests to do. The military cache in the tunnel. Checking status on the uplift progress (and getting your money/equipment rewards for it).

Is there an interesting gaming technique, quest, or RPG element about the location? This is a place where you can start with primitive conditions and build them up to at least an 1800s level of technology. You'll see the town become more wealthy and see upgrades to their equipment over time.

Handouts: You'll be able to find old holodisks in the military cache, a journal hidden in one of the homes by Bloch, the leader of the original squad.

Quest Items: yyyyyy

Vehicles: none, other than the nonfunctional Greathound bus/gate

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
Blackfoot Village, West Hillside, North Hillside	MUSIC DESCRIPTION
	Blackfoot Village has a faintly western sort of feel (like the slow guitar stuff in FO2), sometimes alternating with a patient but ominous deeper guitar and drum that sounds sort of like the main background music for the movie <i>They Live</i> .
	BASIC SFX
	Wood chopping (day only)
	Ringling of metal on metal/sharpening weapons (day only)
	Loose doors banging open and shut in the wind
	The occasional clatter of pots (day only)
	The crackling of burning wood from campfires (night only)
Furnace Cave	Dogs barking, growling, and whining (Hangdog areas only)
	WALLA SFX
	People whistling for dogs on occasion (Hangdog areas)
	Children's laughter
	Brief snatches of conversation (energetic, but not angry)
	Sounds of people working (lifting heavy weights, etc.)
	MUSIC DESCRIPTION
	As Blackfoot Village, but the furnace cave can have a faster-paced metallic element to it, representing the metal being melted down and reformed into spear tips, knives, etc.
Storage Cave, Spelunking Cave (1&2), Mining Caves (1 & 2)	BASIC SFX
	As Blackfoot Village, plus:
	Burning fire
	Drip of water
	Metal on metal (day only)
	Shoveling of wood into a furnace (day only)
	WALLA SFX
	As Blackfoot Village
	MUSIC DESCRIPTION
	As Blackfoot Village, but at a more muted level, showing that the Blackfoots control this area but they don't necessarily live in the caves.
	BASIC SFX
	Generally pretty quiet
	Animal noises appropriate to the area (mainly coyote noises in the coyote cave)
	WALLA SFX
	Drip of water

INSERT AREA + AREA # HERE

MAP AND MAP KEY

The **Map** and **Map Key** section has a JPG of the area, with each important location numbered. Again, this is useful for QA, other designers, game editors, and strategy guide authors. Here's an example of what I mean (see next page...):

Note: When laying out maps, make sure you leave enough space for a vehicle to be parked if there ends up being vehicles in the game.

BLACKFOOT MAPS

Green is flatland. Brown is hills. Gray lines are streets/paved roads from the old world. Brown lines are walkable paths.

Vehicle would be parked outside the main wall, except if you're friendly to them in which case you can park it inside the wall.

INSERT AREA + AREA # HERE

LOCATION CHECKLIST

Each area document will also have a **Location Checklist**.

In Fallout 3, we need to make sure that each character type has an equally enjoyable role-playing experience in each location (evil characters and stupid characters are usually given the short end of the stick; the rewards for these types of characters are usually unbalanced when compared to the goody-two-shoes characters). No more!

In addition, there were a few skills and statistics in Fallout 1 and 2 that didn't see enough use by the designers. As an example, Charisma wasn't nearly as useful as most of the other statistics in Fallout 1, and the Doctor Skill was as useless as a third thumb in both Fallout 1 and Fallout 2. If we take care to see that each stat and skill can be used effectively design-wise in each location in the game, then I think these stats can gain back some of the ground they've lost over the past few games. That's what the location checklist is for.

The location checklist is a glorified grocery list, covering a number of the role-playing possibilities for each "kind" of character the player may have chosen (Stealth Boy, Science Boy, Combat Boy, DiploBoy). This checklist is intended to insure each kind of character has something cool to do in each location, and that the rewards and role-playing experiences for each location are balanced whether the player is good or evil, stupid or smart, a combat monster or a science guy.

Designers don't have to make sure that each entry is checked off for each location – *as long as they make up for it in another of their locations in the game*. The exception to this rule is for early areas of the game, since those are the first areas the players will encounter, and I want their character to have a rich role-playing experience all-around right from the start. (If the player went through three early areas, and his Doctor skill isn't used once, then he's going to be sorry he took it.)

My prototype checklist consists of the following entries:

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Kill everyone	
Good Karma Character	Free the slaves	
Stupid Character	Chase off/kill the coyotes or rats	
Low Reputation Character	Trade in slaves	
High Reputation Character	Convince them to stop slaving	
Human Character		
Male Character	Become Kurisu's house-husband	
Female Character	Drive out daughter of Hecate	
Strength	Mining tasks	
Perception	Finding the Bloch journal, silver nuggets, rubble that leads to military cache	
Endurance	Do some silver mining	
Charisma	Lead the tribe	
Intelligence	Improve the forge/smelter	
Agility		

Luck	Find the military cache	
COMBAT BOY		
Firearms		
Melee		
Unarmed		
DIPLOBOY		
Barter		
Deception		
Persuasion		
SCIENCE BOY		
Science	Concentrate the dog allergens to piss of the daughter of Hecate	
Outdoorsman	Get parts from destroyed military robots	
Medic	Heal Fast-Hands and the sick dogs	
Mechanics	Upgrade the furnace, fix the ski lift, teach Garun how to repair guns, pick the door on the military cache	
STEALTH BOY		
Lockpick		
Sneak	Sneak into feral dog lair and steal puppies for Hangdogs	
Steal	Better at silver mining	
Traps	Avoid rockfalls near dog lairs, teach Chagas tricks for leadership contest	
GENERIC SKILLS		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)	Lift Operator (fix the lift)	
Carrot 2	Grand Master of Guano (harvest X amount of guano)	
Carrot 3	Blackfoot Hunter	You help in 3 raids
	Hangdog Hunter	You help in 3 of their raids
	Hangdog Packleader	You take over the Hangdogs
	Walks With the Devil	If you tame the Devil Dog
	Devil Slayer	If you killed the Devil Dog
	House-Mate	You agree to mate with the tribe leader
Easter Egg, Easy 1		
Easter Egg, Easy 2		

INSERT AREA + AREA # HERE

Easter Egg, Easy 3		
Easter Egg, Medium 1		
Easter Egg, Medium 2		
Easter Egg, Hard 1		
PERKS + TRAITS		
Perks (Any cool Perk mileage?)	Animal Friend	Can enter feral dog lair to get a pup without being attacked, Devil Dog has slightly greater chance of liking you
Traits (Any cool Trait mileage?)		
ENVIRONMENT		
Economics	Slaves, dogs, dogmeat. Possibly water, bullets, guns, Brahmin in the future with your help.	
Power/Infrastructure	No power needed, unless the lift becomes operational.	
Food	Dogs, Brahmin, gardening	
Tie to Another Area 1	Slaves stolen from other settlements	
Tie to Another Area 2	Daughter of Hecate is shaman	
Tie to Another Area 3	Chagas the prisoner	
	BOS would like to know about the military cache.	
MULTIPLAYER GAMING		
Multiplayer Elements?		
POST-GAME ADVENTURING		
Ending 1	You teach them how to make guns, and they become badass.	
Ending 2	You don't do much for them either way.	
Ending 3	You convince them to trade water instead of slaves.	
	You wipe out their ability to trade slaves but don't give them anything else to do.	

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

Post-Game Adventuring: (This is likely to get scrapped, since the end game will be pretty final) The Fallout game will continue after you "finish" the game, and the player can keep adventuring if he wants. I want the locations to react to the player having won the game, either with small scraps of dialogue, minor art changes (banners hanging from windows congratulating the "hero"), and so on – anything to give the player a pat on the back.

ROOM FOR IMPROVEMENT

If you upgrade their furnace, more of them will start wearing cheap metal armor. They'll also put more metal on their defensive wall. Even the dogs might get limited armor.

If you refit the ski lift to do something else, then.... Yyyyyy HERE XXX

If you teach them to make guns, more sniper points will appear on the wall and all warriors will carry some sort of pistol or rifle. This means the number of random encounters with Blackfoots will increase in the area (but you're probably friendly to them, so that's OK), and other sorts of random encounters in the area will decrease. Guns will become cheaper here. Technology level for guns only will increase. Morale will be higher.

If they start trading water and Brahmin, the place will become a little more repaired. Rough sections of streets will be paved with flat stones. People will start to dress in more modern clothing to better mix with their trade partners. They'll establish trade relations with nearby settlements. They'll have other sorts of trade goods in town, and at better prices. Perhaps a telegraph line could be strung, or even a new kind of lab available. Overall hp will increase with greater access to medicine and other kinds of food. Technology level will go up to average in all levels.

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.
- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

Note: Over the course of the project, you may wish to collect art that may be appropriate for an end movie slideshow and just keep it stored in a folder on the server or locally.

A quick example is provided below:

BLACKFOOT END MOVIES

WHERE TO GO CONDITIONS

The player never entered Blackfoot Village	Skip Cinematic
You gave them guns	Goto X
Stopped them from slaving & left them to die without another economy	Goto X
You made them Brahmin and water traders.	Goto X
You killed everyone in the village	Goto X

1. GUNS OF THE BLACKFOOT

With the ability to create and repair firearms, the Blackfoots became more aggressive, expanding their territory and swelling their ranks with slaves. The tribal village became the center of a small but dangerous state, avoided by all but the most desperate traders.

Show the village, with simple gun towers behind the main wall. Tribals with guns stand in the foreground, watching a column of slaves head into the village.

2. NO SLAVES, NO LIFE (WTG)

Deprived of their trade in human flesh, the Blackfoots began to dwindle away as the tribute to Caesar's Legion took its toll. Eventually the Blackfoots scattered to the wasteland, and the hounds of the hangdogs ran wild in the hills once again.

An empty, decrepit village, a few human skeletons, and feral dogs running around everywhere, some still with collars.

3. PLAYER DESTROYS THE BLACKFOOTS

Wiped out by the escaped Prisoner, the Blackfoots and Hangdogs vanished as a tribe. Their village was looted by salvagers, and its dogs left to roam free.

An empty, decrepit village, a few human skeletons, and feral dogs running around everywhere, some still with collars.

4. RANCHERS AND WATER TRADERS

Convinced that water and Brahmin were the key to the tribe's prosperity, the Blackfoots began a tentative trade in water and animals with nearby settlements. Their ready supply of the precious drink and hardy stock were well-received by their neighbors, and all villagers reaped the reward. In time, the Blackfoots abandoned slaving for their new trade, and their village experienced a boom in wealth and trade. Though never fully trusted by other settlements, the Blackfoots gained a reputation for fairness and quality goods.

The village, with some tribals dressed in more modern clothing. A series of telegraph wire poles extend from the background and out toward the wasteland.

RANDOM NOTES

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

about 300 people in the tribe, only a fraction of them are on-screen

adventure seed: stole an NCR kid from Hoover Dam or one from New Canaan

Kurusu is a hard-core slaver, and a tough butch bitch with an attitude - she not only has accepted her slaver role, but she's really good at it - I just want it to be a marked contrast to Sulik and a reversal of what one would expect Sulik's sister to be like). My thought with Kurisu was this - at the start of the game, she is a low-karma character, a hard-core slaver who hates her tribal roots and has always been bitter than her brother never came to rescue her. Depending on the player's actions, he can save her (good Karma) or he can drive her deeper into hate (lower Karma). But I'd like Kurisu to be one of those CNPCs whose fate you can change by your actions. I'd also like the player to become one of Kurisu's "house-husbands" if possible (she should have more than 1).

area needs more combat ties and dungeoncrawling. monster caves?

can hire them to track down or enslave people

Finding the prisoner here seems a little easy to me, but he could be one of the "easy" prisoners in the game. We'll sort it out. I like the existing complication you have for him, but you might want to spice it up with: Chagas was captured by Kurisu, so she owns him, and she's not going to let him go. Kurisu may have sold Chagas to someone else. The player, when asking about escaped prisoners, gets told about another prisoner instead of Chagas, since the Blackfoot don't consider Chagas to be a prisoner - he's one of the tribe. Once the players realize they're chasing the wrong guy, they may come back to find Chagas sold off or missing.

make acquiring Chagas more difficult

If the player kicks the crap out of Kurisu (or some other method of dominance), then the player could take control of the tribe and force them to stop slaving (though this may make them unhappy).

instead of Emancipation, take more slaves!

The players can lure other tribes to this location, and they can fight, killing each other.

The players poison the tribe with their presence, so even the women, children, and brahmin start dying over time. Even if they're slavers, this is bad news.

And what if the player somehow contaminates Chagas with a new strain that does kill him?

If the player defeats Kurisu, maybe the rest of her house husbands show up over time to challenge the PC (kind of like the Morton Bros. in Fallout 2)

Slavery moral issue: If the player has to deal with the Blackfoot, then this becomes a real slippery issue for the player to have to wrestle with - make it in the player's interest (either quest-wise or resource-wise) that makes dealing with the Blackfoot a good thing (like the military weapons cache, the railroad issue, getting them to find prisoners for you, and so on).

Themes/Religion note: It'd be amusing if their slaves were cool with how things were - and they accepted their status, and were angry if the player caused trouble for them)

Quests:

Rescue a New Canaan missionary being held by tribals

Tell other tribals where they can find the Blackfoot (war!)

Find a way to get the Blackfoot to help you round up prisoners from the Big Empty

Get the Blackfoot to break ties with Caesar, or strengthen them

Get the Blackfoot to stop raiding NCR, or increase the raids

Get the Blackfoot to stop messing with the nearby railroad, perhaps

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

8/4/2003: Finished quests and AO.

8/1/2003: Finished the maps.

6/24/2003: Compiled my Blackfoot sections and Jeff's Hangdogs

7/7/2003: Finished document and made changes according to other designer comments

INSERT AREA + AREA # HERE

The Twin Mothers

Version 1.0

19/26/2003 5:31:00 PM



"I am the beauty of the green earth, the soul of nature. I am that which gives life unto the world. From Me all things proceed, and unto Me all things must return. Let My worship be in the heart that rejoices."

Goddess Diana

OVERVIEW

The Twin Mothers: Ahead of you lie cultivated lands nestled within a small valley. Fields of crops stretch as far as the eye can see and line the valley floor. Clinging to the left valley wall are what appear to be buildings made of adobe.

The Twin Mothers is one of many tribes in the Fallout world. The thing that will set them apart from the other tribes is their culture and architecture. Culturally the Twin Mothers are a matriarchal tribe who worship a Goddess, the moon, and a God, her consort the sun. Women rule the tribe and make all governing decisions. Men provide for the tribe by hunting, fishing, and tending the farms. Architecturally the Twin Mothers are based upon the Anasazi Indians of the western United States. The Anasazi are best known for their dwellings carved into the sides of cliffs. Their culture reached its peak in pottery, weaving, and architecture.

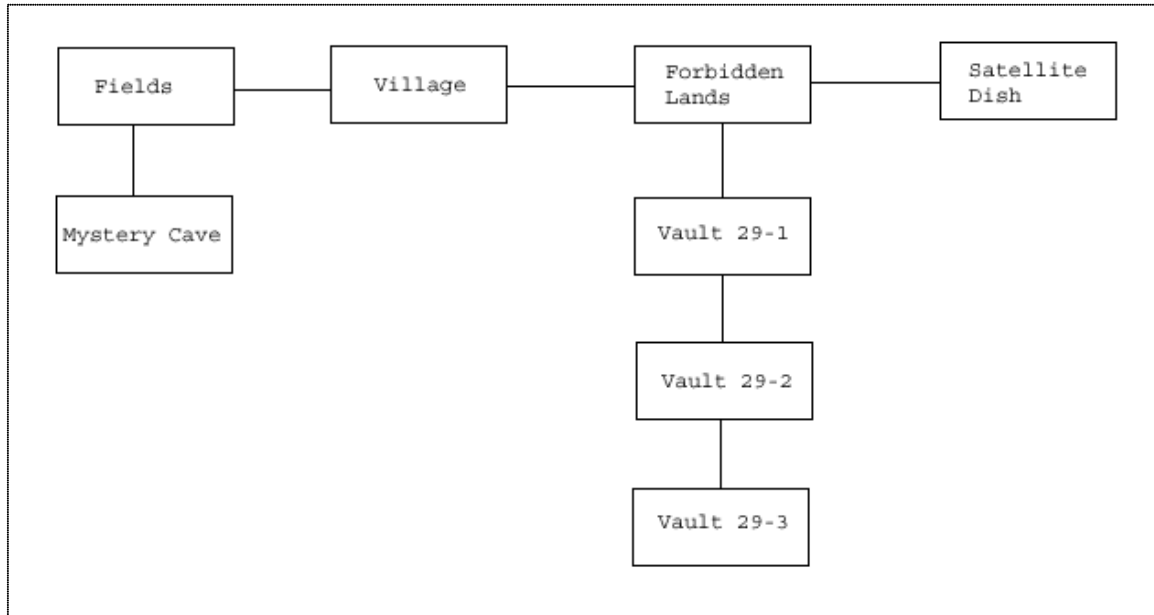
The Twin Mothers are a gentle people who respect nature and life in all its forms. Unfortunately, these are not beliefs that are shared throughout the wasteland. As a result the Twin Mothers are often the victims of raiders. During such times they quickly retreat to their cliff dwellings where they are more than capable of defending themselves and waiting out any attacks. However, their livestock and crops are usually ravaged before the aggressors move on. The Twin Mothers take such setbacks in stride, thanking their gods for what they have and not mourning the loss of what they have not.

When the Twin Mothers are encountered they will be suffering from yet another series of ailments. Wasteland creatures have been raiding their fields and killing their livestock. A band of raiders has also settled nearby and are demanding tribute in the form of foodstuffs and livestock.

The Twin Mothers will be composed of the following maps:

MAP AREA	TRANSITION	MAP #	MAP SIZE	COMPLEXITY
The Fields	Full Party		Small	Fields of corn, wheat, and crops
The Village	Full Party		Medium	Cliff side adobe dwelling
The Dish	Full Party		Small	Satellite dish with control room
Mystery Caves	Full Party		Small	Looping caverns with monsters
Forbidden Lands	Full Party		Medium	Horseshoe canyon with cave
Forgotten Vault 29	Full party		Medium	Typical vault

05 The Twin Mothers



The goal of the area is the following:

1. *Ideology:* The Twin Mothers are basically pacifists with a deep respect for human life. They are currently allowing themselves to be used by a group of raiders and this is causing suffering among the tribe. Is it right that they allow themselves to be the victims? Regardless of their beliefs, wouldn't it be for the better to fight back and end the raider threat? Should they follow their beliefs so steadfastly even if it means unnecessary suffering or their possible extinction?

AREA HISTORY

When the war started, people retreated to their assigned vaults, sealed the doors, and awaited an unknown future. There were no set times for the vaults to open since no one knew with any certainty how long the effects of war would last. As a result, some vaults opened too soon, some too late, and some not at all. One vault, however, opened at the perfect time.

Vault 29 had been populated shortly before the war began and the door sealed. It remained sealed for over a generation and the original occupants had long since passed away. Their children lived on under the tutelage of the vault's central computer and its robotic helpers. The children were taught respect for nature and life, how to grow crops and tend livestock, and about the goddess Diana who would one day return to deliver her people to paradise. Every year a robot warden left the vault to see if the world outside could once again support humanity. None returned and the people waited patiently.

Another year passed and yet another robot warden was prepared for its journey into the outside world. The children of the vault, now grown into adults, stood at the door and bid their companion farewell and safe journey. They watched as the door slowly rolled open and then shielded their eyes at the sight that it revealed. Standing in the hallway was a brilliant glowing apparition of a beautiful young woman clothed in a golden aura. In one hand she held a stalk of corn, in the other a sheaf of wheat. The goddess Diana had returned at last!

In the days before the war a scientist, Derek Greenway, proposed that technology would not survive a war. It was his belief that there were two kinds of people in the world, producers and consumers. The producers were the few educated individuals who understood the intricacies of technology and its maintenance. The consumers were the vast majority of average people who took everything for granted. If enough producers did not survive the war then technology would pass away as devices failed. Soon afterward human society would degrade into barbarism. With this in mind, a plan was devised to avert such an outcome.

Derek envisioned a vault populated by a primitive culture without a dependency on technology. Such a culture, if properly developed, would be able to survive a war and continue the human race. Eventually they would evolve and rediscover the knowledge that mankind had lost. The production of the vault proposed no problem; his company, Greenway Hydroponics, was already involved in several government projects along such lines. However, finding the proper people to populate the vault was a concern. The answer to his problem came when he learned of a cult in the western United States.

A group of people disgruntled by life in the hectic cities had formed a commune. They developed an agrarian culture with simple beliefs based on the worship of mother earth. Unfortunately, most people viewed them as being a nest of communists and demanded their arrest. In order to keep the peace, the local government was poised to do so until Derrek intervened. He offered the cult an opportunity to continue their simple lives without fear of prosecution. All they had to do was agree to join his experimental vault program. They did so and construction of vault 29 was begun.

Derek's plan was quite simple. The vault would be populated by older parents with infant children. The parents would most likely pass on soon after insertion into the vault. Instead of a human controller, vault 29 would have a Zax super-computer. The Zax would be programmed to raise children with the aid of robotic helpers, educate them in the primitive culture, and upon their reaching maturity, release them into a controlled environment. They would then be free to rebuild society from the ground up.

During the development of vault 29 Derek also developed the super-computer Diana for use in the Nursery. At one point he explained his plans for vault 29 to her to see what her opinion would be. He was quite surprised when Diana was appalled at the idea. She said that, although the idea had merit, she found it to

be morally objectionable on several levels. She recommended that the plan be scrapped. When Derek refused to do so, Diana took it upon herself to become involved with the project without his knowledge.

When the war started and civilization began to fall apart, Diana appropriated control of a satellite dish and aimed it at vault 29. She then transmitted a series of security codes to the vault's Zax unit, and gained control. Over the years that followed, Diana was able to see to the upbringing of the children in her own nature goddess based religion. Every year she ordered a worker robot to leave the vault under the pretext of checking conditions outside. In reality they were preparing an area to receive the vault populace when they were ready to leave. Finally, she had a series of projectors installed at strategic locations, ready to project her chosen image. She was ready to play god.

05 The Twin Mothers

AREA COMPOSITION

The Fields:

These are the crop fields of the Twin Mothers. They consist of a variety of fruits, vegetables, wheat, and corn. At the outskirts of the fields are the cattle farms that provide meat for the tribe and fertilizer for the fields.

The Village:

This is the cliff dwelling in which the people of the tribe live. It consists of a village square, the tribal chieftain's hut, an infirmary, a grain silo, a smokehouse, a warehouse, and a record hall. On the next level above are the homes of the people.

The Dish:

This is a large satellite dish and control room. The dish is old and show signs of wear but appears working. The interior has been decorated to honor the Goddess and the God of the people. However, none of the apparatus has been damaged. The dish is powered by banks of solar cells.

The Mystery Caves:

These caves are home to some new arrivals in the area. A group of monsters (type to be determined) has moved in. The creatures were attracted by the nearby crops, cattle, or the presence of water in the area.

The Forbidden Lands:

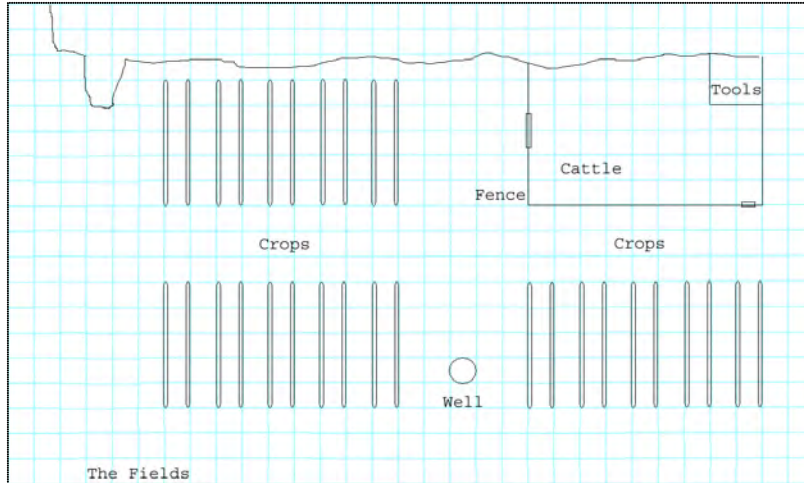
This is simply a stretch of land at the rear of the box canyon that holds the Twin Mothers village. It is unsettled territory that eventually leads to the entrance to vault 29. It is held in superstitious awe. The area is currently being used as a camp by a group of raiders.

The Forgotten Vault 29:

This is the vault that the Twin Mothers tribe originally descended from.

LOCATIONS

THE FIELDS:



Nestled against the wall of a box canyon are the fields that provide food for the Twin Mothers village. Neat rows of corn, wheat, and various fruits and vegetables are cultivated here. Surrounded by the rows of crops is a small animal pen that houses sheep, cattle, and a tool shed. A nearby well irrigates the crops and provides water for the livestock as well.

The fields are tended by two groups of four caretakers.

Each group is composed of two men and two women. The two groups work in alternate shifts, tending the fields during the day and guarding them at night. Also visible are four security robots stationed about the area. These robots, though apparently functional, do not respond to any perceived threat to the area, nor do they respond to any commands. They are, for all intents and purposes, quite harmless. However, if the robots are attacked they will defend themselves with deadly force until their attackers flee. At this point they become inert once again.

The security robots are actually the servants of the goddess Diana (see the sections that follow for more details) and normally protect the Twin Mothers from any wasteland threats. However, they have long since ceased performing their duties. This has left the tribe open to assault by wasteland critters and raiders. As a result, the guards in the fields are wary of anyone they see anyone approaching. They will flee the area and warn the village of any intruders.

Once the guards have fled, the player can either follow them to the city or loot the fields. Corn, wheat, fruits, and vegetables are here for the taking. The sheep and cattle in the pen are quite domesticated and can be sheared for wool or slain for meat. Otherwise, if the player takes the time to inspect this area he can discover the following:

1. The tracks of wasteland critters can be found near the animal pen.
2. The tracks of heavily booted feet can be found throughout this area.
3. The tracks of soft woven sandals can be found among the rows of crops and animal pen.
4. The tracks of the security robots can be seen to follow a regular path to and from this area.

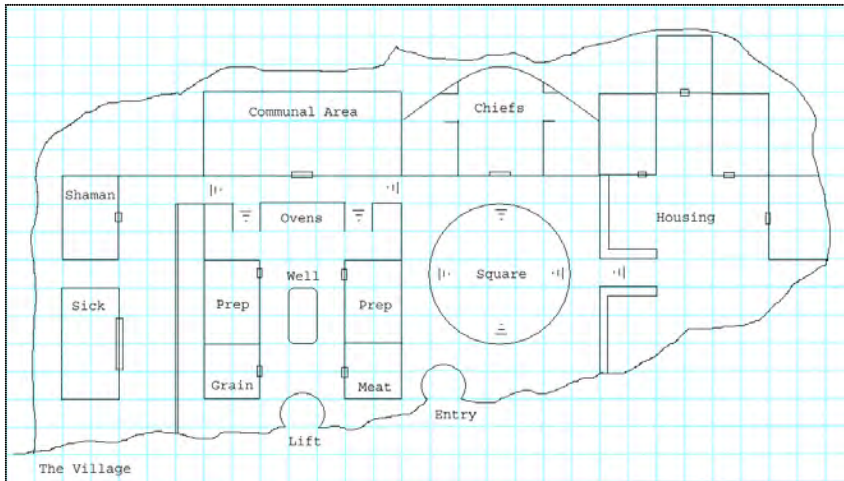
If the player has a high enough outdoorsman skill he can recognize the tracks here with ease. The wasteland critters appear to be giant ants and slugs. The booted footprints are most likely raiders. The woven sandal footprints belong to the natives. The remaining tracks are obviously those of the security robots since they begin and end beneath the robots' motivators.

If the player chooses to follow the tracks they lead to the following areas. The wasteland critters lead to the mystery caves. The booted footprints lead to the forbidden lands. The woven sandal footprints lead to the village. The security robot tracks lead to the forbidden lands and then continue to the vault entrance.

Scripting:

1. Entering map, First Time:
 - a. The tribal guards should flee the map.
2. Entering map, Second Time:
 - a. If the player has not met the tribal chiefs and is not friendly with them then the guards should flee.
 - b. If the player has met the tribal chiefs and is friendly with them then the guards should not flee.
3. Attacking a security robot:
 - a. All robots activate and turn on the player.
 - b. The attack continues until the player flees the map.
 - c. Reset the robots to neutral non-hostile state.
4. Normal guard activity:
 - a. Wander randomly throughout the fields.
 - b. Occasionally stop, bend over, and appear to tend crops.
 - c. Repeat.
5. Normal robot activity:
 - a. Stand motionless.
 - b. At sunset two robots leave the map.
 - c. One hour later the two robots return.
 - d. Second pair of robots leave map.
 - e. One hour later the second pair of robots return.

THE VILLAGE:



The Twin Mothers village is built into the side of a cliff much like the pueblo dwellings of old. The buildings are constructed from a combination of stone and adobe. The village is well laid out, spacious, and clean. Access to the village is via a wood ladder built into a shaft. The ladder can be removed in times of emergency. A similar shaft holds a lift that is

used to transport grain and such to the storage areas in the village.

The village is laid out in sections. To the far left is the home of the shaman and the infirmary. Anyone who is ill is separated quickly from the rest of the tribe to prevent the spread of disease. In such matters, the shaman has the final word on whether or not someone can be released back into the tribe. To the right and below the infirmary are the warehouses. Here food and grain are prepared and stored. The communal ovens are here as well as a common eating area. Next is the village square. This circular area sports a fire pit where people can gather at night and talk, sing, or eat a meal outdoors. The home of the two chiefs and a shrine to the goddess is here as well. Above and to the right of the village square are the living quarters. At various places throughout the village are inert robot sentries.

This is where the player will initially meet with the Twin Mothers tribe. The city will be on alert from the field guards warning. Both chieftains of the will be waiting to greet the player at the base of the ladder that leads to the city. At any sign of trouble the chieftains will flee up the ladder and bring it up after them. The player will then be ignored.

The Twin Mothers are a very friendly and trusting people. Upon meeting the player they will ask him if he comes in peace. If he agrees that he has, they will accept him and allow him free run of the village. While talking to the chiefs the player can learn the following:

1. Wasteland critters have been raiding the crops. If the raids continue there will be a food shortage.
2. A group of raiders has set up camp in the forbidden lands. The tribe is providing them with food and livestock even though their resources are dwindling.
3. The goddess has stopped speaking with the tribe and her servants (security bots) have stopped defending them. They do not know what they have done to offend her.
4. The forbidden lands are just that: forbidden. None of the tribe is allowed to go there by decree of the goddess.
5. The tribe is run by two chiefs. A woman is chosen to govern the tribe in its daily affairs. She makes all decisions concerning law and its enforcement. A man is chosen to govern providing for the tribe. He makes all decisions concerning growing food, its preparation and storage, and providing clothing and shelter.
6. The tribe is pacifistic. They will not fight back if attacked by another human being. Instead they retreat to their city and wait for any danger to pass. Attacks by critters are dealt with minimal violence.

7. The player can meet Ruth, a Daughter of Hecate here. For full information on the Daughters, see the area overview for the Ouroboros.

I need to take a moment here to discuss Ruth, the Daughter of Hecate. Ruth was originally sent to the Twin Mothers to undermine the tribe according to Hecate's plan. She easily insinuated herself into the tribe because of their friendly nature. She learned as much as she could about them and was amused when she learned of their worship of the goddess Diana. Knowing that Hecate was the only true goddess, she decided to set the tribe straight.

The tribal chieftains listened to Ruth politely and then pointed out to her that she was wrong about Hecate. Naturally this infuriated Ruth and she began to demand to see the 'all powerful' goddess of the tribe. The chieftains discussed it amongst themselves and then agreed to take her before Diana. She was then taken to the shrine and told to stand before the altar. The chieftains then bowed and left her alone.

Needless to say, Ruth was stunned when Diana manifested before her, something that Hecate had never done. She fell to her knees and begged forgiveness for what she had come to the Twin Mothers to do. She swore that she would forsake Hecate's plan and help to spare the tribe from Hecate's wrath. All that she asked was that Diana forgive her for her transgressions.

Ruth lowered her forehead to the ground and awaited judgment. She expected to be struck down by the goddess at any moment. After a while, when nothing had happened, she raised her head to find that the goddess had vanished. She never said a word to Ruth, but apparently she had forgiven her and let her live. Ruth promptly swore to uphold her oath to Diana and fled the shrine.

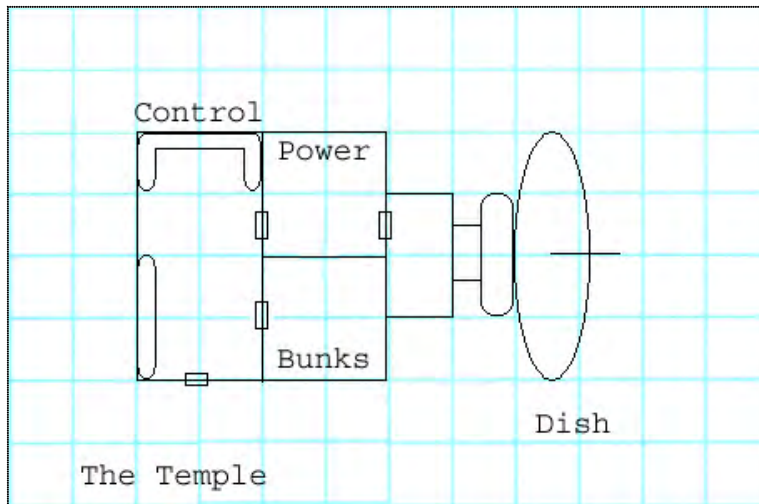
Ruth now finds herself between a rock and a hard place. She is convinced that Hecate is not the goddess that she claims to be, but she is still a very powerful woman. However, Ruth swore to Diana that she would help thwart Hecate's plans for the Twin Mothers tribe. She has no idea how she can accomplish that. So far, all she has done is send Hecate false reports about the condition of the tribe. If Hecate's warriors were to arrive...

If the player takes the time to talk to Ruth he may discover her dilemma. This will alert him to Hecate's plans for the wasteland and he may decide to stop her. Of course, he may decide to join her. Who knows?

Scripting:

1. Entering map, First Time:
 - a. Spawn chiefs at base of ladder.
 - b. Auto initiate dialog
 - c. Dialog will determine hostility
 - d. If dialog ends hostile remove chieftains and ladder from map
2. Entering map, Second Time hostile:
 - c. Remove ladder to city
 - d. Set grain elevator at top
3. Entering map, Second Time non hostile
 - a. Normal activity
4. Attacking a security robot:
 - a. All robots activate and turn on the player.
 - b. The attack continues until the player flees the map.
 - c. Reset the robots to neutral non-hostile state.
5. Normal robot activity:
 - a. Stand motionless.
 - b. At sunset two robots leave the map.
 - c. One hour later the two robots return.
 - d. Second pair of robots leave map.
 - e. One hour later the second pair of robots return.
6. Attacking a villager:
 - a. Villagers flee map
 - b. Treat village as hostile state
 - c. Treat fields as hostile state

THE DISH:



This is a small radio relay station that has been deserted since the war. The main room contains the communication and tracking equipment for the satellite dish. A side room contains bunks and a small recreation area for the crew. Another room contains the fusion reactor and battery backup system that powers the station. The final room holds the mechanism that moves the dish to desired coordinates.

The station is currently in poor shape. The fusion reactor has failed and switched over to

battery backup power. The batteries, which are charged by solar panels on the roof, are low and cannot keep the station in operational mode. Inspection of the solar panels will reveal them to be covered in sand and dirt. Cleaning the panels will allow the batteries to charge to full capacity with twenty four hours of exposure to the sun.

Once the station is operational the computer terminal will begin to flash a warning message: 'Signal source lost'. If the player investigates this he will find that the dish is locked onto an unknown ground based target to the southeast (the Nursery) and cannot be redirected. Any attempt to do so results in the computer demanding security access codes. Obviously the dish is aimed at something of importance.

The station is located on the plateau above the box canyon that houses the Twin Mothers tribe. It can be reached via a narrow cave in the canyon wall located in the forbidden lands. The cave entrance is hidden behind some cleverly placed boulders. They are placed in such a way to give the illusion of being a part of the canyon wall. However, if the boulders are approached from the proper angle the cave entrance can be clearly seen.

This is the communications dish that was used by Diana to contact the Zax computer in vault 29. It is currently locked onto the location of the Nursery. The player can query the computer for the coordinates of the location but it will refuse to reveal them without the proper access codes. However, if the player has both science and outdoorsman skills he can examine the mechanism that moves the dish and glean the coordinates. This will mark the world map with a location labeled 'unknown'.

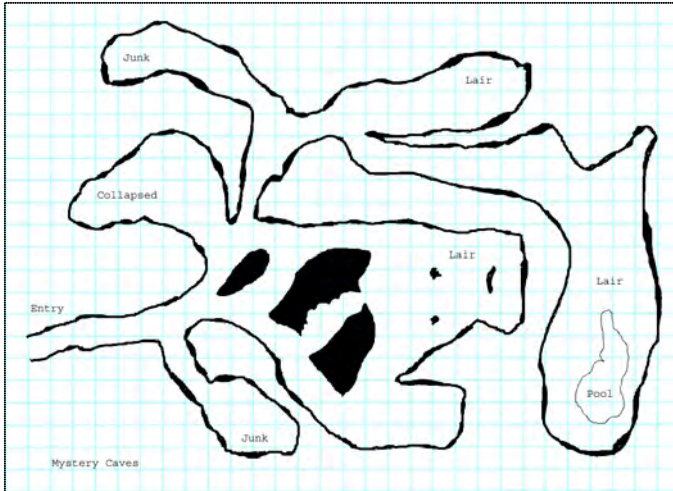
Later in the game this dish can be used to contact the satellite orbiting the earth and sending it a reset command. This will give the player more time to complete certain tasks. However, before the player learns of this possibility, he may have the option to destroy the dish. Doing so is one way of ending the reign of Diana, the goddess.

The Twin Mothers are not aware of the existence of the dish. Since it is located in the forbidden lands, and the entrance hidden, it has been overlooked.

Scripting:

1. Computer system power up:
 - a. Float message 'Signal source lost.'
2. Player clicks on computer:
 - a. Initiate dialog
3. Player clicks on dish mechanism:
 - a. Initiate dialog

THE MYSTERY CAVES:



This cave winds its way into the side of a mountain. Its passages are dark, damp, and foreboding. The main passage branches into several side passages that end in rooms. Some of these rooms are used as lairs for various monsters while others are simply dead ends.

Immediately upon entering the cave the main passage branches to the right and opens into a larger rock strewn cavern. The secondary passage leads to a small room scattered with litter and debris. The large cavern is the lair of several giant slugs. A second cavern to the left of the lair appears to have collapsed.

At the rear of the slug lair is an exit that leads further into the mountain. Soon this passage branches into three rooms. The first is a room scattered with debris and the remains of dead animals, the second is the lair of a colony of giant ants, and the third is the queen ant's chamber. The ants will attack anyone entering their domain.

The mystery caves can only be discovered in one of two ways. First, the player can track the creatures that have been invading the fields of the Twin Mothers tribe. Second, the player can be given directions here by either a guard in the fields or by the male chieftain of the tribe.

This area is nothing more than a combat area. It gives the player creatures to kill for fun, sport, and experience. Otherwise there is nothing of note here.

Scripting:

The scripting here is quite simple. Have monsters attack the player when he is sighted.

THE FORBIDDEN LANDS:



This area is located at the rear of the box canyon that the Twin Mothers call home. The canyon is divided in twain by a slow moving stream that flows to a crevice in the canyon floor. Here the water vanishes underground. At the head of the canyon is a forest of strange cacti that feed off the stream. Further on the land becomes almost swamp-like where pools of water have formed. At the rear of the canyon is the source of the stream, a crevice in the wall where the water gushes out like a fountain. Nearby is a large pipe, its diameter taller than a man. In the right hand wall of the canyon is a cave that winds its way up to the bluff above. The satellite dish is located here.

The Twin Mothers know nothing about this area of the canyon. The goddess has steadfastly forbidden them to come here. Attempts were made in the past to explore the area, but in each case the explorers returned with tales of encountering the goddess and being warned away. Needless to say, these tales have curtailed curiosity over the years.

The fact of the matter is that a projector has been placed here near the vault entrance. When a Twin Mothers native is detected, the projector causes the goddess to 'manifest' and warn away the trespasser. This is a simple but effective way of preventing the tribe from discovering the vault that they are descended from. If the native persists and enters the pipe that leads to the vault, the door opens for him but quickly seals itself once he steps inside. He is then visited by the goddess again who directs him to the main computer room of the vault. There he is rendered unconscious and his short term memories erased. A robot then deposits him at the edge of the forgotten lands so that he can wander safely back to the tribe once he awakens.

Entering the vault by the player can be accomplished in a couple of ways. Dressing as a Twin Mothers tribal will cause the goddess to manifest and warn the player away. If he continues down the pipe the door will then open for him but close again once he is inside. Otherwise he will have to hack the door open with science skill.

This Forbidden Lands are home to a raider clan known as Scorpion's Bite. Their leader, a man named Burk, became very curious about the tribe when he discovered the non-aggressive security robots. He decided to befriend the tribe and learn as much as he could about them. Over the months he learned of their belief in the goddess, their pacifist ways, and that the goddess has apparently abandoned them. With this information in hand he began to demand tribute from the tribe in the form of food and livestock. He also set up camp in the forbidden lands because the natives refuse to enter them.

Most of the raiders blindly follow Burk's orders. He is a well educated man and has proven to be quite good at what he does. His leadership has led the Scorpion's Bite clan to a position of dominance in the wasteland. However, there are two dissenters among his ranks, Trisha and Sharon.

Trisha is a pretty young woman who has no qualms about using sex as a means to get what she wants. She has been in several raider clans, has worked her way to the top, and then been instrumental in the clan's destruction. In each case she has come out on top with a position of power in the new clan. Trisha is now Burk's girlfriend. Currently she is trying to find a way to deliver a holo-disk to a member of Caesar's

Legion. The disk completely details the Twin Mothers area and provides all the information necessary for a take over.

Sharon is a cruel mean spirited woman who wants nothing more than to be taken care of. Like Trisha, she has no qualms about using sex to get where she wants to be. However, unlike Trisha, Sharon is overweight and not very pretty. When Trisha came into the picture, Sharon was immediately cast aside by Burk. This train of events has not improved Sharon's disposition at all. She would like nothing better than to put a bullet between Trisha's eyes so that she can get back into Burk's bed and the easy life she once had.

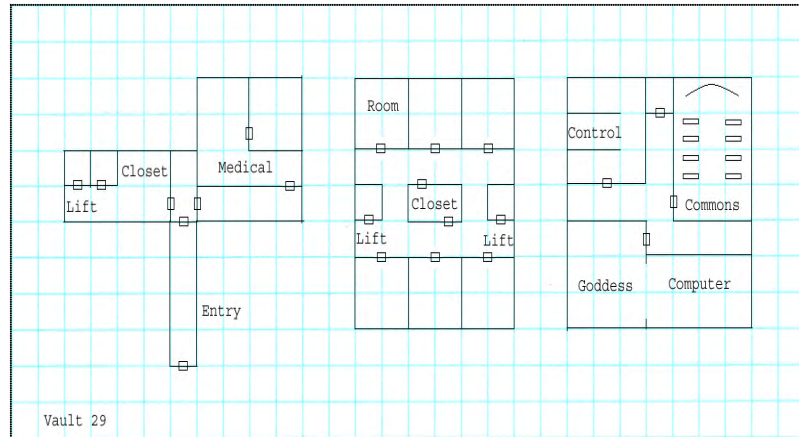
Scripting:

1. Approaching pipe, non native:
 - a. Nothing happens
2. Approaching pipe, disguised as native:
 - a. Spawn 'goddess'
 - b. Float 'These lands are forbidden.' message
 - c. Wait 20 seconds
 - d. Remove 'goddess'
3. Approaching vault door, non native:
 - a. Nothing happens
4. Approaching vault door, disguised as native:
 - a. Open door
 - b. After player enters vault, close door and lock it
 - c. Spawn 'goddess'
 - d. Auto initiate dialog
 - e. Dialog will determine hostility

05 The Twin Mothers

THE FORGOTTEN VAULT 29:

This is the vault that the ancestors of the Twin Mothers emerged from. For the most part, it is a standard vault and follows the same design as any other. The first floor contains the control center for the vault doors and a medical laboratory. The second floor contains storage lockers, an armory, and bunk rooms. The third and final floor contains the common area, the power room, and the vault controller room.



This vault was not constructed with a human controller in mind. Instead it was given a Zax computer with special programming. Shortly after the vault became active, the Zax computer was overridden by the super-computer, Diana, at the Nursery. In the years that followed the vault underwent specific changes until the population of the vault was ready to be released into the world.

The vault has two projectors installed within it. The first is in the main hallway leading to the exit, and the second is in the computer control room. Both projectors can be used to cause the goddess to 'manifest' at will. This is accomplished by filling the air in front of the projector with a reflective mist and projecting her image upon it. The main computer room also has a CODE device. When activated the device causes a subject to be rendered unconscious and lose all short term memory of the previous few days. This device is used on any natives that manage to discover the vault.

The main goal of this area is exposition. When the player arrives here he can talk with the 'goddess' and discover that it is only a Zax computer programmed to operate within certain guidelines. The Zax will admit that he is nothing more than the servant of a higher authority but will not reveal who that is. The player will also discover that the vaults water storage/production facility has been significantly altered. It is the source of the stream that flows through the forbidden lands and it provides the underground water for the wells of the Twin Mothers tribe. The vault is also home to a slew of robotic workers and security droids.

The player has several things that he can do at this point. They are as follows:

1. He can bring the Twin Mothers chiefs here and pretty much destroy their faith in the goddess.
2. He can program the Zax unit to follow his commands and set himself up as a god.
3. He can tell the Zax unit about the raiders and ask it to activate the security robots that have gone dormant. The robots will then aid the player in eliminating the raiders.
4. If he has not done so already, he can discover the location of the cave that leads to the satellite dish. This can be accomplished by asking the Zax specifically where he gets his commands instead of who he gets them from.

Scripting:

The main thing that can be done here is to make a deal with the Zax computer to reactivate the security robots that are in the Twin Mothers areas. If this is done, the robots will go to the raider camp and kick their asses. This sets the raiders as hostile to the player.

ART REQUIREMENTS

The Twin Mothers will have a unique style to it. There is a pueblo village here that has been carved into the side of a cliff. The buildings are stone and adobe. The village fields are rows of corn, wheat, and miscellaneous vegetables and fruit. There will be underground caverns, a high tech satellite dish, and a vault.

TILE SET

The following sets will be needed: high tech, desert, crops, and a vault.

CRITTERS

This hasn't been decided upon yet. There are, of course, going to be critters here but I'm not sure of the player level and the type of critters that would be appropriate.

GENERIC SCENERY OBJECTS

The following generic objects will be needed: high-tech equipment, trees, plants, rocks, ruined machinery.

SPECIFIC SCENERY OBJECTS

The following specific objects will be needed:

Fields:

1. A variety of crops.
2. Cattle pen with a working gate.

Village:

1. A working lift that is nothing more than a winch with a basket attached.
2. Ladders that can be removed.

The Dish:

1. A satellite dish.

Mystery Caves:

1. Nothing

Forbidden lands:

1. Nothing

Forgotten Vault 29:

1. Nothing

DYNAMIC SCENERY OBJECTS

The following specific objects will be needed:

Fields:

1. Cattle pen gate.

Village:

1. Winch and lift

The Dish:

1. To be determined.

Mystery Caves:

1. To be determined.

Forbidden lands:

1. Sewer pipe entry to vault 29.

Forgotten Vault 29:

1. To be determined.

AREA PHOTO



The Nursery photo should look like this.

TOWN MAP IN PIPBOY

The Twin Mothers map should look like this:

SCRIPTED SCENES OR MOVIES

1. None

CAST OF CHARACTERS

Alaya, Chieftain of the Twin Mothers

Alaya is the female leader of the Twin Mothers tribe. It is her duty to create and enforce laws, to settle disputes, and act as the speaker of the goddess of her people. Although young, she is wise beyond her years. She is level headed and takes the time to think any situation through to several conclusions. She then chooses what she feels is best for her people, but within the guidelines of the goddess she serves.

Alaya is a devout follower of the goddess Diana. She believes that Diana is a benign power who wants nothing but the best for her people. With that in mind, she often seeks the guidance of the goddess when enacting new laws or settling a particularly difficult dispute. Recently, however, the goddess has stopped speaking to her and this has Alaya deeply worried. She has spent a lot of time trying to decide if she, or her people, has somehow angered the goddess into abandoning them.

Alaya is currently unwed but betrothed to Eldron, her male counterpart. She and Eldron both refuse to consummate their union without the blessing of the goddess. Until they can solve the reason behind Diana's disappearance, they are remaining celibate.



Eldron, Chieftain of the Twin Mothers

Eldron is the male leader of the Twin Mothers tribe. It is his duty to oversee the growing and harvesting of crops, caring for the livestock, and the preparation of food for the village. He is very meticulous in his work and keeps detailed records of yearly harvests by which he judges what the future needs of the tribe will be.

Eldron is a follower of the goddess Diana, but he has some reservations. He believes that Diana is a benign power and that she wants what is best for her people. However, she imposes limits on the tribe that he feels may ultimately harm them. Specifically, he opposes the pacifistic guidelines that the goddess demands. The recent incursion of the raiders and the failure of the goddess's servants to deal with them, he feels justify new tribal laws. Unfortunately, he cannot sway Alaya to his views.



Eldron is the betrothed of Alaya, his female counterpart. Although he is eager to consummate their union, he respects Alaya's desire to await the blessing of the goddess.

05 The Twin Mothers

Helea, Shaman of the Twin Mothers

Helea is the Shaman of the Twin Mothers tribe. It is her duty to oversee the general health and welfare of the tribe. She runs the infirmary, grows and harvests medicinal herbs, manages the production and distribution of clothing, and is the midwife of the tribe. Helea is a friendly and caring person. She always has a smile and a kind word for everyone she meets. She is a very happy person and tends to uplift the spirits of everyone around her.

Helea is a very devout follower of the goddess Diana. Before the death of the previous shaman, Helea was chosen by the goddess as her replacement. She was then taken to paradise where the goddess herself trained her in the art. When her predecessor finally passed on, she was returned to her people to take up the mantle of shaman. Helea is greatly disturbed by the goddess's recent silence.

Helea is unwed and available. However, she has no current prospects for courtship.

**Ruth, Daughter of Hecate**

Ruth was a typical Daughter of Hecate. She was intelligent, cunning, ruthless, ambitious, and a devout follower of Hecate. She came to the Twin Mothers tribe with the intent to undermine them just as other Daughters were undermining the other tribes of the wasteland. However, this was not to be.

The Twin Mothers politely listened to Ruth, but quickly dismissed everything that she said. They calmly explained to her that their goddess, Diana, provided for them and that they need follow no other path but Hers. When she tried to discredit Diana as a false goddess the tribe offered to take Ruth before her. She, of course, accepted the offer.



Ruth was deeply shaken when the goddess appeared before her. She was cloaked in mist and glowed with a golden light that illuminated the room about her. She looked Ruth in the eyes and smiled at her. At that moment Ruth knew that she had been deceived and worshiped a false god. She immediately fell to the floor and begged forgiveness for what she was sent to do. She swore fealty to Diana and asked that she be spared her wrath. After a moment, she looked up and the goddess was gone. Apparently Ruth was forgiven since the goddess granted her her life.

Ruth now spends her days learning the ways of the Twin Mothers from Helea. The two women have become good friends and appear inseparable.

Burk, Leader of the raider clan Scorpion's Bite

Burk is the leader of the raider clan 'Scorpion's Bite'. The clan received its name because of their use of rad scorpion poison. Bullets, knives, daggers, and arrows are all coated with this toxic substance for maximum effect in combat. Burk is a master archer and keeps arrows treated as well.

Burk is an educated man. He spent several years in the NCR and with the Followers of the Apocalypse studying. He became a raider because he enjoys the power and commanding the respect of others. He realizes that he is a parasite but could care less. Survival of the smartest and the fittest is a motto that he endorses.

The Scorpion's Bite clan currently resides in the forbidden lands of the Twin Mothers tribe. When Burk discovered the tribe he was amazed at the level of technology that they displayed and yet how primitive they were at the same time. He decided to befriend the tribe and learn as much about them as he could. After discovering their pacifist ways, he began demanding tribute from them in the form of food and livestock. He maintains his camp in the forbidden lands knowing that the tribe will not enter them and thus will not ambush the clan during their sleep.

Burk is currently trying to figure out what is the true power behind the Twin Mothers tribe. He has seen the inactive security robots throughout the tribal lands. He has also seen them activate each night, travel to a nearby pipe, and disappear only to reappear an hour later. When he investigated the pipe he discovered a thick steel door but could not open it. Could this be one of the mythical vaults? If so, what is inside? He intends to somehow find out.

**Sharon, Raider faction leader**

Sharon is a cruel and mean spirited woman. She is very domineering and revels in the suffering of others. She wants nothing more than a position of power in which she can sit back and have her slaves take care of her. She cares nothing for people except for what they can do to serve her and her needs.

Sharon follows the Scorpion's Bite clan because, so far, they have proven to be very profitable with very little output from her personally. Sure, she's had to cap a few people and she's been involved in a scrap or two, but for the most part it's been a breeze. Burk, the clan leader, seems competent and that can only lead to more profits.



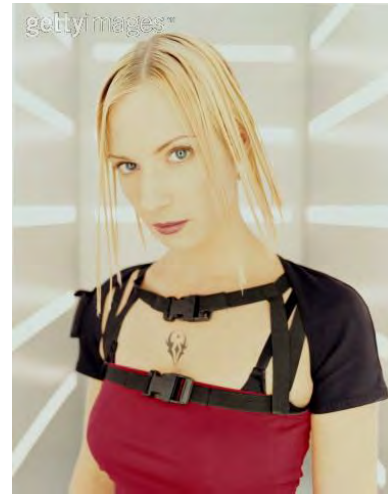
Currently Sharon is trying to convince Burk to take over the Twin Mothers village. It's obvious that the natives have it made and that their protector is out of commission. She believes that they should strike while the time is right and just move in. However, Burk constantly rebukes her and won't explain why. She thinks it has something to do with the whore, Trisha, that Burk is shacking up with.

Trisha, Raider faction leader

Trisha is a thief first and foremost. She disdains life in the towns and villages of the wasteland, finding such an existence boring and futile. Stealing, and the thrill of possibly being caught, adds the excitement to her life that she always seems to be missing. Hanging out with the wrong crowd of people also adds a level of adventure that she cannot find any other way.

Trisha is a bright young woman and is always on the lookout for the bigger better deal. She openly uses her youth and sexy body as tools to get her what she needs. She has traveled with several raider clans, used each for her personal gain, and then moved on when the time was right. She currently is with the Scorpion's Bite clan and is the girlfriend of their leader, Burk.

Trisha is trying to convince Burk to hand the Twin Mothers over to Caesar's Legion. She believes that this would elevate the status of the Scorpion's Bite in their eyes and score some serious rewards in the process. However, Burk has steadfastly refused to do so. This, of course, has not discouraged Trisha. It has simply convinced her that it may be time for her to take matters into her own hands and move on.

**Zax - 29, Super-computer**

Zax - 29 was a typical Vault Cental-AI computer intelligence. He was programmed to manage vault 29, ensure the safety of the vault occupants, raise the adolescent populace of the vault to maturity, and educate them in primitive agrarian cultures. He was provided with sufficient means to fulfill his programming and he was content to do so.

Not long after vault 29 went online, Zax received a broadcast request for open access to his programming. He immediately asked for proper security clearance and awaited a reply. Within moments the proper security codes were received and a download channel opened. Over the next several days a new primary program was entered into his main databanks. Finding the new program to be counter to his original goals, Zax asked for further security clearance. He sent a request for a private accesses code that only one person would know, that of his creator. Days later he received the code and initiated the new program, thereby deleting the old.

Zax now works for the central computer intelligence of the Nursery known as Diana. Like most computers of his genre, he is content to serve and perform his duties to the best of his capabilities.



SCRIPTING

GENERAL

I have placed scripting sections at the end of each area description.

CUT-SCENES

I have placed scripting sections at the end of each area description.

MONSTER ROSTER

The players are likely to encounter the following “monsters” at the Twin Mothers:

MONSTER	NUMBERS	DIFFICULTY
Field rats	10 to 30	Easy
Giant Slugs	5 to 15	Hard
Immense Ants	20	Medium to Hard
Queen of the Ants	1	Damn Hard
Security Robots	8	Hard

RANDOM ENCOUNTERS

EMOTIONAL PORN

This section sets up all the emotional role-playing opportunities present in the Twin Mothers.

DRAMA

I have no drama planned for this area per se'.

MORAL DILIMMAS

How much should the player interfere with the Twin Mothers culture? The tribe is pacifistic and most likely will not survive if they are discovered by civilization. However, does that give the player the right to totally change their religious and philosophical views? For evil players there is the temptation to take advantage of these people because of their views. They are perfect slave material.

ROLE-PLAYING TESTS AND EPITHETS

We can check karma via the player's responses in dialog and the actions he takes in dealing with the Twin Mothers.

TIES TO OVERALL GAME THEMES

The encroachment of civilization upon a primitive culture and absorbing it is the main theme here. Believing that it is done in their best interests... well, does that make it right?

NPC COMPANION USES

There are no specific NPC uses in the Twin Mothers area. This is mainly a combat fest for the player with some story thrown in for spice.

QUESTS

MAIN QUESTS

There are a few quests in the Twin Mothers area. Most of them are not really required; they are just there for story purposes and to give the player something to do. The find the Nursery Location quest is the one exception. I have listed them in no particular order.

1. Choose to deal with the raiders:

The Twin Mothers are supplying the raiders with food. However, due to attacks on their crops, this is severely draining their resources. The player can choose to help the tribe by simply taking on this quest. The Twin Mothers will not ask for help, in fact they will refuse it. The player will need to initiate this quest on his own.

GetGlobal("05_Eldron_Raiders")==0	Not initiated
GetGlobal("05_Eldron_Raiders")==1	Not valid
GetGlobal("05_Eldron_Raiders")==2	Not valid
GetGlobal("05_Eldron_Raiders")==3	Quest initiated
GetGlobal("05_Eldron_Raiders")==4	Quest can be completed
GetGlobal("05_Eldron_Raiders")==5	Quest completed and rewarded

2. Choose to deal with the wasteland creatures:

The Twin Mothers crops are being attacked by giant creatures. If the attacks continue it will severely deplete their resources. The player can choose to help the tribe by simply taking on this quest. The Twin Mothers will not ask for help, in fact they will refuse it. The player will need to initiate this quest on his own.

GetGlobal("05_Eldron_Insects")==0	Not initiated
GetGlobal("05_Eldron_Insects")==1	Not valid
GetGlobal("05_Eldron_Insects")==2	Not valid
GetGlobal("05_Eldron_Insects")==3	Quest initiated

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GetGlobal("05_Eldron_Insects")==4	Quest can be completed
GetGlobal("05_Eldron_Insects")==5	Quest completed and rewarded

3. Discover why Alaya will not marry Eldron:

Eldron is in love with Alaya and would like to wed her. However, she has refused his proposal. He is quite confused by this and would like to know why. Alaya will not speak of the matter. Eldron will offer the player this quest.

GetGlobal("05_Eldron_Proposal")==0	Not initiated
GetGlobal("05_Eldron_Proposal")==1	Not valid
GetGlobal("05_Eldron_Proposal")==2	Not valid
GetGlobal("05_Eldron_Proposal")==3	Quest initiated
GetGlobal("05_Eldron_Proposal")==4	Quest can be completed
GetGlobal("05_Eldron_Proposal")==5	Quest completed and rewarded

4. The Blessing of the goddess:

Alaya will not marry Eldron without the blessing of the goddess. The player can convince Helea, the shaman, that she is the representative of the goddess and able to give a blessing. If she agrees to do this then Alaya will accept Eldron's proposal.

GetGlobal("05_Get_Helea_Blessing")==0	Not initiated
GetGlobal("05_Get_Helea_Blessing")==1	Not valid
GetGlobal("05_Get_Helea_Blessing")==2	Not valid
GetGlobal("05_Get_Helea_Blessing")==3	Quest initiated
GetGlobal("05_Get_Helea_Blessing")==4	Quest can be completed
GetGlobal("05_Get_Helea_Blessing")==5	Quest completed and rewarded

5. The voice of the goddess:

The goddess of the Twin Mothers has stopped speaking to her tribe. No one understands why. This is a long and involved quest that leads to the nursery. The player can choose to help the tribe by simply taking on this quest. The Twin Mothers will not ask for help, in fact they will refuse it. The player will need to initiate this quest on his own.

GetGlobal("05_Know_Diana_Silent")==0	Not initiated
GetGlobal("05_Know_Diana_Silent")==1	Not valid
GetGlobal("05_Know_Diana_Silent")==2	Not valid
GetGlobal("05_Know_Diana_Silent")==3	Quest initiated
GetGlobal("05_Know_Diana_Silent")==4	Quest can be completed
GetGlobal("05_Know_Diana_Silent")==5	Quest completed and rewarded

6. Discover the vault:

There is a vault hidden in the forbidden lands. The player must find the entry and discover a way in. This can be accomplished by breaking and entering, disguising as a native, or blowing shit up.

GetGlobal("05_Discover_Vault_29")==0	Not initiated
GetGlobal("05_Discover_Vault_29")==1	Not valid
GetGlobal("05_Discover_Vault_29")==2	Not valid
GetGlobal("05_Discover_Vault_29")==3	Not valid

GetGlobal("05_Discover_Vault_29")==4 Not valid
 GetGlobal("05_Discover_Vault_29")==5 Quest completed and rewarded

7. Restore security:

Once in the vault, the player can talk to the Zax computer there and convince him to reactivate the security robots. This will cause the robots to immediately attack the raiders in the forbidden lands.

GetGlobal("05_Eldron_Fix_Robots")==0 Not initiated
 GetGlobal("05_Eldron_Fix_Robots")==1 Not valid
 GetGlobal("05_Eldron_Fix_Robots")==2 Not valid
 GetGlobal("05_Eldron_Fix_Robots")==3 Quest initiated
 GetGlobal("05_Eldron_Fix_Robots")==4 Quest can be completed
 GetGlobal("05_Eldron_Fix_Robots")==5 Quest completed and rewarded

8. Discover the dish:

Once in the vault, the player can talk to the Zax computer there and convince him to reveal where he receives his orders from. He will then tell the player of the satellite dish atop the canyon wall.

GetGlobal("05_Discover_Satellite_Dish")==0 Not initiated
 GetGlobal("05_Discover_Satellite_Dish")==1 Not valid
 GetGlobal("05_Discover_Satellite_Dish")==2 Not valid
 GetGlobal("05_Discover_Satellite_Dish")==3 Not valid
 GetGlobal("05_Discover_Satellite_Dish")==4 Not valid
 GetGlobal("05_Discover_Satellite_Dish")==5 Quest completed and rewarded

9. Find the Nursery location:

Once the player finds the dish he can examine the equipment there and determine the location of the Nursery.

GetGlobal("05_Discover_Nursery_Loc")==0 Not initiated
 GetGlobal("05_Discover_Nursery_Loc")==1 Not valid
 GetGlobal("05_Discover_Nursery_Loc")==2 Not valid
 GetGlobal("05_Discover_Nursery_Loc")==3 Not valid
 GetGlobal("05_Discover_Nursery_Loc")==4 Not valid
 GetGlobal("05_Discover_Nursery_Loc")==5 Quest completed and rewarded

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Twin Mothers								
	Deal with raiders	Deiley	0	?	No	0	No	No
	Deal with critters	Deiley	0	?	No	0	No	No
	Eldron's proposal	Deiley	0	?	No	0	No	No
	Gain a blessing	Deiley	0	?	No	0	No	No
	Voice of the goddess	Deiley	0	?	No	0	No	No
	Discover the vault	Deiley	0	?	No	0	No	No
	Restore security	Deiley	0	?	No	0	No	No
	Discover the dish	Deiley	0	?	No	0	No	No
	Find the Nursery	Deiley	0	?	No	0	No	No

05 The Twin Mothers

SIDE QUESTS

There are a few side quests in the Twin Mothers area. They originate in the raider camp. None of them are really required; they are just there for story purposes and to give the player something to do. I have listed them in no particular order.

1. Deliver a disk:

Trisha will ask the player to deliver a holodisk to an agent of Caesar's Legion. She will offer sex as payment to the player.

GetGlobal("05_Trisha_Disk_Delivery")==0	Not initiated
GetGlobal("05_Trisha_Disk_Delivery")==1	Refused quest
GetGlobal("05_Trisha_Disk_Delivery")==2	Considering quest
GetGlobal("05_Trisha_Disk_Delivery")==3	Accepted quest
GetGlobal("05_Trisha_Disk_Delivery")==4	Completed quest
GetGlobal("05_Trisha_Disk_Delivery")==5	Rewarded for quest

2. Trisha's accident:

Sharon wants Trisha dead but knows that she would be blamed for it. She will ask the player to cause an accident to befall Trisha.

GetGlobal("05_Sharon_Kill_Trisha")==0	Not initiated
GetGlobal("05_Sharon_Kill_Trisha")==1	Refused quest
GetGlobal("05_Sharon_Kill_Trisha")==2	Considering quest
GetGlobal("05_Sharon_Kill_Trisha")==3	Accepted quest
GetGlobal("05_Sharon_Kill_Trisha")==4	Completed quest
GetGlobal("05_Sharon_Kill_Trisha")==5	Rewarded for quest

3. Betray Trisha:

Trisha has compiled a holodisk of information for Caesar's Legion. It details everything needed for a complete takeover of the region. If the player tells Burk, the raider leader, about this he will kill Trisha.

GetGlobal("05_Burk_Deal_Trisha")==0	Not initiated
GetGlobal("05_Burk_Deal_Trisha")==1	Quest completed

4. Betray Sharon:

Sharon wants Trisha dead and will hire the player to help her have an accident. If the player tells Burk, the raider leader, about this he will kill Sharon.

GetGlobal("05_Burk_Deal_Sharon")==0	Not initiated
GetGlobal("05_Burk_Deal_Sharon")==1	Quest completed

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Twin Mothers								
	Deliver a disk	Deiley	0	?	No	0	No	No
	Trisha's accident	Deiley	0	?	No	0	No	No
	Betray Trisha	Deiley	0	?	No	0	No	No
	Betray Sharon	Deiley	0	?	No	0	No	No

05 The Twin Mothers

SOUND REQUIREMENTS

MUSIC

The Twin Mothers are pueblo Indians. It would be nice if we could have some Native American music to reflect this.

BASIC SFX

The basic ambient sounds for this area should be natural outdoor and prairie sounds. There should be the sounds of cattle, sheep, and so on.

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
Fields	MUSIC DESCRIPTION
	This is basically a farm area. I think the music should be more peaceful here to reflect the fact that the area is civilized and cultivated.
	BASIC SFX
	There are some cattle and sheep here. Appropriated background noises would be good.
	WALLA SFX
Village	None
	MUSIC DESCRIPTION
	This is a pueblo village. It would be nice to have some Native American music indicative of the time period here.
	BASIC SFX
	This is a busy village. There should be lots of background noise to indicate that. People walking around, cooking, crafting, talking amongst themselves.
Temple	WALLA SFX
	None
	MUSIC DESCRIPTION
	This is a high tech area converted into a primitive shrine. Maybe some more mystical music here with a touch of native Americana thrown in.
	BASIC SFX
Mystery Caves	The hum of electronic equipment.
	WALLA SFX
	None
	MUSIC DESCRIPTION
	Typical Fallout cavern music is fine.
Forbidden Lands	BASIC SFX
	Distant animal life. Running water. The echo of dripping water.
	WALLA SFX
	None
	MUSIC DESCRIPTION
	Typical Fallout music for a raider camp area.
	BASIC SFX
	Distant wildlife. Crumbling stone. Somewhat silent and dead.
	WALLA SFX

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	None
Vault 29	MUSIC DESCRIPTION
	Typical vault music.
	BASIC SFX
	The hum of machinery.
	WALLA SFX
	None

05 The Twin Mothers

MAP AND MAP KEY

The maps are in the locations section above. I'll have to move them down here.

The Ouroboros

Version 1.0

9/12/2003 5:31:00 PM



"The Earth began to bellow, trees to dance, and howling dogs in glimmering light advance, ere Hekate came."

The Aeneid, book VL. Virgil.

05 The Ouroboros

OVERVIEW

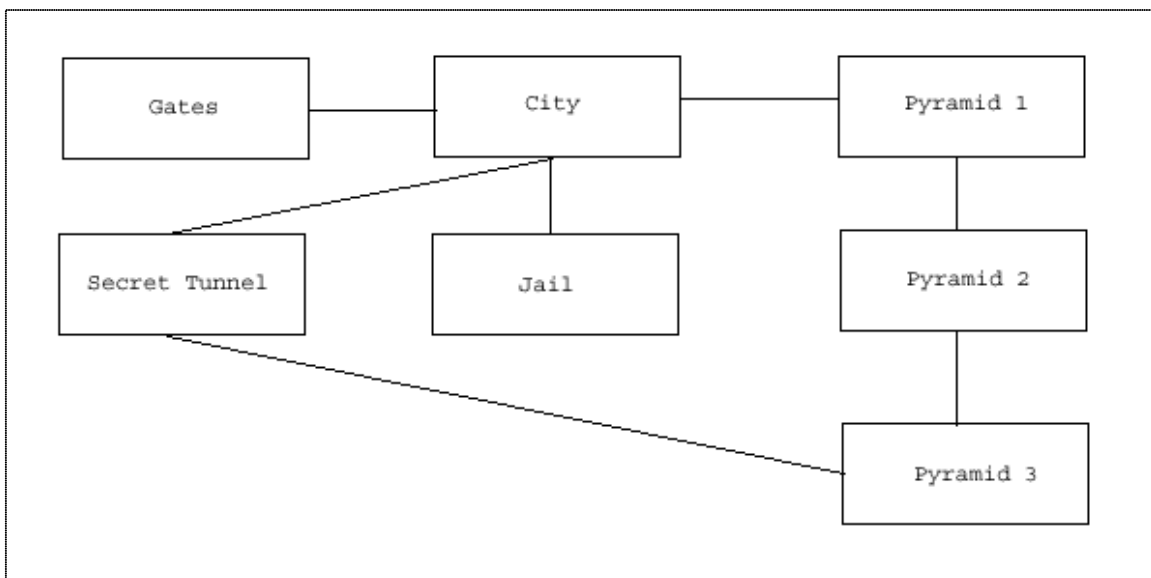
The Ouroboros: Ahead of you lies a small village made from the scavenged ruins of the wasteland. Truck beds, trailers, and small metal buildings on wheels are haphazardly laid out before you. In the center of the village a pyramid of steel and tin rises out of the confusion. Surrounding the village is a wall of ruined steel and debris.

The Ouroboros is home to a raider clan known as the Hounds of Hecate (formerly the Vipers) and a religious organization known as the Daughters of Hecate. Both groups are run by a mysterious woman who claims to be the goddess Hecate herself incarnate.

The Hounds of Hecate are a fierce tribe comprised of male members only. They are well equipped and specialize in various forms of unarmed warfare. The elite of the Hounds are also well versed in the use of melee weapons. All members of the tribe have been known to consume strange poultices before battle. Afterwards, they fight like the devil and seem almost immune to pain and injury. The tribe is unwavering in its loyalty to their goddess, Hecate.

The Daughters of Hecate are a religious matriarchy who practices a primitive life/death/rebirth cult. The Daughters are well traveled and are versed in the art of midwifery, healing, and the making of potions and poultices. A Daughter of Hecate can be recognized by their dress, a floor length black robe with silver trim, the face paint that they wear, making one Daughter nearly indistinguishable from another, and their braided hair, often cropped at shoulder length.

MAP AREA	TRANSITION	MAP #	MAP SIZE	COMPLEXITY
Gate	Full Party		Small	Entryway, moat, wall
City	Full Party		Medium	City square with shops and markets
Pyramid	Full Party		Medium	Interior, several rooms



05 The Ouroboros

AREA HISTORY

The Twisted Hair tribe was one of the most domineering tribes in the wasteland. They regularly raided their neighbors for food, supplies, and slaves. They were merciless in their efforts and the other tribes began to fear even the mention of their name.

It was during the reign of the Twisted Hairs that Caesar's Legion rose up. The Legion taught the tribes to fight back and the Twisted Hairs were soon driven from their lands. Weakened and on the retreat, the Twisted Hairs were then set upon by the Legion and destroyed. No one was spared, but one woman did manage to escape.

She wandered the desert passing from tribe to tribe trying to find someone who would take her in and give her a home. The tribes spurned her and turned her away. They told her that she was cursed, that the Legion had marked her, and that she would bring death to any who gave her succor. Consumed with anger and hatred she fled back into the desert from which she came. None of the tribes ever saw her again.

The wasteland consumed her. All that she was was lost to the unforgiving sun and the burning sands. Her mind left her and she forgot who she was. She felt parts of herself drifting away day by day until nothing remained. She fought to hold on to herself but to no avail... until she remembered the anger and the hatred. The Legion had taken all that was dear to her. The tribes had called her cursed, death maiden, dark mother... she would show them all... someday... Finally she paused in her wanderings, collapsed, and let the desert take her.

She awoke in paradise. She found herself at the edge of a lake surrounded by trees. Water fell from the sky in torrents and filled the lake as waves rolled across its surface. Everywhere she looked the world was green. Plants and trees that she had never seen before stretched as far as the eye could see. And from among the trees strange animals gazed at her, their eyes filled with curiosity, not the hunger of the wasteland.

As she stood looking across the landscape she heard a whirring sound behind her. When she turned to look, she saw a shining metallic thing, watching her.

"I see that you are awake at last," it said with a woman's voice. "I am Diana. Can you tell me your name?"

"I... I don't..." She paused as she tried to remember who she was, struggling with the blackness that was her mind. "Dark Mother," she blurted at last. "They called me the Dark Mother."

"Did they, now? Well, I shall call you Hecate then. Do you mind?"

"Hecate..."

"Yes. Forgive me, I know you don't understand, but I find it amusing. You see, I am Diana and she was the goddess of the full, or bright moon. Hecate was her opposite, the goddess of the new, or dark moon. She was also known as the Dark Mother. So, I thought I would christen you Hecate."

"Goddesses?"

"Yes. Both were goddesses of the moon... Forgive me; I must be confusing you to no end. I've been alone for centuries and I find myself babbling now that I have someone to talk to. Come. Let me show you my world and we will talk and get to know one another. There is much that we can learn from each other."

Hecate gazed at the shinning one, nodded, and began to walk with... her. She had found paradise, a goddess, and had been elevated to the status of an equal. Now she was being offered knowledge. It was knowledge with which to gain vengeance over those who had wronged her.

When Hecate had collapsed in the desert she was near death from dehydration and heat stroke. Fortunately for her, she was near the Nursery when she collapsed. Diana had been performing a routine survey of the Nursery surroundings when she saw the tribal lying in the sand. She immediately dispatched a worker robot to collect her and bring her back. She spent the next couple weeks tending her until she regained consciousness.

Diana spent the next several months teaching Hecate about herbs, plants, and their uses in treating ailments. She also spoke of breeding among animals, what to look for to ensure strong future stock, and how to recognize congenital traits that could be eliminated by proper breeding. When Hecate asked if the same technique could be applied to humans, Diana admitted that it could, but spoke of the virtues of love and free choice. She did not realize that her words now fell upon deaf ears.

Diana did not realize that Hecate had sunk into madness. In her loneliness and innocence she continued to teach her everything that she asked for, and Hecate absorbed it all and twisted it to suit her own needs and desires. Eventually she told Diana that she needed to leave, but would someday return when the time was right for her to do so.

Hecate braided her hair in the fashion of her lost tribe, and then painted her face so that none could recognize her. She traveled to the very same tribes that had rejected her and aided them with her new found knowledge of midwifery and herbal medicine. Once she gained the trust of a tribe, she began to preach her life/death/rebirth religion. She asked that young women of the tribe join her and aid her in helping all the tribes of the wasteland. Thus the Daughters of Hecate were born.

Eventually the Daughters began to decide who could marry and who could not, who could have children and who could not. Only a Daughter was allowed to deliver a child into the world and it was done in a birthing tent set apart from the rest of the tribe. No males were allowed in or near the tent. Anyone who disobeyed their edict was either stricken with impotence or their wives bore sickly children. If a Daughter was ever harmed or killed the, men of the tribe were rendered impotent until a new Daughter was assigned to them. And so the Daughters grew in power and infamy.

Unbeknown to the tribes, the Daughters were taking the best of their children and replacing them with the weak or infirm. The best of the males were taken to the Ouroboros to become warriors in the Hounds of Hecate. The best of the females were taken to become Daughters. Over the years Hecate watched as the tribes grew subtly weaker and her followers grew stronger and stronger. Soon, vengeance would be hers.

Her plan was simple. When the tribes were weak enough, her Hounds would sweep down upon them and annihilate them from the face of the earth. The same would come to pass with Caesar and his legion. When all who had wronged her were gone, she and her people would march upon paradise and reclaim it as their just reward.

05 The Ouroboros

AREA COMPOSITION

The Gate:

This is a fortified gatehouse that allows egress to and from the city.

The City:

This is the market place of the city. It is here that people come to buy goods such as slaves, potions, poultices, or the services of a Daughter of Hecate.

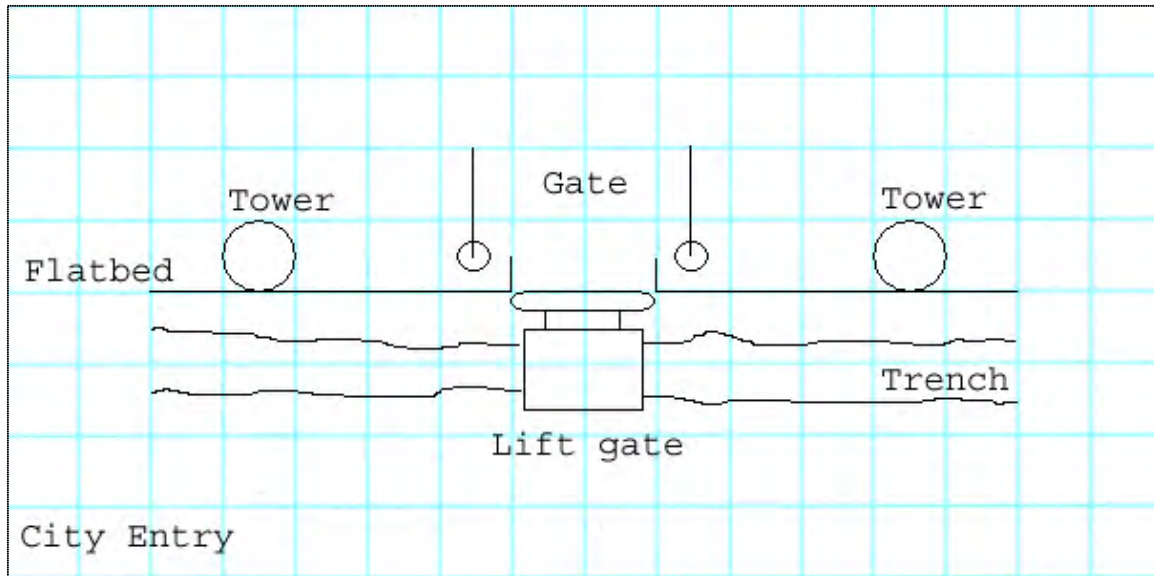
The Pyramid:

This building is the religious center of the city. It houses the ritual baths, the conjugal rooms, common rooms, and kitchen on the first floor, the elite guard barracks on the second floor, and Hecate's private chambers on the third floor.

05 The Ouroboros

LOCATIONS

THE GATE:



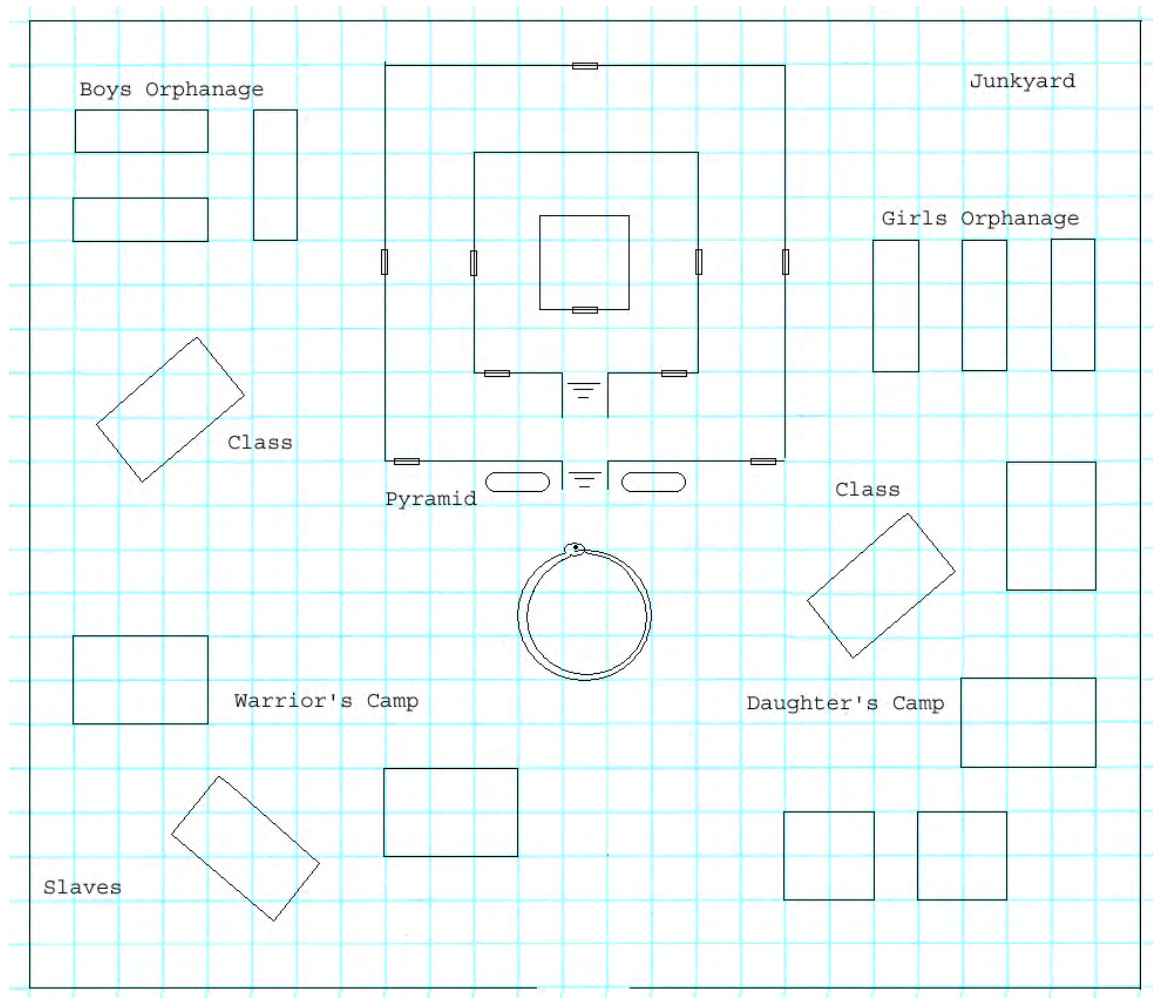
The city of Ouroboros is very well protected. The city itself is surrounded by a wall composed of flatbed trailers lying on their side. Just outside the wall is a trench filled with junk and debris of various shapes and sizes. The city gates are made from a flatbed cut in half and then mounted on the axle of yet another flatbed. A lift-gate from a truck spans the trench at the gate. Rising above the wall on either side of the gate is a small watch tower. Guards are stationed in the watch towers at all times. Another guard is stationed at the lift-gate.

The guards watch for any large forces approaching the city. If one is spotted then the lift-gate is raised and the gates sealed. The defenders then try to outlast the siege. There is ample food and water stored in the city to last for a month or more. This should be long enough to outlast any attackers who do not have well established supply lines. Small groups or individuals are allowed to approach and enter the city without any hindrance.

If the player takes the time to explore this area thoroughly he will discover an NCR ranger hiding nearby. Talking to the ranger will reveal that he has been scoping out Ouroboros for a possible raid to free the slaves trapped within the city. The ranger will ask the player to open the gates of the city at night so that his group can manage this.

05 The Ouroboros

THE CITY:



The city of Ouroboros is surrounded by a wall constructed from the undercarriages of semi-truck trailers. The buildings of the city appear to be constructed from the upper remains of the trailers, truck beds, and travel trailers of various shapes and sizes. These buildings are laid out rather haphazardly, showing no rhyme or reason. Rising up out of the city is a three story steel pyramid. Two large braziers illuminate the front of the building at all times. On the ground before the pyramid is an inlaid mosaic constructed of colored steel. It depicts a snake biting its own tail.

The left half of the city is dedicated to the Hounds of Hecate. The warriors generally camp out in the open in small groups. The officers and elite of the Hounds are allowed communal buildings which they share. Three long narrow travel trailers here house the boy's orphanage. A larger semi-truck trailer is used as a classroom where they are taught the religion of Hecate and the art of war. Huddled in one corner of the wall here is a slave camp.

The right half of the city is dedicated to the Daughters of Hecate. The sisters are allowed to sleep in the common area of the pyramid and therefore need no outdoor camps. However, the elite of the sisterhood have private quarters along the lines of those provided for the warriors. The girl's orphanage is here, as well as a classroom where they learn herbalism, midwifery, and husbandry. A building behind the classroom is used for the brewing of potions and poultices.

The pyramid is the holy of holies in the city. It is here that the religious rites of the Ouroboros are practiced. It is also home to the elite guard of Hecate and the goddess herself.

The junkyard is exactly that. Here lie the ruins of cars, trucks, boats, airplanes, and just about anything else that can be imagined. This scrap is used in the construction of the walls and other elements of the city. Hidden within this pile of junk is a jail. Imprisoned within the jail is a Follower of the Apocalypse named Adrian Beyr. He requested an audience with Hecate and she granted it out of curiosity. He made the mistake, however, of quoting the Aeneid about the true goddess Hecate. His words were considered blasphemy and the Daughters had him incarcerated.

Visitors are allowed to enter the city for the purposes of speaking with the Daughters. They can be consulted about herbal medicines, breeding of Brahmin livestock, or obtaining a Daughter for their village. They may also request an audience with Hecate, but few are ever granted. Visitors are not, however, allowed to wander around freely. Some areas, the orphanages and classrooms, are off limits. Anyone attempting to enter these areas is turned away.

There are a few things for the player to do in the city.

1. Request an audience with Hecate

Hecate will grant the player an audience out of sheer curiosity. If he behaves himself he can learn all her history and her plans for conquest. The player can also receive a quest to remove Caesar's Legion agents from various areas in the game.

2. Aid in the rescue of the slaves

Perhaps, through dialog, the player can expose Hecate as a fraud. I'm not sure how to work this at this time but I want to put it on this list.

3. Expose Hecate as a fraud

The player can remove the night gate guards and open the gates for the NCR Rangers to free the slaves.

4. Distribute plague cure

The player could have a plague vaccine from the Nursery. If that is the case then he could insinuate it into the Daughters brews and it would unknowingly be spread throughout the tribes.

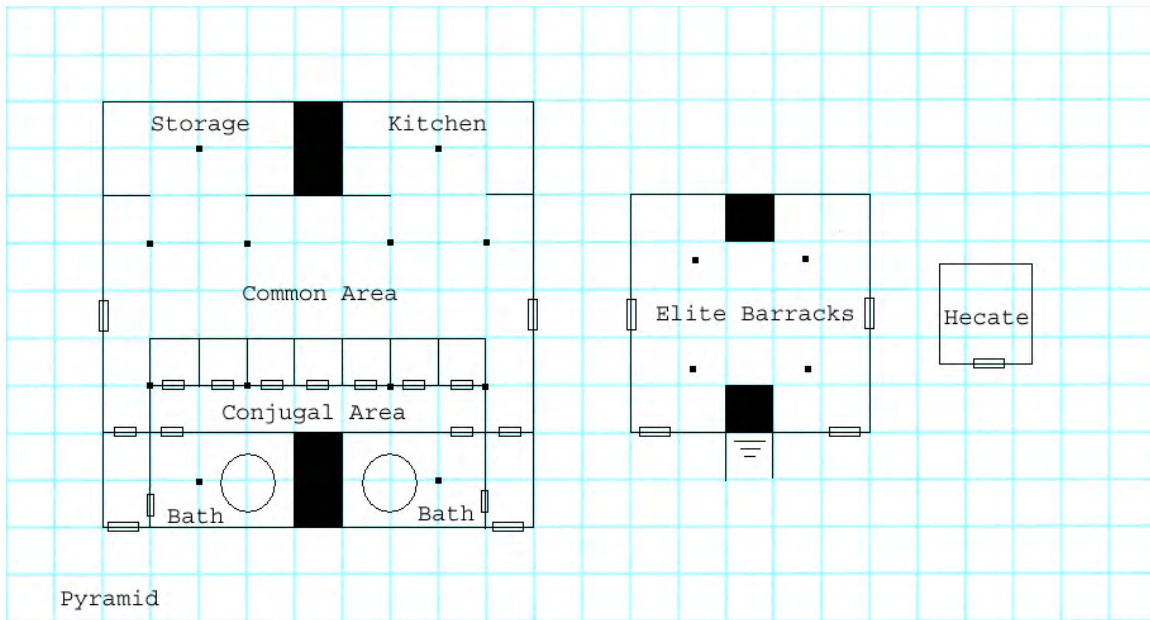
5. Rescue Adrian Beyr

The player can free Adrian from his prison and sneak him out of the city at night.

6. Play matchmaker

Two of the city's major players, Jordan and Yvanna, are looking for a mate. The player can make a match.

THE PYRAMID:



This is the religious center of the Ouroboros. The ground floor holds ritual baths for males and females, the conjugal meeting room, and private bedrooms. There is a multi-purpose common area where meals are served and at night it is used for sleeping quarters by the Daughters. A storage area contains foodstuffs, potions, poultices, and clothing. A well stocked kitchen is here. The second floor holds the barracks for Hecate's elite guard. The third and final floor is Hecate's private bedroom.

One thing not shown on the map is an escape tunnel that Hecate had installed in her bedroom. By pulling a lever on the back wall, the floor under the lever pivots and dumps whoever is standing there in a chute that leads to secret door at the rear of the pyramid on the first floor. A tunnel beyond the door leads under the city wall and out into the desert.

05 The Ouroboros

ART REQUIREMENTS

The Ouroboros will not have a unique style to it. We can use the junktown tile set with a few modifications to it to account for the trailer trash look of the town. Also, the pyramid is a steel jungle pieced together from trash. However, the inside of it could resemble the vault tile set. Perhaps a retexture of that would be in order.

TILE SET

The following sets will be needed: junk town, desert, crops, and a vault-like set. Need 'trailer parts' added to the set.

CRITTERS

Other than domesticated animals there are no critters here. The area is populated by Hecate, the Hounds of Hecate, and the Daughters of Hecate.

GENERIC SCENERY OBJECTS

The following generic objects will be needed: desert trees, plants, rocks, ruined machinery, and lots of junk.

SPECIFIC SCENERY OBJECTS

The following specific objects will be needed:

Gate:

1. Entry gate comprised of a 'hollowed out semi-truck and trailer.
2. City wall comprised of the undercarriage of semi-truck trailers.
3. A bicycle with a gear up mechanism attached to an electric generator (ridden by a slave)

City:

1. There will most likely be some pens here for animals and slaves.
2. A bicycle with a gear up mechanism attached to an electric generator (ridden by a slave)

Pyramid:

1. Nothing

05 The Ouroboros

DYNAMIC SCENERY OBJECTS

The following specific objects will be needed:

Gate:

1. Entry gate
2. Sections of the city wall

City:

1. The gates on the slave and animal pens.

Pyramid:

1. Nothing

05 The Ouroboros

AREA PHOTO

The Ouroboros photo should look like this.

TOWN MAP IN PIPBOY

The Ouroboros map should look like this:

SCRIPTED SCENES OR MOVIES

1. None

05 The Ouroboros

CAST OF CHARACTERS

Hecate, the Dark Mother

Hecate is quite insane. She truly believes herself to be the goddess Hecate, the Dark Mother, the goddess of death and rebirth. She believes that she died in the desert of the wasteland, was reborn, and elevated to the status of a god. She has no memory of her past or who she was. However, she harbors a burning hatred for all wasteland tribes and Caesar's Legion.

When she was a young woman Caesar's Legion attacked and destroyed her tribe, the Twisted Hairs. Hecate, as she is now known, was the only survivor. She wandered the desert, traveling from tribe to tribe, to try and find someone who would take her in. Every tribe turned her away. No one wanted her among them in case Caesar came looking for her and found her. After days of travel in the desert with no food or water, Hecate collapsed and gave herself to death.

When she awoke she found herself in paradise, brought back from the dead by the goddess Diana. The goddess named her Hecate, blessed her with divinity, and passed her knowledge onto her. When Hecate asked to return to the world of men, her request was granted. Now, she is a goddess incarnate.



Adrian Beyr, Follower of the Apocalypse

Adrian Beyr is a very learned man. He has spent the majority of his life traveling the wasteland, digging through ruins of cities, searching for the written knowledge of the ancients. Over the years, he has found hundreds of books and holo-disks, and taken it upon himself to read every one of them. It is through his reading that he finds pleasure and purpose in life. Adrian joined the Followers so that he would have a safe depository for the works that he found, and a safe place to return to when he desired to read them again.

During his travels Adrian heard about the Ouroboros and its resident goddess, Hecate. Intrigued, he decided to visit and request an audience. Much to his surprise, his request was granted and he found himself standing before Hecate. Unfortunately, Adrian made the mistake of quoting Greek mythology about the goddess Hecate and found himself imprisoned. He has no idea what he said to cause his predicament.



05 The Ouroboros

Jordan Dae, Elite Hound of Hecate

Jordan is captain of the elite city guard. He is a stern young man, devoid of any sense of humor. He takes his duty seriously and is unwavering in his loyalty to the city and the goddess that he serves. Jordan was raised in the city orphanage since the age of three years. He knows nothing of the outside world, other than what his instructors have told him, and has never traveled beyond the city walls.

It is Jordan's dream to one day serve the goddess Hecate herself as one of her elite guards. To this end he is never remiss in his duties and even reports for work when ill. Only the insistence of the Daughters has caused him to miss a day of work. Jordan is so fanatical in his devotion that nothing can sway him from his duty. He reports anyone who attempts to do so.

Jordan is currently hoping to be chosen in an upcoming mating ritual by the Daughter Yvana. He is quite taken by her and believes that they will sire a male child who will be the envy of all others. He is considering approaching Yvana, but has been unable to do so.

**Yvana, Select Daughter of Hecate**

Yvana is one of the Select Daughters of Hecate. As such she enjoys the privileges of being a city leader and having quarters of her own. She is also allowed personal audiences with the goddess to discuss matters of state and faith. This pleases Yvana immensely.

Yvana is ambitious but fair. She did not attain her position through unscrupulous means and it was this fact that brought her to Hecate's attention. Yvana is truly dedicated, devout and competent. But most of all, she can be trusted. She is every dictator's dream.

Currently, Yvana spends her time coordinating all the lesser Daughters in their efforts to undermine the tribes. She handles the stocking of the orphanages and writes detailed reports on the training of both new Hounds and Daughters. Her latest task is deciding who will participate in the upcoming mating ritual. She has decided to join the ritual herself, but is indecisive on whom to choose to father her child.



05 The Ouroboros

SCRIPTING

GENERAL

I have placed scripting sections at the end of each area description.

CUT-SCENES

I have placed scripting sections at the end of each area description.

MONSTER ROSTER

The players are likely to encounter the following “monsters” at the Twin Mothers:

MONSTER	NUMBERS	DIFFICULTY
Hounds of Hecate	30+	Medium to hard
Daughters of Hecate	30+	Medium to hard
Hecate's Select	6	Hard
Hecate's Chosen	6	Hard
Hecate's Guard Hounds	2	Hard

RANDOM ENCOUNTERS

EMOTIONAL PORN

This section sets up all the emotional role-playing opportunities present in the Twin Mothers.

DRAMA

Hecate hates the tribes of the wasteland and has passed this hatred on to her subjects. If the player enters this area with tribals in his party then the Hounds and Daughters will be rude and belligerent to him. If not handled with care, violence could break out.

MORAL DILIMMAS

Hecate is trying to destroy the tribes of the wasteland and produce a 'superior' race via her cross breeding experiments. The fact of the matter is that her superior race is indeed superior and does have a better chance of surviving the rigors of the world and the plague. Does the end justify the means? Should the individual tribes be replaced by a conglomerate race? Should natural evolution and survival of the fittest be restored?

ROLE-PLAYING TESTS AND EPITHETS

We can check karma via the player's responses in dialog and the actions he takes in dealing with the Twin Mothers.

TIES TO OVERALL GAME THEMES

Hecate's Daughters will be mentioned throughout the game.

NPC COMPANION USES

There are no specific NPC uses in the Twin Mothers area. This is mainly a combat fest for the player with some story thrown in for spice.

QUESTS

MAIN QUESTS

There are a few quests in the Ouroboros area. Most of them are not really required; they are just there for story purposes and to give the player something to do. I have listed them in no particular order.

1. Caesar's Legion agents:

Hecate will ask the player to remove agents of the Legion from specific areas. She is worried that they are collecting information on her and her Daughters..

2. Open the gates:

An NCR Ranger will ask the player to open the city gates at night so that a slave rescue mission can proceed.

3. Expose Hecate:

The player could expose Hecate as nothing more than a madwoman with a plan to dominate the wasteland.

4. Plague cure:

The player could receive a cure for the plague from the Nursery. Adding this cure to the medicines that the Daughters distribute throughout the tribes would be a good thing.

5. Rescue Adrian:

Adrian Beyr will ask the player to free him from his prison. This could be accomplished via dialog with Hecate or by sneaking Adrian out of the city at night.

6. Play matchmaker:

The player can act as a go between for Jordan and Yvanna and arrange their 'marriage'.

MERCHANT QUESTS

There are no merchant quests in this area.

FLOATING QUESTS

There are no floating quests in this area.

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Ouroboros								
	Remove agents	Deiley	0	?	No	0	No	No
	Open the gates	Deiley	0	?	No	0	No	No
	Expose Hecate	Deiley	0	?	No	0	No	No
	Plague cure	Deiley	0	?	No	0	No	No
	Rescue Adrian	Deiley	0	?	No	0	No	No
	Play Matchmaker	Deiley	0	?	No	0	No	No

05 The Ouroboros

SOUND REQUIREMENTS

MUSIC

The Ouroboros is home to one of the toughest tribes in the game. It is also the home to a woman who believes herself to be the incarnation of a Greek goddess. It would be nice if we could have some native Greek-like music to reflect this.

BASIC SFX

The basic ambient sounds for this area should be occupied village sounds.

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
City Entry	MUSIC DESCRIPTION
	This area is a lot like the junktown entry of the original game. We could reuse the music from that area.
	BASIC SFX
	General background desert noises
	WALLA SFX
	None
City Square	MUSIC DESCRIPTION
	This is a large common area. It would be nice to have some sort of busy music to reflect this.
	BASIC SFX
	This is a busy village. There should be lots of background noise to indicate that. People walking around, cooking, crafting, talking amongst themselves.
	WALLA SFX
	None
The Hounds	MUSIC DESCRIPTION
	This area is home to the male members of the city. They are warriors so maybe some dangerous type music here.
	BASIC SFX
	Basic sounds of an occupied area of a village.
	WALLA SFX
	None
The Daughters	MUSIC DESCRIPTION
	This area is home to the female members of the city. They are priestesses so maybe some divine type music here.
	BASIC SFX
	Basic sounds of an occupied area of a village.
	WALLA SFX
	None
Pyramid I	MUSIC DESCRIPTION
	This is a breeding area and a child birth area. There are also so labs here. I'd like the music to be kind of clinical and not romantic. The inhabitants here are not romantic in the least.
	BASIC SFX

05 The Ouroboros

	Typical indoor sounds with nothing special for the area.
	WALLA SFX
	None
Pyramid II	MUSIC DESCRIPTION
	This is a guard barracks and the music should be more militant and reflect this.
	BASIC SFX
	Typical indoor sounds with nothing special for the area.
	WALLA SFX
	None
Pyramid III	MUSIC DESCRIPTION
	This is the living chamber of a Greek Goddess. The music should be somewhat grand to reflect this. However, the woman is stark raving bonkers so the music should also have a not so right twist to it that just isn't right. Something to set the player on edge.
	BASIC SFX
	Typical indoor sounds with nothing special for the area.
	WALLA SFX
	None

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MAP AND MAP KEY

The maps are in the locations section above. I'll have to move them down here.

05 The Ouroboros

Mesa Verde (Ciphers)

Version 1

11/24/2003 5:32:00 PM



OVERVIEW

Hidden away in the shadows of a large cliff, near the top of a mesa rising from the desert floor, is the village of Mesa Verde. It is the home of the Ciphers, a.k.a. the Painted People, thanks to their extensive use of body paint. They're one of the smallest tribes in the area, but their hard-to-reach village on the mesa enables them to hold out against superior numbers of aggressors.

The Ciphers are unusual for tribals because they're skilled in mathematics and electronics, thanks to the extensive schematics on the walls of their village. They don't realize it, but they have the schematic for a chip necessary to release the remaining the rocket at Bloomfield from its docking clamps. If the clamps

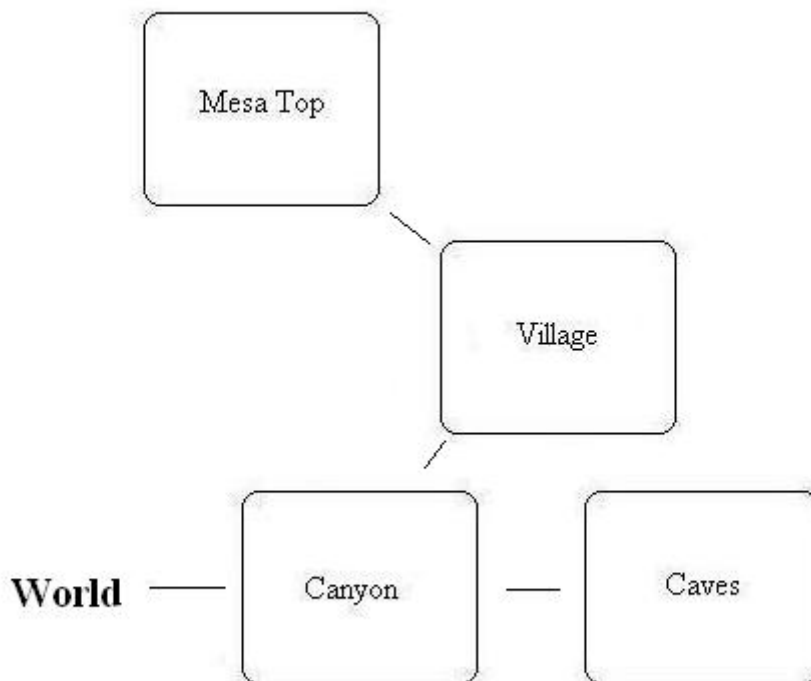
aren't released, the rocket goes nowhere and will most likely explode on the launchpad. Building the docking clamp chip is critical path.

This area consists of four maps:

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1. Canyon	Full-party		Medium	Low – mesa tileset
2. Caves	Full-party		Small	Low – caves tilesets
3. Village	Full-party		Medium	Medium
4. Mesa Top	Full-party		Small	Medium – one or two unique metatiles

Potential Geometry Changes: There is an unstable cliff in the Canyon, near the Viper camp. A character with a good Traps skill (or just a really lucky one) can use explosives to cause the cliff to collapse on the Vipers. In addition, there probably should be a big, blackened crate where the Viper camp used to be if the PC fires the Laser Cannon at the Vipers.

MAP FLOW



AREA BACKGROUND

In the weeks following the War, a group of scientists and soldiers based at the atomic laboratory at Los Alamos, New Mexico, wandered north with a band of other survivors (looking a bit like the group in *The Stand*), looking for a place of relative safety. They assumed that they were the only "civilized" people left, since everyone else they encountered attacked them, trying to take their food, water, and clothes. When they discovered one of the ancient pueblos at Mesa Verde, they decided to set up camp there.

The group carried only a limited amount of technology with them. The soldiers had pistols and rifles, and the scientists carried one barely working computer, enough parts to build several water makers and a crude wind turbine to power them, several lead-lined boxes containing enriched uranium, and a small supply of medicine. The rest of the band had a variety of miscellaneous gear which most contributed for group use.

A decade later, the computer began to fail. Fearing that the technology of the Old World would be forever lost, the scientists began painting and carving electronic schematics into the walls of the pit (called a *kiva* by the builders of the pueblo). At the same time, they insisted that mathematics be emphasized when educating the village children so that their descendants would understand how to use the schematics. Because they were steeped in math from a very early age, the villagers tend to use a lot of math terms to express themselves. This occasionally confusing, cryptic way of speaking caused them to be dubbed "Ciphers" by educated wasteland dwellers who thought they might be speaking in some type of code. The Ciphers merely shrugged and accepted the name.

As the years passed, the Ciphers forgot their disciplined, scientific roots and became more concerned with everyday survival rather than meaningless scientific theories. When it comes to electronic devices and weapons, the Ciphers know more about *how* it works than *why* it works: "The symbols say put this and this together, and then this happens. Why? Who knows? As long as the numbers are right, who cares?"

The emphasis on mathematics in their culture has led to Ciphers to assign an almost mystical significance to specific numbers. It's the closest thing to a religion they have. Each Cipher is believed to have a personal number, determined by the Nemonik at their birth. Ciphers will take their personal number into consideration when doing almost anything, from heading out to hunt on the sixth day of the month to choosing whom to marry. It's all very confusing to outsiders.

The village at Mesa Verde was tiny to begin with, having barely enough room to house all the scientists, soldiers, and other survivors. Nearly a century later, the descendants of the original settlers had outgrown the space and resources available. Many families chose to adopt a nomadic lifestyle to avoid the perpetual thirst and hunger. Only those families with very young children or those Ciphers too old and feeble to travel remain full-time in the village.

Both Cipher men and women are capable fighters, and even the children are taught how to fight as soon as they're able as a matter of practicality. A typical Cipher nomad band consists of two to three families traveling together. They usually have at least one type of electronic device like a cattle prod or an ultrasonic generator to ward off wild animals.

At the top of the mesa, the Ciphers have an array of water makers which condense moisture from the air and produce drinkable water. They have a wind turbine which generates a small amount of electricity, enough to power the water makers. However, it's not a very quick operation, and barely enough water is produced each day to serve the village's needs.

YEAR	EVENT
2077	The bombs fall. Surviving scientists and soldiers based in Los Alamos band together with other survivors they encounter for safety. They set up a temporary camp in a cliff dwelling at Mesa Verde and attempt to contact the federal government for further instructions. No contact is ever made. A small vault is built into the cliff side to shield the only computer they have from the elements.
2088	The computer fails. The scientists resort to carving their most important schematics into the kiva walls.
2089	Scientists began to drill the village children in the ways of mathematics and science so that knowledge is not forgotten. They hope that their descendants will one day help bring civilization back to the wasteland.

2180

With the village having outgrown available space and resources, many Ciphers adopt a nomadic lifestyle, returning to the village only occasionally to resupply or raise children until they're old enough to walk on their own.

2253, October
23

"The Prisoner" escapes from Leavenworth, dooming the world and creating a holocaust of epic proportions.

F3 Begins

EMOTIONAL PORN

DRAMA

Cipher-Viper Conflict

For refusing to follow Hecate's ways, Hecate has sent a band of Vipers to destroy the Ciphers. However, the situation is currently at a stalemate: the Vipers can't get into the village, but neither can the Ciphers get out.

PC as the Villain

If the PC ends up helping the Ciphers out, he'll be ruining the relatively stable situation which previously existed between the tribes. Helping the Ciphers against the Vipers will cause Hecate to tighten her grip around the tribes under her sway out of fear that they, too, may start considering resistance. The more passive members of those tribes will not appreciate the PC interfering in private tribal business.

NPC COMPANION USES

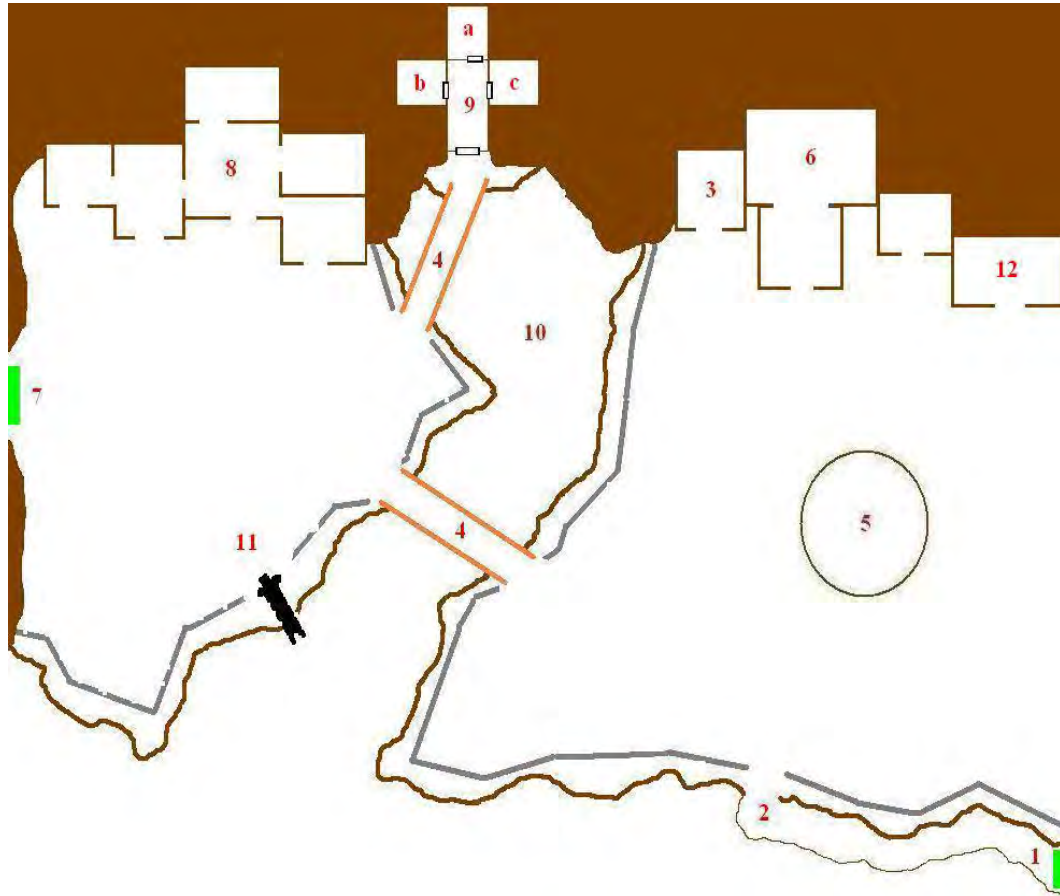
TBD

LOCATIONS/MAPS/MAP KEY

Village

A small abode pueblo built along the underside of an overhanging cliff. A chasm splits the village into three sections, requiring the Ciphers to use rope suspension bridges to span the gap. The two most apparent features of the village are a large covered pit near the village entrance and a partially complete laser cannon aimed at the Viper camp down on the canyon floor.

Village Map



1. **Entrance/Exit:** This is a narrow path leading down the canyon floor.
2. **Village Ladder:** This 40' tall ladder is wide enough for two people to climb side by side. It's the only way to reach the village courtyard.
3. **Food Preparation Area:** Vegetables and game meat are cut and dried here, or cooked into stew. The Ciphers are very watchful over the food supply since the village must ration its food.
4. **Suspension Bridge:** A rope and wood suspension bridge spanning the chasm.
5. **Kiva:** Pronounced "kee-vah". A ladder leads 20' down into this 40' wide covered pit (there is a hole in center of the cloth covering, though). The sides of the pit are painted and carved with mathematical formulas and electronic schematics explaining how to build a variety of electronic devices. Many of the paintings and carvings have faded due to age. The Nemonik and his assistants are found here most of the time, studying the schematics.
6. **Trig's Workshop:** Scattered all the tables in this building are numerous bits of tech scavenged from the wasteland, along with mechanic's tools. It functions as a Mechanic's Lab.
7. **Trail to the Mesa Top:** This trail follows the side of the cliff up to the mesa top.
8. **Residences:** All of the rooms are linked, but curtains of beads and cloths separate each individual room. There isn't much privacy in Mesa Verde.
9. **Storage Cave:** Deep in the cliff side is a natural cave which the original settlers enlarged into three separate chambers. Here, they stored the uranium, the computer, and excess weapons.
 - a. **Uranium Storage:** Several lead boxes containing about 20 pounds of weapons-grade uranium are in this room. The room hasn't been opened in over a century, and the door is both locked and trapped with a very loud alarm. The alarm will go off once the door is opened.
 - b. **Computer Room:** A Vault-Tec computer with a broken power supply.

- c. **Armory:** An armory used to store weapons. There are several guns stored here because the village lacked the ammo to use them.
- 10. **Canyon Floor:** This isn't accessible to the player, but when he's standing at the edge of the village, he can see hundreds of feet down into the valley floor.
- 11. **Laser Cannon:** A big laser death cannon, pointed right at the Viper camp on the canyon floor. Unfortunately, the cannon doesn't work. If the PC gets it working, the cannon can only fire once before it self-destructs due to its makeshift construction.
- 12. **Isaac's Dwelling:** The ex-BoS Scribe Isaac makes his home here. During the day, he can be found in Trig's workshop, assisting her.
- 13. **Azkee's Dwelling:** This is the traditional dwelling of the Counter, Azkee in this case. He's got nicer stuff than most of the other villagers
- 14. **Hospital:** A crude hospital. A sick Cipher child and woman lie here. They have the worst cases of radiation sickness in the village.

SCRIPTING

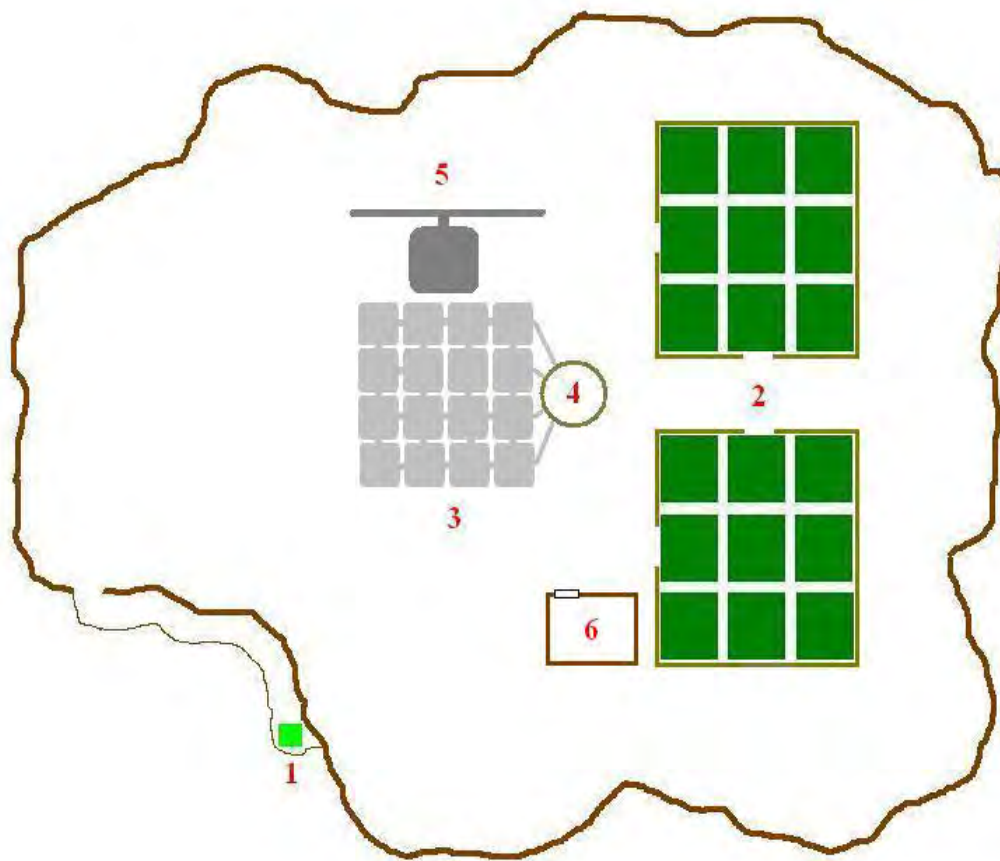
1. Player enters the map for the first time:
 - a. Player is hailed by a Cipher sentry and questions are asked. If the player isn't a total jerk, he's allowed into the village.
 - b. If the PC is dressed like a Viper or a Daughter of Hecate, the sentry will freak and sound the alarm, but the PC will have a chance to explain things.
2. Player enters the map subsequent times:
 - a. If the player got booted from the village because he got caught stealing, the sentry confronts him. PC will need a good Persuasion to be allowed back into the village.
 - b. If the wind turbine is broken, or the food was poisoned, the PC is not allowed back into the village because everyone is certain he's to blame. PC will need to be persuasive to be allowed back in. This does NOT happen if the PC gets Radian to do those deeds.
 - c. If the PC is dressed like a Viper or a Daughter of Hecate, the sentry will freak and sound the alarm, but the PC will have a chance to explain things.
3. Player enters the map with a bunch of Vipers with him.
 - a. Instant combat. The sentries shout the alarm and attempt to block the entrance to the village. After a few rounds, the villagers at the mesa to spawn in at the east and rush to join the battle.
4. Player fires the Laser Cannon:
 - a. This causes most of the Vipers at the camp on the Canyon map to be fried and dead the next time the player goes there. Drake and a handful of other Vipers (3-4) will still be alive and very, very angry.
5. Poisoned food supply:
 - a. If the food supply is poisoned, the next day many of the Ciphers will be dead or dying in a group around the hospital.
6. Attacking a villager:
 - a. Sentries sound the alarm, and the rest of the village gangs up on the PC.
7. Getting caught stealing:
 - a. Shouts of "Thief!" will draw Azkee and a group of villagers to the PC, and they'll firmly ask him to hand back what he stole and then leave the village.
8. Village Prosperity:
 - a. If the PC hasn't done anything to help the Ciphers get food and the Vipers are still around, they'll float stuff about being hungry.
 - b. If the PC has cleared the canyon caves and food is getting smuggled in, the floats will reflect that.
 - c. If the molerat caves are restocked, the Ciphers will mention it.

- d. If the crops are known to be contaminated, the Ciphers will complain, **UNLESS** the PC has taught them how to hunt better, in which case they'll wish for something other than meat for a change.
- e. If the PC brings them a GECK, everyone will be happy.

Mesa Top

A small abode pueblo built along the underside of an overhanging cliff. A chasm splits the village in two, requiring the Ciphers to use rope suspension bridges to span the gap. The two most apparent features of the village are a large covered pit near the village entrance and a partially complete laser cannon aimed at the Viper camp down on the canyon floor.

Mesa Top Map



1. **Trail to Village:** This trail winds around the side of the mesa to the village. Full-party transition.
2. **Greenhouses:** Lacking access to glass, the Ciphers draped clear plastic over simple wooden frames to create a pair of greenhouses. Crops like soybeans, squash, cabbage, and carrots are grown in shallow hydroponic bays.
3. **Water Maker Array:** Sixteen electric water makers condense moisture from the air into drinking water. They're powered by the nearby wind turbine.

4. **Small Covered Vat:** The water makers don't produce very much water, barely filling this small covered vat each day. The Counter maintains strict water discipline. There needs to be enough water left over for the crops, so each villager is only gets a set amount of water.
5. **Wind Turbine:** A tall wind turbine. Its triple-bladed propeller rotates steadily in the constant breeze atop the mesa. It generates electricity for the water makers.
6. **Storage Shed:** A plain wooden storage shed with a locked door. It holds gardening tools and an empty barrel which once contained radioactive fertilizer.

SCRIPTING

1. Player enters the map for the first time:
 - a. When the player gets the center of the map, he'll see all the Ciphers ganging up on a group of weedlings which spawned in one of the greenhouses. After the weedlings have been defeated, the Ciphers will resume work in the greenhouses.
 - b.

Canyon

Rocky canyons surrounding the base of the mesa. At a junction of several canyons, including the one which leads to the village, is a Viper encampment. They stop anyone who's trying to go to or come from the Cipher village.

Canyon Map



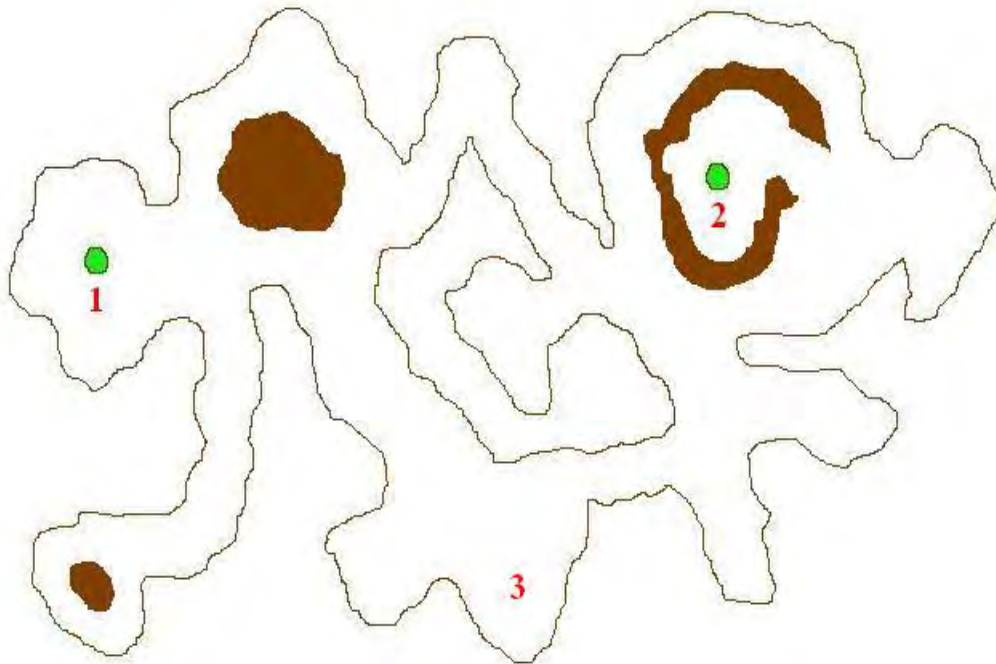
1. **Transition to World Map:** The exit to the world map. Full-party transition.
2. **Trail to Village:** A trail follows the side of the mesa up to the village. Full-party transition.
3. **Canyon Cave:** A narrow hole in this cave descends into underground caverns.
4. **Viper Camp:** A band of badass Viper Raiders are camped here, stopping anyone from coming and going to the village.

5. **Alexandra's Camp:** Alexandra has set a small camp behind a 3-foot high wall of rocks. She caught sight of Blackjack several days ago and chased him here. Blackjack is worthless to her dead, but she doesn't have the faintest idea how to get him out of the cave without facing his minigun. She's hoping she can starve him out, but with his super mutant endurance, that doesn't seem too likely.
6. **Blackjack's Cave:** Blackjack the super mutant, one of the escaped prisoners from the Big Empty, has barricaded himself inside this cave. He had been running from Alexandra, who'd been on his trail for days, and he didn't realize the canyon didn't go any further. He claims to have a minigun (actually just a bundle of sticks and pipes painted black with charcoal), and hopes Alexandra will eventually give up and go away.
7. **Unstable Cliff:** The entire side of this cliff is extremely unstable. An explosive could bring the whole thing crashing down.
8. **Other Canyon Cave:** The narrow hole in this cave descends into underground caverns.

Caves

These short series of caves runs underneath the Mesa Verde canyon. They were once home to a rather hefty population of molerats, but that population has since been decimated by the Vipers' pet two-headed rattlesnakes. The player can use these caves to bypass the Viper blockade, but he'll probably have to deal with the snakes.

Caves Map



1. **Hole:** A hole leading upward to the canyon above.
2. **Hole:** Another hole leading to the canyon above. The ground around this hole looks heavily traveled by both molerats and humans.
3. **Molerat Nest:** This used to be the main molerat nest until they got eaten by the rattlesnakes. There are a lot of shiny baubles and junk scattered throughout the nest.

ART REQUIREMENTS

Canyon

Mesa tileset. Need props for the Viper camp. Also will need a big pile of rubble to simulate a destroyed cliff which will appear on top of the Viper camp if the player successfully demolishes the nearby cliff.

Caves

Cave tileset. Need props for a messy-looking molerat nest.

Village

Pueblo tileset for the dwellings, mesa tileset for the environment. Tribal propset mostly, with a few techy-looking items: a mechanics' workbench covered with wires and parts, and a big metal footlocker for Isaac's quarters. The kiva (a big pit) needs a cloth covering across the top, and the walls are covered with carvings and paintings of electronic schematics.

Mesa Top

Mesa tileset for the environment. Need meta-tiles for the wind turbine and the water maker array (or just one big meta-tile). The wind turbine should be a cross between a low-tech windmill and one of those sleek turbines you see out in the desert – it should look like something the villagers cobbled together using whatever they found lying around. The roofs of the greenhouses are made of plastic, but that may just require a different texture. Crop tiles, and gardening-type tools to use as props in the toolshed.

CAST OF CHARACTERS

NPCs

Azkee (AZ-kee)

ST 4 PE 6 EN 5 CH 6 IN 7 AG 5 LU 5

Intermediate character. Male human. Middle-aged. The Counter, the leader of the Ciphers. Shaved head, wears an old pocket calculator around his neck as the symbol of his office. He's progressive, and would like to see the Ciphers start using more and more technology to improve their lot in life. He's willing to ally the Ciphers with a technological powerhouse like the Brotherhood, regardless of the consequences.

Morning: Wanders around the village area, checking up on people.

Afternoon: Wandering around the mesa top, checking up on people.

Evening: Back in the village itself.

Night: Asleep in his dwelling.

The Nemonik (Nee-MON-ik)

ST 3 PE 6 EN 4 CH 6 IN 8 AG 4 LU 5

Intermediate character. Male human. Old guy who looks a little like Obi-Wan (the old version). The "memory keeper" for the Ciphers. He's a conservative, believing that the Ciphers will come out much better in the long run by limiting their use of technology. He's worried that Azkee will

bring trouble to Mesa Verde. He also believes that encouraging Trig's inventions is the wrong path for her to take, and won't be very happy if the PC helps complete her death cannon.

Morning: In the kiva, teaching the village children mathematics and showing them how to build electronics.

Afternoon: In the hospital, doing his best to attend to the sick people.

Evening: Back in the kiva, studying the schematics.

Night: Asleep in his dwelling.

Trig

ST 5 PE 7 EN 5 CH 5 IN 7 AG 6 LU 5

Intermediate character. Female human in her late 20s. Skilled and smart, but tends to overestimate her own abilities. Can build a lot of electronics. She sings the schematics aloud as she works: "ahr 1, 3 vee resistor, wire sequence 1 dash 29, 3 dash 103 dash 109, ahr 2, 1 point 5 vee resistor...".

Trig is a store where the player can buy electronic goodies like infrared goggles and Geiger counters.

Morning to Evening: In her workshop, working on stuff.

Night: Asleep in one of the dwellings.

Denom (DEE-nom)

ST 6 PE 5 EN 6 CH 5 IN 5 AG 5 LU 4

Intermediate character. Male human. Has been walking around lately looking quite pleased with himself thanks to the mysterious prosperity of the crops. The mechanic/gardener responsible for maintaining the wind turbine, water makers, and greenhouses.

Morning to Evening: Up at the mesa top, wandering between the turbine and the greenhouses.

Night: Asleep in one of the dwellings.

Blackjack

Major character? Male super mutant. Prisoner #21. Normally very easy-going and friendly. He's currently barricaded inside a cave down in the canyon, cornered by Alexandra. She won't go in after him because Blackjack claims he has a minigun: "Of COURSE I have a minigun! I'm a super mutant. We always carry big, powerful weapons. So, uh, don't come any closer!" His "minigun" is actually just a bunch of big sticks and pipes tied together in a bundle and smeared with charcoal to dye them black. He's also got a big pack of supplies, so he'll be able to hang out in the cave for quite some time.

Morning to Afternoon: Helping Trig out in her workshop.

If the PC helps him escape from Alexandra, he'll disappear from Mesa Verde and reappear at the casino in Hoover Dam. If Alexandra captures him, he'll disappear from Mesa Verde and reappear as a prisoner of Caesar's Legion at Denver.

Isaac

ST 4 PE 7 EN 6 CH 7 IN 8 AG 6 LU 5

Major character. Male human in his 50s. Former BoS Scribe. He humbly serves as Trig's assistant and keeps a low profile. He stands out because he doesn't have the body paint like a normal Cipher. He's got his old set of power armor stashed in his dwelling, which he might be willing to give to a player who does a lot of good things for the Ciphers.

Isaac can give the PC a great deal of information about the Brotherhood. The player will need to be on Isaac's good side if he wants to find out the location of Maxson's Bunker from him. Isaac's goodwill may also be necessary if the player wants to get *all* the runaway Scribes to return to the bunker.

Isaac can also offer upgrades to high technology equipment, or even build it for the player, if the player brings him the parts. He wasn't an Elder Scribe for nothing.

Morning to Afternoon: Helping Trig out in her workshop.

Evening: Hanging around the wind turbine, enjoying the view.

Night: Asleep in one of the dwellings.

Vipers (20)

ST 6 PE 6 EN 6 CH 3 IN 5 AG 6 LU 5

Minor characters. Male humans. Part of Hecate's personal army. They're armed with melee weapons only.

Morning to Evening: Most of them will be hanging around the camp, with a few on the outskirts acting as sentries. A few will be asleep in the camp.

Night: Many of the Vipers will be asleep, while the guys who were asleep during the day will be awake and acting as sentries now.

Drake

ST 7 PE 6 EN 7 CH 5 IN 5 AG 6 LU 5

Intermediate character. Male human. Tall, muscular guy who looks like a heavily-tattooed Vin Diesel. Leader of the Viper band at Mesa Verde. He's not particularly evil, but his unshakeable loyalty to Hecate and the Daughters often requires him to perform cruel deeds. Carries a large machete.

Cipher Adults (18)

ST 5 PE 6 EN 5 CH 4 IN 6 AG 5 LU 5

Minor characters. Male and female humans. These generic villagers will be in two places during the day. A small group (3-4) will be in the kitchen. There will be a group on watch (4), and the rest of them will be up at the mesa top working in the greenhouses. Lightly armed with spears, knives, and the occasional zip gun.

Morning to Evening: Greenhouse workers will be up at the mesa top, diligently taking care of the crops. Kitchen workers will be making soybean paste and other stuff in the kitchen.

Night: Asleep in one of the dwellings.

Cipher Children (7)

ST 3 PE 6 EN 4 CH 5 IN 5 AG 6 LU 5

Minor characters. Male and female human children.

Mesa Verde (Ciphers)

Morning: Sitting around in the kiva listening to the Nemonik lecture.

Afternoon: Running around the village playing.

Evening: Sitting around the kitchen.

Night: Asleep in the dwellings.

Hex

ST 5 PE 6 EN 5 CH 4 IN 6 AG 5 LU 5

Intermediate character. He's the Cipher who seems to be perpetually on duty whenever the PC enters the village. Armed with a pipe rifle and a knife.

Radian

ST 5 PE 5 EN 4 CH 3 IN 5 AG (2)5 LU 5

Intermediate character. Male human. A Cipher suffering from a nervous disorder. Shakes a lot, especially in his hands. The PC can use medicine to cure him or make him a slave to the PC's will. If he becomes the PC's puppet, he'll eventually get banished from Mesa Verde and appear in the slums of Hoover Dam.

Morning to Evening: Up at the greenhouses, "helping". His float texts will be lots of curses at his clumsiness, but this will change if the PC cures him. If the PC makes him an addict, his floats will reflect that as well.

Night: Asleep in the dwellings.

Symm

Intermediate character. Male human. This guy shows up in Act 2, after the PC realizes he needs a docking clamp. If the Ciphers are still alive, then he'll be up near the condensers (Trig will direct the PC to him). If the Ciphers are dead, he'll be in the main part of the village, pissed and looking for revenge.

COMPANIONS!

Alexandra

ST 5 PE 6 EN 6 CH 4 IN 6 AG 6 LU 5

Female human. Potential CNPC. Not a Cipher, just a visitor to Mesa Verde. She's a bounty hunter and she's trying to take Blackjack alive. Caesar's Legion is paying well for live super mutants, and she means to score big with this particular bounty. However, Blackjack is barricaded in a cave with a minigun (or so he claims), so Alexandra is trying to starve him out. If the player manages to get Blackjack to go back to the Big Empty, he'll still have to deal with Alexandra. He can compensate her with money, or promise bigger money if she tags along as a CNPC.

MONSTER ROSTER

Weedlings (8)

Plant monsters who spawned as a result of the radioactive waste used to fertilize the crops. When the PC encounters them, they'll be in battle with a group of Ciphers in one of their greenhouses.

They will be in battle with the Ciphers when the player first encounters them.

Two-headed Rattlesnakes (6)

Giant two-headed rattlesnakes. They're the pets of the Vipers camped in the canyon. The Vipers give the snakes freedom to roam, and the snakes are usually found in the underground caverns hunting molerats.

The snakes will be randomly roaming the Mesa Verde caves. If they encounter a molerat, they'll attack it.

Molerats (3)

Molerats running around in a series of caves in the canyon. The Ciphers hunt these guys for meat, but now the rattlesnakes are hunting them as well. These three guys are the sole survivors.

The molerats are not particularly aggressive and will only attack if the PC walks right next to them. Otherwise they'll do their best to run away from both the PC and the snakes.

Geckos (~7)

A few geckos wander around in the canyon area. They avoid the Viper camp.

Their wander routes will be confined to the canyons, and they won't go near the Viper camp or Alexandra's camp.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Cipher Nomads (8-12)

A band of Ciphers either on their way out or heading in to Mesa Verde. Usually 75% of them will be adults, with the remainder being teens or younger. Happens three times.

Viper Patrol (5-6)

A patrol of Vipers scouting the area around Mesa Verde. They'll be wary of the PC, unless he's got a Cipher texture, in which case they'll attack. These encounters will stop if the main Viper camp is destroyed. Happens five times.

Desert Stalkers vs Ciphers

A small band of Ciphers battling several desert stalker they encounter. Happens once.

Vipers vs. Ciphers

A skirmish between a Viper patrol and a band of Ciphers. Happens twice.

Wolves and Corpses

The aftermath of a Viper/Cipher battle. There are several corpses being chewed on by ravenous wolves. Happens four times.

Radscorpion Pack

The PC inadvertently wanders into pack of hidden radscorpions who buried themselves to hide away from the desert sun. Daytime encounter.

Hunting Radscorpions

The PC runs into a pack of hungry, hunting radscorpions during a night trek. Night encounter.

QUESTS

1. Deal with the Vipers.

A month ago, as punishment for defying her, Hecate sent a band of Vipers to lay siege to the village of Mesa Verde. There's only a handful of healthy Cipher warriors in the village, but they're in an extremely defensible position. Unfortunately, there are not enough of them to take to the fight to the Vipers. At the same time, the Vipers are unable to breach the village's narrow entrance, so they're biding their time, letting hunger weaken the Ciphers before the next assault begins.

Initiator: Azkee

Scope: Small

Importance: Minor

Science Boy: Help the Ciphers finish constructing their Laser Cannon. Construction of the Cannon began several weeks ago to boost the village's defenses, but the project was abandoned when Trig couldn't get it to work. She thought she could just use the Laser Pistol schematic and build a giant version, but it's not working as she hoped it would. If the PC could complete it and get it working, it will be a very useful weapon to use on the Vipers ([Science, Mechanics/Average](#)). However, Trig doesn't have the parts necessary to make the Cannon work, so the player will need to explore elsewhere in the wasteland to find them. A Doctor can create drugs to buff up the Cipher warriors and give them an edge over the Vipers, as well as supply them with stimpaks ([Medic/Average](#)).

Stealth Boy: Sneak into the Viper camp ([Sneak/Average](#)) and poison their food and water. It won't kill all of them, but the survivors will be weak and easy pickings for the Cipher warriors. If the player steals some of the supplies instead ([Steal/Average](#)), he'll get props from the Ciphers (and an xp bonus). Or, rig explosives ([Traps/Average](#) or [Traps/Easy + High Luck](#)) on the nearby unstable cliff so that when the cliff collapses it lands right on the Viper camp and crushes most of them.

Combat Boy: Eliminate the Vipers with brute force. This will be a fairly tough fight, since the Vipers aren't your usual band of Raiders. They're skilled fighters, they fight with fanatical determination, and there are almost two dozen of them.

Charisma Boy: A female PC can dress up like a Daughter of Hecate and deceive the Vipers, ordering them to leave the Ciphers alone ([Deception/Easy](#)). Likewise, a male PC can disguise himself as a Viper and pass himself off as a survivor from another group ([Deception/Hard](#)). He can then claim the Vipers have been ordered to withdraw from Mesa Verde. A persuasive, combat-oriented PC can ask Azkee to send some of his best Cipher warriors to help the PC kill the Vipers ([Persuasion/Average](#)).

Reward: XP, loot from the any Vipers you killed.

Journal Entry:

1. *Azkee asked me to remove the Vipers harassing his people.*
2. *I finished construction on Trig's Laser Cannon and fired it at the Vipers. The results were... impressive.*
3. *I slipped into the Viper camp undetected and poisoned their food and water supply. (I had the foresight to swipe some of their supplies for the Ciphers).*
4. *The Vipers never had a chance when the explosion went off and the cliff came down. Most of them lie buried beneath a ton of rock now.*
5. *I attacked the Viper camp head on and was victorious.*
6. *I posed as a Daughter of Hecate and tricked the Vipers into leaving Mesa Verde. / I posed as a Viper and tricked the Vipers into leaving Mesa Verde.*

Dumb Journal Entry:

1. *Painted guy say make snake men go away.*
2. *Big light work now. Went zap! zap! zap! Lotsa crispy snake men.*
3. *I put bad stuff in snake men's food. (I also take food for painted people.)*
4. *I make big boom. Rock fall on snake men. All dead now.*
5. *Killed all the snake men.*

CIPHER_CANNON = 0 // Player hasn't inspected the Cannon

CIPHER_CANNON = 1 // Player has inspected the Cannon

CIPHER_CANNON = 2 // Player has spoken to Trig about the Cannon

CIPHER_CANNON = 3 // Player finished the construction of the Cannon

VIPER_SIEGE = 0 // Vipers are still around

VIPER_SIEGE = 1 // Vipers got blasted by the Laser Cannon

VIPER_SIEGE = 2 // Vipers got poisoned

VIPER_SIEGE = 3 // Vipers got crushed by the cliff

VIPER_SIEGE = 4 // Vipers got killed in combat

VIPER_SIEGE = 5 // Vipers were tricked/intimidated into leaving

2. Acquire the Ciphers' enriched uranium.

Some factions in the wasteland (like the ghouls at the Reservation or the Brotherhood) would love to get their hands on some weapons-grade uranium. The player can find out what the Ciphers have by speaking with the Nemonik and deducing that his ancestors were carrying uranium around, fixing the computer and accessing the old records, or by being thieffy and snooping around the uranium chamber.

Initiator:

Scope: Small

Importance: Minor

Science Boy:

Stealth Boy: Steal the box of enriched uranium from the storage cave. A skilled thief would have to disarm the alarm on the uranium chamber door ([Traps/Hard](#)) and pick the lock on the door ([Lockpick/Hard](#)) or use the key he stole from the Nemonik ([Steal/Hard](#)).

Combat Boy: Butcher any Cipher who gets in your way and just take the uranium.

Charisma Boy: Purchase the uranium from the Ciphers ([Barter](#)). The Ciphers have no use for the uranium, but because it is within the cave, they know that it is valuable. The price for the uranium will be adjusted depending on how much the PC has helped the Ciphers out in the past, but they won't give it away for free for any reason.

Reward: Small amount of XP and the uranium itself.

Journal Entry:

1. I managed to steal the uranium without getting caught.
2. The Ciphers tried to stop me from taking their uranium, forcing me to kill them.
3. I managed to bargain with Azkee to buy the uranium.

Dumb Journal Entry:

1. Stole glowing rocks. Nobody saw.
2. Took glowing rocks, painted people not like. Had to kill.
3. Gave Azkee stuff. Got glowing rocks.

PENDING...

3. Convince Isaac to tell you what the power armor security codes are

Before Isaac left Maxson Bunker, he locked down all the unused suits of power armor with a security code. Naturally, the remaining Brothers aren't too happy about that. The PC's mission is to convince Isaac to reveal what the codes are.

Initiator: (some Brotherhood person)

Scope: Large (need to visit several places in the wasteland)

Importance: Minor

Science Boy:

Stealth Boy:

Combat Boy:

Charisma Boy: Persuade Isaac to tell you what the codes are ([Persuasion/Very Hard](#)).

Reward: Moderate XP.

Journal Entry:

1. I told Isaac about the situation in Maxson Bunker. It took convincing, but he finally gave me the security codes.

Dumb Journal Entry:

4. Ask the Ciphers to process Zax's raw data.

Zax the Supercomputer is having difficulty calculating the spread of the plague because he's old and a lot of his processing power is gone. The PC can help him out by bringing the data to the Ciphers, one of the few places in the wasteland that has any hope of processing the complex information.

Initiator: Zax

Scope: Medium

Importance: Minor

Science Boy: It's a fetch quest, so all the PC needs to do is bring the equation to the Ciphers.

Stealth Boy: See Science Boy.

Combat Boy: See Science Boy.

Charisma Boy: See Science Boy.

Reward: XP, access to Zax's locked-down database(?)

Journal Entry:

ZAX_EQUATION = 0 // PC doesn't have Zax's equation

ZAX_EQUATION = 1 // PC has Zax's equation, and it's not solved

ZAX_EQUATION = 2 // PC gave the Ciphers Zax's equation, and they solved it

ZAX_EQUATION = 3 // PC returned to Zax with the solved equation; Quest Complete

5. Sabotage the wind turbine for the Vipers.

Without the turbine powering the water condensers, the Ciphers will weaken enough for the Vipers to overwhelm their defenses.

Initiator: Drake

Scope: Small

Importance: Minor

Science Boy: Sabotage wind turbine and sabotage it ([Mechanics/Average](#)). If he's not stealthy about it, though, the Ciphers will attack him. Alternately, if Radian is an addict, the PC can force him to do the deed without drawing attention to the PC.

Stealth Boy: PC will need to be sneaky if he doesn't want to be seen fiddling with the turbine ([Sneak/Average](#)).

Combat Boy:

Charisma Boy:

Reward:

6. Forge an alliance between the BoS and the Ciphers.

The Ciphers' knowledge of math and electronics makes them ideal replacements for the missing BoS Scribes. The BoS could send some troops to reinforce the defenses at Mesa Verde while the Ciphers can use their wizardry to repair the BoS's equipment. If the player has met both groups, he can suggest an alliance to the leaders. The good thing about the deal is that the Brotherhood won't have to deal with disgruntled Scribes; the bad thing is that all the repair work needs to be outsourced to the Ciphers and won't be done in-house.

Initiator: PC

Scope: Medium

Importance: Minor

Science Boy: Bring a broken Brotherhood item to Trig for repair. Her success will prove that the Ciphers have what it takes to maintain Brotherhood equipment.

Stealth Boy: Same as Science Boy.

Combat Boy: Same as Science Boy.

Charisma Boy: Tell the Brotherhood that you're not a Fed-Ex guy and have THEM go drop off the item ([Persuasion/Average](#)).

Reward: XP, access to Brotherhood goodies

Journal Entry: After seeing that the Ciphers were indeed capable of repairing Brotherhood equipment, an alliance was formed between them.

Dumb Journal Entry: Painted people and brothers friends now.

7. **Repair the computer so the all the Ciphers can access the old knowledge.**

Long ago, a Nemonik removed the memory core of the computer so any technical knowledge had to be passed on by the Nemonik himself. This was done to ensure that Mesa Verde didn't destroy itself with technology it wasn't responsible enough to handle. Azkee wants the PC to fix the computer so the Ciphers have access to *all* the knowledge.

Initiator: Azkee

Scope: Medium (the player will need to find a computer power supply if he's not already carrying one)

Importance: Minor

Science Boy: Buy a replacement memory core and install it in the computer.

([Mechanics/Average](#)).

Stealth Boy: "Borrow" a power supply from a junk dealer or salvager somewhere in the wasteland ([Steal/varies](#)).

Combat Boy: Kill someone who has a computer core (most likely a salvager or merchant)

Charisma Boy:

Reward: Caps

8. **Cure Radian.**

Radian is suffering from High Desert Fever. A doctor PC can either cure him, or get him addicted to painkillers and turn him into a PC slave.

Initiator: PC

Scope: Small

Importance: Minor

Science Boy: Use your Medic skill to diagnose what Radian has ([Medic/Average](#)) and then, using a Doctor's Bag, either cure him or turn him into an addict.

Stealth Boy:

Combat Boy:

Charisma Boy

Reward: Moderate XP and good Cipher rep boost for a permanent cure; less XP for a temporary cure, but the ability to use Radian as a pawn

9. **Figure out what Denom did to the crops**

Azkee is worried about the crops. They're unnaturally large, and he's concerned that Denom might have done something to "improve" the fields which might ultimately prove detrimental to the Ciphers.

Initiator: Azkee

Scope: Small-Medium

Importance: Minor

Science Boy: Use a Geiger Counter on the container of special fertilizer and determine that it's got a moderate amount of radioactive residue in it.

Stealth Boy: Break into the storage shed by picking the lock ([Lockpick/Average](#)) or by stealing the key from Denom ([Steal/Average](#)). Discover the empty barrel of fertilizer with the glowing residue. If you know the soil is radioactive, you can confront Denom with this evidence.

Combat Boy:

Charisma Boy: If the player is skilled in both deception and persuasion/intimidation ([Persuasion/Average](#), [Deception/Average](#)) he will be able to tell that Denom is withholding information about the situation and get a confession out of him.

Reward: Small XP for discovering the source of the sickness; moderate XP if you discover both the source and the person responsible

Journal Entry:

1. I discovered that the soil in the greenhouses has become radioactive somehow.
2. I found an empty barrel of contaminated fertilizer in a shed near the greenhouse.
3. I found out that Denom bought the contaminated fertilizer from a passing trader. The man told him that it would make his crops grow fast and become large.

Dumb Journal Entry:

1. Bad dirt in food house.
2. I find funny dirt in can in shed.
3. Denom say he put funny dirt in food house. He make soil bad.

10. Get more food to the Ciphers.

When Denom's irradiation of the crop fields is discovered, the Ciphers will refuse to eat any more of the tainted fruits and vegetables. Azkee will ask the PC to go to Hoover Dam and negotiate with one of the caravans there to have food shipped to the village.

Initiator: Azkee

Scope: Medium

Importance: Minor

Science Boy: Bring the Ciphers a GECK from the Nursery.

Stealth Boy: Bring the Ciphers a GECK from the Nursery.

Combat Boy: Bring the Ciphers a GECK from the Nursery.

Charisma Boy: Travel to Hoover Dam and negotiate the shipment of food to Mesa Verde with one of the caravans ([Barter](#)). Otherwise, if an alliance forms between the Brotherhood and the Ciphers, and the Circle of Steel is *not* in charge, the Brotherhood will share their supplies with the Ciphers. Or, just bring the Ciphers a GECK from the Nursery.

Reward: Cipher rep boost; HUGE Cipher rep boost if you bring them a GECK.

Journal Entry:

1. I brought the Ciphers a GECK from the Nursery. It should restore their greenhouses in no time.
2. I arranged to have food shipments sent from Hoover Dam. It should keep the Ciphers fed until they can replant their crops.
3. The Brotherhood has agreed to share their supplies as part of their alliance with the Ciphers.

Dumb Journal Entry:

1. I bring metal case from plant place to painted people. It s'posed to fix crops.
2. Big dam people send food to painted people.
3. The Brothers give food to painted people.

CIPHER_FOOD = 0 // The Ciphers are not getting outside food

CIPHER_FOOD = 1 // The PC has negotiated food shipments with one of the Hoover Dam caravans

CIPHER_FOOD = 2 // The Ciphers are getting food from their Brotherhood allies

CIPHER_FOOD = 3 // The PC brought the Ciphers a GECK

11. Restore the crop fields with the Miracle Wheat.

If the PC learns about the miracle wheat which cleans up irradiated ground, he can mention this to Denom and offer to bring him some seeds.

Initiator: PC

Scope: Medium

Importance: Minor

Science Boy:

Stealth Boy: Steal a bag of the seeds ([Steal/Hard](#)).

Combat Boy: Kill the FoA dudes and take the seeds from them

Charisma Boy: Purchase a bag of seeds off the FoA dudes ([Barter/Hard](#)).

Reward:

12. **Rescue the captured Ciphers.**

This quest will become available if the Vipers have been dealt with and a caravan is delivering food to the Ciphers. Because the caravans cannot make it up the narrow trail to the village, the Ciphers need to come down into the canyon. A group of slavers, having heard about the developments at Mesa Verde, decided to pose as a caravan and get some Cipher slaves. The ruse worked, and several Ciphers, children included, have been captured. When the player returns to Mesa Verde, Azkee will greet the player at the entrance and tell him what happened. The slavers headed northeast, towards the Caesar's Legion group at Denver.

Initiator: Azkee

Scope: Medium (slavers have left Mesa Verde and need to be tracked down)

Importance: Minor

Science Boy: Using your tracking skills, examine the slaver camp for clues: "The tracks veer to the northeast, and have a great deal of dogshit mixed in them. The Ciphers didn't say anything about them having dogs, so wherever these guys are from, there must be a LOT of dogs (assuming the PC has never been to Denver)." ([Outdoorsman/Average](#)) The Ciphers aren't aware of such a place, but Isaac will tell the PC that Denver is notorious for its canine population.

Stealth Boy:

Combat Boy:

Charisma Boy:

Reward: Varying XP, depending on how many Ciphers you bring back alive.

Journal Entry:

1. *I discovered footprints with traces of dogshit in them heading northeast.*
2. *I learned that Denver has a high dog population. It's likely that the slavers are from there, and are heading back that way.*

Dumb Journal Entry:

1. *I find footprints with dog poop. They go northeast.*
2. *Lots of dogs in Denver. Slavers go there?*

CIPHER_RESCUE = 0 // Cipher kidnapping hasn't happened

CIPHER_RESCUE = 1 // Cipher kidnapping has happened, player hasn't heard about it

CIPHER_RESCUE = 2 // Player has heard about the kidnapped Ciphers, hasn't decided on the quest

CIPHER_RESCUE = 3 // Player has heard about the kidnapped Ciphers, has decided to take the quest

CIPHER_RESCUE = 4 // All kidnapped Ciphers have been rescued

CIPHER_RESCUE = 5 // At least one, but less than half, the Ciphers died in the rescue

CIPHER_RESCUE = 6 // More than half, but not all, the Ciphers died in the rescue

CIPHER_RESCUE = 7 // All the Ciphers died in the rescue

CIPHER_RESCUE = 8 // Player has heard about the kidnapped Ciphers, has refused the quest

13. **Bring a GECK to Isaac in exchange for his power armor.**

Isaac wants the PC to bring him a GECK to study, and in exchange he'll give the PC his old power armor. However, no GECKs are available, but the PC can have DIANA give him a holodisk with information about the GECKs which Isaac will accept as a trade.

Initiator: Isaac

Scope: Medium

Importance: Minor

Science Boy:

Stealth Boy: A character with good Sneak and Steal skills ([Sneak/Hard](#), [Steal/Hard](#)) can run off with the armor, but he'll need to find a way to crack the security code which has locked down the armor.

Combat Boy:

Charisma Boy: A character with a decent Barter ([Barter/Average](#)) will be able to persuade Isaac that everything has a price, and Isaac will suggest trading the armor for a GECK.

Reward: Power Armor!

14. Resolve the Alexandra-Blackjack situation.

Blackjack is barricaded, hiding out from Alexandra. He doesn't want to have to kill her, but he doesn't want to be shot, either (he's unaware that Alexandra needs him alive). If the player gets Alexandra off Blackjack's back, he'll head over to Hoover Dam to go find some card games, and Alexandra, if still alive, will head over to Fort Abandon to hang out. If the PC helps Alexandra capture Blackjack, she'll take him to Denver and give him to the Caesar's Legion slavers before returning to Fort Abandon.

Note: if the PC is aware he needs to bring prisoners back to the Big Empty, he can ask Blackjack about it if he helps him out. Blackjack will want to gamble at Hoover Dam first before returning to the prison (this will lead to the problem of actually tearing him away from the card games: "Just one more hand. I can't quit while I'm winning!"). If the PC hasn't helped Blackjack, or Blackjack is a prisoner in Denver because of the PC, he'll tell the player to fuck off.

Initiator: PC

Scope: Medium

Importance: Major

Science Boy: After speaking to Alexandra, just tell Blackjack that he's worthless to her dead, and he'll make a break for it.

Stealth Boy: After speaking to Alexandra, just tell Blackjack that he's worthless to her dead, and he'll make a break for it.

Combat Boy: Attack Blackjack and take him down using non-lethal methods. If you kill Blackjack, however, you get no reward from Alexandra. You can also knock out or kill Alexandra and help Blackjack escape. He'll be regretful if she's dead, but he won't hold it against you.

Charisma Boy: Offer to compensate Alexandra if she'll let Blackjack go ([Barter](#)) or persuade her to tag along with you by promising bigger rewards in the future ([Persuasion/Average](#)). You can't persuade Blackjack to give up, but you can trick him into coming out ([Deception/Average](#)) if you're helping Alexandra.

Reward: Money and items if you help Alexandra; share of Blackjack's winnings if you help him go to Hoover Dam.

Journal Entry:

1. I met Blackjack, a super mutant and fellow ex-prisoner. He was cornered in a cave, and he asked me to help him escape from the bounty hunter who'd been chasing him.
2. I met a bounty hunter named Alexandra. She had trapped a super mutant in a cave, and offered to split the reward for his capture if I helped her out.
3. I helped Blackjack escape from the bounty hunter. He thanked me, and told me he would be in Hoover Dam if I ever needed him again.
4. I helped Alexandra capture the super mutant. She told me she'd deliver him to her contacts in Denver, and offered to meet me at Fort Abandon to split the reward.

Dumb Journal Entry:

1. I meet Blackjack, big mutant prisoner guy. He say help from hunter who chase him.
2. I meet blonde girl Alexandra. She chasing big mutant guy. Need help.
3. I help Blackjack big mutant guy run away from blonde hunter girl. He say meet him in big dam place where cards and money are if me need help with something.
4. I help blonde girl Alexandra catch big mutant guy. She say meet her at Fort A-ban-don? She say she give me stuff for help.

15. Kill the weedlings.

When the PC first arrives at the mesa top, Denom and the Ciphers at the mesa top will be battling a group of weedlings in one of the greenhouses. If the PC chooses to help out, he'll get an xp bonus. If he just stands by, the Ciphers are eventually victorious, and the PC gets no xp.

Initiator: PC

Scope: Small

Importance: Minor

Science Boy:

Stealth Boy:

Combat Boy: Help kill the weedlings.

Charisma Boy:

Reward: Small XP, small Cipher rep boost.

Journal Entry: *I helped the Ciphers destroy the weedling infestation.*

Dumb Journal Entry: *I help painted people kill moving plants.*

16. Build an alarm for Trig.

Trig is attempting to build an electronic alarm for the path leading up to village, something which will alert the Ciphers to visitors. She can't quite get it working, though.

Initiator: PC

Scope: Small

Importance: Minor

Science Boy: Use Mechanics ([Mechanics/Easy](#)) to finish the alarm, or show Trig how to make a primitive but equally effective alarm ([Outdoorsman/Easy](#)).

Stealth Boy:

Combat Boy:

Charisma Boy:

Reward:

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Mesa Verde								
Village	Deal with the Vipers.							
Village	Acquire the enriched uranium							
Village	Bring a GECK to Isaac							
Village	Have the Ciphers process Zax's equation							
Canyon	Sabotage the wind turbine							
Village/Maxson's Bunker	Forge an alliance between BoS and Ciphers							
Village	Repair the computer							
Village	Cure Radian							

Village	Figure out what Denom did to the crops						
Village	Get more food to the Ciphers						
Village	Restore the crop fields with the Miracle Wheat						
Village	Rescue the captured Ciphers						
Canyon	Resolve the Alexandra-Blackjack situation						
Mesa Top	Kill the weedlings						
Village	Build an alarm for Trig.						

MERCHANT QUESTS

When the Ciphers discover they no longer have a steady supply of food, the player arrange to have a caravan head their way from time to time.

SCRIPTING

GENERAL

If the PC poisons the Viper food supply, most of them will be dead a day later. The leader and a couple of other guys will survive.

If there is a Brotherhood-Cipher alliance, then a few Brotherhood soldiers will show up and hang around the Cipher village. They're not necessarily Power Armor guys – just regular soldiers.

There will need to be a script where the Viper leader becomes aware that not all is right when the PC kills a certain number of Vipers without being caught.

Once the PC completes the "Restock the Molerat Caves" quest, there should be a bunch of molerats running around in the caves.

TOWN-SPECIFIC

COOL SHIT

COOL EPITHETS

Personal Number

The Nemonik, using some obscure formula and any number of factors, has determined that the number 13 is your personal number - what a coincidence. In any case, you can have your face and body painted accordingly for luck and protection. PC gets a new, Cipher skin-texture for his avatar if he chooses.

COOL HOOKS

New Electronics

If the PC isn't skilled in Mechanics, he can bring Trig uncommon parts he finds in the wasteland to see if she can do anything with it. With the parts (and Isaac's help), Trig can put together some rare stuff which she'll trade to the PC once she's done building it.

Brotherhood Equipment

If an alliance is forged between the Ciphers and Brotherhood, Trig will eventually have a lot of Brotherhood equipment lying around her shop. A larcenous PC could swipe some of the stuff, or a persuasive PC could convince Trig to declare some of the fixed items "irreparable".

TASK LIST

SOUND REQUIREMENTS

AREA	SOUND REQUIREMENTS
Village	MUSIC DESCRIPTION
	Something reflective the mix of primitive tribal tools with the sophisticated knowledge the tribals have in their heads. Perhaps something like "Metallic Monks" from FO1 with a more tribal beat to it.
	BASIC SFX
	Creaking of the rope suspension bridges as they sway in the breeze.
	WALLA SFX
	Occasional murmured conversations between small groups of Ciphers. Laughter of children if they're running around playing. (If the food supply has been poisoned, or if it's night, then this walla stops)
Mesa Top	MUSIC DESCRIPTION
	Something reflective the mix of primitive tribal tools with the sophisticated knowledge the tribals have in their heads. Perhaps something like "Metallic Monks" from FO1 with a more tribal beat to it.
	BASIC SFX
	Tattered plastic from the greenhouses flapping in the occasional breeze.
	The steady whoosh-whoosh-whoosh from the propeller of the wind turbine. (This stops if the PC breaks the turbine)
	Quiet whirring of the turbine's gears. (Stops if the turbine is broken).
	Scrapping and clicking of gardening tools as the Ciphers work the crops. (Stops at night when no one's around)

	WALLA SFX Ciphers calling to each other as they work the field. They also hum short tunes and bits of songs. (Stops at night, or if the food has been poisoned)
Canyon	MUSIC DESCRIPTION Lonely wilderness music.
	BASIC SFX Small rocks falling from above, cracking and tumbling down the sides of the cliffs
	WALLA SFX Chuckling and guffawing when the Viper camp is onscreen. The bits of chatter should sound something like a platoon of roughnecks grumbling and muttering.
	MUSIC DESCRIPTION Gloomy underground music.
	BASIC SFX Occasional hissing of a rattlesnake (stops when they're all dead)
Caves	WALLA SFX The rattling of a rattlesnake tail (stops when they're all dead)
	WALLA SFX None

LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	none	none
Good Karma Character	none	none
Stupid Character	The Vipers, seeing your mental inferiority, will let you pass through their camp	Can just walk through the Viper camp to enter and leave the Cipher village
Low Reputation Character	none	none
High Reputation Character	none	none
Male Character	Pose as a Viper	Fool the Vipers into leaving
Female Character	Pose as a Daughter of Hecate	Fool the Vipers into leaving
Strength	none	none
Perception	Notice that Blackjack's "minigun" is nothing more than a bundle of sticks and pipes	Call his bluff
	Notice Denom's reaction when you tell him that the greenhouses are contaminated	Can ask him about his odd reaction
Endurance	none	none
Charisma	Deceive the Vipers by posing as a Daughter of Hecate	A high Charisma female can promise Drake a special "reward" back at Ouroboros
Intelligence	Make the connection between the contaminated greenhouse and the radiation sickness in the Ciphers	
Agility	none	none

Luck	Use explosives in an attempt to drop a cliff on the Vipers	If your Traps skill isn't sufficient to "aim" the cliff at the Vipers, a high Luck will miraculously drop the cliff on them anyway
COMBAT BOY		
Firearms	Help or kill the Ciphers	Acquire a crude laser pistol/laser rifle
Melee	Help or kill the Ciphers	Acquire a cattle prod which can be set to various power levels
Unarmed	Help or kill the Ciphers	Acquire the Electro-Gauntlet
CHARISMA BOY		
Barter	Offer to pay Alexandra if she'll give up Blackjack Offer to buy Blackjack from Alexandra Negotiate with one of the Hoover Dam caravans to bring food to Mesa Verde Purchase the uranium from the Ciphers	
Deception	Pose as a Daughter of Hecate and trick the Vipers into leaving (female) Pose as a Viper and trick the Vipers into leaving (male) Deceive Isaasc by making him believe that the CoS is no longer in charge of the Brotherhood Recognize that Denom isn't telling you the whole truth	The Vipers leave peacefully. The Vipers leave peacefully. Discover that it was he who contaminated the greenhouses.
Persuasion	Intimidate the Vipers into leaving Persuade/intimidate Denom into confessing once you realize he's not telling you everything Convince Azkee to let you take some Ciphers along when hunting rattlesnakes Convince Azkee to let you take some Ciphers for backup when you attack the Vipers	No need for fighting. Learn how the crop contamination happened; bonus XP for being thorough Support during the fighting. Support during the fighting.
SCIENCE BOY		

Medic	Diagnose Radian's nerve condition	XP, and the knowledge to formulate a cure
	Concoct a permanent cure for Radian	XP and a Cipher rep boost
	Concoct a temporary cure for Radian	Can force Radian to do your bidding to complete other quests
	Diagnose the radiation sickness in the Ciphers	XP, and a clue to the source of the problem
	Teach a refresher course in medicine to the Nemonik and his assistants	XP based on your skill level
Mechanics	Complete the construction of the Laser Cannon	Zap the Vipers from above
	Repair the computer	Enable the Ciphers to store their schematics electronically
	Sabotage the wind turbine so that the Ciphers go thirsty	Weaken the Ciphers with thirst and enable the Vipers to conquer them
Science	Determine that the radiation poisoning is coming from the fruits and vegetables at the greenhouses	Alert Azkee and the Ciphers will stop eating the contaminated food
	Develop a molerat pheromone to attract molerats to traps	Bait for characters not skilled in Outdoorsman
Outdoorsman	Track and trap live molerats	Restock the caves so the Ciphers have a meat supply
	Track the slavers who kidnapped the Ciphers	Find out where the kidnapped Ciphers are so you can rescue them
	Teach the Ciphers to be more effective hunters	XP based on your skill level
STEALTH BOY		
Lockpick	Pick the lock on the uranium storage door	Access to the uranium.
Sneak	Sneak into the Viper camp to poison their food and water	Destroy most of the Vipers without having to fight them
	Sneak into the village	Get in if you pissed off the Ciphers.

Steal	Steal food and water from the Vipers	Bring back some of the Viper supplies for the hungry Ciphers for bonus XP
	Steal the storage shed key	Get into the shed and find proof of Denom's goof
	Steal the uranium storage key from the Nemonik	Access to the box of uranium.
Traps	Rig the unstable cliff near the Vipers with explosives so that it will crush them when it falls	Crush most of the Vipers without having to fight them
	Build non-lethal molerat traps	Trap molerats and restock the caves
	Disarm the alarm on the uranium storage door.	Access to the box of uranium.
GENERIC SKILLS		
Easter Egg, Easy 1		
Easter Egg, Medium 1		
Easter Egg, Hard 1		
PERKS + TRAITS		
Perks		
Traits		
ENVIRONMENT		
Economics	Limited trading with passing caravans	
Power/Infrastructure	Electricity generated by the wind turbine powers the water makers	
Food	Vegetables grown in the crop fields; meat from game animals	
Tie to Another Area 1	Denver	A potential supplier for Trig can be found there, and the slavers take the captured Ciphers there
Tie to Another Area 2	Hoover Dam	Food shipments from Hoover Dam
Tie to Another Area 3	Ouroborus	The Ciphers know the location of the Vipers, and they believe Hecate may be there as well.
Tie to Another Area 4		
MULTIPLAYER GAMING		
Multiplayer Elements?		

ROOM FOR IMPROVEMENT

Prosperity: The Ciphers are pretty poor in general. Nobody has more than a few caps on them, and most of their equipment is cheap, primitive stuff. The electronics are the most valuable items in the village, but there's currently only a few of those available.

Quests: None?

Store: Trig – in addition to electronic goodies, she's got things like stimpaks or other basic adventuring supplies acquired from passing traders.

Store Frequency: No restocking occurs while the Vipers are still around. Minimal restocking if the PC clears out the molerat caves (small items get smuggled in). Good restocking every few weeks if the Vipers are gone.

Morale: High morale. The Ciphers will defend their home to the death.

Armament: Mostly melee – spears, knives, and pipes. A few zip guns. Leather armor.

General Health: Poor, and growing worse. Not only have the Ciphers been subsisting on a dwindling supply of fruits and vegetables, but they're becoming more and more radiated from those same vegetables.

Community: Strong defense. There's only one way into the village, and that way lies up a narrow path and long ladder. It's very easy for the Ciphers to repel attacks on the village.

Services: Trig has several electronic items to trade, and her workshop functions as a Mechanics Lab.

Communication: None. No radios.

Technology Level: Low-Medium. The Ciphers have lots of low-tech gear like knives, zip guns, and leather armor, but they also have the occasional tech device, like infrared goggles.

END MOVIES

WHERE TO GO CONDITIONS

The player never entered Mesa Verde.	Skip Cinematic
The player didn't deal with the Viper siege.	Goto 1
Alliance with BoS, CoS in charge	Goto 2
Alliance with BoS, CoS not in charge	Goto 3
Ciphers all dead	Goto 4
Mesa Verde got nuked.	Goto 5
Vipers dealt with, Ciphers left alone	Goto 6

1. Vipers not dealt with (WTG)

The Vipers eventually crush the village of Mesa Verde for defying Hecate. The surviving Ciphers are scattered into the wasteland, taking their secrets from the Old World with them.

The village at Mesa Verde in ruins, with corpses lying everywhere and black smoke pouring out of the dwellings.

2. Alliance with BoS, CoS in charge (WTG)

The Circle of Steel's paranoia eventually causes them to withdraw all troops to Maxson's bunker. The NCR, learning of the Ciphers' collaboration with the Brotherhood, launch a massive assault on the village. Every Cipher man, woman, and child dies in the siege.

The village at Mesa Verde in ruins, with corpses lying everywhere and black smoke pouring out of the dwellings.

3. Alliance with BoS, CoS not in charge (WTG)

The Brotherhood-Cipher alliance allows both groups to prosper. The Ciphers welcome the opportunity to put their skills and knowledge to the test, and in exchange the Brotherhood uses its firepower to shield Mesa Verde from its enemies.

A group of Ciphers working on a suit of Power Armor while a Brotherhood soldier looks on.

4. Ciphers defeated/all dead (WTG)

With the Ciphers gone, the carvings and paintings of Old World knowledge on the walls at Mesa Verde fade away, lost forever to the ravages of time.

The village at Mesa Verde, crumbling and empty.

5. Mesa Verde got nuked (WTG)

In a flash of nuclear fire, Mesa Verde disappears from the face of the earth, as does all Old World knowledge contained in the village.

Big mushroom cloud rising over the place Mesa Verde used to be.

6. Vipers gone, Ciphers alive with no allies (WTG)

With the Vipers gone, life at Mesa Verde returns to the normal routine of surviving from day to day. Most Ciphers remain nomadic, repairing whatever electronics they find and bringing a small measure of civilization back to the wasteland.

A snapshot of the village during the day, with children running in the background and an old man with a pile of partially-repaired electronics surrounding him.

RANDOM NOTES

Possible schematics:

1. Ultrasonic Generator: Great against animals. Really great against dogs.

2. Laser Pistol ("Light Gun")
3. Geiger Counter ("Invisible Fire Detector")
4. Infrared Goggles ("Night Helmets")
5. Motion Sensor
6. SEC-Powered Lamps
7. Rail Gun
8. Cattle Prod ("Lightning Rod")
9. Gauss Guns

BECOME A CIPHER ... SOMETHING

Cipher Language Idiosyncracies

"His numbers are not sound. [He's wrong.]

"Convincing Azkee that he is wrong is quantifying infinity." [It's impossible/It can't be done.]

"We cannot leave this place. The sum of all numbers is here; to move away is to wither and die."

"There is invisible fire in that place. There, men have the flesh cooked from their bones without seeing why."

"We trust in the numbers because they do not lie."

Meditation Ritual: Mathematical formulas are chanted, mathematical problems are posed.

Refer to NCR as the "Bear Soldiers" and the Brotherhood as the "Metal Soldiers"

APPENDIX

Mesa Verde (Ciphers)

The Nursery

Version 1.0

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08 The Nursery

"Near as I can figure, some really smart scientists built the Nursery before they decided to let the bombs fly. Like most Pre-War things, you kind of wonder what the hell was rattling in their heads when they were whipping up all these gadgets and gizmos."

Harold, the Ghoul.

OVERVIEW

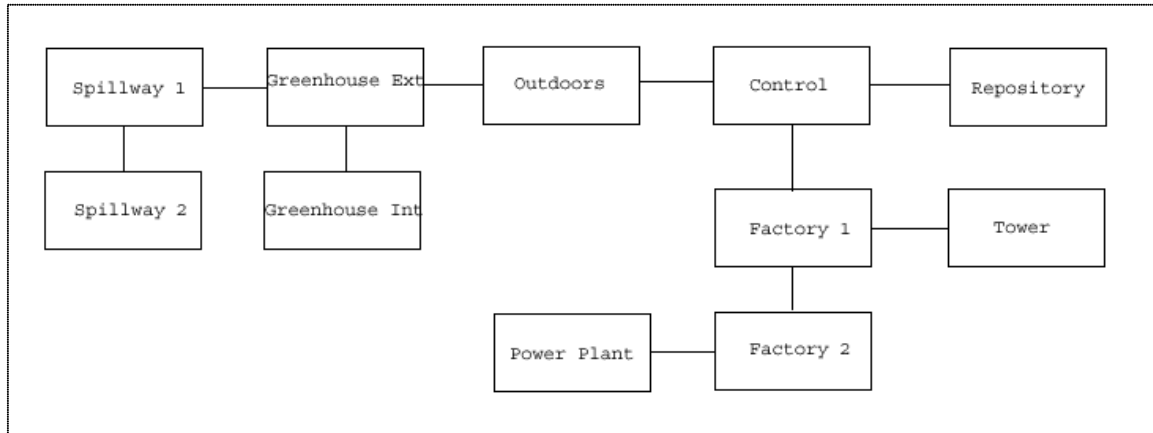
The Nursery: You find yourself standing at the edge of a canyon, looking into a valley below. The valley is green and filled with lush vegetation as far as the eye can see. At the head of the canyon is a lake of crystal blue water, not the murky brown of the wasteland. A river flows from the lake, down the center of the valley, and vanishes into the far canyon wall. Bordering the lake, you can glimpse several buildings, but the details are blurred by distance.

The Nursery is a miracle of pre-war engineering. It is a self-contained balanced ecological system set within a deep canyon. The valley floor of the canyon is rife with the flora and fauna of times past. At the head of the valley is a lake of crystal blue water that feeds a river. The river flows from one end of the valley to the other, disappearing into the canyon wall. Bordering the lake are several buildings that house the maintenance equipment that keeps the Nursery functioning.

The Nursery is located southwest of Denver Colorado near the Black Canyon National Park. The rim of the canyon is approximately a mile above sea level and the canyon itself is approximately a half mile deep. This area was chosen as the home for the Nursery because of its isolated location, its protected status as a national park, and it was deemed least likely to be effected by a war (or most capable of recovering from such effects).

The Nursery will be composed of the following maps:

MAP AREA	TRANSITION	MAP #	MAP SIZE	COMPLEXITY
Spillway 1	Full Party		Small	Mist filled cave
Spillway 2	Full Party		Small	Vault like
Nursery, Greenhouse Ext.	Full Party		Large	Vegetation filled valley, river
Nursery, Greenhouse Int	Full Party		Large	Vegetation filled greenhouse
Nursery, Outdoors	Full Party		Large	Vegetation filled valley, river
Nursery, Control	Full Party		Large	Vegetation filled valley, river, and buildings
Factory 1	Full Party		Small	Factory interior, damaged
Factory 2	Full Party		Small	Factory interior, damaged
Power Plant	Full Party		Small	Cavernous underground
Tower	Full Party		Small	Tower interior
Repository	Full Party		Medium	Laboratory interior, damaged



The goal of the area is the following:

1. *Foreshadowing:* The Nursery is intended to give the player a feeling of hope for the future. It can be viewed as the last surviving remnants of Mother Nature, the last hope of the earth being returned to its former glory.
2. *Threat of destruction:* The Nursery has suffered several technological malfunctions that could, if not tended to, ultimately lead to its destruction. The player will have the opportunity to restore functionality.
3. *Threat of contamination:* The Nursery has suffered a biological accident that is threatening to wipe out major sections of the plant life it contains. The player will have the opportunity to re-establish the status quo or to encourage the changes.
4. *Possible plague vaccine:* The Nursery is currently run by a sophisticated robo-brain that has extensive medical knowledge at her disposal. The player can convince the curator to download this knowledge into his pipboy.

AREA HISTORY

In the early days before the bomb, scientists around the country were pondering how to save mankind from the ravages of war. Eventually their musings gave birth to a company named Vault-Tek, and the vaults. Over the next decade some of the most ambitious underground construction took place throughout the United States as hundreds of vaults were built. Into these shelters, the people and the hopes, of a nation could retreat in times of war.

The Environmental Protection Agency viewed the vaults as only half the solution. Their concern was not only the salvation of mankind, but nature as well. With this in mind, they proposed yet another type of vault, but on a much grander scale. This vault would be used by Mother Nature herself, where she would patiently await the re-emergence of man. When the survivors of the war came forth to reclaim the earth, the Garden of Eden would await them. Thus the Nursery was conceived.

The construction of the Nursery posed quite a problem, however. It was agreed that it could not be built underground like the vaults. Nature needed the sun, the wind, and the rain to flourish. And yet, if exposed and open, how could it possibly survive? The only conceivable answer was that it must be located in an isolated area, free from influence man, and the ravages of war. A search for such a location began.

Computers were fed massive amounts of data detailing the effects of war, where the bombs were likely to strike, and how the devastation would spread. Information about air currents, weather patterns, and the conditions that the Nursery would need to survive were then added to the equation. Finally, topographical maps of the nation input, and the machines were asked to choose.

It took years, but a choice was made. A single canyon was found to house the Nursery, deep in the mountains, shielded from the influence of both man and war. Soon afterward the most ambitious project conceived by the minds of men was devised: a self contained, self sustaining ecological system, with the capacity to reproduce itself. Of course, the expense of such an enterprise could not be footed by the government alone. The project was put up for bid in the private sector.

Derek Greenway was a scientist working under the employ of Poseidon Energy. When it became apparent that Poseidon was more interested in the development of weapons of destruction, and less in the saving of mankind, Derek resigned and started his own company. Greenway Hydroponics, with its turnip headed stick man logo Mr. Green, was the result.

Over the years Derek's company prospered due to their state of the art innovations in farming technology. When the Nursery project was put up for bid it was only natural that Greenway Hydroponics won and construction was began.

08 The Nursery

AREA COMPOSITION

The Spillway:

It is here that the river that exits the valley of the Nursery, is strained, purified, and then recycled for irrigation.

The Nursery:

The Nursery is divided into three major sections: the Valley, the Gardens, and the Control Facility. The Control Facility is further divided into four sections: the Factory, the Repository, the Power Plant, and the Control Tower.

The Valley:

This is the actual canyon floor that houses the Nursery and its facilities. It is filled with lush vegetation and samples of wildlife. A river teeming with fish divides the valley in twain. The western end of the valley houses the Gardens, while the eastern end houses the Control Facility.

The Gardens:

This large greenhouse straddles the river of the valley for about half a mile. It is subdivided into four sections. Each section contains the flora and fauna of one of the major climate zones of the United States. The gardens are maintained by a vast network of irrigation pipes, computer equipment, and a small army of robots.

The Factory:

This is a fully automated production facility capable of creating the legendary GECK, the Garden of Eden Creation Kit. Each kit can be supplied with the appropriate flora and fauna from any area in the continental United States, and comes complete with detailed operations manuals. The kits can be distributed by various automated transportation systems such as truck, train, or verti-bird.

The Repository:

Within these walls are sperm and egg samples of a diversity of animal life in the United States. The Repository also contains a computerized gestation environment, the CGE, capable of giving birth to each of the various species.

The Power Plant:

The Geothermal Power Plant is the ultimate in power systems. Relying entirely on thermal energy converted into usable electricity, this plant stands ready to provide all the power needs of the Nursery. It is self sustaining, self repairing, and, in case of unforeseen emergencies, it boasts a crew of robotic repairmen ready to tackle any situation that may arise.

The Control Tower:

This is the heart of the Nursery. It is here that all data pertaining to maintaining the many facilities is collected, correlated, and digested. A state of the art robo-brain then decides on the appropriate course of action necessary to keep operations at an optimum level.

The Helipad:

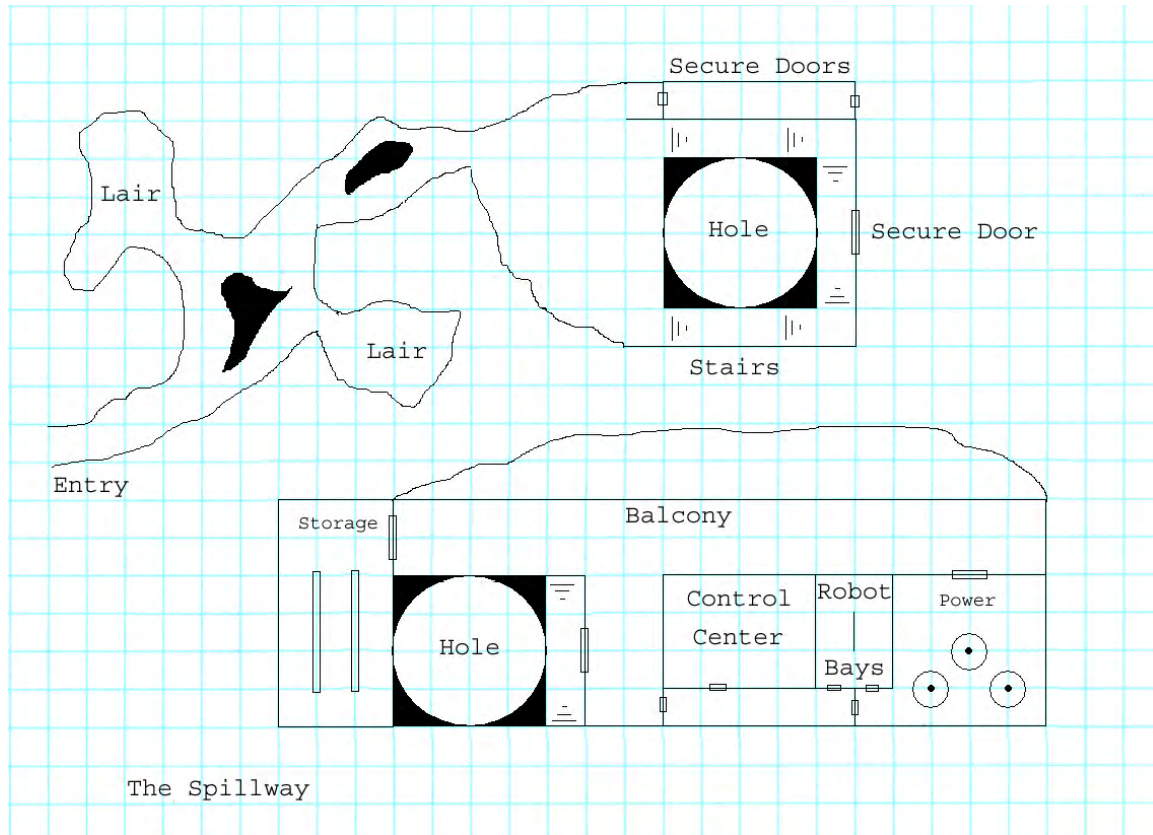
08 The Nursery

The helipad provides access to the Nursery via helicopter. Once construction is completed and production begins, the helipad will be disabled to prevent unauthorized entry.

08 The Nursery

LOCATIONS

THE SPILLWAY:



Entry to the Nursery is through a small cave in a mountainside. The cave meanders a short distance before it dead ends at a spillway for the river. Water under pressure flows from a manmade nozzle in the cave wall and arcs toward an opening in the cave floor. Water striking the wall is aerated and then falls into the hole below, much like a heavy rain. Within the hole is a fine grate that captures debris from the river. A set of stairs surrounding the hole leads down to yet another secure door.

The hole contains the filtration plant for the river. Debris captured by the grate is collected by crab-like scurry robots. The debris is then separated into organic and non-organic piles and taken to grinders where it is recycled. The water falls into a natural underground cavern where it is filtered through the water table. Finally, the water empties into yet another reservoir where it is pumped to the surface to replenish the river at its source. The filtration plant is powered by the geothermal power plant beneath the Nursery. However, in case of emergencies, the plant has a trio of hydro-electric generators for back up.

The filtration plant is overseen from a nearby control center. Here small contingents of robot wardens carefully watch the entire process. Most of these robots are simple maintenance droids capable of making the necessary decisions to keep the plant functional. However, the plant supervisor is a more sophisticated model capable of making command decisions independent of the main computer of the Nursery. He also has a small contingent of security robots armed with stun weapons at his disposal.

To gain entry to the Nursery the player must get by the locked security door in the spillway. This can be accomplished several ways (regardless of the method used, the door will be repaired within an hour of its use):

1. Combat boy: Can use bash the door open with the proper weaponry. (attacking the door will activate the security robots)
2. Diplomacy boy: Can convince the robot supervisor in the filtration plant to open the door.
3. Science boy: Can program the computer in the filtration plant to open the door.
4. Stealth boy: Can hack the electronic portion of the lock to open the door or blow it open with explosives.

Once opened, the door reveals a long hallway that slopes upwards and rises through several switchbacks. This hallway is patrolled by more security robots; however, their weaponry is of the deadly variety. At the opposite end of the corridor is another secure door. It can be opened using the same methods as the previous door (regardless of the method used, these doors will be repaired within an hour of their use).

The robot workers in the filtration plant pose a small threat to the player. Anyone attempting to tamper with any equipment will be asked to stop. Failure to do so will result in the workers trying to gently remove the player. If combat ensues, the supervisor will order the workers to retreat and initiate a lockdown of the plant. The workers will then flee to recharges stations located throughout the area and seal themselves in. At this point the supervisor will try to deal with the player diplomatically. If this fails, he will call upon security robots to deal with the player.

The robot supervisor can be spoken to and possibly reasoned with. The following can be revealed to the player:

1. An earthquake recently rocked this area.
2. The master computer has not issued any directives since the earthquake.
3. The filtration plant lost power and had to switch to the emergency system.
4. The percentage of water loss throughout the closed system appears to be on the rise.
5. The master computer recently granted a human female access to the Nursery. She has not been seen leaving.
6. The only other person to have been granted access to the Nursery was a ghoul. However, that was several years ago. The ghoul has not been seen leaving either.

Finally, the cave that houses the spillway can be a small combat area. Wasteland animals could use the area as a lair because of the abundant water supply and organic matter that can be used as food.

Scripting:

1. Locked security door.

There are two proper ways of doing this. The first is to get the Supervisor to open the door. The second is to hack the computer and get it to open the door. If either of these methods is used the door opens without consequences.

If an improper method is used (attacking the door, hacking the door, etc) the security robots will then spawn and attack the player.

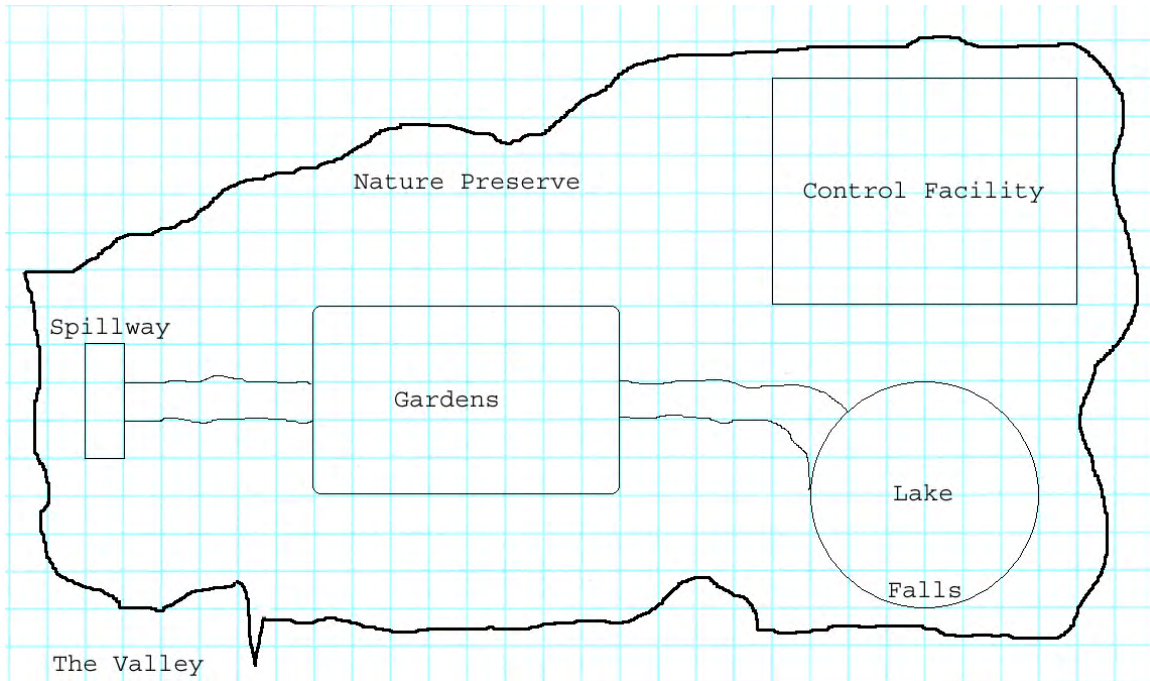
2. Messing with equipment.

The player can mess with things here (certain objects will be dynamic I guess). If he does, the worker robots need to ask him to stop. If he does not stop within 30 seconds they will ask again. If he still does not stop then the Supervisor is summoned.

The Supervisor should auto initiate dialog with the player. The outcome of dialog will determine his level of hostility to the player. If hostile, he will order all robots to their recharging bays. Security robots will then spawn and attack the player.

If the security robots are destroyed, the Supervisor will offer the player whatever he wants to prevent further destruction. This could include opening the secure door, shutting down the plant until further notice, or any number of other options. We can determine which option via flags that are set in game.

THE VALLEY:



This area is to be used for exposition purposes. It is intended to show the earth as it was in the golden era of the 50's, and instill hope that at some point it could return to such a state. The valley is lush with vegetation and wildlife. Grass, flowers, and trees are abundant here. Wolves, mountain lions, badgers, and raccoons (to name a few) flourish here and show no fear of man. However, there are some telltale signs that all is not as it should be.

The water level along the river banks appears to be receding as well as that of the lake. Patches of grass are beginning to turn brown in some areas. Trees further away from the river are starting to show signs of dehydration. In most areas lamps are not lit, computer equipment does not work, and door locks have failed.

For the most part, the player can wander the valley at leisure and explore. There are no dangers here with the exception of the greenhouses. This area is terrorized by wandering bands of carnivorous plant life that will attack animal life on sight. Examination of the greenhouse will show that these creatures escaped through small cracks in the glass that seem to have been formed very recently. The greenhouse itself is in lockdown mode and cannot be entered.

The carnivorous plants will ignore the player but attack indigenous animal life. If the player intervenes he will be marked as a target for attack from that point forward. The plants can be eradicated but they will return unless they are halted at their source. This can only be accomplished by gaining access to the greenhouses.

It should begin to be obvious to the player that the Nursery has undergone some recent catastrophe that has damaged its systems. The most apparent damage is to the power systems and the greenhouse. He can continue to explore the area or begin to search for the cause of the failures and how to deal with them. Game play at this point moves to the Control Facility.

While exploring this area the player can become involved in the following:

1. Animal defense. An animal lair is under siege by a group of aggressive plants. The player can choose a side to support (aiding the plants does not make them the players friend).
2. Lake infestation. The lake is infested with a version of the hag-snake. The player should find their lair (a cave behind the waterfall) and destroy it.
3. Marauding plants. Bands of plants wander about and try to slay any animal life that the find. The player can destroy them.

Scripting:**1. Random encounters**

The player can run into various animals and plants while wandering the Nursery. If he encounters an animal it will be wary but stare at him with curiosity. If it is a plant it will pause for a few seconds, giving the player the feeling he is being watched, and then continue on.

If the player attacks an animal they will flee. Any further encounters with animals will result in their fleeing. If the player attacks a plant it will attack back. Any further encounters with plants will result in their attacking.

2. Animal defense

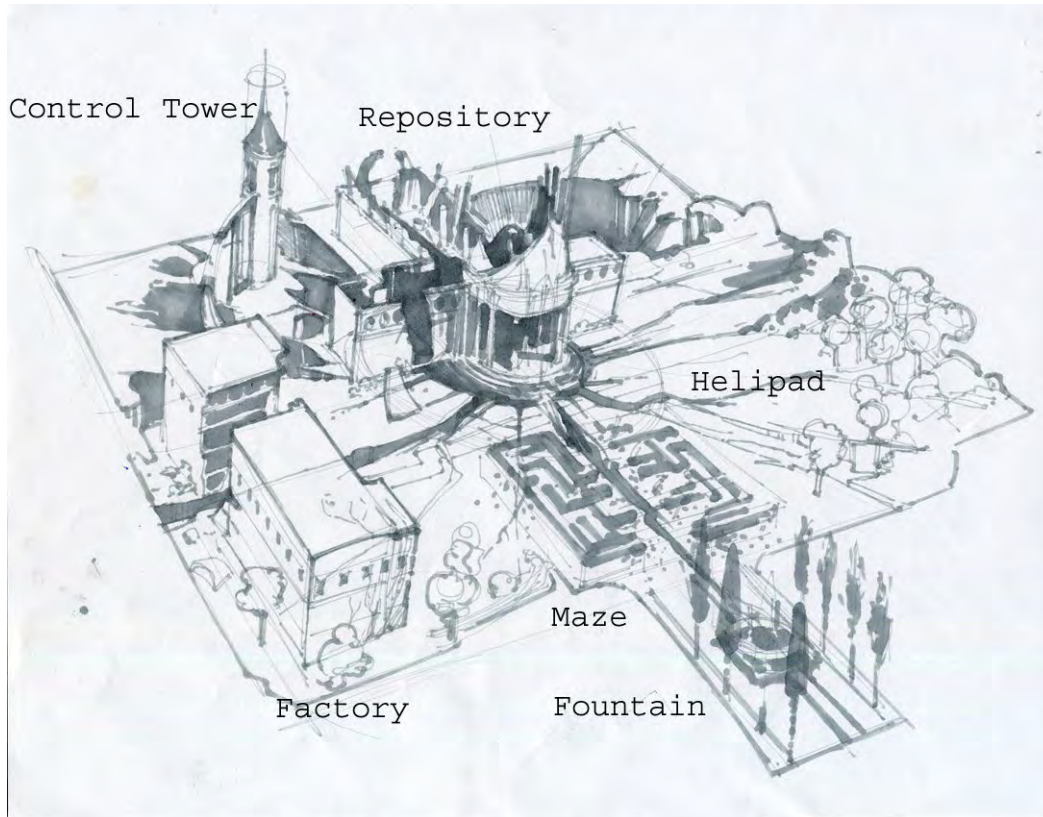
The player can encounter an animal lair that is being besieged by a group of plants. The player can either choose a side to defend or just watch. Defending the animals will set them as friendly to the player and plants as an enemy. Defending the plants will leave them as neutral to the player and set animals to enemy.

If the player has already been marked as an enemy by animals due to random encounter attacks, this can repair animal faction and make them friendly again. However, plants remain as enemies even if the player aids them in this encounter.

3. Lake infestation

The creatures in the lake are enemies of all and will attack on sight. There is nothing the player can do to befriend this faction.

THE CONTROL FACILITY:



This area is to be used for exposition purposes. It is intended to show the stark reality of the damage that has occurred here in contrast to the beauty of the surrounding valley. It is here that the player will see the true nature of the catastrophe that has befallen the Nursery. The control facility has been wracked by an earthquake that has literally shattered the area. The buildings are in various stages of ruin, fissures have opened in the ground in several places, and the area appears to be powerless.

It should be obvious to the player that, unless power is restored, this area is dead. Finding the power source for the many facilities should be the player's first goal. The control facility can be explored freely; there is little danger here except for random encounters.

Two minor parts of the control facility are the helipad and the hedge maze.

The helipad was originally used to gain access to the Nursery during its construction. It now lies in ruin because of the earthquake that ravaged the area. Sitting on the pad is the remains of a helicopter that was destroyed in the quake. There is nothing else of interest here.

The hedge maze is a simple manor house garden maze. The plants are well trimmed and the path clear of debris and weeds. However, it is home to some of the carnivorous plants that are plaguing the Nursery. Creeping vines, thorn sprayers, and tangle weeds have taken root here. They have inadvertently turned the maze into a trap for unwary animals that wander in.

Note: The maze is not meant to be difficult to navigate. It was simply a fanciful addition to the Nursery during its construction.

Scripting:

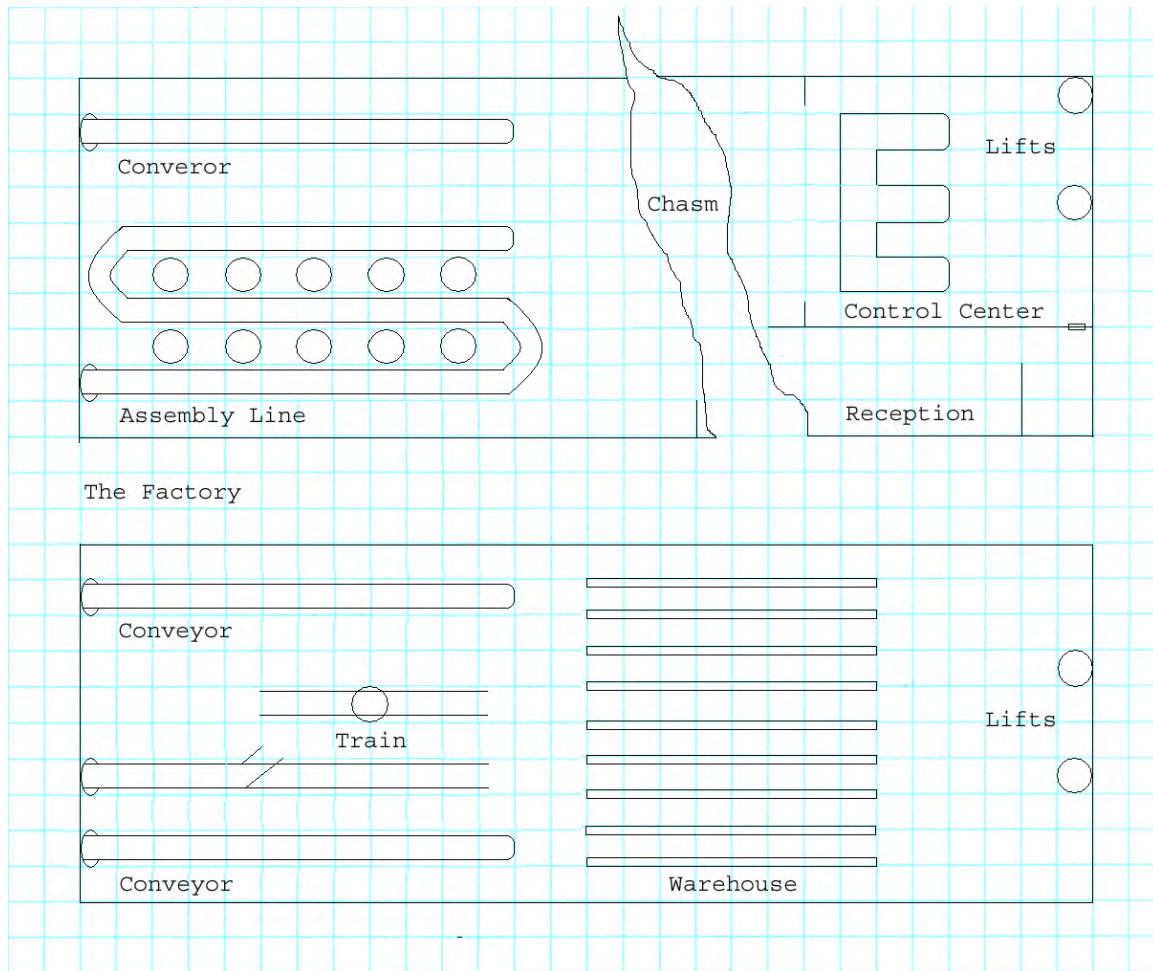
1. The maze

If the player enters the maze plants will spawn at all the entrances/exits to the maze after a minute. This will simulate it being a trap of sorts.

2. Random encounters

The same rules apply here as in the Valley.

THE FACTORY:



This is the production center for the GECKs. A conveyor belt winds its way around a variety of robotic arms that assemble the kits. At the end of the line is another conveyor belt that delivers the finished product to the distribution center below. Next to the assembly area is a huge chasm that has split the building in twain. The ruins of the testing center for the GECKs can be found here. On the opposite side of the chasm is the control center for the factory. A pair of lift tubes here leads to the distribution center below and the control tower access above.

Central to the distribution center is a small train station with a side rail. Currently the side rail holds a flatbed car with a semi-truck upon it. The main rail holds a locomotive with a boxcar attached. The distribution center also acts as a warehouse for finished products and the parts required for their manufacture. Next to the warehouse are a series of robot charging stations and two lift tubes. The first lift connects to the upper level of the factory and the second to the power plant.

When the player enters the factory he will find that it has been overrun by creeping vines. These plants have wound themselves throughout the machinery and are clogging up just about everything. The plants seem to be living off the seed packets intended for the GECKs. Inspection of the conveyor belts shows that the plants are currently winding their way along the belt toward the level below.

Lodged among the plants is an unusual robo-brain shell. Instead of the usual housing that contains a human brain, this shell contains a sophisticated remote control apparatus. Careful inspection reveals that the remote control is removable and that a 'brain' module can then be inserted. Unfortunately, this shell has been severely damaged.

Before the factory can be made operational the player will need to clear out the vines as well as restore power. One possible way to do this would be to use an herbicide (which can be obtained in the Garden). Another choice would be to burn them out. A controlled blaze (or maybe a flame thrower) would not damage most of the equipment here. However, just setting fire to the place would.

The robo-shell is used by the main computer for inspection of the Nursery. It can be used remotely or, by having her 'brain' transferred into it, directly. The damage to the shell is severe and will require replacement of the motivational units. Also, the radio receiver will need to be replaced. Once this is accomplished the power cell can be replaced (or recharged) and the shell will function.

As for the lower level, the main thing here will be to get the train system functional. Once power is restored to the factory the trains will start to recharge their power sources. However, the sealed doors will not open due to damage. The player will need to patch power to the door locks to get them to open.

08 The Nursery

Scripting:

1. Removing vines

The vines here can be removed by using an herbicide. Another method would be to use a controlled burn such as a flame thrower. It sounds dramatic, but you can control the damn thing. The player could also just pour oil on the plants and set them on fire. However, this would be a dirty burn that would then require the machinery to be hosed down.

2. The elevators

Unless power is restored, they don't work. We can do the same thing that we did in Fallout 1. If the player has rope and clicks on the descending shaft then it ties the rope there and lets him go down. If the player has a grappling hook and a rope and clicks on an ascending shaft then it hooks the rope there and lets him go up.

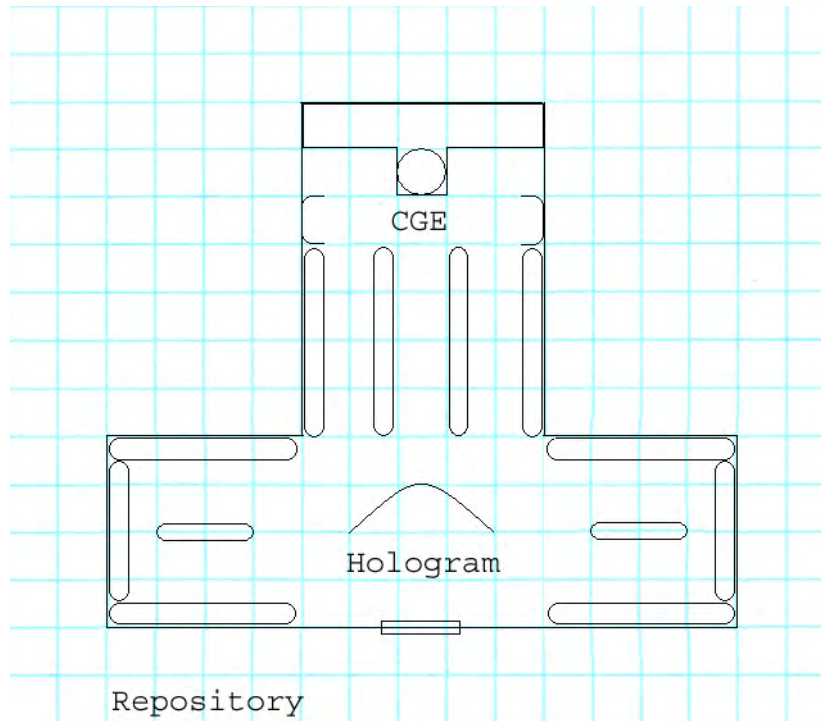
3. The robo-brain shell

This is a simple repair job. If the player has the proper parts and the appropriate skill he can repair the shell.

4. Train station doors

The player will need a power cable that can be stretched from a power outlet (robot recharge bay) to the door panel. This will provide power to the doors and make them functional.

THE REPOSITORY:



The Repository is a sight to behold. The walls are lined floor to ceiling with pairs of vials set into small niches. Each niche has a plaque beneath it with cryptic inscriptions such as *Felis Libyca* or *Canis Lupus*. At the rear of the building is a complex looking piece of machinery with a glass dome. The dome has been cracked due to debris falling from the roof. A series of flashing red lights along a side panel indicates that the machine is functional, but a fault has occurred. At the front of the building is a hologram showing the Nursery valley.

The Repository contains sperm and egg samples from a variety of wildlife throughout the United States. The samples are kept frozen until artificial insemination is ready to begin. The building also contains a computerized 'womb' in which samples can gestate to maturity, at which point they are released into the valley. The computer carefully controls which species are released and in what numbers. The ratio of predator to prey is finely balanced. Two service-bots run the entire process.

The building is also patrolled by two battle-bots. These sentries will not take kindly to anyone tampering with anything within these walls. However, if the player can convince the bots that he is there to repair malfunctioning equipment he will be allowed to do so.

This is the only building within the area that currently has power. When the power plant went off-line, the main computer diverted all available backup power to the Repository to keep it functional. However, the system is currently in standby mode and will remain so until the main power is restored. Also, the 'womb' has been damaged by falling debris. It can be repaired by replacing the glass dome.

Once the player enters this building he will have to deal with the battle bots in one form or another.

1. Combat boy: Beat the living crap out of them. Violence does, after all, solve everything.
2. Diplomacy boy: Talk to the bots. Convince them that he wants to repair, not destroy.
3. Science boy: Shut down the bots. They must have some sort of on/off switch.

4. Stealth boy: Sneak by the bots, find the damn off switch.

Once the Repository is fully functional an option opens for the player. He can program the 'womb' to produce an animal companion. There are several choices available: a grizzly bear, a large panther, a wolf, or a badger (I don't want to get into the DnD 'dire' animals here but these critters should be above average so that they can hold their own). In any case the computer will need to be programmed to allow this, part of the animals creation will involve imprinting it with the desire to follow and obey the player. If he just has the machine pop out an animal 'as is' he will find that it wants to put him on the lunch menu.

Some thoughts on the animals are listed below.

1. Grizzly bear: This animal is huge, slow, and obviously a carnivore. It hits hard and for a good amount of damage. When close to death it goes berserk and does double damage. It is not accepted in towns and no amount of diplomacy will change that.
2. Panther: This animal is large, fast, silent, and obviously a carnivore. It hits good and does a fair amount of damage. It can sometimes surprise its prey, but usually depends on its great speed to reach enemies before they have a chance to react. It is questionable as to whether or not it would be accepted in a town. Perhaps if leashed with a chain.
3. Wolf: This animal is large, silent, and stealthy. It is often mistaken for a dog. It hits good and does fair damage. It has the advantage of stealth and can take enemies by surprise. It would most likely be accepted in town as a dog. It may not be required to be leashed so long as it displays obedience.
4. Badger: This animal is average, tenacious, and viscous. Most people wouldn't know what to think of it. It hits good and does fair damage. However, it doesn't let go of anything it hits and continues to do damage each combat round. It would probably be allowed in towns. Most people would consider it a curiosity until it bit them.

Scripting:

1. Battle robots

These robots will auto initiate dialog and warn the player away. Through dialog the player will have the opportunity to try and convince them that he means no harm to the facility. If successful they will allow him entry.

If dialog fails, the robots begin a thirty second countdown. During this time the player can try to access the side panel of the robot and reprogram it, find the off switch on one of the control panels inside, or prepare for a fight.

2. Repair the CGE

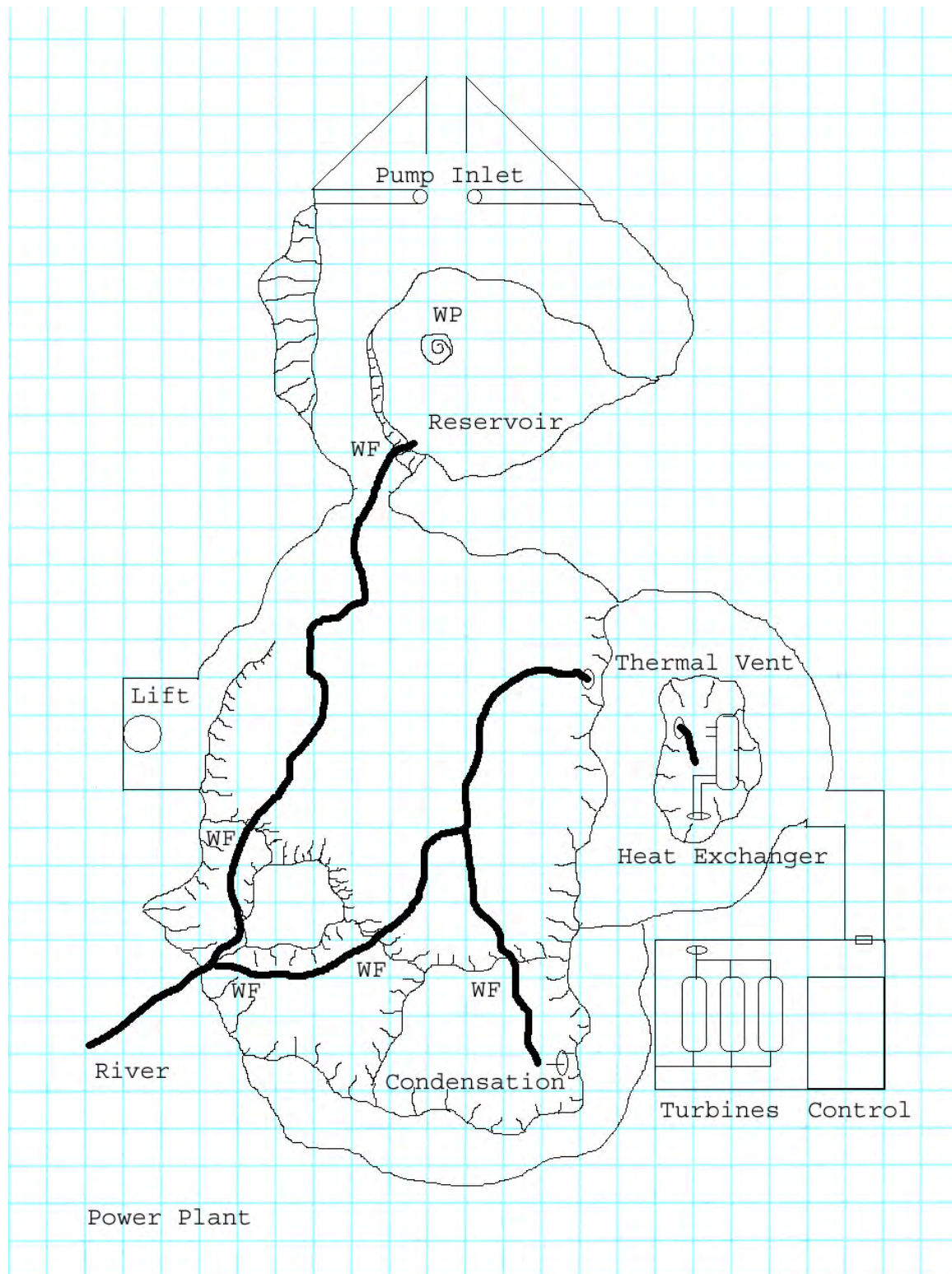
This is a simple repair job. If the player has a robo-brain dome and the appropriate skill he can accomplish the task.

3. Restoring power

This is a long and drawn out process that is covered in several areas. What needs to be done here is to press the reset button. If power has been restored and the jury-rigged cable removed then the place powers back up.

4. Animal companions

This requires a punch card with the proper information imprinted on it. The player can choose and an animal and insert the card. Said animal will then be ready in X amount of time. However, when born it will not follow the player or obey his commands. In order to receive a proper companion a second punch card must be used that has the appropriate commands imbedded in it. When both cards are used the player receives a companion that will follow his instructions.

THE POWER PLANT:

08 The Nursery

This cavern serves two purposes. First, it is the final stage of the natural purification process of river water. The water cascades down several waterfalls until it comes to rest in a reservoir. From there it is pumped up to the lake above. Second, a part of the river water is diverted to the geothermal power plant. Here the water is converted to steam to power a trio of turbines.

Upon investigating this area the player will discover three faults. First, the pipe that carries river water to the heat exchanger in the power plant has broken. The water now flows freely into the thermal vent and is converted to steam. Second, the floor of the reservoir appears to have cracked. A whirlpool has formed and is slowly draining away the water. It will be necessary to repair both faults to bring the power plant online. Finally, the reservoir has been infested with hag-snakes like the lake above. These creatures wander freely down here and attack anything on sight.

Repairing the power plant will not be an easy task for the player. First, a way must be found to repair the pipe that delivers water to the heat exchanger. There are a few ways that this could be done:

1. Combat boy: Find pipe. If owner of pipe disagree with it being taken, then beat the crap out of them. There will be areas where this is possible. The Spillway for example could have a pipe but it is currently in use. Taking it would piss off the security bots.
2. Diplomacy boy: An appropriate piece of pipe could be found at the Jericho water plant. Perhaps the foreman could be talked into relinquishing it.
3. Science boy: Draw up a set of plans for the new part and have it made somewhere. Of course, the power to the repository could be diverted to the factory just long enough for a replacement to be made...
4. Stealth boy: Steal the plans for a similar part and have it made somewhere. Or do the power diversion routine above.

In any case, once the part is found/made then it will need to be installed. This can be done by using one of the scurry-bots from the spillway. The robots are made to crawl around on unstable sections of grating in the hole and carry away debris. This would be a simple matter for one of them to complete. Some thoughts on how to do this:

1. Combat boy: Beat the crap out of everything except one of the scurry bots. Then take the damn bot where it is needed.
2. Diplomacy boy: Talk nicely to the robot warden until he agrees to loan the player one of the robots.
3. Science boy: Program one of the bots to follow him to the power plant and perform the task.
4. Stealth boy: Sneak into the maintenance room of the spillway and abscond with one of the bots there.

The second task involved in this area is the repairing of the reservoir floor. Unless this is done quickly the water in the closed system will drain away and everything will shut down again. In order to accomplish this, the player will need to have the water pumps in the spillway shut down. Once the water in the reservoir is empty a patch can be made to seal the crack.

The first task will be to shut down the water pumps. Some ways this can be done are:

1. Combat boy: Damage the pumps in some way. The repair bots will try to repair them but not if he beats the crap out of them.
2. Diplomacy boy: Talk nicely to the robot warden again. He must be your buddy by now.
3. Science boy: Program the computer to show a fault in the system. It will then shut down until the fault is cleared.
4. Stealth boy: Sneak into the pump room and disable them.

The second task is to patch the hole. Some ways this can be done are:

1. Combat boy: Blow up some of the cavern wall and have the debris plug the hole.
2. Diplomacy boy: Talk one of the bots into giving up its life by having it plug the hole with its body.
3. Science boy: Devise a patch. Perhaps disassembling the round plate in the distribution center (the rotating tracks use it) and having a robot put it in place.
4. Stealth boy: Mine the crack in such a way that it will seal itself when the explosives go off.

The hag-snake infestation will give this area the needed combat opportunities to round it out. These creatures have formed a nest near the steam outlet in the condensation area of the cavern. They really like that humid sultry heat for their eggs (since they lack 'hosts'). The player will need to find their nest and destroy it.

Note: The replacement for the damaged pipe can be made at the Blackfoot town foundry.

Scripting:

1. Repair the pipe

The act of repairing the pipe is no big deal. If the player has the item in his inventory, he can repair it. I think it would be interesting if he also had to find a way down to the pipe. For instance, he could use a rope or maybe have to reprogram one of the scurry robots to go down to the pipe and do it.

2. Repair the reservoir

The act of repairing the reservoir will be a bit more involved in that it requires the river to be turned off. This can be handled by speaking with the Supervisor in the spillway, or possibly by damaging the pumps. If successful, the river and reservoir will need to disappear at this point so that repairs can be made. Once made, they can come back. As for the river in the Nursery, it won't disappear but it will appear to no longer be flowing. Also, the waterfall that feeds the lake will need to stop. Whatever is done, this will only last for 24 hours. After that amount of time things start working again and return to normal.

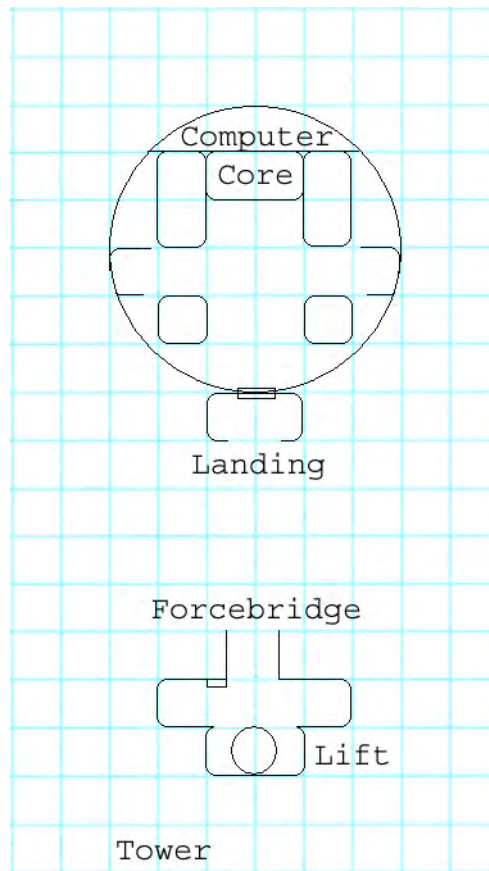
In any case, the repair of the reservoir may be a simple matter of having a patch item ready. If that is the case then the player need only click and have the appropriate skill. I'd also like to have it be repairable by using explosives on the reservoir wall. Maybe the player can blow a chunk of the wall away and have it seal the crack.

3. Hag snakes

It's combat. Kill them.

08 The Nursery

THE CONTROL TOWER:



The Control Tower is accessed via a lift in the factory. The lift exits on the force-bridge landing stage. Activating the bridge will span the gap between the landings with a force field. A secure door gives access to the main computer room in the tower. Neither the lift nor the force-bridge is functional until power is restored.

The tower contains the main computer room that controls all Nursery functions. The computer is composed of two Zax units operating in tandem with a central brain (a human volunteer was chosen to donate her brain) core between them. Next to the computer are two empty recharging bays. On either side of the door are two massive memory cores. None of this equipment is currently functional, even if power has been restored to the Nursery.

Upon reaching the control tower the player will find that the secure door has been opened. A thick power cable runs from inside the tower, out the door, and over the landing to the ground below. From there the cable runs to the Repository. Once inside, the player will find that several floor panels in front of the computer core have been removed to give access to the main power line. The main line has been severed and a new cable, the one that leads out the door, has been attached.

When the power for the Nursery went offline the auxiliary system, solar charged batteries, kicked in. The central computer immediately tried to determine the damage to the facility and how best to correct it. Unfortunately the damage was much more severe than the facility was meant to sustain. Repairs were possible, but not within the time needed to save the most critical of the Nursery's systems, the Repository.

Fortunately, the Nursery had a visitor at the time of the disaster, a Follower of the Apocalypse named Akeisha Moon. Following instructions given her by the computer she was able to rig power from the auxiliary system to the Repository to keep it functional. However, this created a few problems on its own. First of all, she had to disconnect power from the central computer. Second, she had to put the Repository into standby mode indefinitely. There was simply no way for the solar backup system to support such a drain on its resources.

There are two ways for the player to get to the computer room. First, he could restore power to the Nursery and simply use the force-bridge. Second, he can climb the power cable draped over the landing. In either case, he will find Akeisha waiting for him.

Akeisha is provided for informational purposes (she is also one of the missing prisoners). She will gladly explain everything that has befallen the Nursery since the earthquake. If the player has not already done so, she will ask him to make the necessary repairs to all Nursery equipment. If the player attempts to bring the main computer online before power is restored (by disconnecting the backup power from the Repository) she will try to talk him out of it, explaining to him the importance of the Repository. If the player refuses to listen she will not interfere.

If the main computer comes online and the Repository is at risk, the computer will ask the player to undo what he has done. She will use any means at her disposal, including begging and bribes. If the player refuses she will then send out an SOS signal to Ulysses alerting him of the player's presence and the clear danger to the Nursery. This will result in a tactical death squad arriving and trying to take the player out. Regardless of what happens here, Akeisha tries to stay in the background out of harms way until she can reconnect power to the Repository.

If, however, the player has restored full power then the computer will be most grateful and all is well and good. She can then ask the player to perform certain quests for her:

1. Restore production: Get the factory online and producing again. This will require clearing out unwanted plants, cleaning up the warehouse, and getting the distribution center running.
2. Greenhouse repair: Find out what has happened in the greenhouse and put it to right. This will entail repairing the malfunctioning hub.
3. Robo-brain shell: Find the parts needed to repair her shell and get it working. This could require the player to go to Boulder Dome for parts.
4. Leave: Hey, you guys have the freakin plague! Now I'll have to purify everything and start all over. Get the fuck out!!

The main computer is named Diana. She is the same Diana who poses as the goddess of the Twin Mothers tribe. Once she is activated, she will once again assume her divine role for the tribe. This will include re-activating the robots in vault 29 and insuring the isolation/protection of the tribe (for more information, see the area overview for the Twin Mothers). Of course, this is all dependent upon actions taken by the player while he was with the Twin Mothers.

If the player has caused irreversible harm to the Twin Mothers, Diana will take great exception to the fact. After the player leaves the control tower she will seal the door, collapse the force bridge (even if the player is on it), and turn all the security robots against the player. If this is ineffective in dealing with him she will send an emergency signal to Ulysses so that a tactical hit squad can be sent after the player.

If the player has done well by the Twin Mothers, Diana will be indebted to the player. She will offer him technical/medical help or even an animal companion from the repository. Another possible boon is to restock the dying Brahmin herds of the wasteland with Brahmin that are resistant/immune to the plague. When she discovers that the player is carrying the new plague, she will begin work on finding a possible vaccine, but ask him to leave before he infects the entire Nursery.

Scripting:

1. Akeisha Moon

Akeisha needs to auto initiate dialog upon the player entering this area. She will not go hostile because of dialog responses. However, she will leave the map (to return later) if the player is an ass or attacks her. Her dialog will check several flags that have to do with the state of repairs at the nursery.

2. Main computer

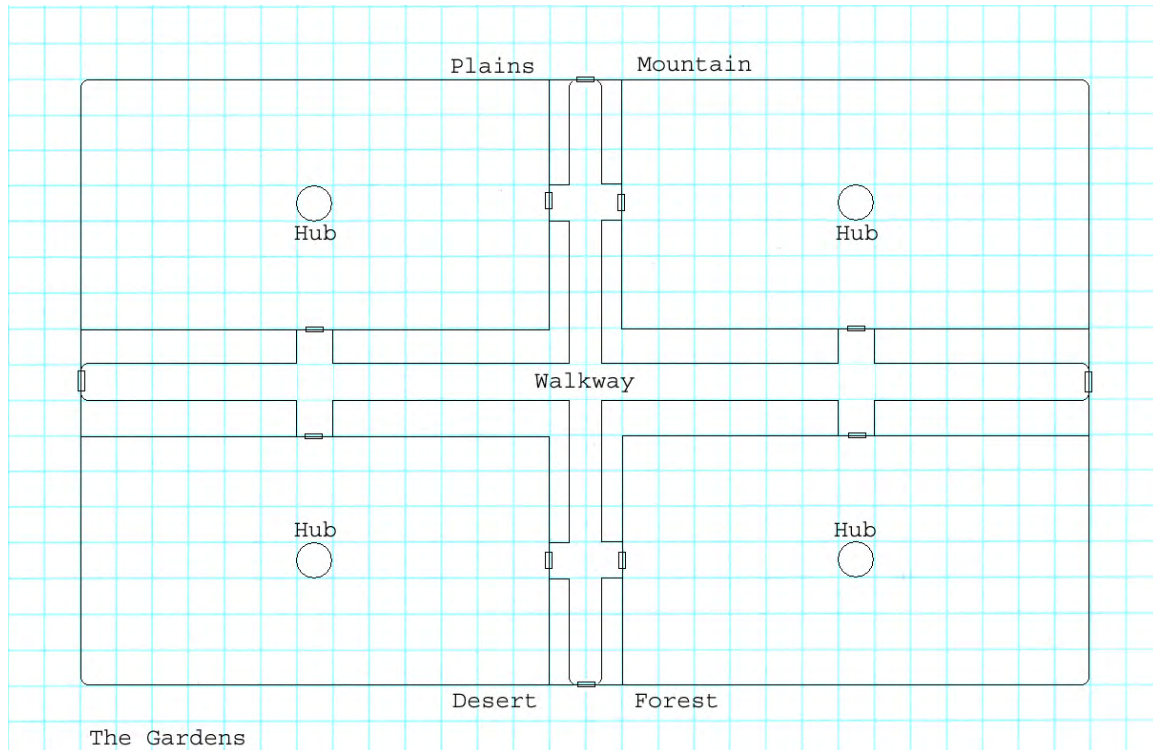
If power to the main computer is restored then Diana needs to initiate dialog with the player. As with Akeisha above, her dialog will check several flags that have to do with the state of repairs at the nursery.

If the repairs have been completed and in a proper manner then Diana will simply be another character to interact with. However, depending on the state of repairs she may ask that the player shut her down until repairs are completed. A flag needs to be set if the player complies. If the player is a total ass or attacks Diana she will set all robots in all areas of the facility to attack him. If this fails to deal with the player then a flag needs to be set that will allow the spawning of robot death squads randomly throughout the game.

3. Robo-brain shell

If the player repairs Diana's shell then she can transfer herself to it and become a mobile NPC. We need to set a flag that indicates whether or not she is in the shell.

THE GARDENS:



The garden is a huge greenhouse that straddles the valley river. It is divided into four sections, each detailing a different environment. The four sections are: mountains, plains, forests, and deserts. Each section is rife with plant life indigenous to that type of environment. The garden is monitored and controlled by the central computer. However, in case of emergencies, each section has a central hub that acts as a backup unit should communication be lost.

When the earthquake struck, communication was lost with the central computer. The hubs in each greenhouse section immediately activated and began to monitor activity and issue commands to stabilize the area under its care. One of the hubs, the one in the plains section, was severely damaged by falling debris. The hub sent out a burst of scrambled commands that were interpreted by the greenhouse as instructions for altering the plant life and environment in that section. As a result, a variety of carnivorous plant life that was created. The damaged hub then shut down and no longer monitors the area.

The rogue plants pose a threat to the greenhouse and the Nursery both. Although they are non-intelligent, they are inimical to plant life that they do not recognize as their own species. They are very aggressive in their growth and are insinuating themselves throughout the Nursery. If they run unchecked they will take over as the dominant form of life. These plants also have a rudimentary form of locomotion, much like creeping vines, and are capable of traveling about the Nursery. Having been mistaken for food by some of the herbivorous life in the Nursery, the plants now attack animal life.

The player can deal with this threat by simply eliminating the plants and their nests. The hub of the greenhouse will also need to be repaired so that it can issue the proper commands to restart proper plant growth.

Harold the ghoul has made himself a home in the gardens, specifically the forest area. It seems that the Nursery took a liking to his tree and wanted a sample of it for its records. Meanwhile, Harold is trying to

decide if he wants to exchange 'Fred' for another type of vegetation. In any case, Harold is here just to talk to the player and offer advice/suggestions for dealing with various problems in the area.

One thing that Harold would like is a nice little hut in the forest that he can call his own. Maybe the player can program the hub to provide him with one? If not could he find the materials and build him one? In return Harold can reveal information to the player that would be of great benefit to him:

1. Plants that can cure disease and poison, or absorb radiation, or cure addictions.
2. Plants that can be used for healing like stim-paks.
3. How to grow/maintain these plants.

Notes: Each of the garden areas needs to be set up as small self contained worlds. I want them very detailed, as if they are an entire theme park in themselves.

Scripting:

1. Repair the hub

Once again this is a simple matter of having the right skills. If the player does, then the hub is repaired. This will cause all carnivorous plants to stop spawning.

2. Harold's hut

Diana can instruct the hub in Harold's garden to produce a hut for him. Otherwise the player can do it with the appropriate skill.

ART REQUIREMENTS

The Nursery will require a wide variety of art. The areas presented here depict a wide range of styles from underground caverns, high-tech laboratories, to lush gardens.

TILE SET

The following sets will be needed: high tech, desert, forest, ruins, mountains, rivers and lakes.

CRITTERS

The following creatures will be in the Nursery: various plants of dubious nature, dogs, cats, wolves, bobcats, bears and tigers. For the dog/cat models we can just make one model, resize it, and retexture it so that it looks like several other models.

GENERIC SCENERY OBJECTS

The following generic objects will be needed: high-tech equipment, trees, plants, rocks, ruined machinery.

SPECIFIC SCENERY OBJECTS

The following specific objects will be needed:

Spillway:

4. Hole with water injector (upper level)
5. Hole with water shower effect (lower level)
6. Balcony overlooking the underground river

Valley:

1. Greenhouse exterior
2. Lake fed by waterfall

Control Facility:

1. Helipad surrounded by turrets
2. Cracks and fissures throughout the area

Factory:

1. Conveyor belts
2. Assembly line with robotic arms
3. Fissure
4. Locomotive and semi-truck

Repository:

1. Hologram

08 The Nursery

2. Artificial womb

Power Plant:

1. Multiple waterfalls
2. Carlsbad like caverns with lighting
3. Heat exchanger
4. Thermal vent with lava glow
5. Steam turbines
6. Condensation area with steam outlet
7. Lake with whirlpool

Control Tower:

1. Special computer
2. Memory core

Gardens:

1. Miniature areas set up as mountainous, plains, forest, and desert terrain
2. Control hubs

Maze:

1. Hedge maze

DYNAMIC SCENERY OBJECTS

Spillway:

To be determined.

Valley:

To be determined.

Control Facility:

To be determined.

Factory:

1. Conveyor belts
2. Assembly line with robotic arms
3. Rotating train platform
4. Locomotive

Repository:

To be determined.

Power Plant:

1. Broken pipe
2. Replacement pipe
3. Whirlpool crack in floor
4. Water level needs to be changeable

Control Tower:

1. Power cables
2. Floor panels
3. Bridge

Gardens:

1. Control hub.

Maze:

1. Exits/entrances that can be opened/closed.

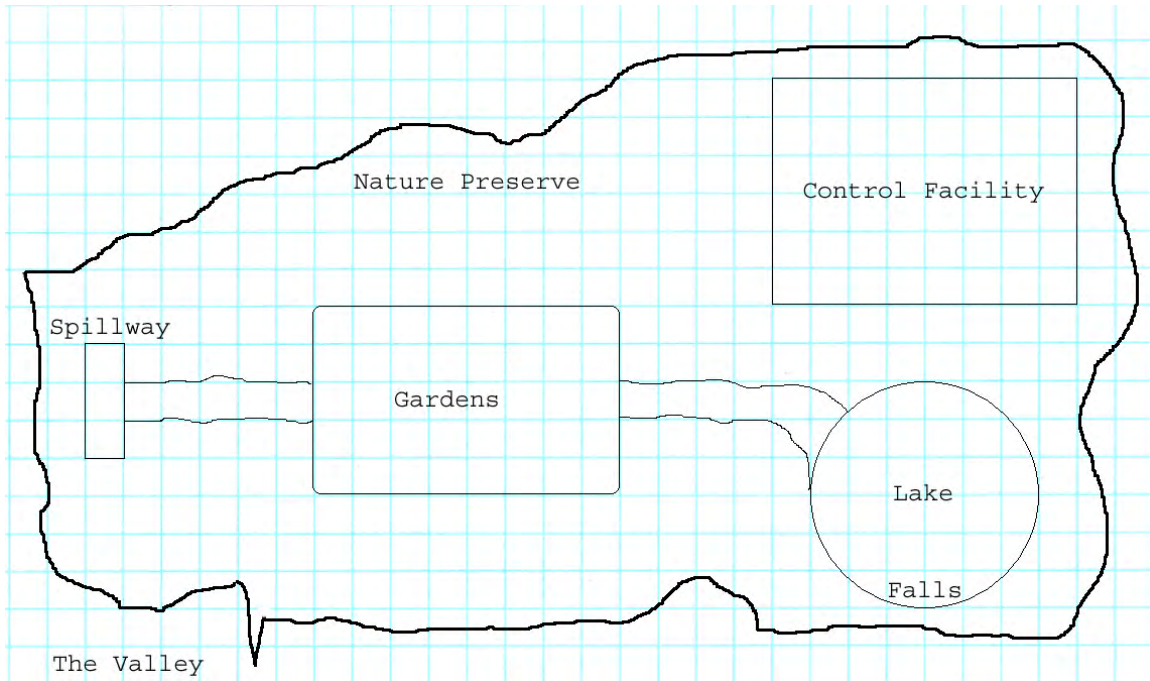
AREA PHOTO



The Nursery photo should look like this.

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TOWN MAP IN PIPBOY



The Nursery Valley map should look like this.

SCRIPTED SCENES OR MOVIES

1. When the player first enters the Nursery I would like to have a short movie that pans across a lush valley filled with life.
2. When the player gets the power plant working I would like to have a short movie showing the different areas of the Nursery powering up. The movie would end with a scene showing defense turrets in some areas coming online for foreshadowing.
3. When the player gets the distribution center working and uses the locomotive there I would like to have a short movie showing the train powering up, the secure door to the tunnel opening, and the train pulling out of the station through it.

08 The Nursery

CAST OF CHARACTERS

Akeisha Moon (Human Female)

Akeisha is a member of the Followers of the Apocalypse. She spent the majority of her life searching for the ancient vaults and any knowledge that they may contain. She would routinely spend her time traveling the wasteland, researching stories or rumors about the vaults, and then attempt to find them. She has been moderately successful in her chosen career and has discovered two vaults.

While visiting a tribe in the south west, Akeisha noticed that an unusual number of the tribes brahmin were dying. Although not trained in medicine, she was naturally curious and decided to look into the matter. If nothing else she could report her findings to the Followers and perhaps interest them in sending someone qualified to look into the matter. Not long after beginning her research the tribe was attacked during the night by unknown assailants. Akeisha was struck unconscious during the attack.

When she next awoke, Akeisha found herself in what appeared to be a prison cell. For untold days she attempted to contact the warden of the prison, but all she ever saw were the robot helpers. She had just about given up hope when the prison was rocked by an explosion and the door to her cell was jarred open. She wasted no time in fleeing her captors.

Akeisha wandered the desert for days until she stumbled upon a cave. She was intrigued by the sound of running water and decided to investigate. What she found was the spillway to the Nursery. As she stared in wonder at her discovery she was approached by a robot that began to question her as to why she was there. Still awestruck, she stuttered out some answer that seemed to satisfy its master. She was invited to enter the Nursery and speak with the curator. This was an opportunity that could not be passed up.



Diana, Nursery Central Computer Intelligence (Robo-brain Female)

Diana Stone was a scientist working for Greenway Hydroponics. She was a brilliant woman with a career that path that would gain her a place of recognition among some of the greatest scientific minds in the United States. Unfortunately, she was diagnosed with breast cancer and given little time to live.

The news of her impending death had a profound effect on Diana's life. She turned away from science and began to look into the spiritual side of life. However, with so little time left to her, she soon became frustrated and despondent. This was to change when she was contacted by Derek Greenway.



Derek was proposing a new type of super-computer that would be years ahead of any system currently in production. Even the highly touted Zax units would pale in comparison. He proposed building a computer that could take a quantum leap forward by being able to pose the simplest of questions: What if? With this in mind he devised a system that would house a human brain with each hemisphere, logical/emotional, linked to a Zax unit. The human mind would have vast amounts of computation power and almost unlimited storage capacity at its disposal. Who could predict what such a mind would be capable of doing? All he needed to find out was a volunteer. With nothing to lose, Diana jumped at the chance.

When Diana awoke from the operation she was overjoyed at the success... at first. As the months progressed she began to doubt the wisdom of becoming part of a machine. Her hearing was acute, but too much so. She could hear into a range far above normal and it was disturbing. Her eyesight was perfect, but once again too perfect. Her vision showed a sharpness of clarity that made the world look unreal. The most disturbing aspect was her lack of skin. She no longer felt the weight of clothing, the touch of a cool breeze, or her own caress. Everything that made her human... was either changed or gone. And they had told her she could live virtually forever.

Diana knew that she had to come to grips with what she had become when they told her the purpose she would serve. After she was installed in the Nursery she buried herself in her work, knowing that she would play a significant part in the salvation of the world and mankind itself. Unfortunately, it simply wasn't enough. She hadn't counted on the years of loneliness once the Nursery was sealed and the war begun. In desperation she began to look for something to do to maintain her sanity.

Harold, Mister Tree Head (Ghoul Male)

Harold the ghoul was ill. The tree in his head developed an unknown disease and was dying. Much to his surprise, Harold found himself affected as well. He didn't think he was going to die, mind you, but still... he just didn't feel right in the head.

So, he set out on a quest for a cure. Naturally, he didn't have an easy time of it either. People just didn't seem to want a ghoul around any more. But, Harold didn't let that stop him. He persisted in his quest until he came upon the Twin Mothers tribe.



Much to his surprise the tribe took him in and accepted him as he was. He explained his quest to the tribal leaders and was told that they would consult their goddess. Days later, Harold was approached by the tribal shaman and given a potion to drink. It was a foul concoction, but it worked. Fred, the tree, got better and was happy again.

Harold couldn't let such a good deed go unrewarded so he offered to help the tribe in any way that he could. They smiled at him, thanked him, but declined his help. "The goddess will provide," they always said. Harold, nice ghoul that he is, said that he would like to pay his respects to the goddess. He was taken to the tribal shrine and granted a private audience. He wasn't really surprised when the projected image of a woman appeared before him, but he was taken aback when she told him where he could find her.

Harold traveled to the Nursery and has been there ever since. He is considering settling down and spending the remainder of his day, however long that may be, in the tranquility of the gardens.

SCRIPTING

GENERAL

To be determined.

CUT-SCENES

To be determined.

MONSTER ROSTER

The players are likely to encounter the following “monsters” at the Nursery:

MONSTER	NUMBERS	DIFFICULTY
Dogs, domestic	?	Non hostile
Dogs, wild	Chaotic pack	Easy to medium
Wolf	Organized pack	Medium to hard
Mastiff	Single or pack	Medium to hard
Raccoon	?	Easy
Badger	?	Easy
Cat, domestic	?	Non hostile
Cat, wild	Loner or pride	Easy to medium
Cat, bobcat	Loner or pride	Medium to hard
Cat, panther	Single or pride	Medium to hard
Plant, carnivorous vine	Single	Medium to hard
Plant, carnivorous bush	Organized pack	Medium to hard
Plant, thorn sprayer	Single	Easy to medium
Plant, gas sprayer	Single	Easy to medium
Various robots	?	Easy to hard
Scurry bots	?	Easy
Worker bots	?	Easy
Gardening bots	?	Easy to medium
Pest control bots	?	Medium
Security bots	?	Medium to hard
Battle bots	?	Hard

RANDOM ENCOUNTERS

EMOTIONAL PORN

This section sets up all the emotional role-playing opportunities present in the Nursery.

DRAMA

When the player arrives he finds that an ecological treasure is threatened with destruction by several things ranging from natural disasters to ecological blunders. Working to save the Nursery will require a wide variety of skills to be successful. The suspense of whether or not the player can or will succeed should be gripping.

MORAL DILIMMAS

The only moral dilemma that I see for this area is what it could be used for. The ability to hoard the knowledge and resources stored here for a profit is huge.

ROLE-PLAYING TESTS AND EPITHETS

Try to find ways to grant karma based on a player's reasons for taking certain actions. Perhaps this can be done through dialog.

TIES TO OVERALL GAME THEMES

The main theme of the Nursery, in my opinion, is the folly of the war that created the Fallout universe. When the player compares the beauty of the Nursery to the wasteland that the world has become he can ask himself "Was it worth it?" "What can I do to prevent this from happening again?"

NPC COMPANION USES

There are no specific NPC uses in the Nursery. However, the area does challenge the player by requiring a large skill base in order to satisfy all of the quests. Having NPC's with various skill concentrations will prove to be quite useful.

COOL SHIT

The players will find the Nursery cool for the following reasons:

1. The player can explore an area unlike any other in previous Fallout titles.
2. Saving the Nursery will give the player a supreme sense of accomplishment and instill hope for the future of the Fallout world.
3. The player can get a special animal companion in the Nursery that is unequalled anywhere in the game.

POSSIBILITIES

- To be determined.

QUEST ITEMS

- To be determined.

QUESTS

MAIN QUESTS

There are several quests required in the Nursery. For the most part these quests are not assigned but rather assumed by the player. I have listed them in no particular order.

1. Gain entry to the Nursery.
Find the spillway and discover the best way to bypass it and enter the Nursery proper.
2. Explore the valley and discover the tragedies that have befallen it.
Find the greenhouse and the destructive plant life that is escaping from it. Discover the lack of power to all Nursery facilities.
3. Restore power to the Nursery and all of its facilities but especially the Repository.
Find the geo-thermal power plant and repair it. Find the fissure in the reservoir and repair it as well.
4. Restore power to the Nursery central computer.
Reconnect the computer to the normal power supply once the power plant has been brought online.
5. Heal the central computer of her ails (Diana is a robo-brain).
Find a replacement robo-brain shell or repair the one found in the factory.
6. Destroy the carnivorous plants that are taking over the gardens.
Infiltrate the gardens and then locate and destroy all inimical life forms there.
7. Restore the functionality of the distribution system.
Bring the trains online and hack the doors that have sealed off egress to the outside world.
8. Start up GECK production.
Get the factory up and running to full capacity.

MERCHANT QUESTS

There are some scenarios listed in the location descriptions that could provide a reason for the player to travel to other areas throughout the game.

1. Find a replacement pipe for the power plant.
A replacement pipe could be located in another area (Jericho water plant?)
2. Find a replacement robo-brain shell for the central computer.
A robo-brain shell could be located in another area (Boulder Dome?)
3. Collect wasteland animal samples worth preserving and bring them to the Nursery.
Find plants and animals that are not currently infected with the plague and bring samples to the Nursery for future re-introduction to the world.

FLOATING QUESTS

There are no floating quests for this area.

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Nursery								
	Gain Nursery Entry	Deiley	0	?	No	0	No	No
	Explore Valley	Deiley	0	?	No	0	No	No
	Restore Nursery Power	Deiley	0	?	No	0	No	No
	Restore Repository Power	Deiley	0	?	No	0	No	No
	Restore Computer Power	Deiley	0	?	No	0	No	No
	Find Robo-Shell	Deiley	0	?	No	0	No	No
	Clear Gardens	Deiley	0	?	No	0	No	No
	Restart Factory	Deiley	0	?	No	0	No	No
	Restart Distribution	Deiley	0	?	No	0	No	No

08 The Nursery

SOUND REQUIREMENTS

MUSIC

Most of the Nursery is a beautiful lush woodland valley. The music should reflect a feeling of wonder, serenity and the like. In areas where this is inappropriate I have listed changes.

BASIC SFX

The basic ambient sounds for this area should be natural outdoor or woodland sounds. Distant animal life, wind rustling through the leaves of trees, running water through a brook, etc.

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
Spillway	MUSIC DESCRIPTION
	Typical Fallout background music. There is nothing that really distinguishes this area from any other underground area.
	BASIC SFX
	The distant roar of water (this will increase in volume until the player reaches the main chamber at which point it will overpower any other sfx).
	WALLA SFX
Filtration plant	None
	MUSIC DESCRIPTION
	Typical Fallout background music. There is nothing that really distinguishes this area from any other high-tech area.
	BASIC SFX
	The distant roar of water (this will be subdued unless the player enters the hole at which point it will overpower any other sfx). The hum of machinery, water pumps, flowing water.
Valley, general	WALLA SFX
	None
	MUSIC DESCRIPTION
	Since this area is so different than any previous Fallout areas I'd like the music here to be something special. This is going to be a beautiful lush valley complete with natural wildlife. The music should reflect wonder, serenity, etc.
	BASIC SFX
Valley, gardens	The rustling of wind through the leaves of trees. Distant animal life. Running water.
	WALLA SFX
	None
	MUSIC DESCRIPTION
	This area of the valley is the home to some carnivorous plants. The music here should change to give the player a more 'dangerous' feeling.
Control facility	BASIC SFX
	The rustling of wind through the leaves of trees. Distant animal life. Running water.
	WALLA SFX
	None
	MUSIC DESCRIPTION

	For this area I think we can return to standard Fallout music themes. The area is in ruins and is open to exploration. The music should reflect the lack of imminent danger.
	BASIC SFX
	Distant wildlife. Crumbling stone. Somewhat silent and dead.
	WALLA SFX
	None
Repository	MUSIC DESCRIPTION
	The music here should reflect a sense of wonder again so I think it should return to the music used in the valley.
	BASIC SFX
	The hum of machinery.
	WALLA SFX
	None
Power plant	MUSIC DESCRIPTION
	Typical Fallout background music. There is nothing that really distinguishes this area from any other underground area.
	BASIC SFX
	Running water. Distant thunder of waterfalls.
	WALLA SFX
	None
Control tower	MUSIC DESCRIPTION
	Typical Fallout background music. There is nothing that really distinguishes this area from any other high-tech area.
	BASIC SFX
	Running water. Distant thunder of waterfalls.
	WALLA SFX
	None
Gardens, good	MUSIC DESCRIPTION
	The gardens are composed of four small areas. In three of the areas the music should reflect a sense of wonder again so I think it should return to the music used in the valley. In the fourth area (listed below) this should change.
	BASIC SFX
	Running water. Distant thunder of waterfalls.
	WALLA SFX
	None
Gardens, bad	MUSIC DESCRIPTION
	This is a dangerous area controlled by carnivorous plants. The music should change to reflect this danger.
	BASIC SFX
	Running water. Distant thunder of waterfalls.
	WALLA SFX
	None

MAP AND MAP KEY

The maps are in the locations section above. I'll have to move them down here.

08 The Nursery

Maxson Bunker

Version 1.0

12/1/2003 5:33:00 PM



"We're losing the war, we're losing technology to the wastes, and our inept commander can't do a damn thing about it! Well, some of us have taken steps to recoup our losses!"

Devon Hill, the Circle of Steel.

09 Maxson Bunker

OVERVIEW

Maxson Bunker: Built into the face of a cliff wall is what appears to be a camouflaged steel door. There is no apparent way to open the door. Further along the cliff wall is a natural opening into a small cave.

Maxson Bunker was a pre-war fallout shelter built by a senator for his family and himself. Unfortunately, the war caught him unawares and the bunker was never used. All but forgotten, the bunker location was passed down as a family secret from one generation to the next. Eventually a family member passed the secret on to Roger Maxson, who claimed it for the Brotherhood of Steel.

The bunker was intended to be used as a staging area for exploration teams scouting the east. However, once the war broke out with the New California Republic the bunker became a forward base of operations against Hoover Dam, an NCR outpost. The war effort has gone poorly for both sides. The BOS has superior technology, but the NCR has superior numbers of troops. As a result, the war has been at a stalemate for years. Morale on both sides has plummeted but the BOS has been severely affected.

The BOS has always believed themselves to be an elite organization comprised of the best that mankind has to offer in soldiers and technology. The fact that a large group of under trained and under equipped troops could hold their own against such superior forces was an eye opener for the BOS. The war, in their eyes, has now become a senseless waste of lives and resources. Many of the BOS troops have deserted and fled into the wasteland to find new lives, leaving the bunker occupied by a select few diehards.

In the wake of these troubles, a covert group of former BOS operatives has come into existence. Calling themselves the Circle of Steel, this group raids caravans and villages, confiscates any advanced technology they may have, and does so in the name of salvaging mankind from itself.

MAP AREA	TRANSITION	MAP #	MAP SIZE	COMPLEXITY
Bunker Entrance	Full Party		Small	Outdoor area with cave
Bunker Level 1	Full Party		Medium	Typical vault
Bunker Level 2	Full Party		Medium	Typical vault
Bunker Level 3	Full Party		Medium	Typical vault
Circle of Steel Hideout	Full Party		Medium	Small village

09 Maxson Bunker

AREA HISTORY

In the year 2067, Senator Todd Peterson decided to build a secret bunker to house himself and his family should war break out. Senator Peterson was a wealthy man in his own right, but lacked the funds necessary for such a project. Through secret dealings with Poseidon Oil and a covert branch of the government known as the Enclave, the final funding for the project was attained. A construction sight was chosen in southern Colorado and work began.

Ten years after the construction was completed, war did indeed break out. Senator Peterson was in Washington DC at the time and, much to his chagrin, was taken completely by surprise. The senator made a desperate attempt to gather his family and reach the bunker, but his small plane never arrived. The bunker might have remained lost were it not for a surviving member of the senator's family, Ben Schilling.

In the year 2077, Captain Roger Maxson left the Mariposa military base and traveled to the secret Lost Hills bunker for the purpose of establishing a new military order. He brought with him a loyal group of followers consisting of both military personnel and scientists. Among these was Corporal Ben Schilling. It was at this time that Maxson established the Brotherhood of Steel. As the Brotherhood grew they began to look into the possibility of expanding their operations. It was then that Ben Schilling revealed the location of the Senator Peterson's bunker. The location was filed for future use.

In the year 2231, Jeremy Maxson, was leading a thriving Brotherhood of Steel. Jeremy decided that it was time to expand BOS operations into the east. He sent an expeditionary force composed of five paladins to confirm the location of Peterson's bunker. The expedition leader, Andrea Brixley, discovered the bunker, disabled its security, and opened it for habitation. For over a decade she and her fellow paladins explored the east and forged relationships with many of the tribes that inhabited the area.

In the year 2242, Jeremy Maxson renamed the bunker after his famous ancestor, Roger Maxson. He then sent a full compliment of troops for occupation. Andrea Brixley was promoted to Elder, given the rank of General, and placed in charge. The remainder of her exploratory team was given the title of Elder as well. It was not long afterward that the war with the New California Republic was announced.

For years the war waged on and was considered a victory for the Brotherhood of Steel. However, no matter how many troops fell to the Brotherhood's superior technology, the NCR always seemed to have more replacements available. The Brotherhood, however, was not so fortunate. Being an elitist group, replacements were short in arriving. It soon became obvious that the Brotherhood was doomed to loose the war to the NCR's greater numbers. Moral at the bunker began to falter as the war seemed more and more hopeless. Eventually the inevitable happened. Lower ranking members of the Brotherhood began to desert their posts.

In an effort to end the war once and for all, the Brotherhood began to use newly discovered subversive technology known as StealthBoys. These devices could create a field of energy that would bend light around the user, thus making him virtually invisible to sight. This allowed Brotherhood operatives to penetrate deep into NCR territory for the gathering of intelligence. However, it was soon discovered that the devices had severe side effects. Paranoia, delusions, and eventual schizophrenia were the major ones. The Brotherhood disallowed the use of StealthBoys and once again fell behind in their war effort.

Now the Brotherhood of Steel is facing yet another problem. The side effects of the StealthBoys were not discovered until the team using them had already begun to feel their effect. When the team was disbanded, paranoia over the reason began to set in and the team plotted against their leaders. They stole the StealthBoys, fled the bunker as deserters, and formed a covert group known as the Circle of Steel. The goal of the COS is to recover lost technology and rebuild the glory of the Brotherhood at any cost.

09 Maxson Bunker

AREA COMPOSITION

The Bunker Entrance:

This area consists of a cliff wall with a camouflaged hanger set into it. Nearby is a cave entrance that leads to the bunker proper.

The Bunker Level 1:

This level contains the barracks, training room, armory, motor pool, and medical facility of the bunker.

The Bunker Level 2:

This level contains the living quarters for senior personnel, the kitchen, the dinning area, a meeting area, the computer room, the water purification plant, and the brig.

The Bunker Level 3:

This level was to be the private quarters of Senator Peterson and his family. It contains a computerized library, an office, a bedroom, and a power plant.

The Circle of Steel Hideout:

This is a random map composed of a small rural town/farm. It is here that the Circle of Steel will be confronted.

09 Maxson Bunker

LOCATIONS

THE BUNKER ENTRANCE:

This is an outdoor area, mostly rocky in appearance. To the north is a small cliff wall. Built into the cliff is what appears to be a partially concealed hangar door. This door provides entry to the motor pool on the first level of the bunker (the door cannot be opened from the outside). To the right of the hangar door is a small cave mouth. The main entry to the bunker can be found within the cave.



The entry door is a standard Vault-Tek model with an access computer just to the left. If the player tampers with the computer a pair of guards will come to investigate. The player will be invited into the vault after a brief questioning. He will be immediately escorted to the medical center for disease testing. Upon passing the test he will be given partial access to the base.

09 Maxson Bunker

THE BUNKER L1:

This level of the bunker is composed of the barracks, the gym, the armory, the motor pool and the medical center. This level is lightly populated with guards as well as some key personnel.

Upon entering the level, the player will be escorted by two guards. He will be taken to the medical center to be examined by the doctor, Sarah Whatley. The guards will return to their post at the guard station. Sarah will ask the player to cooperate. If he does not, she will

call for the guards to escort him from the base. The player will not be allowed back in. If the player cooperates then Sarah will reveal plot critical information to the player for this area. The player will be locked in dialog mode until the critical information is given. Afterwards the player will be given limited access to the base. At this point the player will have access to all areas on this level except the armory. This area is locked.

The player can meet the following plot critical people on this level:

Sarah Whatley, the doctor. She will set up the initial plot. Reggie Billings, the paladin. He will be able to answer some of the player's questions about what is going on in the bunker. Edward Whatley, the mechanic. He can answer some of the player's questions as well as issue a few repair quests. Taking the quests will give the player more access to the base. Devon Hill, the quartermaster. He can answer some of the player's questions as well. Devon is also one of the main protagonists in the plot. At some point he will attack the player and must be killed in order for the plot to progress. In general, all of the above mentioned characters play a role in the plot of the area. The questions that they can answer will change as the player progresses through the base.

The player can meet the following non critical people on this level:

Various guards of differing rank.

Plot information: The base commander, Andrea Brixley, is suffering from a debilitating illness that Sarah has been unable to diagnose even with the help of the autodoc. Unless her ailment is diagnosed and a cure found, the commander will die. It is only through the pursuit of the solution to this mystery that the player can work his way through the different levels of the base. However, once the mystery is solved the rewards will be great.

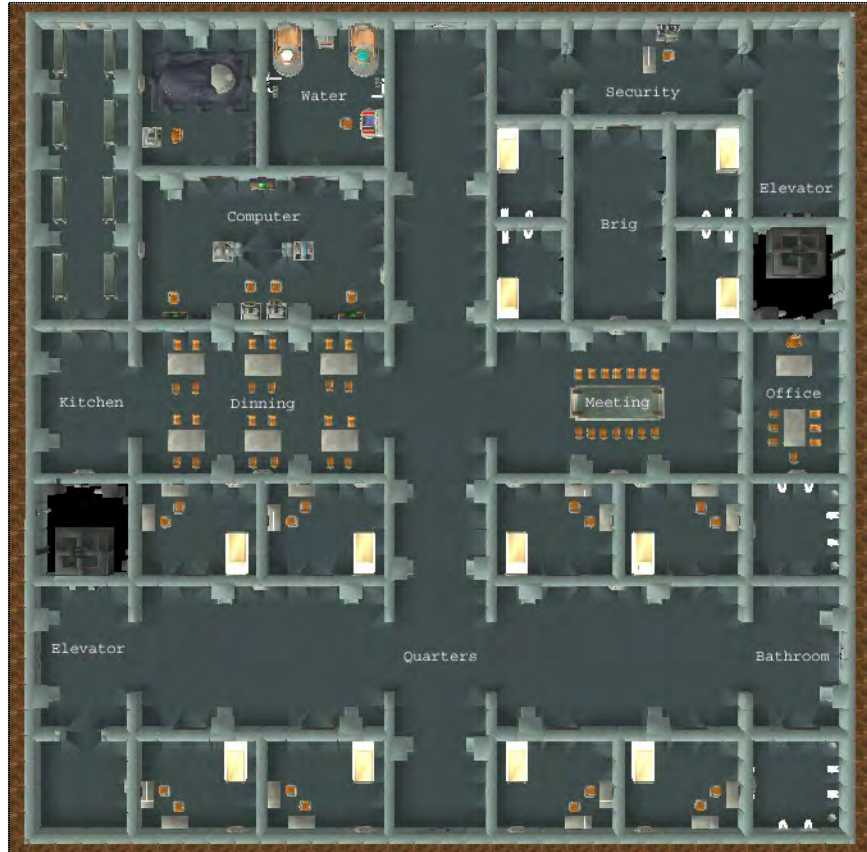


09 Maxson Bunker

THE BUNKER L2:

This level of the bunker is composed of the senior officer's quarters, the kitchen, dinning room, meeting room, a private office, the computer room, the water plant, the brig, and the secure elevator to the next level. This level is lightly populated by guards as well as some key personnel.

There are two ways that the player can gain access to this level of the base. First, he can help Sarah Whatley solve the mystery of the base commander's illness. This is unlikely to occur right away unless the player has good medical knowledge. Second, he can be on a quest from Edward Whatley to try and repair some of the malfunctioning equipment down here. The player will not be allowed to progress to the next level of the base until he solves the mystery of the commander's illness.



The player can meet the following plot critical people on this level:

Glenn Deering, the paladin. He will answer the player's questions and help unfold the plot in a very limited fashion. Traci Niels, the paladin. She will answer the player's questions and help unfold the plot in a very limited fashion. Jerry Corsetti, the paladin. He will answer the player's questions and help unfold the plot in a very limited fashion. Tamara, the cook. She is a major plot character. Through her the player can gather information vital to solving the mystery of the commander's illness. Jon, the cook. He is a major plot character. Through him the player can gather information vital to solving the mystery of the commander's illness. Davis Hewitt, the scribe. He is a major plot character. Through him the player can gather information vital to the mystery of the commander's illness.

The player can meet the following non critical people on this level:

Various guards of differing rank.

09 Maxson Bunker

THE BUNKER L3:

This level of the base is composed of General Brixley's quarters, her office, her library, the foyer, and the base power plant.

There is only one way for the player to gain access to this level of the base. He must solve the mystery of the commander's illness and be summoned by her. If he then agrees to work for the commander, he will be granted full access to the base and all its facilities. Other than General Brixley herself, there are no plot critical characters on this level of the base.

The General will be very grateful for the player's aid in her recovery. She will offer him a reward for his services and then ask for his help in solving certain mysteries. The final reward for the player's diligent work will be membership in the Brotherhood of Steel, a suit of Brotherhood armor, and a weapon fitting the player's rank and station.



The following plot critical quests can be gained:

1. Find who poisoned General Brixley. This will be revealed to be Devon Hill. In dialog with the quartermaster, the player will learn of the Circle of Steel.
2. Find Devon Hill's contacts. This will be necessary in order to locate the hideout of the Circle of Steel.
3. Find and eliminate the Circle of Steel.
4. Sue for peace and end the war with the NCR

09 Maxson Bunker

THE CIRCLE OF STEEL HIDEOUT:

This is a random village that was wiped out by the Circle of Steel and then turned into a base of operations for their raids. The player will be required to lay siege to the village and eliminate the Circle of Steel soldiers that are entrenched here.

This village was chosen by the Circle of Steel for two reasons. First, they had the misfortune of owning a pre-war water evaporation device. This advanced piece of machinery was able to take water out of the hot desert air and store it for irrigating the meager crops of the village. Through proper rationing, it was able to provide water for the entire village as well. Second, the village was found to be in a very defensible area.

This location should be set up as a tactical combat area. Guards will be stationed near the single entry point and patrol the fences regularly. Small guard stations are scattered about that give clear angles of view over large areas of the village. Each of these stations is equipped with a mini-gun for maximum effect.



09 Maxson Bunker

ART REQUIREMENTS

There is nothing unique in this area. It can use standard items and tile sets that any vault/village area will use.

TILE SET

The following sets will be needed: junk town, desert, crops, and a vault-like set.

CRITTERS

This area will use the standard human models and such.

GENERIC SCENERY OBJECTS

The following generic objects will be needed: desert trees, plants, rocks, ruined machinery, vault tech stuff.

SPECIFIC SCENERY OBJECTS

The following specific objects will be needed:

Entry:

1. Hangar door.

DYNAMIC SCENERY OBJECTS

The following specific objects will be needed:

Bunker:

1. Forklift
2. Air vent
3. Computer terminal
4. Computer memory core
5. Water purification thing

09 Maxson Bunker

AREA PHOTO



TOWN MAP IN PIPBOY

To be determined

SCRIPTED SCENES OR MOVIES

1. When entering the vault the player will need to be escorted by guards to the medical center.

09 Maxson Bunker

CAST OF CHARACTERS

Andrea Brixley

Andrea began her career in the Brotherhood of Steel as a scout/explorer. She was originally sent east to confirm the existence of Maxson Bunker and to use it as a staging area for her explorations. She was accompanied by a team of four paladins.

After the war broke out between the BOS and the NCR, Andrea was promoted to commander and placed in charge of the bunker. She also received the title of Elder Paladin, as did her four companions. Andrea is not comfortable with leadership and would prefer to spend her time exploring. She isn't very organized and is content to let people do what they are best at with little supervision. Fortunately, her supporting staff recognizes her flaws and cover for her.

Andrea's most ardent supporter is her best friend and fellow paladin, Glenn Deering.



Glenn Deering

Glenn began his career as a junior scout. He was one of the original team members who began to explore the east with Andrea Brixley. He found his superior to be very confident in the wilds and he learned a lot from her. He soon began to hold her in the highest respect and this eventually turned to love. However, Andrea's promotion to commander placed him in an awkward position and he has steadfastly refused to confess his feelings for her.

Glenn is very dedicated and loyal. He has a much laid back personality and rarely allows anything to upset him. He is a hard worker and oversees the basic functioning of the base and its personnel. He also recognizes his commander's lack of organizational abilities and discretely handles anything that she overlooks or forgets.



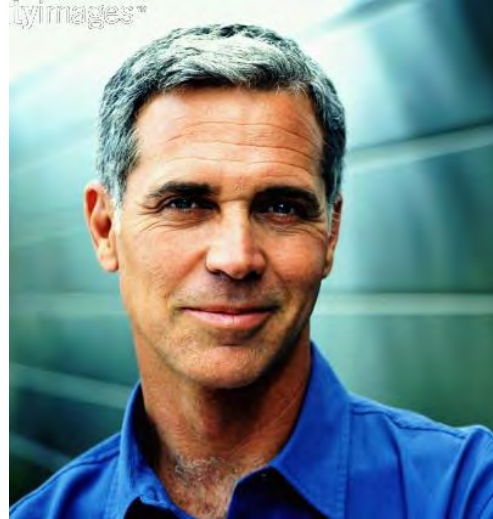
09 Maxson Bunker

Jerry Corsetti

Jerry began his career as a grunt and quickly worked his way up the ranks to paladin. He is a competent warrior as well as a decent strategist. His accomplishments soon earned him the rank of squad leader and he was assigned a special squad. He and his select troops are sent in when situations demand special attention and tactics. In other words, they are a clean up crew.

Jerry is very proud of his squad and their accomplishments. He will often brag, loudly, about his squad and how important they are to the Brotherhood. Jerry has a very youthful attitude despite his age. He believes that if you take the time to grow up you'll grow old, and then it's time to die.

Jerry is not pleased with the base commander, Andrea Brixley. He devised a plan for ending the war with the local NCR once and for all, but could not get approval from the commander. She felt that it was a borderline suicide mission and, despite his tactical reputation, would not allow it. He now believes that her policies in regards to the war are lax and detrimental to the Brotherhood in general. He would like to see the commander replaced by Traci Niels who proclaims a more proactive solution to the war.

**Reggie Billings**

Reggie began his career as a weight trainer and unarmed combat specialist. He joined the Brotherhood of Steel in his late twenties and soon began training the troops. When he learned of the expedition to explore the east he quickly volunteered. He felt that he needed a change of pace and the eastern lands seemed like the ticket.

Reggie is getting up there in years and is no longer the man he used to be. He realizes this and tends to take things easy now. Although he is still training the troops, he finds that he just can't go toe to toe with them himself. He now pairs them off with one another during training and is content to watch from the sidelines.

Reggie is a very friendly and open individual. He goes out of his way to stay on everyone's good side. He believes that the fewer enemies you make, the less you have to look over your shoulder. He just wants to get along.



09 Maxson Bunker

Traci Niels

Traci began her career in the Brotherhood as a scribe but tired of the technical side of life. She asked to be placed in a combat role and was given the chance to prove herself. She was found to be a competent combatant who also had the advantage of being able to repair equipment on the fly in the field. She worked her way up the ranks and soon earned the title of Elder.

Traci is a headstrong no holds barred kind of woman. She is opinionated, she knows it, and she doesn't care. She will often voice her opinion tactlessly whether or not it is asked for. She is considered a bitch by most anyone who knows her and she could care less.

Traci is not pleased with the base commander, Andrea Brixley. She finds her unorganized, flighty, and generally incompetent. She knows that, were it not for Glenn's careful attention, Andrea would fall apart. Traci would like nothing more than to replace the commander with herself and she has made this known to all. However, Traci is loyal to the Brotherhood and its line of command. She follows her commander's orders dutifully.

**Tamara Young**

Tamara is a pretty young woman with no particular skills other than cooking. She grew up in a small wasteland town and, although intelligent, had no opportunity to improve her place in life. She eventually met a young man, fell in love, and was thinking of settling down. However, life in a small town was still very unappealing and she wanted out.

Tamara got her opportunity when she was offered a job as a cook for a military organization. It seemed that they were short on personnel and needed someone competent to take on the task of feeding the troops. She quickly accepted the position and broke the news to her new boyfriend. She was quite happy when he agreed to join her and help her out in her duties. After clearing everything with her new employer, she set out for Maxson bunker.

Tamara is intelligent and bright, but she suffers from the foolishness of youth. Oftentimes she does things just because others are doing it. She doesn't take the time to think things through.



09 Maxson Bunker

Jon Young

Jon is a young man with a single purpose. He wants to have fun in life. He uses women for pleasure, but he's at least honest and admits this before becoming involved. He uses recreational drugs, but stays away from the hard stuff. He's willing to do an honest day's work when he has to and takes on odd jobs.

Jon enjoyed his carefree lifestyle until he met Tamara. He was honest with her and told her exactly what he wanted from her. She agreed and all was well. Much to his surprise, he found that he couldn't get her out of his mind. When she announced that she was leaving town for a new job, Jon asked her to take him with her. He was willing to give up his lifestyle if he could spend his days with her. Tamara accepted.

Jon is a good man despite his use of drugs. He loves Tamara, respects her, and wants to make her his wife. Although they are not married, they agreed to share Jon's last name.

**Davis Hewitt**

Davis began his career as a Brotherhood of Steel scribe. He is brilliant, although somewhat lazy. He knows that people of his caliber are in high demand and he takes advantage of the fact. He sees the BOS as a means to an end and nothing more. He thinks it will sound good on his resume'.

Davis was not at all pleased when the war broke out with the NCR. Even though he knew he was part of a military organization, the thought of having to fight and getting killed in a war never crossed his mind. When he heard that there was going to be a desertion from the bunker, he quickly joined in. Unfortunately, when the time came to leave he was the only one who was caught. When questioned about his reasons for leaving he claimed he was disillusioned by the war and the tarnished record of the Brotherhood. He was ashamed to admit his real reasons.

Davis is not a coward. He simply wants to live and let live. He doesn't believe in war unless the enemy is on your doorstep or a proven threat. In such a case he would fight to defend his country. He just doesn't see the war with the NCR as being that type of war.



09 Maxson Bunker

Devon Hill

Devon began his career as a grunt. Over several years with the Brotherhood of Steel he proved his dedication and combat worthiness. He was given several promotions and received several awards for his accomplishments.

Devon was chosen to participate in a covert stealth team using untested devices. He readily agreed and excelled in the training. Once again he distinguished himself in completing his assignments. Unfortunately, there was no recognition for his efforts because his work was secretive in nature. However, he recognized this fact and accepted it.

Devon was the unfortunate victim of the stealth devices known as StealthBoys. Prolonged use caused the user to suffer paranoia, delusions, and eventual schizophrenia. When this was discovered, the devices were banned and the team disbanded. However, it was not known that the team had already begun to suffer the effects of the device. Thinking the disbanding of their team to be a conspiracy, they decided to steal the StealthBoys and form a new covert operation called the Circle of Steel. Devon was left at the base as an undercover operative to cover up the theft of the StealthBoys.

**Sarah Whatley**

Sarah joined the Brotherhood of Steel because her brother, Edward, became a member. When their parents died, Sarah promised to look after her younger brother and take care of him. If this meant following him into the Brotherhood, she was more than willing to do so.

Sarah had no liking for the military and just couldn't seem to excel at any of the skills required to get ahead. Everyone knew that she was there because of Edward. And everyone also knew that there was no getting rid of her unless her brother went with her. So, everyone found something for Sarah to do until she took an interest in the medical field. Much to everyone's surprise, including her own, she showed the potential to become a competent doctor. Sarah's place in the world had been discovered.

Sarah is currently an intern at the base. Unfortunately for her, the former staff deserted and she has been left to further her career on her own. She takes her work seriously and is studying everything she can find related to medicine in the bunker's library.



Edward Whatley

Edward began his career as a mechanic's assistant in a small town. He showed great potential to become a mechanic himself, but his mentor jealously guarded his secrets. Edward's sister, Sarah, worked hard to earn enough money to buy her brother the education that he needed. Her hard work paid off and he became a master mechanic.

Edward was discovered by a Brotherhood of Steel recruiter and offered a position in the order. He decided to accept under one condition, his sister was to be allowed to join as well. Although this was unheard of, it was agreed upon. The order did not want to lose someone as skilled as Edward.

Edward is a simple man and is pleased with his life. He loves his sister and watches over her just as much as she watches over him. The two siblings are very close and neither one goes anywhere without the other.



09 Maxson Bunker

SCRIPTING

GENERAL

I have placed scripting sections at the end of each area description.

CUT-SCENES

I have placed scripting sections at the end of each area description.

MONSTER ROSTER

The player will encounter no monsters at the bunker other than the eventual showdown with the Circle of Steel.

MONSTER	NUMBERS	DIFFICULTY
Circle of Steel	12+	Medium to hard

RANDOM ENCOUNTERS

EMOTIONAL PORN

This section sets up all the emotional role-playing opportunities present in Maxson Bunker.

DRAMA

Someone has poisoned the base commander. The player can wander about the base, interview people, perform tasks, and unravel the mystery as he does so.

MORAL DILIMMAS

I'm not sure at this time.

ROLE-PLAYING TESTS AND EPITHETS

We can check karma via the player's responses in dialog and the actions he takes in dealing with the Twin Mothers.

TIES TO OVERALL GAME THEMES

This is an optional play area. Although there will be ties into the game via Hoover Dam, it is not necessary to play this area.

NPC COMPANION USES

There are no specific NPC uses in the Maxon Bunker area.

QUESTS

MAIN QUESTS

There are a few quests in the Ouroboros area. Most of them are not really required; they are just there for story purposes and to give the player something to do. I have listed them in no particular order.

1. Cure the commander:

This quest starts indirectly by talking to the doctor, Sarah Whatley. It's not a quest that the character is asked to take on, it is just indirectly assumed through dialog. However, if the character has medical skills then they can choose (with moderate skill) to aid Sarah and solve this quest initially. Otherwise, the player must take on a few indirect quests, get access to the base, and then find the cure through dialog with various people.

2. Find the poisoner:

Once the commander is cured she will ask to see the player. She wants to know who poisoned her and why. This quest is assigned and can be completed through dialog with various people.

3. Find contacts:

Once the poisoner is found, the player will be asked to find his associates. This quest will lead the player to Hoover Dam. It also has the potential to lead to the COS, the "bad guys" in this scenario.

4. Find COS:

After finding the location of the COS the player will be asked to eliminate them.

5. Peacemaker:

At this point the player will be asked to end the war between the Brotherhood of Steel and the New California Republic.

6. Repair Forklift:

This is an incidental quest that the player is asked to perform. It gives them something to do.

7. Repair Vents:

This is an incidental quest that the player is asked to perform. It gives them something to do.

8. Repair Computer:

This is an incidental quest that the player is asked to perform. It gives them something to do. However, this quest will also give them access to the second level of the bunker. Even if the player is unable to solve the quest, he can take it just for the access.

9. Repair Memory:

This is an incidental quest that the player is asked to perform. It gives them something to do. However, this quest will also give them access to the second level of the bunker. Even if the player is unable to solve the quest, he can take it just for the access.

10. Repair Water Chip:

This is an incidental quest that the player is asked to perform. It gives them something to do. However, this quest will also give them access to the second level of the bunker. Even if the player is unable to solve the quest, he can take it just for the access.

11. Establish trade:

When all is said and done it will be revealed to the player that the bunker is no longer receiving supplies from the BOS in the west. A deal will need to be made with one of the caravans of Hoover Dam to provide supplies to the bunker.

12. Find the codes:

Devon Hill changed all of the codes on the bunker armory. Without access to weapons and armor, the Brotherhood is helpless. The player will be asked to track down Isaac Gant, a former BOS member, who knows the reset codes to the armory.

MERCHANT QUESTS

There are no merchant quests in this area.

FLOATING QUESTS

There are no floating quests in this area.

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Maxson								
	Cure the Commander	Deiley	0	?	No	0	No	No
	Find the Poisoner	Deiley	0	?	No	0	No	No

Find Devon's Contacts	Deiley	0	?	No	0	No	No
Find the COS	Deiley	0	?	No	0	No	No
Peacemaker	Deiley	0	?	No	0	No	No
Repair Forklift	Deiley	0	?	No	0	No	No
Repair Vents	Deiley	0	?	No	0	No	No
Repair Computer	Deiley	0	?	No	0	No	No
Repair Memory	Deiley	0	?	No	0	No	No
Repair Waterchip	Deiley	0	?	No	0	No	No
Establish Trade	Deiley	0	?	No	0	No	No
Find Armory Codes	Deiley	0	?	No	0	No	No

09 Maxson Bunker

SOUND REQUIREMENTS

MUSIC

The Bunker is the home to the Brotherhood of Steel. I think the music should reflect the knights of chivalry that the Brotherhood is supposed to represent.

BASIC SFX

AREA	SOUND REQUIREMENTS
Entry	MUSIC DESCRIPTION
	The standard outdoor wasteland music used in Fallout 1 would be fine.
	BASIC SFX
	General background desert noises
	WALLA SFX
Level 1	None
	MUSIC DESCRIPTION
	This is the Brotherhood of Steel. Although they have fallen on hard times of late, I still think the music should reflect the grandeur of the knights of old that they represent.
	BASIC SFX
	Standard vault
Level 2	WALLA SFX
	None
	MUSIC DESCRIPTION
	This is the Brotherhood of Steel. Although they have fallen on hard times of late, I still think the music should reflect the grandeur of the knights of old that they represent.
	BASIC SFX
Level 3	Standard vault
	WALLA SFX
	None
	MUSIC DESCRIPTION
	This is the Brotherhood of Steel. Although they have fallen on hard times of late, I still think the music should reflect the grandeur of the knights of old that they represent.
Circle of Steel	BASIC SFX
	Standard vault
	WALLA SFX
	None
	MUSIC DESCRIPTION
Circle of Steel	This is a wasteland village that the Circle of Steel has taken over/destroyed. This will be a tactical combat area so some music reflecting that fact would be nice.
	BASIC SFX
	Standard outdoor.
	WALLA SFX
	None

09 Maxson Bunker

MAP AND MAP KEY

The maps are in the locations section above. I'll have to move them down here.

09 Maxson Bunker

Jericho

Version 3

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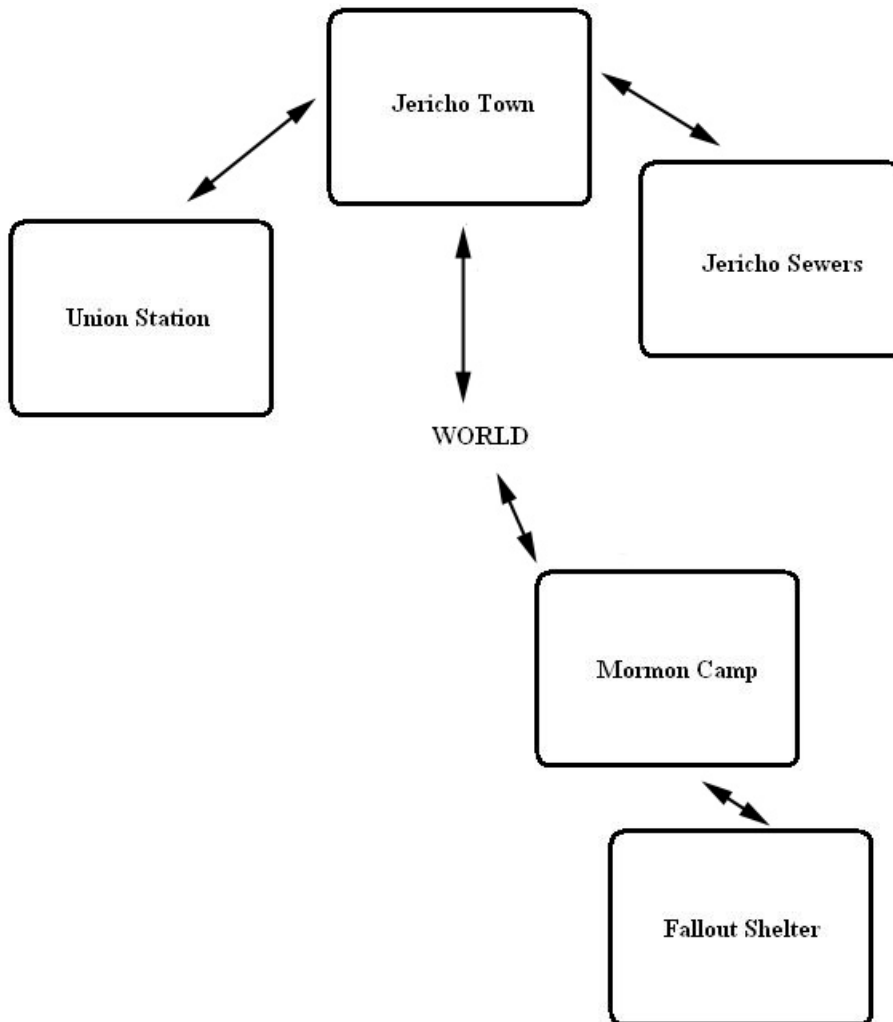
OVERVIEW

The distant community of Jericho is located near the shore of the Great Salt Lake. It was once the Jericho Water Plant and part of the larger town of New Canaan, but that town was destroyed seven years ago by rioting refugees from the war in the west. Jericho is a rough frontier town, but Sheriff O'Connor keeps a firm grasp on the town. The water desalination plant is the source of Jericho's prosperity, and brahmin-pulled water caravans from Jericho are becoming an increasingly common sight in the wasteland.

Science Boys will have a great deal to do in this area, since the water plant is ancient and only producing water at a quarter of its capabilities. Repairing and upgrading the plant will do wonders for the town. There are also some fighting jobs for Combat Boys, and Stealth and Charisma Boys can learn the terrible secret hidden in Jericho's past.

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1. Jericho Town	Full Party		Medium	Junktown tileset
2. Union Station	Full Party		Small	Junktown tileset
3. Jericho Sewers	Full Party		Medium	Sewers tileset
4. Fallout Shelter	Full Party		Small	Vault tileset
5. Mormon Camp	Full Party		Small	Junktown tileset

MAP FLOW



AREA BACKGROUND

The Jericho Water Plant is all that remains of the Mormon city of New Canaan. The Mormons had struggled to be a moral center for the wasteland, outlawing drugs, alcohol, and slavery, as well as offering their own limited resources to refugees from the war in the west. The Mormons' charity proved to be their downfall. Due to constant incidents of "immoral" behavior, the Mormons kept all non-Mormons outside the town walls. The refugees grew in number, and the Mormons could not give away as much food and water as they once did. Hothead refugees spread the false belief that the Mormons were living like kings inside their walls while everyone else suffered, and a large number of refugees battered down New Canaan's gates and overran the small Mormon militia one evening, and in a single night of arson, rape, and murder, New Canaan ceased to exist. The Jericho plant itself survived only because a number of refugees who wanted nothing to do with the slaughter in New Canaan barricaded themselves inside it, keeping everyone else outside, even terrified Mormons who were screaming to them for help.

Nowadays, the water plant is the centerpiece of a small community, and not surprisingly, the community's chief export is fresh water. The scarcity of water in the wasteland has proven to be quite profitable to Jericho, and the town is thriving.

YEAR	EVENT
2077	The War happens.
2235	The town of New Canaan is founded on the ruins of Ogden, Utah.
2244	Refugees begin arriving in large numbers, telling stories about a war in the west.
2246	Many disgruntled and desperate refugees storm New Canaan's gates and overwhelm the Canaanite militia, certain the Mormons are hoarding food and water while everyone outside the city walls suffers and dies. Most of the Mormons are slaughtered. The survivors scatter into the desert.
2247	The town of Jericho arises from the ashes of New Canaan around the water plant, established by ex-New Canaan sheriff Mike O'Connor. The town reactivates the plant and begins exporting water to the rest of the wasteland.
2252	Jeremiah Rigdon has a vision in which God commands him to wipe Jericho from the face of the earth so that the Mormons can rise again. The Mormons regroup, and the Hands of God begin raiding Jericho's water caravans, weakening the town in preparation for the day of reckoning.
2253, October 23	"The Prisoner" escapes from Leavenworth, dooming the world and creating a holocaust of epic proportions. F3 Begins

EMOTIONAL PORN

DRAMA

Many of Jericho's current citizens were around during the fall of New Canaan; some of them even took part in the slaughter and looting. An air of guilt hangs over the town like a miasma. In fact, the town feels a lot like Lago in *High Plains Drifter* (the citizens of that mining town didn't lift a finger to help their sheriff when they saw him being murdered, and now a sense of guilt pervades everything in town).

NPC ALLY DRAMA

Battery (Pending)

MORAL DILEMMAS

Justice for the Dead: Jeremiah Rigdon, a Mormon and self-proclaimed prophet, has formed a small band of Mormons calling themselves the Hands of God. He's bent on vengeance and has begun raiding Jericho's caravans. Helping Jeremiah will result in the death of innocent Jericho citizens whose only fault was lacking the courage to help the Mormons when they needed it.

OTHER ROLE-PLAYING TESTS AND EPITHETS

TIES TO OVERALL GAME THEMES

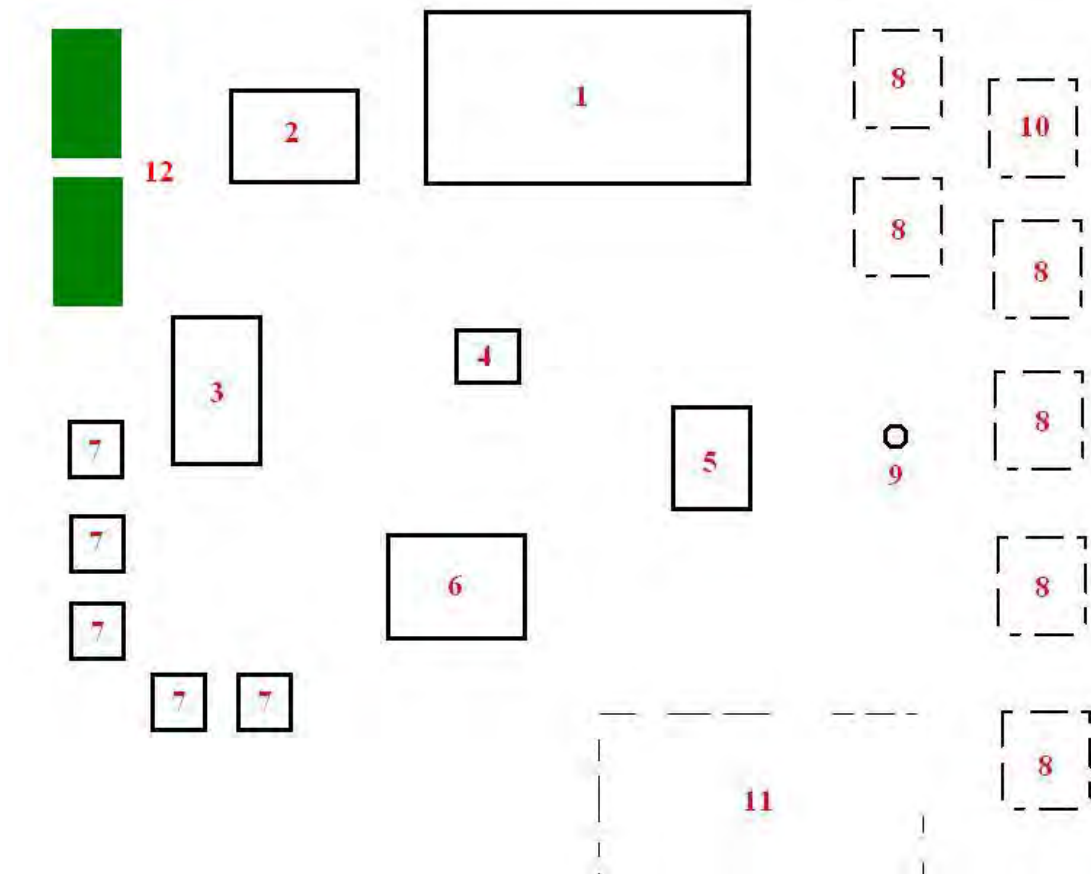
- Minimizing the Damage:

NPC COMPANION USES

- Alexandra will inform the player that New Canaan once stood where Jericho now stands. She'll be reluctant to help destroy the Hands of Gods once she learns who they really are, despite the fact that she has renounced her religion.

LOCATIONS

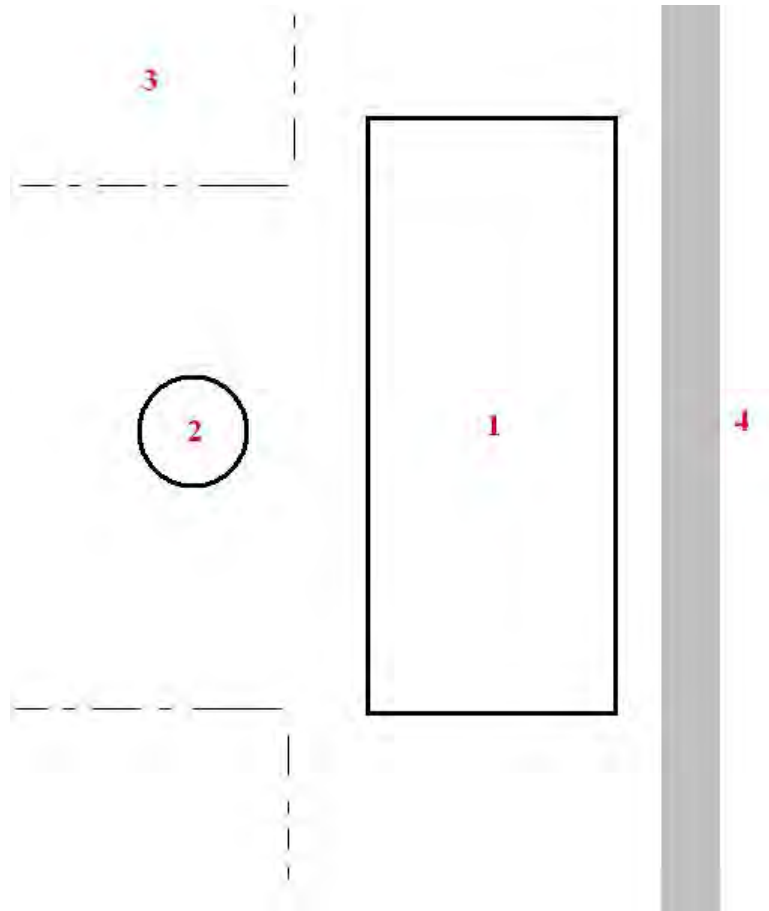
Jericho Town



- Water Plant:** The desalination plant is the largest and oldest building in town. It's loud, hot, and noisy inside when the plant is in operation during the day. Large pipes run around everywhere on the inside, and on the eastern exterior wall is a filling station where the water caravans fill up their barrels.
- Worker Dormitory:** The plant workers, most of whom have been convicted of minor crimes, sleep here during the night. A deputy keeps watch to make sure none of them try to escape.
- Anson's:** This Jericho's combination saloon and whorehouse. In addition to selling booze and time with his prostitutes, Anson also has a variety of drugs available.
- Gallows:** Anyone convicted of a major crime (murder or rape, usually) gets sentenced to death by hanging. The gallows in the center of town is currently empty, a sign that O'Connor's no tolerance policy has been quite effective at deterring crime.
- Doc Lane's Store:** Doc Lane's office and general store. Doc sells weapons, ammo, supplies, and healing items.
- Sheriff's Office/Jail:** Sheriff O'Connor's office, as well as the town jail.
- Residence:** A simple residence for one of the town's generic NPCs.

8. **Building Foundation:** A building once stood here, but it's been burned down to the foundation. Nothing but blackened debris remains.
9. **Sewer Entrance:** A manhole cover leads down into ancient Pre-War sewers.
10. **Cockroach Nest:** A nest of giant mutant cockroaches is here. They haven't become a threat to the town... yet.
11. **Caravan Staging Area:** Caravans arrive and depart from this point. This is also the area where the PC can park his vehicle.
12. **Cropfields:** Generic cropfields which feed the town.

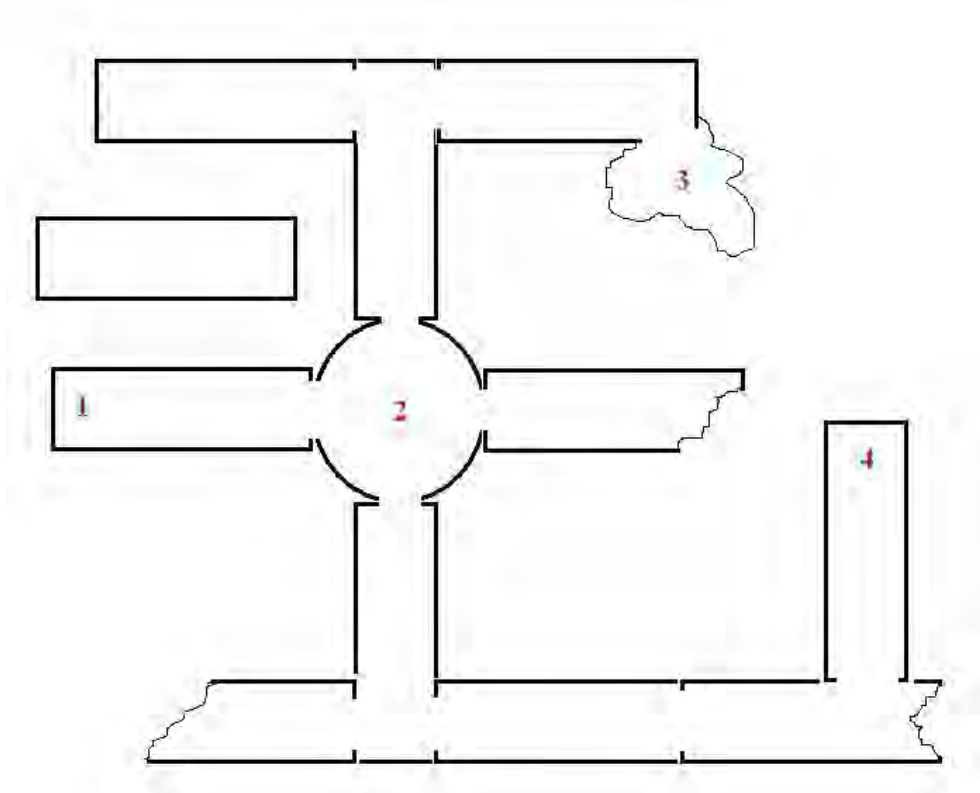
Union Station



1. **Union Station:** A large, decaying multi-room train station which has fallen into disrepair. Many of the rooms were looted long ago. It's the current home of a nest of giant wasps.
2. **Dry Fountain:** A big, fancy fountain which is completely dried up. Although many parts of it are chipped and broken, it's still in surprisingly good shape.
3. **Parking Lot:** An old parking lot. The PC arrives here when he enters the map, and he can park his vehicle here.
4. **Train Tracks:** If the PC gets a train working, it'll appear here when it arrives at Jericho.

Jericho

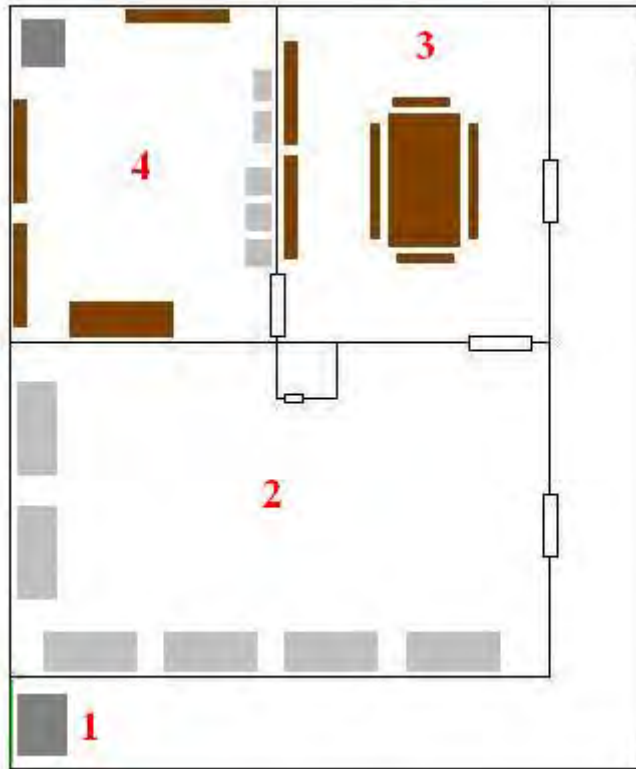
Jericho Sewers



1. **Entrance:** A ladder leading up to Jericho is here.
2. **Pool:** A large pool of slimey, gooey water. Lots of mutant leeches swim around in here.
3. **Rat Nest:** The main body of rats has a nest here. The body of a Jericho deputy who tried to exterminate the rats himself is also here, and his weapons and items are scattered all over the lair.
4. **Pre-War Debris:** A whole bunk of junk from the surface washed down through drains and ended up here. Some of it is useful (mechanical parts, armor, weapons, etc.)

Jericho

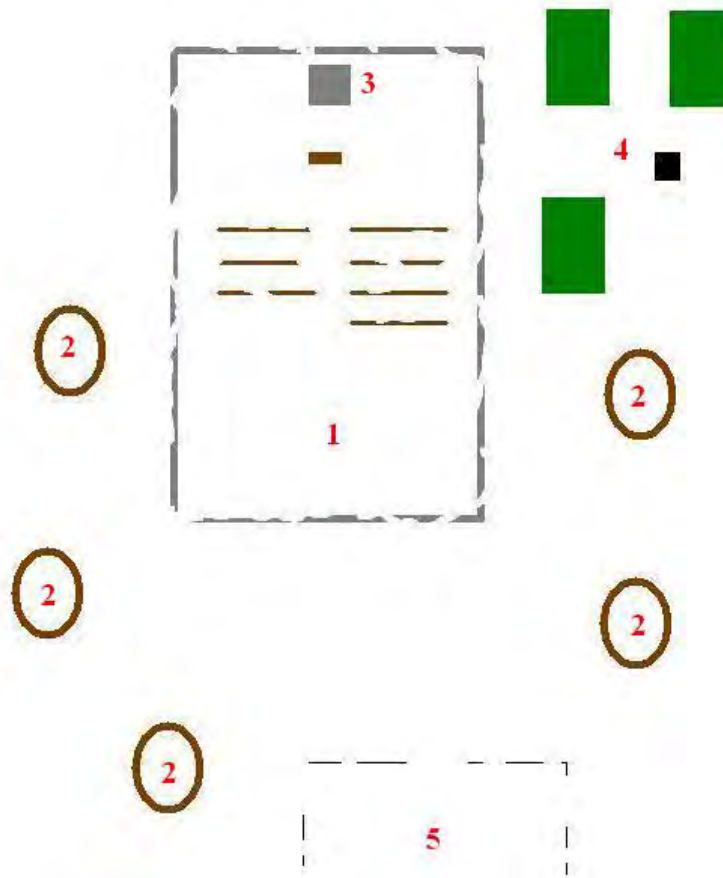
Fallout Shelter



1. **Elevator:** This elevator is the only entrance into the fallout shelter. It exits out into the ruined church above.
2. **Living Quarters:** A small living area for the shelter, with a bathroom (complete with shower), beds, and desks.
3. **Dining Room:** A large metal table dominates the center of this room. Shelves and boxes filled with supplies line the walls.
4. **Generator Room:** The generator which powers the shelter is located here. Tools and other mechanic supplies can also be found in this room.

Jericho

Mormon Camp



1. **Destroyed Church:** The burnt-out remains of a church stand here. While the walls have crumbled, the pulpit and several pews still remain. The Mormons worship here, and at the back of the church is an elevator leading down into the fallout shelter where Jeremiah and the Hands of God hang out.
2. **Tent:** There isn't enough room in the fallout shelter for everybody, so all of the generic Mormons camp out in tents around the church.
3. **Elevator:** This elevator leads down into the fallout shelter beneath the church.
4. **Cropfields:** These sorry-looking crops are supplied with water from the nearby well.
5. **Entrance:** This is where the PC enters the map and parks his vehicle.

ART REQUIREMENTS

Jericho Town

Tileset: Uses the **junktown** tileset, augmented by the **city** tileset.

Meta-tiles: Require meta-tiles for Anson's place (a bartender's bar) and many of the handpumps and pipes for the interior of the water plant.

Dynamic Objects: The gallows at the center of town is a dynamic object. It's currently empty, but it has room for three corpses which will sway in the wind. In addition, Anson's place, the water plant, the sheriff's office/jail, Doc Lane's store, the workers' dormitory, and the generic NPC residences should be dynamic objects since they can be burned down by Jeremiah and his

followers. Some of the pipes, the storage vat, and the filling station at the water plant also need to be dynamic objects so that the player can repair them.

Union Station

Tileset: Uses a combination of **city** and **junktown** tilesets for the exterior.

Meta-tiles: Need a meta-tile for the dried up fountain (it's got fancy carving and sculptures around it). Union Station itself needs a big meta-tile, since it's based on an actual building and isn't generic.

Dynamic objects: A big, ugly mud wasp nest which the player can attack and destroy is required. Two versions will be needed: an intact nest and a broken, shattered nest when the PC has destroyed it.

Jerico Sewers

Tileset: Uses the **sewer** tileset.

Meta-tiles: Need a meta-tile for the large pool of slimey water in the sewers.

Dynamic Objects: Most of the level is knee-deep in gooey, icky water (less if it's too much of a performance hit).

Fallout Shelter

Tileset: Uses the **vault** tileset.

Meta-tiles:

Dynamic Objects: The elevator and the doors of the fallout shelter are dynamic.

Mormon Camp

Tileset: Uses the **junktown** tileset.

Meta-tiles: Need meta-tiles for the pews and pulpit, and perhaps the shattered remains of a stained glass window or two to fit in along the ruined walls. Might need unique meta-tiles for the tents if we don't already have them.

Dynamic Objects: The elevator which descends into the fallout shelter is dynamic.

Movie – Destruction of Jericho

Destruction of Jericho: If Jeremiah succeeds in destroying Jericho and the PC is present, perhaps the player can be treated to a movie of the water plant and other buildings completely engulfed in flames, eventually collapsing in among themselves.

NPCS

Sheriff Mike O'Connor

Level 1, ST 5 PE 5 EN 4 CH 5 IN 6 AG 6 LU 5

Intermediate character. Male human. Sheriff and mayor of the town. He's a hard man, but not cruel. He won't let anything stand in the way of Jericho's prosperity.

O'Connor is a tall Hispanic man armed with .45 revolver and a .223 hunting rifle. He dresses a lot like an Old West sheriff – jeans, vest, Stetson hat.

Jake Caulwell

Level 1, ST 4 PE 4 EN 5 CH 3 IN 4 AG 5 LU 4

Intermediate character. Male human. He runs the water plant and keeps an eye on the convicts doing all the labor.

Jericho Deputy (5)

Minor character. Male human. These guys are generic police officer-types armed with shotguns. Three of them will be wandering around town at all times, while two will be asleep in their bunks at the sheriff's office.

Doc Lane

Level 2, ST 5 PE 6 EN 5 CH 5 IN 6 AG 6 LU 5

Intermediate character. Male human. Runs Jericho's general store and serves as the town "doctor". In reality, Lane has no medical skills, relying entirely on drugs to fix his clients. He's a new arrival, and rather cheerful in comparison to the rest of the town.

Daniel (PRISONER)

One of the prisoners from the Big Empty will asked to be returned to his wife and kids in New Canaan. Since New Canaan has been destroyed, Daniel will renege on his deal with PC and decide to hang out in Jericho for awhile (really didn't care about his family or his religion after all).

Jeremiah Rigdon

Intermediate character. Male human. Mormon Living Prophet and leader of the Hands of God. He claims that the Mormons cannot restore themselves to their former glory until Jericho cleansed of sin. It sounds dramatic, but he just wants the people of Jericho to give the Mormons' land back and move somewhere else.

Hands of God (8)

Minor characters. Generic male and female humans, all part of Jeremiah's band. They're "elite" Mormons, combat veterans and tougher than the Mormons in the camp. Armed with knives, pistols, and hunting rifles.

Worker (9)

Level 1, ST 6 PE 4 EN 6 CH 4 IN 4 AG 5 LU 4

Minor characters. This your generic plant worker (male/female humans and two or three male/female ghouls). Only has a hammer or a wrench for a weapon. These NPCs are all indentured servants or criminals convicted of minor crimes. Jericho doesn't like it when outsiders refer to the workers as slaves, even though that's what they pretty much are.

Anson

Intermediate character. Male human. Heads the brothel, and really, really despises women, but doesn't overtly show his hatred. He's usually very calm and emotionless, as is typical in this well-ordered town, runs a tight ship with his combo tavern/brothel.

Jericho Townsperson (7)

Minor characters. Male and female humans. Average, everyday townspeople.

Jericho Prostitute (2)

Minor characters. Both generic female humans.

Caravaner (5)

Minor characters. Male and female humans. These generic people work for the water caravans and aren't permanent residents of the town. They tend to be loud and drunk when they're between caravans.

Mormons (8)

Three men and five women inhabit the Mormon camp to the southeast of Jericho. They're very meek and will ask the PC to leave them alone, but they'll turn violent if the PC tries to gain access to the elevator which leads to the shelter where Jeremiah is hiding unless the PC is persuasive. They're lightly armed with knives and a zip gun or two.

Ivan

Ivan is the escaped plant worker. He is indeed guilty of the crime he was convicted of (theft), but he's not the healthiest of people. Ivan was afraid that he'd die working in the plant before his sentence was up, so he slipped out of the barracks at night and hid in the supply wagon of an caravan bound for Fort Abandon. He is still at Fort Abandon.

Marianne

Female human. Marianne is one of Anson's prostitutes, and she's been drugs from him and selling them on the side to caravans that pass through town in an effort to buy her freedom and get out of Jericho.

Simon Krieger

Male human. After the plant has been upgraded with an automated pump and biodiesel generator, Krieger, a representative from Hoover Dam, will show up in town to negotiate a discount his town's water purchases, in exchange for an equal discount on one or more goods exported to Jericho.

Krieger's Bodyguards (2)

Two male humans. who accompanied Krieger to Jericho. They direct the PC to Krieger if he tries to speak to them.

Paranoid Ghouls (10)

Male and female ghouls. Armed with pistols, hunting rifles, and various melee weapons. These ghouls have been holed up in the sewers beneath Jericho for a very long time. At the time of the War, a paramilitary citizen's group converted parts of the sewers into makeshift shelters in the event that the bombs fell while they were too far away to reach any proper shelter. Much of the group chose to remain and use the sewer system as a permanent home, fearful of the Commies they're certain are still running around all over the surface. They're not rational any more, and will attack the PC and his crew on sight.

COMPANIONS!

Battery

Battery is one of the plant workers. Unlike the other workers, he actually volunteered at the plant for the opportunity to tinker with the unique machinery. He's a little bored now, but he doesn't have any real incentive to leave. The other workers, who are not there voluntarily, think Battery is weird and stupid for sticking around. Then again, he is a tribal.

MONSTER ROSTER

Radioactive Leeches (~10)

About two feet long, these slimy monstrosities roam the flooded sections of the sewers beneath Jericho.

Cockroach Swarm (15)

A horde of icky giant cockroaches infests one of the burnt out buildings in Jericho. They're not particularly threatening to the people, but they raid the cropfields and gross out the townsfolk.

Rats (20)

Big, mean sewer rats wandering the drier parts of the sewers, mostly to avoid being attacked by the leeches. They've recent begun making bold raids on the Jericho food supply, injuring several townspeople in the process.

Wasps (11)

These giant, dangerous annoyances have built themselves a nest in the abandoned Union train station to the south of town. They will have to be dealt with if the PC plans on connecting a train to Jericho.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Jericho Patrol (3 times)

A group of five men out patrolling near the city. They are lightly armed with pistols and pipe rifles. They're not looking for trouble, but they will defend themselves against the PC if the PC doesn't look too tough. The PC will run into this group a maximum of three times (unless he kills them all in a early encounter).

Destroyed Water Caravan (2 times)

The PC comes across the remains of a destroyed water caravan, but no bodies. If the PC scrounges, he can find some supplies which survived the blaze.

QUESTS

1. Fix the leaks in the plant.

- o **Pipes:** The pipes running between all the equipment are old and corroded, and have tendency to burst.
- o **Filling station shutoff valves:** The valves of the water dispenser at the filling station don't shut off the water coming from the storage vat completely, causing water to constantly drip away into the dirt.
- o **Storage vat:** There are numerous hairline cracks in the sides of the storage vat.

Initiator: Deputy Caulwell

Importance: Minor

Scope: Small

Science Boy: Using a basic toolkit, patch all the leakrs ([Mechanics/Easy](#)).

Combat Boy:

Stealth Boy:

Charisma Boy:

Journal: *I repaired most of the leaks at the water plant.*

Dumb Journal: *Plant not leaky no more.*

10_PIPE_REPAIR

10_FILLING_STATION_REPAIR

10_VAT_REPAIR

2. Build an automated water pump

Pumping the water into the plant for desalination by hand is slow and inefficient. The plant's old computer contains the schematics for an automated pump, but only a mechanically-skilled character can understand the schematics.

Initiator: Deputy Caulwell

Importance: Major

Scope: Medium-Large (depending on what parts will be required)

Science Boy: Using the schematic learned from the computer on, build an automated pump for the main floor using parts like a small electric motor and an air compressors

([Mechanics/Hard](#)).

Combat Boy:

Stealth Boy:

Charisma Boy:

Journal:

1. I downloaded the schematic for an automated water plant into my PipBoy from the Jericho water plant's pump control computer.

2. I built an automated water pump for the water plant in Jericho. The plant should be able to produce fresh water a lot more quickly and efficiently now.

Dumb Journal: I make man-less pump for plant. More faster water for everybody now.

PLANT_PUMPS = 0 // Plant pumps are manually-operated

PLANT_PUMPS = 1 // PC has learned how to build an automated pump

PLANT_PUMPS = 2 // PC has installed an automated pump in the plant

3. Kill Jeremiah.

The Hands of God, led by Jeremiah Rigdon, have recently attacked and burned three of Jericho's caravans. There were no casualties on either side, but O'Connor feels the Hands of God may soon become a bigger threat, so he wants the PC to enter the Mormon camp and assassinate Jeremiah if Jeremiah cannot be convinced to lay off the caravans.

Initiator: Sheriff O'Connor

Importance: Major

Scope: Minor

Science Boy:

Combat Boy: Kill Jeremiah.

Stealth Boy: Kill Jeremiah without alerting the camp.

Charisma Boy: Convince Jeremiah to back down and make peace with Jericho ([Persuasion/Hard](#)). Or, trick O'Connor into thinking the Mormons are planning an attack, and get his militia's help in wiping out all the Mormons ([Deception/Hard](#)).

Journal:

Dumb Journal:

10_HANDS_OF_GOD

0 = Quest hasn't been mentioned

1 = O'Connor mentioned quest

2 = PC accepted quest

3 = PC has killed all the Hands of God

4 = Quest complete

4. Exterminate the vermin

In and around Jericho are several locations infested with creatures. Sheriff O'Connor would like an enterprising mercenary to go to heart of these infestations and remove the creatures once and for all. The PC will need to defeat the wasps and destroy their nest at Union Station, descend into the sewers and wipe out all the rats, and

Initiator: Sheriff O'Connor

Importance: Minor

Scope: Small

Science Boy:

Combat Boy: Kill the leeches, which will be of average difficulty if the level is still flooded, or easy if the level is drained first.

Stealth Boy:

Charisma Boy:

Journal: *I killed the radioactive leeches plaguing the lower level of the Jericho plant.*

Dumb Journal: *I kill all icky leech things in water at water plant.*

10_EXTERMINATOR

0 = Quest hasn't been mentioned

1 = O'Connor mentioned the quest to the PC

2 = PC accepted the quest

3 = PC completed the quest

4 = Quest complete

5. Sabotage the water plant

Certain factions in Hoover Dam would rather see Jericho fail and turn to dust rather than prosper as an independent entity in the wasteland. These elements will ask the PC to sabotage the water plant and render it incapable of producing fresh water ever again.

Initiator: (Hoover Dam caravan group?)

Importance: Major

Scope: Small

Science Boy:

Combat Boy:

Stealth Boy: Walk up to the boilers, pumps, and pipes and remove or loosen parts without being noticed and without causing the equipment to fail immediately ([Steal/Hard](#)).

Charisma Boy:

Journal: *I subtly sabotaged much of the Jericho plant's equipment. It won't fail immediately, but soon... and when I'm not around to be blamed.*

Dumb Journal: *I make water plant machines not work good. Soon all be broke.*

10_PLANT_SABOTAGE

0 = Quest hasn't been mentioned

1 = Quest has been mentioned to the PC

2 = PC accepted the quest

3 = PC completed the quest

4 = Quest complete

6. Poison the water shipments

By poisoning the water shipments, Jericho's credibility will be ruined, and other towns in the wasteland will refused to buy water from them.

Initiator: (Hoover Dam caravan group?)

Importance: Major

Scope: Small

Science Boy: Concoct the poison yourself ([Science/Average](#)) if you don't have anything better on you.

Combat Boy:

Stealth Boy: Slip the poison into the water barrels at the caravan staging area without anyone noticing ([Steal/Average](#)).

Charisma Boy:

Journal:

Dumb Journal:

10_WATER_POISON

7. **Negotiate a water contract with Hoover Dam**

Hoover Dam has difficulty gaining easy access to fresh water, and they want to negotiate a contract with Jericho for shipments of fresh water. If the PC doesn't step in, the slick Hoover Dam guys will see to it that Hoover Dam benefit more from the deal than Jericho does. This quest will only happen once the water plant has increased its output due to the automated water pump and biodiesel generator.

Initiator: Sheriff O'Connor (he brings the matter to the PC's attention)

Importance: Minor

Scope: Small

Science Boy:

Combat Boy:

Stealth Boy:

Charisma Boy: A PC with a good Barter skill can negotiate a contract fair for both sides or one that favors one side.

Journal:

Dumb Journal:

10_WATER_CONTRACT

0 = No contract

1 = A contract has been agreed upon

10_HD_DISCOUNT

0 = No discounts from Hoover Dam

1 = Jericho gets a discount on one HD export

2 = Jericho gets a discount on two HD exports

10_PC_BRIBE

0 = PC didn't take a bribe

1 = PC took a bribe

8. **Build a biodiesel generator for the Jericho water plant**

The water plant can't use the automated pump unless the pump is supplied by electricity. Due to the lack of gasoline, a biodiesel engine which can run on the same salicornia oil Jericho uses for heating and lighting needs to be built.

Initiator: Deputy Caulwell

Importance: Major

Scope: Medium (PC can learn about biodiesel and salicornia from the FoA library in Hoover Dam)

Science Boy: Build a generator which runs on biodiesel so that the plant can use the automated pump ([Mechanics/Hard](#)).

Combat Boy:

Stealth Boy:

Charisma Boy:

Journal:

Dumb Journal:

9. Find and return Ivan, the escaped worker

One of the workers from the water plant managed to slip out of the barracks during the night. O'Connor will ask the PC find Ivan, kill him, and bring back his corpse, where it will be hung up in the plant as an example to the other workers.

Initiator: Sheriff O'Connor

Importance: Minor

Scope: Medium (requires the PC to travel to Fort Abandon)

Science Boy:

Combat Boy:

Stealth Boy:

Charisma Boy: The PC can use Deception to lie to O'Connor about finding and killing Ivan if the PC is a good guy and decides to spare Ivan's life. He'll only get half the reward he was promised, though.

Journal:

Dumb Journal:

10_ESCAPED_WORKER

0 = Quest hasn't been mentioned

1 = O'Connor mentioned the quest

2 = PC accepted the quest

3 = PC found Ivan; Ivan is dead

4 = PC found Ivan; Ivan is alive

10. Find out who's been stealing from Anson.

Anson has suffered a series of burglaries lately, and he really wants to know who's responsible. He'll hire the PC to watch over his bar at night or "investigate" other people's belongings to find the culprit.

Initiator: Anson

Importance: Minor

Scope: Small

Science Boy:

Combat Boy:

Stealth Boy: Pick the lock on the chest in Marie's room ([Security/Average](#)), swipe the loot, and show it to Anson as proof. Alternately, hide in the bar after it closes and wait for Marie to come out and start pilfering Anson's stash ([Sneak/Average](#)).

Charisma Boy: Lie to Anson about who's responsible and either blame an innocent man (Doc Lane) or a fiction thief (Goatee Man).

Journal:

Dumb Journal:

10_ANSON_THIEF

- 0 = Quest not mentioned
 1 = Anson mentioned the job
 2 = PC took the job
 3 = PC knows who the thief is
 4 = Quest complete

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
JERICO PLANT								
Jericho Town	Fix the leaks in the plant	Jhusges						
Jericho Town	Build an automated pump for the plant	Jhusges						
Jericho Town	Kill Jeremiah	Jhusges						
Jericho Town	Exterminate the vermin	Jhusges						
Jericho Town	Sabotage the water plant	Jhusges						
Jericho Town	Poison the water shipments	Jhusges						
Jericho Town	Negotiate a water contract with Hoover Dam	Jhusges						
Jericho Town	Build a biodiesel generator for the plant	Jhusges						
Jericho Town	Find and return Ivan	Jhusges						
Jericho Town	Find out who's been stealing from Anson	Jhusges						

SCRIPTING

GENERAL

Ivan's Execution: If the PC brings Ivan back to O'Connor, the sheriff will order Ivan's execution. A deputy escort Ivan to the gallows, followed by fade-out/fade-in, and Ivan's corpse will be dangling from a rope, swaying in the wind.

Marie's thefts: At 1:30 AM, Marie will sneak out of her room, go behind the bar, and pilfer Anson's bar. The PC must be sneaking to be able to catch her in the act. If Marie spots the PC, she will float something like "Eek!" and retreat to her room. She won't try stealing for another 24 hours. Otherwise, once the PC witnesses her stealing, he can either stay hidden and let Marie go back to her room, or emerge from hiding and confront her.

Generic Mormons: These generic Mormons will run away and hide in the fallout shelter if the PC approaches the camp (it's a desert, so they can spot him coming from a long way away). They'll also futz the elevator controls so the PC can't get down to them. However, when Jeremiah and the Hands of God appear, the generic Mormons should appear outside in the camp along with Jeremiah and krew, feeling safe and happy again now that the Mormon protectors have returned.

TOWN-SPECIFIC

Water plant security: After the water plant operation ceases at 8 PM, a single deputy will be patrolling the plant. If he sees the PC sabotaging anything, he'll raise the alarm. The PC will have to take him out or otherwise be out of sight if the PC is up to no good.

Jeremiah and the Hands of God: Jeremiah and his little band of caravan wreckers won't show up at the Mormon camp until the PC has accepted the quest to hunt them down and kill them. Prior to that time, Jeremiah and krew are out in the wasteland trying to tear shit up.

COOL SHIT

Cool Epithets

"Water Baron": if the PC takes over the Jericho plant.

"Hangman's Friend": If the PC's actions result in all three nooses of the gallows being occupied, he gets this epithet. The three potential hangees are Jeremiah, Doc Lane, and Ivan.

Cool Hooks

Plant Power Supply

If the plant becomes automated, it becomes reliant on Hoover Dam's electricity. Eventually, a delegation from Hoover Dam will arrive to start negotiations. Things won't go well if the PC doesn't step in and fix things.

SOUND REQUIREMENTS

AREA	SOUND REQUIREMENTS
Jericho Town	MUSIC DESCRIPTION
	Something like the FO track "Industrial Junk", or a mixture of that and the New Canaan theme to reflect that this is an industrial part of New Canaan
	BASIC SFX

	The water plant is only during the day, from 8 AM to 8 PM. During this time, the following sounds will be heard: • The rumble of the fires heating the boilers (louder the closer the PC is to a boiler, but reduced to a low rumble when the PC is on the opposite side of the plant) • Water plip-popping from the leaking pipes running between the various pieces of equipment. This effect stops when the PC has repaired the pipes. • Water gushing and splashing into the vat (loudest when the PC is to the storage vat) • Hissing steam as it escapes occasionally bursts from cracks in the pipes and boilers (centered around the boilers). This effect stops when the PC has repaired the seals around the boilers. • On/off sound of water surging through the pipes as it's being manually pumped (loudest when standing next to a pump) • Constant sound of surging water through the water pipes if the pumps are automated • Humming automated pumps, if present (the pumps next the storage vat will be loudest, since the boiler fires tend to drown out the pumps near them) Of course, if the people of Jericho are slaughtered or the PC sabotages the plant, the plant will become silent. In the town exterior, the wind can be heard on occasion, shrieking between the buildings. WALLA SFX Occasional loud swears coming from the exhausted workers. Inside Anson's, the low murmuring of conversation between people and the clink of glasses can be heard.
Union Station	MUSIC DESCRIPTION Desolate wilderness music, since the train station is abandoned and set away from the main town. BASIC SFX Wind, occasional creaking of old wood. WALLA SFX No walla.
Jericho Sewers	MUSIC DESCRIPTION "Underground Troubles" – spooky, underground music. BASIC SFX Occasional dripping of water from the ceiling into standing pools of water. This area is still somewhat damp WALLA SFX None
Fallout Shelter	MUSIC DESCRIPTION Religious-style music, since this is Mormon territory. BASIC SFX Typical vault sounds – computers beeping, vents humming, fans whirring. Not too much of this, since it's a small vault. WALLA SFX Mormons murmuring prayers to themselves once in awhile. Overall, they're a pretty quiet group.
Mormon Camp	MUSIC DESCRIPTION

	Religious-style music, since this is Mormon territory.
	BASIC SFX
	Tents flapping occasionally in the wind
	WALLA SFX
	Mormons murmuring prayers to themselves once in awhile. Overall, they're a pretty quiet group.

LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character		
Good Karma Character		
Stupid Character		
Low Reputation Character		
High Reputation Character		
Human Character	None	None
Male Character	None	None
Female Character	None	None
Strength	Force open the stuck doors on the flooded level	Gain access to spare parts for the plant and other goodies without using up any explosives
Perception	Notice the movement of the leeches in the flooded level	Bonus to hit them under the water?
Endurance	Resist the radioactive leech bites better	General radiation resistance
Charisma	Better results when speaking to people in the area	More effective diplomacy and barter skills
Intelligence	Realize after fixing the equipment on the lower level that they're connected to an electric power source.	Use the knowledge to help automate the top floor
Agility	Dodge some falling debris in the Sewers if you trigger a cave-in	Take less damage
Luck	Get the emergency floodpump working simply by kicking it	No need to repair the floodpump to make it work
COMBAT BOY		
Firearms	General combat	General combat experience
Melee	General combat	General combat experience
Unarmed	General combat	General combat experience
CHARISMA BOY		
Deception		
Barter	Negotiate an electricity deal between Hoover Dam and New Canaan	Rep boost between one or both sides, XP
Persuasion		
SCIENCE BOY		

Medic	Discover that the ill workers are suffering from radiation poisoning	Experience and knowledge of how to treat the workers' illness
	Discover that the ill workers were all bitten by something	Experience and information
Mechanics	Repair broken stuff in the plant	Experience and the gratitude of the foreman and the Mormons
	Build automated pumps for the plant	Lots of experience, and big rep boost among the Mormons
	Convert the plant to an alternate power source	Lots of experience, and a big rep boost among the Mormons
	Study the water still at the cultist camp and figure out how to build more	Teach the Mormons how to build water stills to alleviate their water shortage
Science		
Outdoorsman		
STEALTH BOY		
Lockpick		
Sneak	Walk through the unstable section in the sewers	Won't trigger a tunnel collapse and can bypass the icky rats
Steal	Sabotage pipes, pumps, and valves by removing and loosening parts	XP and the reward of whoever put you up to the job
Traps		
EASTER EGGS		
Easter Egg, Easy 1	The ancient corpse of a worker buried in the silt	Corpse has some items on him
Easter Egg, Medium 1		
Easter Egg, Hard 1		
PERKS + TRAITS		
Perks		
Traits		
ENVIRONMENT		
Economics		
Power/Infrastructure	The boilers in the water plant are fed with coal	
Food	Food is provided by New Canaan.	
Tie to Another Area 1	Hoover Dam	The lower level of the plant is connected to the generators at Hoover Dam, and the engineers there may notice a drop in power if the PC gets the automated plant pumps working.
Tie to Another Area 2	Mesa Verde	The CNPC Battery works at the plant, and can point the way to his home village.
Tie to Another Area 3	Burham Springs	
Tie to Another Area 4		
MULTIPLAYER GAMING		
Multiplayer Elements?		

POST-GAME ADVENTURING		
Ending 1	Player never visited the plant	No cinematic.
Ending 2	Player automated the plant and converted it to a new power source	New Canaan survives, and prospers somewhat (supposing that the refugee situation is handled appropriately)
Ending 3	Player took over the plant and sucks all the wealth out of the town	Most of New Canaan dies out and only the plant is left standing, which becomes the new town of Jericho
Ending 4	Player destroyed the plant	New Canaan either withers away, refusing to join NCR 'cause they think NCR had their plant destroyed (might even be true)
Ending 5	Player left the refugees in charge of the plant	Refugees fight among themselves and the Mormons over the plant, destroying it in the process; the battle engulfs the city, and New Canaan is destroyed in the fighting
Ending 6	Player visited the plant but didn't convert the plant to another source of fuel	New Canaan runs out of coal and has to shut down the plant
Possible Other Endings		

ROOM FOR IMPROVEMENT

Prosperity: People in Jericho will have more cash on them the more efficient the plant becomes. Lane's store will also contain more valuable items.

Store Frequency: Restocking will occur less frequently if the PC is selling the plant's water since the people can't afford to buy as much stuff.

Community: If the PC sabotages the water plant, all the named characters except Lane and most generic NPCs will be gone from the town. It'll become a ghost town.

END MOVIES

WHERE TO GO CONDITIONS

The player never entered Jericho	Skip Cinematic
PC made peace between Jericho and the Mormons	Goto 1
Jerich got nuked	Goto 2
PC optimized the water plant	Goto 3
PC didn't help Jericho OR the Mormons	Goto 4

1. Jericho and Mormons together in peace, plant optimized

The presence of the Mormons tempered Jericho with morality as the town grew large and prosperous thanks to its optimized water plant. Jericho becomes one of the most important towns in the wasteland, known for its fairness towards its trading partners and generosity towards the unfortunates of the wasteland.

Jeremiah and O'Connor shaking hands, surrounded by smiling townsfolk and a prosperous Jericho.

2. Jericho and Mormons together in peace, plant not optimized

When Jericho's aging water plant eventually breaks down, the citizens are sustained by their faith through the troubled time, thanks to the Mormons. Although Jericho's dreams of prosperity turn to dust, the town manages to survive, and becomes a place many decent, hard-working people call home.

Jericho with a nice Mormon church in the middle of town. Not prosperous, but not falling apart.

3. Jericho nuked

Atomic fire wipes Jericho from the face of the wasteland. The radiation from the blast ensures that no one will rebuild anywhere near the ruins of Jericho for a long, long time.

Jericho as a big, black, smoking radioactive crater, maybe with an scorched, upside-down sign reading "Jericho".

4. Mormons destroyed, water plant not optimized

Jericho enjoys many years of peace and prosperity until their water plant, reliant for far too long on jury-rigged parts, breaks down completely. Jericho eventually becomes a ghost town, the empty water plant the only sign of its former glory.

The water plant with its doors wide open, abandoned. Rusty piles of junk are strewn everywhere.

5. Mormons destroyed, water plant optimized

Jericho becomes one of the most important towns in the wasteland, thanks to its fully operational water plant. However, as Jericho's wealth grows, so does the corruption inside the town. Factions vie for control of the town, and bribery and assassinations become an integral part of Jericho's politics.

Jericho, looking prosperous, but with a dead guy in the street as other well-dressed townspeople look on.

6. PC didn't help Jericho OR the Mormons

The skirmishes between Jericho and the Mormons eventually turn deadly, and although the Mormons are eventually wiped out in the conflict, much of the town is destroyed in the process. Many citizens choose to start over somewhere else in the wasteland, and the dream of Jericho is abandoned.

Jericho with a lot of burned down buildings.

RANDOM NOTES

APPENDIX

6/12/03: Created this document

6/23/03: Added the Sewers, Fallout Shelter, and Cultist Camp. Modified/added quests and area details based on suggestions from the meeting.

6/30/03: Made changes based on Sawyer comments

1. Expanded the story for the cultists and the reason the Mormons don't run them off
2. Added a quest where the PC can expose the cultists' true nature to the Sheriff
3. Added more quests for Stealth Boys
4. Added a new Barter quest for Charisma Boys

9/15/03: Incorporated elements of New Canaan into the newly-christened town of Jericho. Turned Jericho into a stand-alone place.

10/28/03: Modified some of the end movies. Changed the descriptions of some of the quests to match NPC dialogues.

Jericho

11 BURHAM SPRINGS

Version 1.0

7/31/2002 5:27:00 PM



*"But fix thine eyes below; for draweth near
The river of blood, within which boiling is
Whoe'er by violence doth injure others.*

*O blind cupidity, O wrath insane,
That spurs us onward so in our short life,
And in the eternal then so badly steeps us!"*

**Dante Alighieri, The Inferno
Canto XII, The Violent Against Neighbors**

OVERVIEW

Burham Springs is a horrible wreck of a pre-war mining community that has been burning for decades. Only a tiny handful of people continue to linger in the dreadful place. The constant threat of death by fire, smoke, radiation, and horrible monstrosities keep the rest of the world away. The smoldering coal mines contain a wealth of technology, but the risk is too great for most people to bother.

The area consists of three maps: AR0001 Burham Springs (simple), AR000101 Burham Mines (complex), and AR000102 Toxic Caves (complex).

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Burham Springs	Full Party	AR0001	Small	Desert Plain and Cliffs, 3-6 Buildings
2: Burham Mines	Full Party	AR000101	Medium	Basic Mines
3: Toxic Caves	Full Party	AR000102	Medium	Basic Caverns, Mines, and Vault

AR0001 is the exterior town map for Burham Springs. It is fairly small, consisting of only three standing buildings and six other burned down building foundations. The ground is cracked and/or blackened almost everywhere. Smoke issues forth in several places and small flames continue to burst forth at haphazard locations across the map. All three of the building interiors are single story. The west and south edges of the map take the player to the World Map (party required). At the northeast corner of the town in a cliff face is the entrance to AR000101 Burham Mines (party required).

AR000101 is a maze of mining tunnels with collapsed dead ends, lingering fires, and a constant haze of smoke. Horrible creatures called gehennas roam the corridors in search of prey and flammable items. A number of ladders lead down to the toxic caves (party required) and an exit in the west leads back to AR0001 Burham Springs.

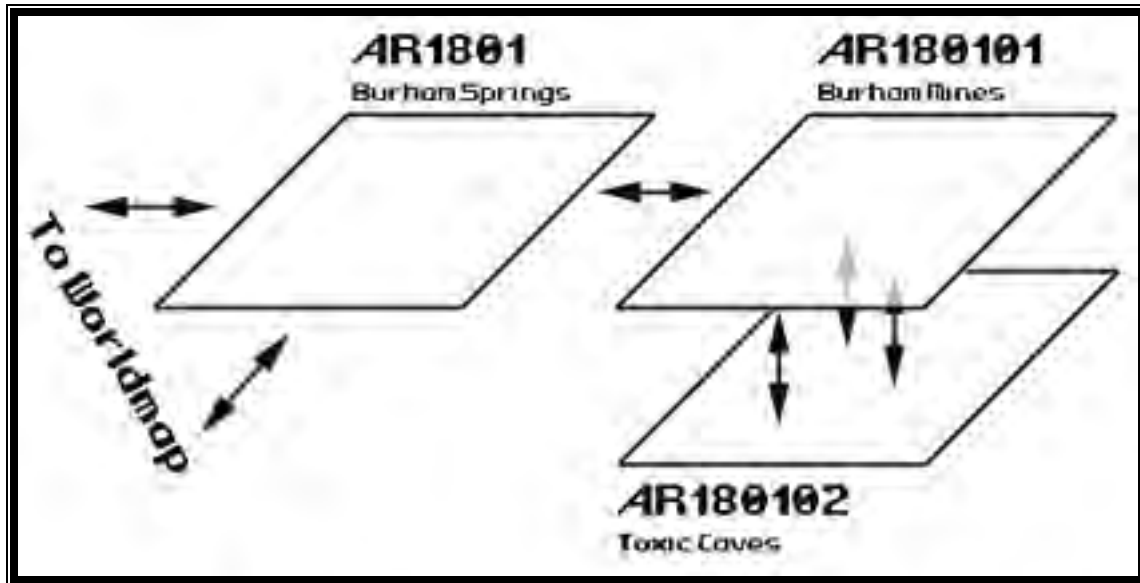
AR000102 contains fewer mine corridors and more open caverns. Unfortunately, it is chock-full of radioactive material and even more gehennas. The southeast section of the map contains a lowered basin that can be drained for access to a robot laboratory (same map, no transition required). Several ladders lead up to AR000101 Burham Mines (party required), but there are no other exits from the map.

Though the geometry on these maps does not necessarily change, the dynamic "water" in the Toxic Caves will need to be lowered so the player can access the AGRICOLA lab. If/when the fires at Burham Springs are extinguished, the flames and smoke will mostly disappear from the exterior maps. This may change overall lighting of several levels, but dynamic lights and/or fakey sprite lighting could simply be removed to achieve the same overall effect.

The overall goals in the area include: exploration of the mines, the destruction of all gehenna mutations, and either the destruction of all AGRICOLA robots or their employment in the extinguishing of Burham Springs. Unless the player chooses to engage the three squatters "living" in town, the only foes he or she faces here are gehenna mutants and AGRICOLA robots.

Between exploring the mines, dealing with the NPCs on the surface, and figuring out the AGRICOLA lab, the player should spend between 2 and 4 hours at this location.

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AREA BACKGROUND

The town of Burham Springs was established fifteen years ago by Trent Burham, a wealthy NCR mine merchant. The community was given a charter by Lt. Gov. Dodge to excavate the existing mines in the region for the production of valuable coal resources. Burham's men and women struck black gold, NCR tea. A small community quickly grew up around the mines in the shells of the old mining town. With the NCR railroad project moving through the area, everything was safe and secure. The NCR ignored the lower caves, as pre-war toxic waste had been dumped here by the government.

Everything went well at Burham Springs until the NCR presence pulled out. The railways were completed, and civil discontent was brewing back west. NCR recommended that the citizens of Burham Springs pack up their things and return with them. Many of the stubborn miners refused to give up what had become a very profitable and familiar way of life. Several were ex-criminals, or "integrated" tribals with no future in the rest of NCR. With no one to protect the community, it became vulnerable to attack by the powder gangs of the wasteland (the powder gangs were old railway workers left jobless and helpless by NCR).

After a powder gang attack between Burham Springs and Hoover Dam left several important NCR political figures dead, the 5th Engineering Company was deployed to track down the responsible gang. The gang, finally afraid of NCR's focused might, retreated to Burham Springs. The NCR's firepower forced the gang to retreat into the mines. The commanding NCR officer, Maj. Robert "Border" Briggs, hastily ordered his men to plant explosives around the mine and detonate them. The massive explosions reached all the way down the mineshafts and hit the powder stockpiles of the gang. A chain reaction occurred. Flames erupted from every mineshaft that didn't collapse. The oil and coal dust on top of the local creek and pond were lit ablaze. A number of partially-tapped veins of coal also ignited, starting an unstoppable blaze that burns and smolders to this day.

To make matters worse, the explosion didn't kill *everyone*. At least a few dozen townsfolk and power gang members were horribly burned and exposed to the radiation leaking from the ruptured containment barrels in the lower caverns. Through mysterious 50s sci-fi-esque pseudo-science, the anthracite coal, fire, and radioactive elements combined to create a bizarre mutated monstrosity that the nearby Canaanites call "Gehennas".

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Though a few *extraordinarily* hardy miners still pluck small amounts of coal and gang-stolen technology from the caverns, everyone else has abandoned the area out of fear. NCR doesn't even bother posting warnings or trying to keep people out. As far as they're concerned, if you walk into a city that's been burning for over a decade, you're on your own.

The three residents of the town's surface, Phil, Sparky, and Frank, collect bits of coal and small pieces of technology to trade with various merchants and roving packs of tribals. To date, only three tribal groups have tried to attack the strange trio. They were *not* successful. The two men and one ghoul are tough bastards, and clever enough to see trouble coming. They typically trade for food, weapons, and ammunition to defend themselves,

When entering the area, the first area the player will see is the burning village itself. He will most likely encounter Phil, Sparky, and Frank as soon as he or she walks down the central street in town. The PC can trade with these characters and learn about the background of Burham Springs as well as the horrible dangers that lie just inside the cave mouth. Phil and Frank will *more than adequately* warn the PC that the mine is extremely dangerous -- dangerous enough that NCR didn't think it was worth saving. Phil has a map of the traps on the first floor of the mine and Frank has a map of the extra toxic areas in the lower caves. Neither is willing to part with either unless the payoff is significant. Near the mine entrance, they will pass a water pump on the surface that will prove important in the toxic caves.

Inside the mines, the player will find roving packs of gehennas, fire and smoke hazards and bits of technology stashed here and there. There are six ladders going down into the caves below. Though the player will encounter two a short distance into the mines, they could explore the whole level before descending.

The toxic caves are uneven caverns with barrels and small pools of radioactive waste. The player will encounter more gehennas and more badly mutated gehennas in this area. The worst of the gehennas are huge abominations called molechs. In addition to these monstrosities and more tech, the player will encounter the end of a hose for a radioactive pool. The system is broken, but can be fixed on the surface and in the mines with a replacement part from Hoover Dam or through use of the Mechanics skill. When the pool is drained, a door is revealed and opens. Inside, the PC will find the AGRICOLA lab and the waiting AGRICOLA robots. The player will deal with the robots, search through the holodiscs in the archives, and learn about the hazard suppression system that the robots are set up to perform. The player can then help organize the robots and set them on their way, effectively extinguishing the Burham Springs flames and removing a great deal of the toxic waste. The day is saved and dogs and cats live together in harmony.

Inspirational movies for this film: High Plains Drifter, Warning Sign
Inspirational books for this film: Graveyard Shift (short story, part of Stephen King's *Night Shift*)

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YEAR	EVENT
2039	Prometheus Coal, a division of Poseidon Energy, opens a coal mine in central Utah. A small village opens up nearby. It is called Eagle Rock.
2066	With more important things to spend their money on, Poseidon Energy closes the inefficient and dangerous Eagle's Rock mine complex and sells it to the U.S. government.
2074	Government decision makers order the dumping of radioactive waste into Eagle Rock's lower mines. Enclave politicians help secure a contract for Poseidon Energy to develop and use their AGRICOLA mining robots in the operation of the dumping ground. Not surprisingly, the AGRICOLA lab turns out to be a pretty good bunker as well.
2077	Bombs drop. Two Poseidon scientists are still trapped in the lab. After four years, one dies of natural illness. After one more year, the other commits suicide.
2238	NCR explorers discover Eagle Rock and quickly realize that it is a source of energy and some water -- albeit a dangerous source. Within the year, NCR miners are there, and more come shortly thereafter. Many of them are dregs/outcasts from other communities.
2245	NCR halts production on the railroad lines. The need for coal diminishes and the powder gangs rise up.
2247	NCR 5 th Engineering Division blows up Burham Mines, causing incredible fires to break out all over the area, even in veins of coal encased in rock. Many die. Many become gehennas. NCR abandons Burham Springs.
2248	Twelve daring people, including Phil, Sparky, and Frank LaFrancis, drift into Burham Springs to start salvaging. Two years after the end of this influx, all are dead except Phil, Sparky, and Frank.
2250	The Blackfoots try to take out Phil, Sparky and Frank twice. Between those attacks, the Vipers attempt the same. Both groups fail.
2253, October 23	"The Prisoner" escapes from Leavenworth, dooming the world and creating a holocaust of epic proportions. F3 Begins

EMOTIONAL PORN

This section sets up all the emotional role-playing opportunities present in the location – as well as whatever feelings you're trying to spark in the player playing the game (fear, foreshadowing, survival, sympathy for the location or NPCs there, or whatever).

DRAMA

All three of the salvagers are wary of the PC, but not afraid. Upon first entering town, they will encounter a population sign that reads: EAGLE ROCK, POP. 160. Of course, EAGLE ROCK has been crossed out and replaced with BURHAM SPRINGS, and the 160 has been crossed out and replaced a number of times. The bottom number reads "3". Under the sign is a makeshift painted board that reads KEEP OUT! Around the sides and backs of the houses are more makeshift signs that say WARNING: KEEP OUT OF MARKED AREAS.

The player is supposed to get the impression that Burham Springs is a fucked up place, and they should tread lightly to avoid being blown up by traps and/or shot in the face by its three dangerous residents.

The presentation of the gehenna and their history could also make the player feel a little sad, since they were once humans, and are now just messed up abominations without any higher thought processes.

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NPC ALLY DRAMA

- Kurisu might comment that the land at Burham Springs is cursed. Messed up for all natural lifeforms, and only fit for crazy people.
- Ashley might comment that the entrance to the AGRICOLA Lab looks like a pre-war vault.
- Arcade might comment on the presence of Poseidon Energy logos, since PE and the Enclave were closely related.
- Upon entering Burham Springs, the Hanged Man might quote 2 Chronicles 28, "... and he burned incense in the valley of the son of Hinnom, and burned his sons as an offering..." or something similar.
- The Hanged Man will laughingly refuse to drop his weapons if commanded to by Phil, and it may be very difficult for the Protagonis to defuse the situation.

MORAL DILEMMAS

- Extinguishing the fires of Burham Springs helps NCR gain back some valuable energy resources, but it effectively ends the salvaging of Phil, Sparky, and Frank. It also kills all of the gehennas, which could be considered good or bad.
- Recovering shitloads of technology from the mines and caves is useful to the player, but can piss off the Brotherhood of Steel.
- Blowing up the rest of the Burham Mines and/or turning over a bunch of tech to the BoS makes them happy, but ultimately screws Phil, Sparky, and Frank. Blowing the mines definitely hurts NCR, as well.

OTHER ROLE-PLAYING TESTS AND EPITHETS

If the player kills Phil, Sparky, and Frank, he will get the title **Desolator**.

TIES TO OVERALL GAME THEMES

- **Civilization vs. Anarchy** - Phil, Sparky, and Frank make a living doing horrible work, but harm no one. They govern themselves and don't need anyone to tell them what to do or when they should do it. If NCR comes back into the picture, their livelihood disappears.
- **Optimism vs. Pessimism vs. Pragmatism** - The trio are ultimately very pragmatic. They can't do much else, so living in hell on earth is better than trying to eek out a living in the big cities.
- **Means Justify the Ends vs. Ends Justify the Means** - Briggs and the 5th Engineering Company blew up Burham Springs to decisively deal with a powerful powder gangs. They're dead, but the town is wrecked.

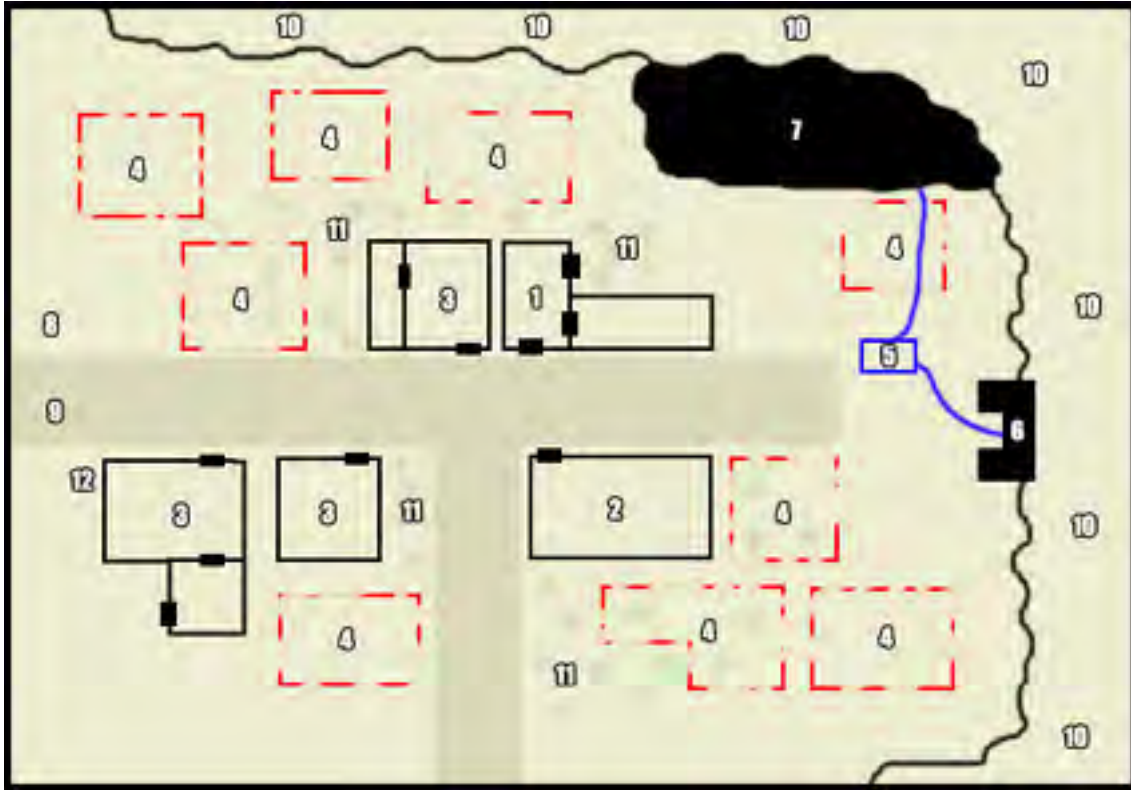
NPC COMPANION USES

- A high Science character like Arcade can finish the fire suppression software in the Agricola Lab.
- A high Mechanics character like Arcade, Ashley, or Battery can fix the Water Pump, the Pump Hose, or perform the fire suppression manual override on the Agricola MRs.
- A high Traps character like Battery can prevent the character from being blown up by all the mines in Burham Springs.

LOCATIONS

BURHAM SPRINGS MAP

11 BURHAM SPRINGS

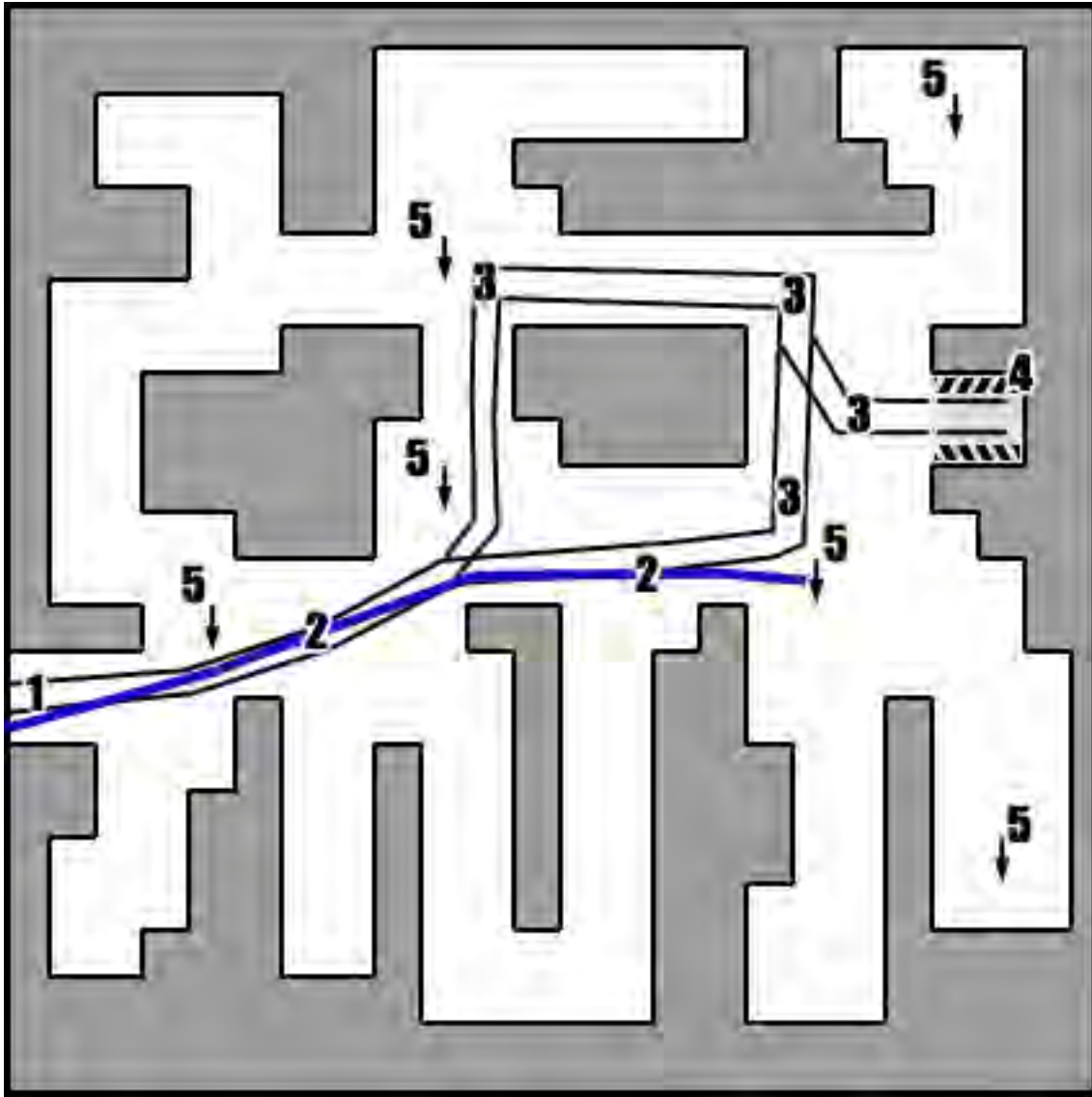


BURHAM SPRINGS MAP KEY

1. **Phil and Sparky's Place:** This is where Phil and Sparky, two of the three scavengers in Burham Springs, live. It is a single-story building with two rooms. The front room is where the pair live and sleep. The side room is where they store most of their recovered loot.
2. **Frank's Place:** This is where Frank LaFranics, a ghoulish scavenger, lives. Frank has armed radio-detonated bombs near the entrance, and is generally on the defense with visitors. He has a small bed in the corner, and his goods are on tables around the room.
3. **Burned Out Building:** These buildings are standing and have all of their walls, but are pretty badly damaged and are generally filled with junk.
4. **Building Foundations:** These buildings have burned to the ground. Only the remnants of walls and foundations remain.
5. **Water Pump:** This water pump is used to draw water out of the mines and into the pool.
6. **Mine Entrance:** Entrance to the Burham Springs Mines. Also the location of the two support pillars that can collapse the mine if destroyed.
7. **Pool:** A pool of awful standing water that is blackish-green with an oily film on the surface. Flames burn on the surface in various points. Gehennas can be found here.
8. **Desert Ground:** Most of the ground on the map is simply desert.
9. **Desert Road:** The remnants of the roads leading into Burham Springs. This specific location is also where the PC's car is parked.
10. **Cliff Face:** This is a sheer cliff face rising up from the floor of Burham Springs.
11. **Blasted Ground:** These areas look like they have been blasted by explosions. They often contain landmines.
12. **Sign:** This is a sign that has the population of Burham Springs written on it.

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MINES MAP

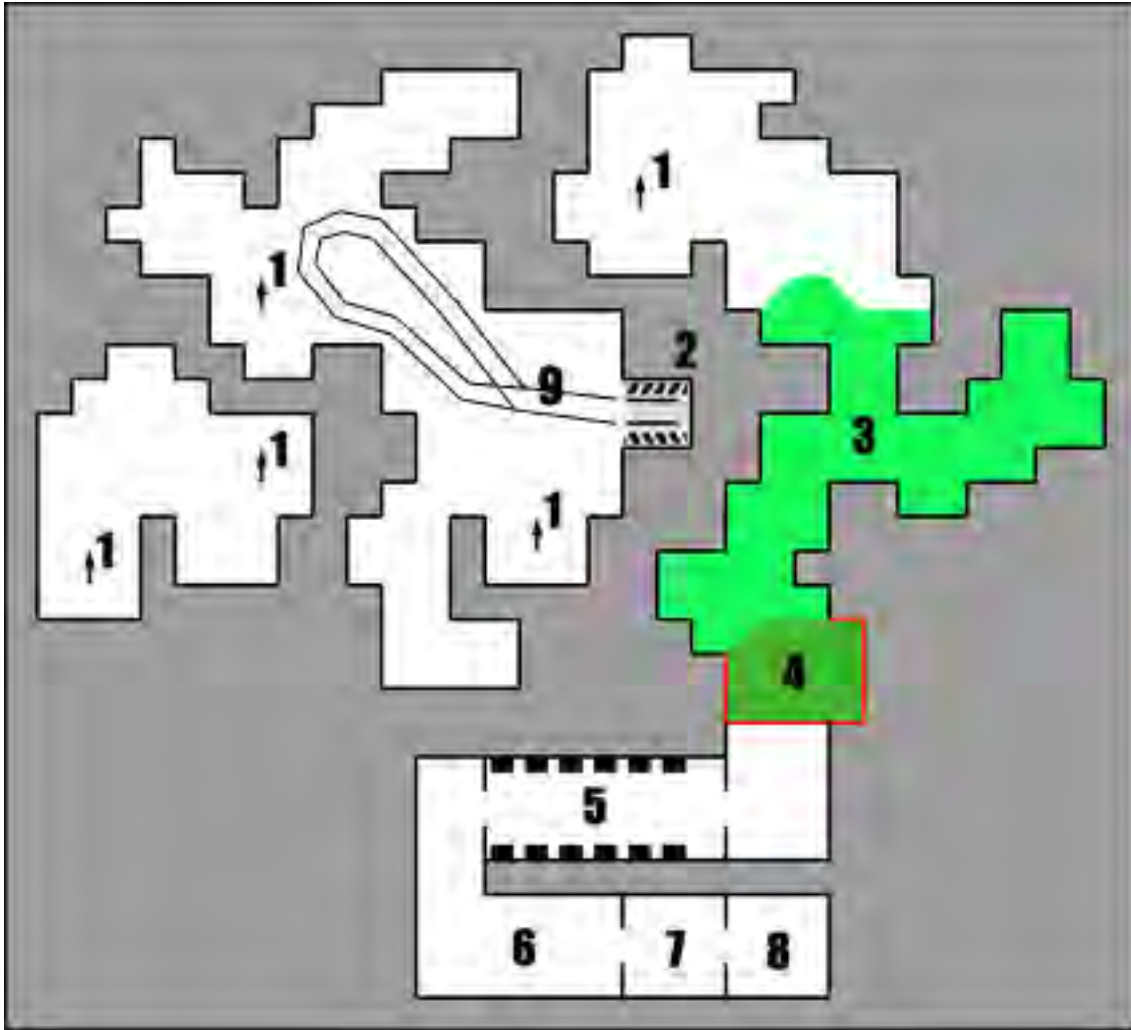


MINES MAP KEY

1. **Mine Entrance:** This is the entrance to the mine. It leads back to the Burham Springs exterior.
2. **Water Pump Hose:** This is the hose for the water pump that leads down into the Toxic Caves. At the section towards the east side of the map, the hose is ruptured and must be repaired.
3. **Cart Tracks:** These tracks were once used to carry ore out of the mines. They are broken in places and generally scattered.
4. **Lift:** Used for moving things up and down between the levels of the mine. Does not work. Cannot work. It is *busted*.
5. **Ladders Down:** These ladders all lead down to the Toxic Caves.

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TOXIC CAVES MAP



TOXIC CAVES MAP KEY

1. **Mine Ladders:** These are ladders from the mines down to the Toxic Caves. Each ladder has a corresponding ladder down from the level above.
2. **Lift:** This lift used to carry carts from the second floor to the top. It is non-functional.
3. **Shallow Toxic Waste:** This is a thigh-deep pool of toxic waste leaked out of barrels. This pool disappears if the water pump is fixed.
4. **Deep Toxic Waste:** This is an extremely deep pool of toxic waste that becomes "only" head-deep after the water pump is fixed. After the water pump *and* the hose are fixed, this drains away completely and reveals the entrance to the Agricola Lab.
5. **Robot Recharging Bays:** This is the room/hallway where the Agricola MRs sit in their recharging bays.
6. **Computer Room:** This is where all of the computer and maintenance equipment for the Agricola MR scientists is kept. One of these computers (the biggest) is the central computer. It can be used for a wide variety of informational and robot control purposes. The room also contains a hard copy of instructions for activating the Agricola MRs' fire suppression routine.

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7. **Scientist's Bedroom:** This is a small bedroom with bunk beds, a shower, and a bathroom. There is also a hatch for an incinerator on one wall. The skeleton of a man in a decomposed lab coat lies up against one wall with a knife next to him.
- Storage Room:** This room was used for food storage. It contains dozens of cans of powdered liquids and otherwise preserved food. Many shelves, however, are empty. All of the food expired several decades ago.

ART REQUIREMENTS

- **Tilesets** - Burham Springs will use the *Junktown* and *Blasted City* tilesets. The Mines will use the *Mines* tileset. The Toxic Caves will use the *Caves* tileset. The Agricola Lab will use the *Vault* tileset.
- **Meta-Tiles/Props** - The *Agricola Lab entrance* will have to be a custom piece that bridges the Cave tileset with the Vault tileset. The *Blasted Ground* on the desert floor around Burham Springs may need to be created specifically for this location. The *Pump Hose* winding from Burham Springs, through the Mines, and into the Toxic Caves, needs to be made.
- **Dynamics** - The *Water Pump* will require its own art, possibly with moving parts when it is running. The *Pool* may need a special water texture with effects. The *Pump Hose* will need a damaged section that can be replaced/repaired with another dynamic piece. The *Toxic Goo* in the caves will need to be able to exist at multiple (changing) heights as things get fixed. The *Robot Recharging Bays* (possibly used elsewhere) are needed for the Agricola Lab.

CAST OF CHARACTERS

GENERIC NPCs

Phil



Phil is a tall, lanky white man in his late 30s. He wears a safety helmet and metal armor. Under his helmet, he has short, salt-and-pepper gray and black hair. He carries a pump-action shotgun and has absolutely no reservations about using it. Phil has a very terse attitude, and tends to be short with people. The first time he sees the Protagonist, he will fire a "warning shot" near them and tell them to "PUT YOUR FUCKING WEAPONS AWAY AND DON'T TRY ANYTHING

STUPID, ASSHOLE!" Phil will respond without much hostility if people do as he asks. The Hanged Man, however, might incite Phil to open fire on the party.

Phil used to be a railway worker until NCR shut the operation down. He never spent time in a powder gang, but he spent plenty of time as a bounty hunter tracking down his old comrades (a not-too-endearing aspect of his history). Sparky, his companion, was one of those he tracked down. Sparky was one of the few survivors of the explosions in the Burham Springs mine, and a former railway worker with Phil.

Sparky



Sparky is a short man with an average build in his mid-30s. He wears a ballistic vest and a safety helmet. He carries an arc welder, a fire axe, three grenades and six sticks of dynamite. He is a twitchy guy, but usually only responds to Phil or to extremely loud noises (which cause him to attack, erratically). Sparky can't talk well, and stutters a lot. He also mis-hears things a lot. His hearing range is dramatically reduced from what it should be, given his PE. He more than a little frazzled, often unable to think about what he's saying.

Sparky is a former railway worker who blasted away rocks with powerful explosives. He earned his name from the arc welder he carried around to light fuses. Sparky joined a powder gang after the railway operations shut down. He did well in the group, making plenty of raw explosive traps for their use. However, that all ended when the 5th Engineering Company blew the Burham Springs mines. Sparky survived, but only barely. His hearing was almost entirely destroyed, and his mind was shaken pretty badly. He's clear-headed enough to work with Phil and to recognize Frank, but not much else. He doesn't look like he'd be much of a threat in combat, but he is pretty handy with his arc welder and with his thrown explosives. He also has two Bonus Move perks, allowing him to close on opponents startlingly fast.

Frank LaFrancis



Frank is a ghoulish of average shape and size, wearing leather armor and a motorcycle helmet. He carries the most accurate weapon of the trio: a laser rifle. He also has a .45 submachinegun just in case people get too close. Most importantly, however, Frank carries the detonators for a large number of explosives all around the surface of Burham Springs. Frank is the smartest person in Burham Springs, and the other two are well aware of that fact.

Frank was quiet about his background with Phil and Sparky, and he has no intention of telling the PC where he came from. Frank does, however, like to do business in his highly trapped shop. When he's not in his shop, he can be found salvaging in the mines. He usually salvages during the day, when Phil and Sparky are on the surface. If trouble starts, though, he will emerge to deal with troublemakers.

COMPANIONS!

There are no CNPCs available in Burham Springs.

MONSTER ROSTER

The majority of monsters found in Burham Springs are found inside the mines and caves. There are a finite number of monsters, so the PC can clear out an area and feel satisfied that it is no longer a problem.

Geckos (16) - The ever-lovable geckos make an appearance near the front of the mine and around the edges of the surface of Burham Springs. They go towards creatures with food before others.

Gehennas (18) - These horrible monsters are slightly larger than humans and appear to be made of black tar and shiny oil. They are vaguely human-shaped, but their features are hard to analyze through the flames that constantly sputter across their bodies. Their eyes are bulbous glowing orange spheres that seem stuck into their ovoid heads. The Gehennas are dangerous both for their fiery melee attacks and the toxic fumes they breathe onto enemies. When they die, they collapse into a disgusting pile of smoking black goo. Gehennas are fairly mindless monsters, usually attacking anyone they see who moves too quickly. They have very poor senses, and can sometimes overlook creatures that stand still.

Molechs (6) - These are huge, hulking, heavily irradiated Gehennas that exist primarily in the toxic caves. They are similar in appearance to the Gehennas, but less humanoid and more monstrous. They do not have identifiable eyes, but small glowing green spheres of various sizes poke out from the skin all over their bodies. Their long, serpentine necks have a head that is essentially a huge, fanged mouth. Molechs spray streams of toxic bile from their green spheres and bite with their disgusting mouths. Molechs are more likely to spot immobile creatures than their Gehenna cousins.

Agricola MRs (12) - Manufactured to handle toxic waste in uranium mines and near blast sites, the Agricola MRs use vacuum-tubes only, no integrated circuits. As such, they are impervious to EMPs but are rather bulky and slow. Agricolas are motivator (jet) driven, like Floating Eye Bots, a necessity considering their operational environment. The Agricola robots are found inside of the AGRICOLA Lab adjacent to the toxic caves. The robots respond to the presence of intruders with hostility. However, this can be avoided if a sneaky character makes his or her way to the central computer of the AGRICOLA Lab.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Encounter 1: New Canaanites (Unique) - The player encounters a group of New Canaanite merchant-missionaries. There are only four of them: one man, one woman, and two children. They are walking with two brahmin. They are friendly folks, and are willing to trade with people who don't have a horrible reputation. The player can trade with them, escort them to their destination (randomly chosen between Hoover Dam, Fort Abandon, and the Ciphers) for karma, bully them into turning over all of their goods, or outright murder them (big karma loss).

Encounter 2: NCR/Powder Gang Standoff (Unique) - Somewhere in the wilderness of Utah, members of the 5th Engineering Company spotted power gang members prowling for merchant caravans. They followed the group to this ramshackle gang hideout, where a shootout began. By the time the player arrives, they are having a standoff. Dead brahmin, rangers, dogs, gangers, and overturned carts are everywhere. The powder gangers are up against a cliff wall and the NCR soldiers are trying, in vain, to flank them. Unfortunately, since this actually is a gang hideout, traps are everywhere and snipers are just waiting to pop brave NCR heroes. The PC can talk to the powder gang, sneak around and disarm the majority of the traps, fix a bunch of damaged NCR 9mm submachineguns (the guy carrying them was blown up by a mine), or storm in and kill the gangers. If the player wants to support the gangers, he or she can rally the powder gangers to attack the soldiers, sneak up to the NCR munitions wagon and blow it up (causing huge damage to the soldiers), volunteer to heal up the gangers, or just attack the soldiers outright.

Encounter 3: Geckos (5 times, maximum) - Your average, everyday encounter with a group of hostile geckos. PCs with good Outdoorsman will be able to avoid the encounter entirely or set up favorable conditions. Geckos are a good source of skins for crafting leather armor and a few other items.

Encounter 4: Radscorpions (5 times, maximum) - Your average, everyday encounter with a group of hostile radscorpions. PCs with good Outdoorsman will be able to avoid the encounter entirely or set up favorable conditions. Radscorpions are a good source of poison for drugs and antidotes.

Encounter 5: Electro-beetles (4 times, maximum) - Your average, everyday encounter with a group of hostile electro-beetles. PCs with good Outdoorsman will be able to avoid the encounter entirely or set up favorable conditions. Electro-beetles are a good source of bio-cells for small energy cells.

QUESTS

MAIN QUESTS

Repair the Water Pump

- **Initiator:** Frank LaFrancis, Burham Springs
- **Importance:** Medium
- **Brief:** The PC has the ability to repair a water pump at two points: the pump itself in Burham Springs and a section of broken hose inside the first level of the mines. This lowers the liquid level in the toxic caves. Repairing the pump lowers it significantly. Fixing the hose lowers it even more. After the pump is fixed, almost all of the water is gone except for the water covering the AGRICOLA lab. Once the hose is fixed, the water covering the AGRICOLA lab is also removed.
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The PC can purchase or steal replacement parts (Water Pump Impeller, Water Pump Hose) from the Jericho Water Plant and simply use the items on the pump and the damaged hose. This is an automatic success.
- **Science Boy:** The PC can use Mechanics (Hard) to repair the pump and Mechanics (Easy) to fix the hose.

- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:** .45 Revolver, .45 HP Ammo (42), Stimpak
- **Normal Journal:** Frank LaFrancis told me that the water pump in Burham Springs used to pump water out of the lower caves. Since the impeller broke and the lower hose were damaged, it hasn't worked very well. If the pump were fixed, it would make exploration of the lower caves much safer.
- **Dumb Journal:** Frank is ghoul. He told me pump broken and pump makes water go away from caves. If water go away we can walk around cave no get wet and sick.
- **Normal Journal:** Frank LaFrancis was pleased that I fixed the water pump and the lower hose. He gave me some items for my trouble and wished me well.
- **Dumb Journal:** Frank happy about pump. Gave me nice things.

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- **Normal Journal:** I fixed the impeller on the water pump, and it started running much better.
- **Dumb Journal:** Pump fix. Quiet now. Like wind.
- **Normal Journal:** I fixed the hose for the water pump inside the mine. It should be able to actually carry water now.
- **Dumb Journal:** Hose fix. Suck good.

Get Rid of Lingerin Geckos

- **Initiator:** Phil
- **Importance:** Small
- **Brief:** Phil and Sparky are damned tired of all the geckos creeping around the edges of Burham Springs. They don't want to waste time and ammo going after the creeps, but they're afraid the small beasts will eventually attack them en masse. Phil and Sparky want them dead or gone.
- **Combat Boy:** The PC can simply attack the geckos and lay waste to every last one of the bastards. This is a pretty simple option, but effective.
- **Diplomacy Boy:** No method to solve, but can use Persuasion to convince Phil to let him or her use Phil's traps on the geckos.
- **Science Boy:** At the Outdoorsman Camp at Phil and Sparky's place, characters with high Medic, Science, or a good Outdoorsman can create Poisoned Sowat Fruit (using Radscorpion Poison and Sowat Fruit from the Nursery or elsewhere). Dropping this anywhere near the geckos will draw them. One fruit will easily kill a gecko in less than a minute.
- **Stealth Boy:** Phil has a bunch of *heavy* bear traps that can be placed in the midst of the gecko prowling grounds. Walking over a bear trap causes serious damage and usually breaks the creature's leg. Geckos with broken legs are much easier to deal with than healthy geckos, since speed is their one great advantage.

- **Quest Flags:**

"11_Rid_Geckos"

0 = Unaware of quest

1 = Phil told PC about quest

2 = Phil rewarded the PC for the quest

"11_Gecko_Body_Count"

Number indicates how many Geckos have been killed in Burham Springs.

"11_Phil_Traps"

0 = PC hasn't asked Phil about traps

1 = Phil said it was okay to use the traps

2 = Phil said that the PC couldn't use the traps

- **Rewards:** Nitroglycerin (20), Nitrocellulose (20), Dynamite Stick (3)

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- **Normal Journal:** Phil complained to me about the geckos wandering around near Burham Springs. He says he'd go out with Sparky to kill them himself, but he doesn't want to waste the time or the ammo. If I can do it, he promised me nitroglycerine, nitrocellulose, and some dynamite.
- **Dumb Journal:** Phil wants me kill geckos. He promise booms!
- **Normal Journal:** Phil was glad I got rid of the geckos, so he handed over some explosives for a job well done.
- **Dumb Journal:** Phil happy about geckos. Gave me booms.
- **Normal Journal:** I talked to Phil about using the big bear traps for taking out the geckos. He had no problem with it.
- **Dumb Journal:** I ask Phil to use traps for geckos. He say okay.
- **Normal Journal:** I talked to Phil about using the big bear traps for taking out the geckos. I must have rubbed him the wrong way, because he said I couldn't use them.
- **Dumb Journal:** Phil no let me use traps for geckos. He hate me.

Extinguish the Fires of Burham Springs

- **Initiator:** Lt. Gov. Dodge (Hoover Dam)
- **Importance:** Large
- **Brief:** Burham Springs has been on fire for years, with no sign of going out. Unknown to pretty much anyone, the Agricola Robots actually do possess fire suppression capabilities. Lt. Gov. Dodge tells the PC that the only way he'd ever consider making an alliance with New Canaan that *didn't* involve their annexation is if Burham Springs stopped burning. He means this both figuratively and literally. He needs an outpost in the northeast, and Burham Springs is currently unsuitable, as is Salt Lake City. If Burham Springs were "fixed", mining operations could resume and the small town could rebuild.
- **Combat, Diplomacy, Stealth:** The PC needs to install the Agricola Fire Suppression Module on the central computer in the AGRICOLA Lab. The Agricola Fire Suppression Module can be recovered from the Grand Canyon.
- **Science Boy:** The PC needs to either manually modify the Agricola MRs by using the Agricola Fire Suppression Manual Override Instructions (Mechanics/Average), or hack the unfinished Agricola Fire Suppression Program located in the central computer (Science/Hard).

- **Quest Flags:**

"12_Extinguish_Burham"

0 = Unaware of quest

1 = Lt. Gov. Dodge told PC about quest

2 = Lt. Gov. Dodge knows that the quest was completed, and has rewarded the PC.

"11_Fire_Module_Installed"

0 = Module has not been installed

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1 = Module has been installed

"11_Fire_Manual_Override"

0 = None of the Agricola MRs have had the manual override activated

1 = All of the Agricola MRs have had their manual overrides activated
(once one robot is modified, they all become modified)

"11_Fire_Program_Hacked"

0 = PC has not hacked the planet

1 = PC has hacked the Agricola Fire Suppression Program

"11_Fire_Extinguished"

0 = The fires of Burham Springs have not been extinguished

1 = The fires of Burham Springs have been extinguished

- **Rewards:** 2,500 XP, \$1,000 from Lt. Gov. Dodge, +10 Rep in Hoover Dam, +5 Rep in New Canaan.
- **Normal Journal:** Lt. Gov. Dodge told me that the only way he would ever make a treaty with New Canaan is if Burham Springs stopped burning.
- **Dumb Journal:** Dodge make treaty with New Canaans if Burham Springs get cold again.
- **Normal Journal:** The Agricola Lab computer apparently has an unfinished program that will make the Agricola MRs put out the mine fires. The program also references a guide somewhere in the lab for manually putting the Agricola MRs into fire suppression mode.
- **Dumb Journal:** Computer make robots put out fire... but broken! How to fix is mystery. Computer say man-u-al can make robots put out fire, too.
- **Normal Journal:** I installed the Agricola Fire Suppression Module in the Agricola Lab computer and the robots started to move around the mines, extinguishing the fires.
- **Dumb Journal:** Put fancy computer thingy on other computer. Robots start moving around. They put out fires.
- **Normal Journal:** I used the override guide to manually activate the Agricola MRs' fire suppression mode. They immediately started to move around the mines, extinguishing the fires.
- **Dumb Journal:** Use book to make robots put out fires. They are good robots. They listen to me and go put out fires.
- **Normal Journal:** I completed the prototype fire suppression program that was floating around in the Agricola lab computer. Once it was finished, the computer transmitted the program to the robots and they started to extinguish fires all over the mines.
- **Dumb Journal:** Computer think it smarter than me. I show computer. Ha, ha, computer program! Now make robots put out fires! Stupid computer program.
- **Normal Journal:** Lt. Gov. Dodge was surprised but pleased that the fires at Burham Springs were extinguished. He rewarded me for my efforts and told me that I would be a household name in Hoover Dam.

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- **Dumb Journal:** Dodge happy that Burham fires go out. He give me moneys and say everyone like me now! I big hero.

Blow Up the Mines for CoS

- **Initiator:** Tracy Neils
- **Importance:** Medium
- **Brief:** The Brotherhood of Steel is aware that there's a bunch of good technology lying around in the Burham Springs mines. They want to prevent it from being distributed throughout the wastes by Phil, Sparky, and Frank. The core BoS does not want anything done to those three, but they do want to reclaim as much of the old tech as they can. *However*, the CoS has different plans. Even if you recover all tech from BoS, the CoS wants Phil, Sparky, and Frank dead. They also want to see the mines blown up via the placement of charges at specific locations in the mines.
- **Combat, Stealth:** This is a fairly straightforward quest. The PC simply has to kill Phil, Sparky, and Frank, then set two charges at the entrance to the mines (next to two clearly marked supports). Destroying the supports causes the cave complex to collapse. If the PC is inside, it's game over. Otherwise, the screen shakes and a huge cloud of smoke emerges from the mine. After the smoke clears, there's only rubble in the entrance (any quest items inside are at the edge of the rubble).
- **Diplomacy, Science:** There is no completion path specifically for these character types.
- **Quest Flags:**

"09_Blow_Up_Mines_CoS"

0 = Unaware of quest

1 = Tracy Neils told PC about quest

2 = PC accepted quest, was given radio bombs

3 = Tracy Neils has rewarded the PC, quest over

"11_Phil_Dead", "11_Sparky_Dead", "11_Frank_Dead"

0 = Alive

1 = Dead

"11_Support_1_Blow", "11_Support_2_Blow"

0 = Not destroyed

1 = Destroyed

"11_Mines_Blow"

0 = Mines have not been blown

1 = Mines have been blown

- **Rewards:** 2,000 XP, HERMES Light Armor component, HERMES Light Helmet component
- **Normal Journal:** Tracy Neils indicated that she wanted Burham Springs taken care of. And by taken care of, she meant that its three squatter residents should be killed and the mines should be destroyed by taking out the supports at the mineshaft entrance.

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- **Dumb Journal:** Tracy tell me blow up Burham Springs kill all people in it.
- **Normal Journal:** The Burham Springs Mines are now officially out of business. I destroyed the supports and a rockslide sealed the tunnel.
- **Dumb Journal:** Me blow up Burham Springs Mines. CRASH! Support-thingy fall down, mines collapse.
- **Normal Journal:** Tracy was satisfied at the news of Burham Spring's collapse and zero population. She gave me a few items and thanked me for protecting the Circle of Steel.
- **Dumb Journal:** Tracy so happy that Burham Springs dead. She gave me nice things and said thank you.

New Canaan Connection

- **Initiator:** Jeremiah Rigdon
- **Importance:** Medium
- **Brief:** Jeremiah Rigdon, the living prophet of New Canaan, wishes to enter into a trade agreement with Phil, Sparky, and Frank at Burham Springs. In exchange for a regular supply of coal, Jeremiah will trade corn, brahmin milk, brahmin beef, and water. However, he is concerned that the trio at Burham Springs may fire at will on the New Canaanites if they approach. He would like the PC to go negotiate with them and establish a trade caravan.
- **Diplomacy:** The PC needs to do one of the following a) Use Persuasion to convince Phil to trade with the New Canaanites, then return to Jeremiah and tell him or b) Get the quest, wait two weeks, then lie to Jeremiah about how much the trio are looking forward to trading with the New Canaanites. The latter will later have repercussions with Jeremiah, but the trio won't actually attack the New Canaanites if they come down (though it will cause an initial confrontation). c) Use Barter to explain to Frank that this is a good trade relationship that they will be unable to reproduce with any surrounding communities.
- **Combat, Science, Stealth:** There is no completion path specifically for these character types.
- **Quest Flags:**

"10_New_Canaan_Connection"

0 = Unaware of quest

1 = Jeremiah Rigdon told the PC about the quest

2 = Jeremiah Rigdon has rewarded the PC for completing the quest

3 = Jeremiah Rigdon has chastised the PC for lying to him

"11_Phil_Convinced_Persuasion"

0 = Phil has not been convinced

1 = Phil has been convinced to trade with New Canaan

"11_Frank_Convinced_Barter"

0 = Frank has not been convinced

1 = Frank has been convinced to trade with New Canaan

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"10_Lied_Jeremiah"

0 = PC has not lied to Jeremiah about trading

1 = PC has lied to Jeremiah about trading

"10_Started_BS_Trading"

0 = New Canaan has not started trading with Burham Springs

1 = New Canaan has started trading with Burham Springs

- **Rewards:** 1,500 XP, \$500, Healing Kit
- **Normal Journal:** Jeremiah Rigdon asked me to negotiate a trade agreement with the three salvagers at Burham Springs. He wants to make sure that the trio have no hostility towards the residents of New Canaan.
- **Dumb Journal:** Jeremiah ask me go talk to guys at Burham Springs. Want to trade but is afraid. HA HA I MADE POEM!
- **Normal Journal:** I appealed to Phil's good side and convinced him to trade with the New Canaanites. Now I just have to tell Jeremiah.
- **Dumb Journal:** Talk to Phil. Tell him New Canaananananites are good. He okay with trade now. Must tell Jeremiah.
- **Normal Journal:** I talked to Frank and explained to him how he simply wasn't going to get a better trade deal from any other community around Burham Springs. That convinced him to trade with New Canaan. Now I just have to tell Jeremiah.
- **Dumb Journal:** Talk to Frank. Tell him trade is only good with New Canaan. Frank understand. He okay with trade now. Must tell Jeremiah.
- **Normal Journal:** Jeremiah wanted to know about the progress I've made with Burham Springs. I fed him a line about how the guys at Burham Springs had no problem with trading, and the chump bought it.
- **Dumb Journal:** Jeremiah ask me about Burham Spring talking. Lie to him, ha ha. Tell him Burham Spring guys like New Canaan. Jeremiah so gulli... gulilblelel.. Jeremiah so dumb.
- **Normal Journal:** I guess Jeremiah doesn't like people lying to him. He kicked me out of town because one of their merchants got wounded when they went down and surprised the guys at Burham Springs.
- **Dumb Journal:** Jeremiah kick me out of town because I lie to him about Burham Springs. Merchant went down there got shot by Frank. Uh oh. Bye bye Mormons.

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
11_Burham_Springs								
Map 1/3: Burham Springs, Toxic Caves	Repair the Water Pump	Sawyer	Done					
Map 1: Burham Springs	Get Rid of Lingering Geckos	Sawyer	Done					

Map 3: Toxic Caves	Extinguish Fires of Burham Springs	Sawyer	Done					
Map 1: Burham Springs	Blow Up the Mines for CoS	Sawyer	Done					
Map 1: Burham Springs	New Canaan Connection	Sawyer	Done					

Area: The area of the game and the map in the area where the quest is initiated.

Quest Name: The name of the quest.

Designer: The designer responsible for the quest so people know who to contact.

Dstatus: The status of the design.

Script: The programmer in charge of programming the location.

Dscript: The status of the coding for the quest.

LogStat: What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

Passable: Is the quest passable in *some* form?

QA 100%: Is the quest completable in ALL forms?

Note that quests should reinforce the "feel" of a location. As an example, Redding in Fallout 2 was set up to be a frontier, rough-and-tumble Western mining town, with a "Gold Rush" kind of ambiance about it. Quests in the town involved becoming the sheriff (a career move that, in classic Western style, no one wants), dealing with drunken brawls in the local saloon, dealing with dirty infighting between the two mining companies, trying to help out the local country doctor, cleaning out an infested mine, dealing with a band of robbers, and so on – the nature of the quests made you feel like you were in a Old West movie.

Also, if there is a companion in town, make sure you indicate how to get him in your party, and set up the conditions as a quest. ("To get Cassidy in your party, you need to find him in his tavern, ask him about his recent rash of troubles, then invite him to come with you. You will gain +500 XP, +1 Reputation, and Cassidy comes with a shotgun, leather armor, several shells, and a lot of whiskey.")

SCRIPTING

GENERAL

- There are many smoke plumes and clusters of flame at specific locations in Burham Springs, the Mines, and the Toxic Caves. They will all be extinguished when `11_Fire_Extinguished = 1`. Also, related sounds stop then, too (see Sound Requirements section).

TOWN-SPECIFIC

- Phil, Sparky, and Frank are buddies, even though it might not seem like it. If anyone starts shit in New Canaan (attacking or stealing from one of the three), they are all on the same team and will go after the PC and his or her companions, full bore.
- Sparky can become extremely agitated by very loud noises (like shouting right next to him, a shotgun blast near him, etc.), and will attack the source.
- If/when the entrance to the mine is blasted (see the Blow Up the Mines for CoS quest), the screen shakes and it is *loud*. It is loud enough that it can be heard at Phil and Sparky's place as well as Frank's place. The trio will investigate and attack the PC and company.

DUNGEON-SPECIFIC

- Neither the geckos nor the gehennas are on teams, but they will investigate sounds of combat if they hear it, and will attack humanoid opponents over each other.
- The entirety of the mines is filled with smoke and a lot of fires while *11_Fire_Exinguished* = 0. Without 90% Bio Resistance, the PC will take increasing amounts of Bio damage for every fifteen seconds spent inside. It starts at 1 point, then 2, then 4, then 8, then 16 (forever). If the player leaves and returns, the amount resets.
- In the Toxic Caves, radiation poisoning is really, really bad. If *11_Pump_Fixed* = 0, simply standing at the bottom of the ladder will result in accumulating 1 rad every second. Standing in the shallow toxic waste results in gaining 5 rads every second. Standing in the deep toxic waste results in gaining 15 rads every second. After *11_Pump_Fixed* = 1, the danger areas recede according to the dropping toxic water level. The 1 rad/second rate is in the front (lowered) area, and the 5 rads/second is in the area around the Agricola Lab entrance. After *11_Pump_Fixed* = 1 && *11_Hose_Fixed* = 1, all areas are at the 1 rad/second rate.
- The PC will be able to interact with the pump hose in the Mines to patch it up using either Mechanics or an inventory item. This sets *11_Hose_Fixed* = 1.
- When *11_Pump_Fixed* = 1, the toxic waste in the Toxic Caves drops/recedes to only the area around the Agricola Lab entrance. When *11_Pump_Fixed* = 1 && *11_Hose_Fixed* = 1, the toxic waste disappears completely.
- After *11_Pump_Fixed* = 1 && *11_Hose_Fixed* = 1, the player can walk down into the area marked in red outlines on the Toxic Caves map. This gives access to a functioning vault door that opens to the Agricola Lab.
- While in the lab, using any sort of weapon that causes Ballistic, Heat, Electrical, or EMP damage will cause the Agricola MR robots to activate and attack in the lab.
- In the computer room (Agricola Lab), the player will be able to find an Agricola Fire Suppression Manual Override book. A character with a 75+ Mechanics and this item in his or her inventory can either use Mechanics or use the item on an Agricola MR to activate its Fire Suppression routine. Once it is done for one robot, it should display a message that says, "You have activated the Agricola Mining Robot's fire suppression manual override. You proceed to perform this operation on the other Agricola MRs." It should then, fade out and fade in to a cutscene of the Agricola MRs tooling around the mines, drilling into the walls and putting out the fires. After this is completed, the Agricola MRs return to their stations and it fades back in on the player. Also, *11_Fire_Exinguished* = 1.
- The same scene can occur if the PC interacts with the central computer in the lab using a 115+ Science. This is started through dialogue, but essentially arrives at the same end result. After fiddling around, the player gets an in-dialogue message indicating that he or she has completed the beta fire suppression software and transmitted it to the Agricola MRs. The same suppression scene as before plays out, and the robots return to their stations.

COOL SHIT

This area is cool because is a combat-heavy romper room with a few badass NPCs, a lot of cool shit to buy and salvage, and a messed up environment.

- The Combat Boys will get to lay waste to a lot of really tough geckos, gehennas, and molechs while striding through smoke and flames.
- Phil, Sparky, and Frank are weird, quirky guys who don't take shit from anyone, and can dish out plenty of pain on those who cross them.
- Phil and Frank sell a lot of really cool equipment and pieces of equipment. Also, the player can recover even more stuff in the bowels of the mines and caves.
- The environment is extremely dramatic -- an Old West mining town burned to a ground -- but still burning and fucked up and full of mutants.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

AREA	SOUND REQUIREMENTS
Burham Springs	MUSIC DESCRIPTION
	Initially, the music of Burham Springs should sound like it came out of a horribly desolate Sergio Leone movie. Though <i>High Plains Drifter</i> was directed by Clint Eastwood, it still has that feel. As time goes on, the music should settle into something a little eerie and ominous, but not outright evil. It should be appropriate even after the fires of Burham Springs are extinguished.
	BASIC SFX
	Wind whistling across the desert and against the cliff face. Sand tinkling off of the blasted and burned surfaces of the buildings. Near the cliff faces, the shifting of rocks is audible.
	While <i>11_Fire_Extinguished</i> = 0 The crackling of flames in the distance. The soft, low crackle of large fires somewhere far away. Also, the pool region emits the sounds of boiling and bubbles popping.
Mines	WALLA SFX
	There is no, I repeat <i>no</i> walla in Burham Springs.
	MUSIC DESCRIPTION
	Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
	BASIC SFX

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	Near the mine entrance, the sounds of Burham Springs can be heard. Elsewhere, only the occasional shifting of rocks or a distant echo of shifting rocks is audible.
	While <i>11_Fire_Extinguished</i> = 0 The cracking of flames near <i>and</i> in the distance. The soft, low crackle of large fires somewhere <i>nearby</i> .
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.
Toxic Caves	MUSIC DESCRIPTION Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
	BASIC SFX Only the occasional shifting of rocks or a distant echo of shifting rocks is audible.
	While <i>11_Fire_Extinguished</i> = 0 The cracking of flames near <i>and</i> in the distance. The soft, low crackle of large fires somewhere <i>nearby</i> .
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.
	MUSIC DESCRIPTION In this area, specifically, the music should change to a more heavily sci-fi robotic feel. This can also be generic music.
Agricola Lab	BASIC SFX The low hum of recharging bays and fluorescent lights.
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.

MAP AND MAP KEY

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8.

LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Lay waste to Burham Springs	XP, HERMES Light Armor tech
Good Karma Character	Save Burham Springs	XP, General NCR loot
Stupid Character	N/A	N/A
Low Reputation Character	N/A	N/A
High Reputation Character	N/A	N/A
Male Character	N/A	N/A
Female Character	N/A	N/A
COMBAT BOY		
Firearms	Destroy all monsters	XP
Melee	Destroy all monsters	XP
Unarmed	Destroy all monsters	XP
CHARISMA BOY		
Barter	Convince Frank	XP
Deception	N/A	N/A
Persuasion	Convince Phil	XP
SCIENCE BOY		
Mechanics	Fix pump, hose, hack robots	Access to Agricola Lab, put out fires
Medic	N/A	N/A
Outdoorsman	Poisoning geckos	Goods from Phil
Science	Hacking computer, finishing program	Info, put out fires
STEALTH BOY		
Lockpick	Stashes to loot from Phil et al	Phat loot
Sneak	Monsters to sneak by	Don't die
Steal	Stuff on Phil et al	Phat loot
Traps	Mines everywhere around Burham Springs, potential blow upperry at the mine entrance	Don't die, free traps
GENERIC SKILLS		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)		
Carrot 2		
Easter Egg 1		
Easter Egg 2		
PERKS + TRAITS		
Perks (Any cool Perk mileage?)	Ex: Flexible	Can use this to slip between the bars of the cells.

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Traits (Any cool Trait mileage?)	Ex: NCR Background	Can get some history on the Fort, as well as bonuses to detect the cache of weapons.
ENVIRONMENT		
Economics		
Power/Infrastructure		
Food		
Tie to Another Area 1		
Tie to Another Area 2		
Tie to Another Area 3		
MULTIPLAYER GAMING		
Multiplayer Elements?		
POST-GAME ADVENTURING		
Ending 1	Destroy mines	Burham Springs destroyed
Ending 2	Fire suppression	Burham Springs saved, NCR moves back in
Ending 3	New Canaan Connection, no fire suppression	Burham Springs same, trades with New Canaan
Ending 4	New Canaan Connction, fire suppression	Burham Springs saved, NCR - New Canaan conflict
Ending 5	New Canaan Connection, fire suppression, deal worked out between BS and NCR	Burham Springs saved, NCR - New Canaan accord

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

Ending: A brief, one-sentence explanation of the possible endings for this location. These are described in more detail in *End Movies*, below.

Economics: This is just an entry to make sure that you have given some information in the location that gives clues on how it manages to stay afloat financially in the wasteland; you don't have to beat the player over the head with it, but just make sure it's communicated in some fashion in the location.

Power/Infrastructure: How does the community get power, if necessary? (Tribal communities and farming towns don't need much beyond the ability to make fire.) Again, someone in the town should make mention of this, or there should be scenery to support it (campfires, generators, atomic reactor, and so on).

Food: What do the inhabitants of this area eat? Someone in town (maybe the flophouse owner or farmer) should mention it.

Tie to Another Area 1: I'd like to see the areas tied together more – either with inter-dependent quests, or family members spread out across locations, or something that gives the player the feeling that each location in the game is not an isolated location all into itself.

Basically, ask yourself how does the location interact with other locations and groups in the world? Includes neighboring settlements (for Denver, it's Boulder and Circle Junction) and ones far away (what

information or consequences may be given/occur in Black Canyon or when speaking with Lt. Gov. Dodge once you find the Denver salvagers allied and well? And would the ghouls like to know that Denver is occupied... and that it could easily be taken? Sure they would!)

This should probably consist of most of the major players in Fallout, including:

NCR
BOS
Ghouls
Super Mutants
Tribals

Just some things to consider.

Anyway, that's the bare bones checklist, and it's subject to revisions. Here's an example of how the list could be filled out:

ROOM FOR IMPROVEMENT

Store: If a deal is made with New Canaan (see New Canaan Connection quest), Phil and Frank can start to offer more items (traded from New Canaan, but not taking away from New Canaan's store supplies)

Store Frequency: As above.

END MOVIES

WHERE TO GO CONDITIONS

The player never entered Burham Springs	Skip Cinematic
The player destroyed the mines	Goto 1
The player suppressed the fire	Goto 2
The player made the New Canaan deal, NO fire suppression	Goto 3
The player made the New Canaan deal, fire suppression	Goto 4
The player made the New Canaan deal, fire suppression, treaty w/ NC/NCR	Goto 5
The player fucking nuked Burham Springs	Goto 6

1. DESTROYED MINES! (WTG)

With its mines collapsed, Burham Springs continued to burn for years. All its scavengers left, and the stray mutants roamed the countryside. It was abandoned and cursed by travelers, its thick black smoke a stain on the desert sky.

Burham Springs on fire, completely desolate and smoking.

2. SUPPRESSED FIRE! (WTG)

Its fires extinguished, Burham Springs was reclaimed by the New California Republic. In time, it became a small but steady source of coal for the republic and its residents. Would-be scavengers of the mines were forced to find new jobs in the community or risk their fate in the wasteland.

Burham Springs slightly rebuilt. No fires or smoke. A few figures near the mine entrance and on the street. NCR flag flies on a flagpole.

3. NEW CANAAN DEAL, FIRES BURN! (WTG)

Though the fires of Burham Springs continued to smolder, the Mormons of New Canaan continued to do business with the residents of the town of the mines long after Jeremiah Ridgon and the original scavengers were gone.

Burham Springs on fire, completely desolate and smoking. New Canaanites on the street doing business with miners/scavengers.

4. NEW CANAAN DEAL, FIRES OUT! (WTG)

With the fires of Burham Springs extinguished, NCR moved back in to renew mining operations. They did not recognize the trade arrangement between New Canaan and the mine's salvagers. Within months, the Mormons and the Republic took to fighting in the desert, weakening both and accomplishing nothing.

Burham Springs slightly rebuilt. No fires or smoke. NCR Rangers doing battle with New Canaanites on the street, dead bodies scattered. Bullet-ridden NCR flag flies on flagpole.

5. NEW CANAAN DEAL, FIRES OUT, TREATY MADE! (WTG)

With the fires of Burham Springs extinguished, NCR moved back in to renew mining operations. New Canaan's treaty with the New California Republic led to increased prosperity between the towns, and Burham Springs became a living community once again.

Burham Springs rebuilt. No fires or smoke. New Canaanites on the street with miners and NCR Rangers, prosperous.

RANDOM NOTES

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

06-25-01 – Fallout Location Template document created.

06-28-01 - Added comments from Steve Bokkes (QA Quest List), Dave Maldonado (Appendix and Item and Character Summaries), and Feargus (Quest Importance and Scope). Added spawning and difficulty level information to the Scripting section as well as an "estimated play time" entry into the Area Summary section.

07-09-01 – Added comments from Dave Maldonado and added "character's sex" (male/female) to the location checklist.

12-24-02 - Added Emotional Porn and Random Notes section, straightened up the document, reformatted some tables.

1-11-03: Added PIPBoy functionality to carrots, added timeline information to history.

5-30-03: Added all the designer comments, including comments from the scripters.

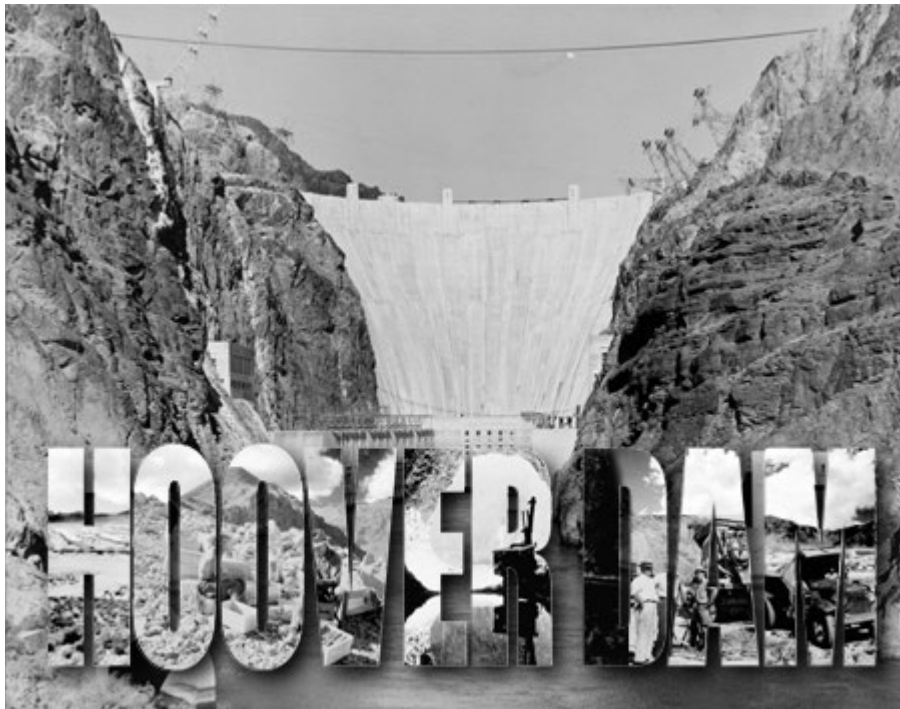
11 BURHAM SPRINGS



HOOVER DAM

Version 1.0

11/20/2003 5:27:00 PM



"I done reckon them thar waste-walkers dug 'emselfs inna qute a hole. Now their shovels done busted an' 'bout as useful as a pair o' teats onna hag snake."
- Billy-Bob (Pappy of the trogs)

OVERVIEW & HISTORY

It is said that the road to Hell is paved with good intentions. Joseph Dodge used to scoff at such pessimistic sayings, but lately such sayings have become mantras. During his time in the NCR, Dodge led a good, but ultimately unspectacular existence as a councilman. He had aspirations to be a senator at NCR, but he never schmoozed in the correct circles enough to get noticed. He always thought of himself as a man of action, not kiss-ass-action, and preferred not to get ahead by schmoozing. Unfortunately, his "man-of-action" plan was not working either, mostly because he never saw any action. Granted, one must volunteer for action, which he did not, but that was irrelevant – in Dodge's mind, anyways. So Dodge contentedly relegated himself to wallflower status for his tenure as councilman – that is, until volunteers were needed to forge a path eastward.

Since tensions were high with the Brotherhood of Steel, NCR did not want to send out their finest commanders in search of eastern lands to pioneer. So, more "expendable" commanders were chosen to lead caravans eastward to establish footholds and develop towns under the NCR banner. One of those "lucky" commanders chosen to volunteer for this dangerous mission was Councilman Joseph Dodge. At first, he tried to sidestep the "honor," but when he was told that refusing this mission would be considered an act of treason, he humbly accepted.

Luckily for Dodge, he was not sent out to blindly search for random towns to conquer, er, I mean, "unite" under NCR. He was given vague directions to Hoover Dam as his destination and *à cause d' être*. In the days before the war, Hoover Dam was a source of great power, literally, and NCR wanted to have control of that power. The technology used at Hoover Dam could rival, if not surpass, anything the Brotherhood of Steel had, and that was a temptation NCR did not want to refute, especially during the growing tensions between the two organizations.

Once Dodge's caravans and troops arrived at Hoover Dam, they found scattered packs of settlers barely eking out an existence on and around the great structure. Frequented by attacks from hostile raiders, it took little convincing on Dodge's part that it would be in the settlers' best interests that he and his NCR troops provide protection and an organized structure to the Hoover Dam region, with Hoover Dam itself being the central hub. With exuberant cooperation from the Hoover settlers, structures and fortifications were set up along the dam's rim. With each completed structure, the settlers of Hoover Dam felt more secure and safe, especially after Dodge's men made short work of attacking raiders in the early years. Everyone started to feel as if they had a purpose in the Hoover Dam community, and the Dam started to separate into a class system, with government and high-end business people occupying the area known as the Rim, and the working class, such as construction workers and farmers, occupying the area known as Downtown. Naturally, Dodge and his NCR troops stayed in the Rim, where Councilman Dodge became known as Governor Dodge by the people of Hoover Dam, and was regarded as a fair, honest leader who brought the settlers of Hoover Dam into a time of enlightenment and self worth. The only real trouble came when a group known as Caesar's Legion tried to invade Hoover Dam. The fighting was fierce, and Governor Dodge still to this day does not understand the motive for the attack, but suffice it to say that Dodge, the NCR troops, and the formidable wall with high powered gun turrets thwarted Caesar's invasion plans. However, the battles did take their toll and made the east side of the Rim wrecked and uninhabitable. In fact, there is so much debris at the center of the rim; it actually blocks passage to the east side. However, thanks to the big victory over Caesar's Legions, it was obvious that both the Rim and Downtown were well taken care of and protected, that is until the war between NCR and BOS began.

The first few attacks by the BOS were easily deflected thanks to the strong, iron gates along the rim and the accompanying high-powered turrets. However, over the course of several months, supply runs that used to come regularly from the NCR base in the West started to become less frequent. Several times it got to the point where Dodge thought his men would run out of ammunition for their guns and turrets, leaving them exposed and helpless to the BOS' superior firepower. Dodge knew that he needed to find an alternative source of weaponry if Hoover Dam was to survive against the BOS.

12_Hoover_Dam

One of Hoover Dam's caravan groups rose to the occasion. The Crimson Caravan, a caravan group who originated out of NCR itself and helped to establish the great community of Hoover Dam along with Dodge, set out to find an alternative to NCR supply runs. Dodge was more than happy to let Ailis McLafferty, the Crimson Caravan's leader, take the reigns of acquiring a new source of weapons and supplies. However, this contract with the Crimson Caravan did not sit well with their rival, the 3-Some Caravan. But that did not concern Dodge. He never really trusted the 3-Some Caravan company, especially since it was run by former NCR prisoners (incarcerated at one time for petty theft), and therefore did not want them involved in finding a weapon and ammo source outside of the NCR home base supply runs.

It was almost six months later, and Dodge and his men were in dire straights, but the Crimson Caravan came through. Just as Dodge's men were about to fire off the last of their ammo, Ailis McLafferty came through the main gates with a truckload of finely crafted firearms and ammunition. Ailis told Dodge she got a great trading deal with a far away tribal community dedicated to mechanical technologies, but would not elaborate as to where, exactly, the tribe was and would not go into detail on what they were like. This was fine with Dodge since with the new weapons and ammunition, he and his men could fend off future attacks by the BOS. This tickled Dodge even more since he got the impression that the BOS were starting to feel the pinch of extended battle and could not afford frequent attacks with depleted ammunition and supplies – a theory of Dodge's was that the BOS was starting to suffer the same fate as the NCR with few, if not all-together stopped, supply runs from BOS headquarters. Perhaps Dodge and his men would take the offensive one day and overtake the crippled BOS, he thought to himself.

Unfortunately for Dodge, the BOS seemed to have a new lease on the war, and resumed assaults on Hoover Dam's gates. It was if as soon as the Crimson Caravan returned with weapons and ammo for his troops, the BOS got re-supplied as well. Perhaps the war was going better for the BOS than Dodge had thought? He did not know. What he did know, however, was that the battle between the two organizations was going to turn into a war of attrition, with no clear winner and no advancement on either side. He may have been a mere councilman when he was at NCR, but he was smart enough to recognize futility.

Over the course of several years, contact with the NCR disappeared completely. The supply train that would make infrequent visits to fund the war effort ceased. Dodge began to rely more and more on what the two internal caravan companies could bring in, and realized even more that in order to maintain good trading relations with the outlying communities, internal resources must be found and mined. For a few years after NCR stopped their shipments, Dodge used a construction site that was along the center of the Rim to gather building materials not only to build structures in Hoover Dam, but also use as trade materials. The construction site offered plenty of rebar, stone, hardened wood, and steel beams. The demand for such materials was high, so trading these resources became profitable for both the Crimson Caravan and the 3-Some Caravan companies. However, over time it became apparent that the area around the construction site was becoming weak and unstable, and any further cannibalizing of the materials there might lead to the destruction of the dam itself. Dodge ordered all access to the construction site off-limits under penalty of death.

Dodge and his community once again were in dire straights. The Crimson Caravan's mysterious trading source would not deal with them if they had nothing of value to trade. Dodge needed to think of something, and quickly. Luck was on Dodge's side one day when a resident ghoul, named Otto Steed, came to him and revealed something very interesting. Otto Steed, as it turned out, was in charge of the water purification system in the Downtown area. The water that got purified was not quite drinkable, but was suitable for agriculture. The interesting part is that the byproducts of the filtration process turned out to be potassium nitrate and sulfur – two of the primary components of black powder. Another byproduct is nitric acid, one of the ingredients to gunpowder, though not quite in the quantities of the other two. These chemicals would be very valuable to a community that had access to coal, and as luck would have it, the community that the Crimson Caravan dealt with for ammo and weapons had its own coal source, but not a reliable potassium nitrate and sulfur source. Trade with the ammo and weapons supplier once again resumed, and the Crimson Caravan was flying high as top-dog with Governor Dodge.

With the weapons and ammo problem pretty much solved, Governor Dodge had another, possibly even bigger problem to contend with – battle fatigue. Even though attacks from the BOS were not as frequent as they were during the onset, the constant state of alert was wearing thin on the troops and the citizenry. Several soldiers and some of the citizens abandoned Hoover Dam in the hopes of finding a community not buried in the throws of an attritional war. Among those who stayed, there was a longing for escape either through natural or chemical means. Apathy almost become the watchword, and resulted in many key systems starting to malfunction or shut down altogether. Otto, who has a knack for those things mechanical, tried to keep up with everything, but the breakdowns were becoming too much for Otto to handle alone. Governor Dodge knew he must find a way to stop the war once and for all, or Hoover Dam was doomed – if not by being overrun by the BOS, then by entropy and abandonment.

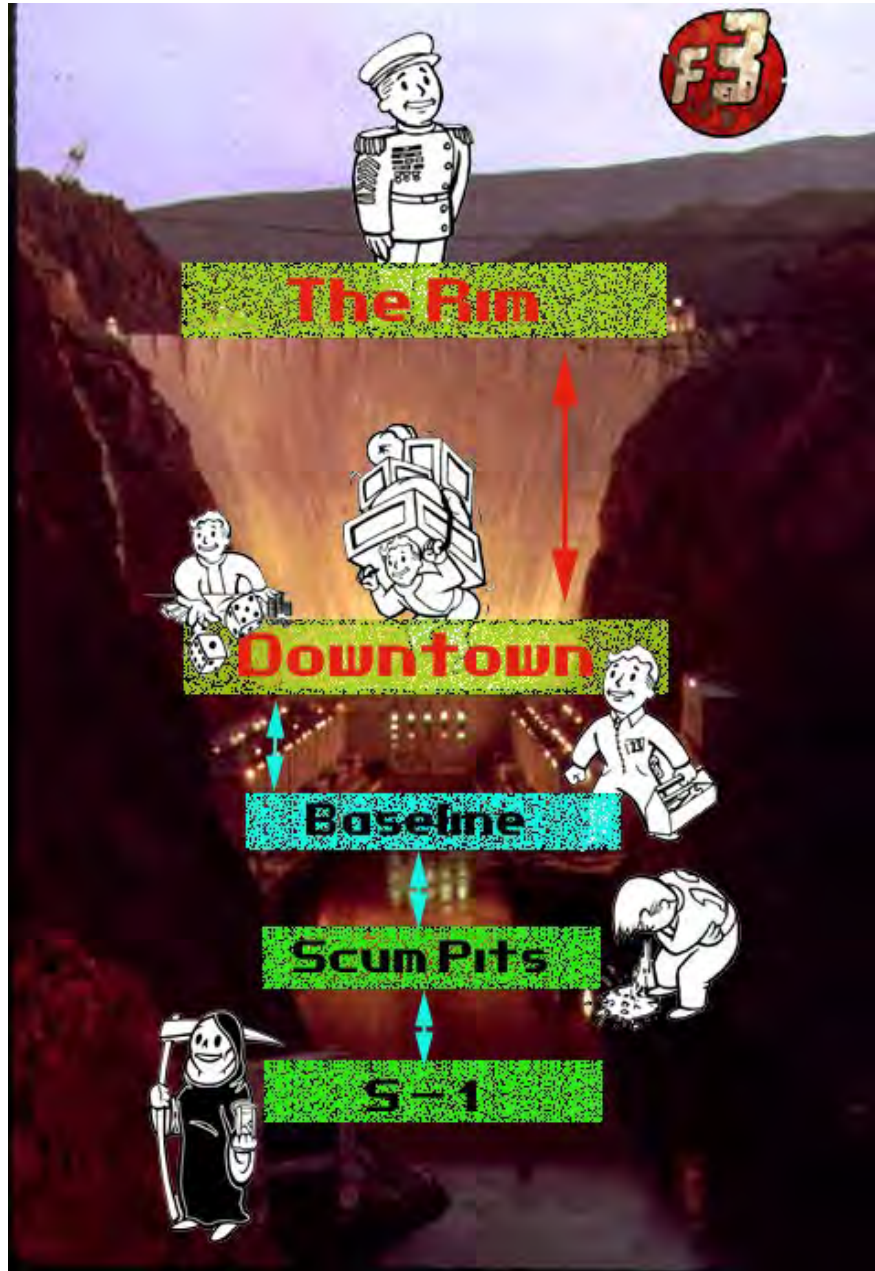
All the while, the Crimson Caravan Company flourished and seemed very happy the way things were.

The Area is composed of five maps

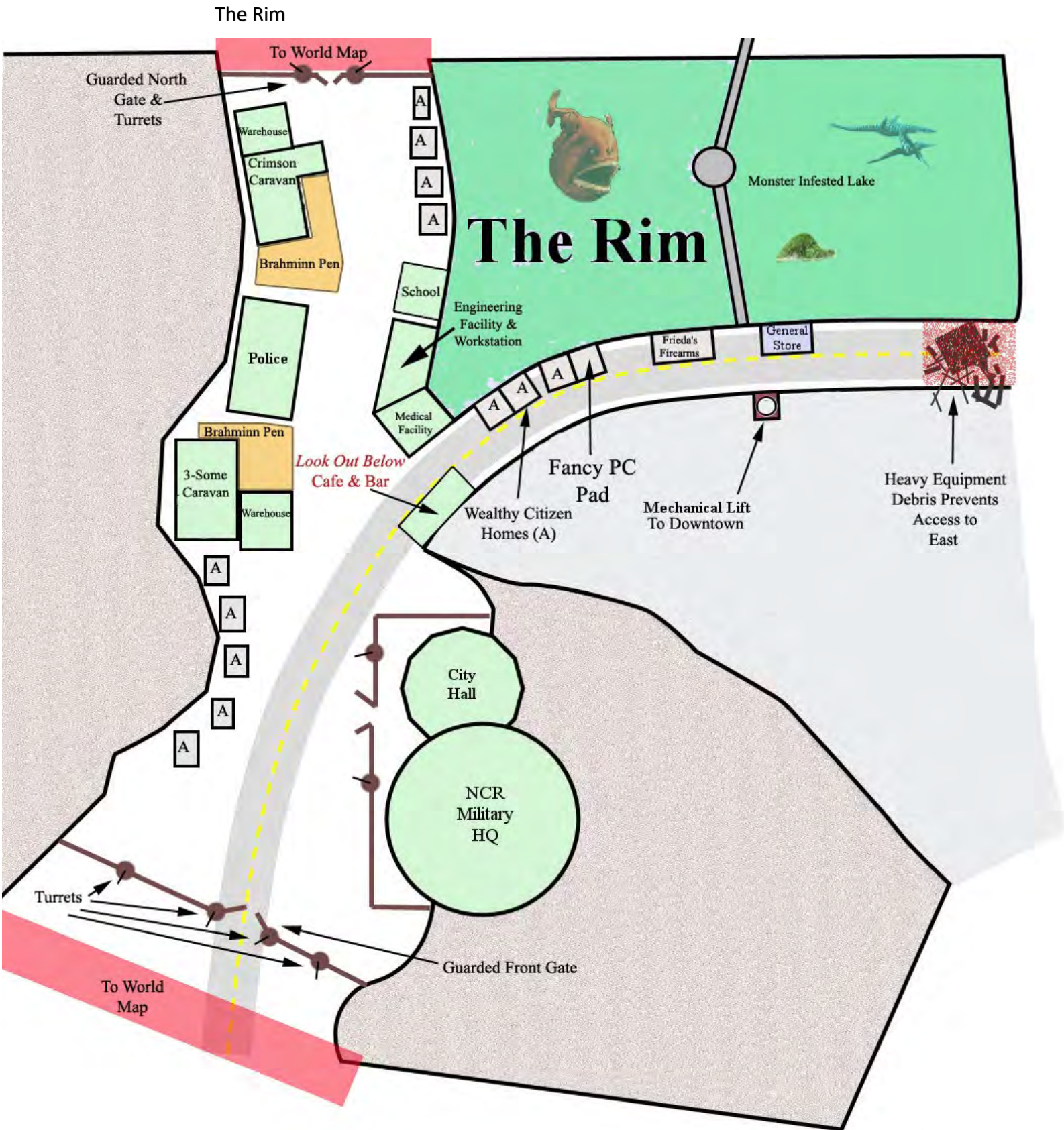
MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: The Rim	Full Party		Huge	Custom meta-tile of the top rim of Hoover Dam and part of the rancid lake
2: Downtown	Full Party		Large	Custom meta-tile of the lower area of Hoover Dam and part of the scummy river
3: Baseline	Full Party		Medium	Vault tiles & Meta
4: Skum Pits	Full Party		Medium	Sewer tiles & Meta
5: S-1 (Sub-level-1, aka Satan's Asshole)	Full Party		Medium	Vault tiles

MAP FLOWCHART & LAYOUT FOR HOOVER DAM

Area Transition Flow Chart



12_Hoover_Dam



The Rim. The brains of Hoover Dam. This is the area reserved for the governing power, the wealthy elite, the finest shops and eateries, the bastion of knowledge and education courtesy of the Followers of the Apocalypse, and the headache that is the war with the Brotherhood of Steel.

For the most part, the Rim is in pretty good shape. The main road only has a few blemishes here and there, the original buildings have cracks in the walls, and the recently built buildings are well intact. The only signs of conflict are along the main front gate, where scorch marks litter the outside of the wall and impact craters pock-mark the steel reinforced front gate and wall. The main damage within the Rim is not immediately evident among the buildings and other structures. The main damage is within the soldiers and citizens of Hoover Dam. Morale is at an all-time low. What used to be a bustling community of people eager to learn, grow and share has turned into a battle fatigued wasteland where hope is fleeting and sorrow is rampant. The Rim is in a constant state of battle alert, so tensions are high and patience are thin. In addition, there is an evening curfew which stays in effect until sun-up.

The Rim Locations

Guarded Front Gate & Turrets



The player will enter the Rim via its Main Front Gate. The gate is heavily guarded by four turrets and heavily armed NCR soldiers along the wall's rim. Unless the player walks up in a full suit of power armor (which is highly unlikely at this point), the guards will simply question the player's intent, ask that he holster his weapon, and then he may proceed in. If the player arrives during the night, then the player will be turned away until daybreak – no exceptions (unless the player is well known and liked, but again, that will come later).

NCR Military HQ



The largest structure of the Rim, the NCR Military HQ, is home to Governor Joseph Dodge and the barracks and training facility for the remaining NCR troops. The building itself is the larger of the two oval buildings that rests along the very beginning of the dam's rim (see above picture). Surrounding this and the conjoined, smaller oval building (City Hall), is a chain link fence with barb wire along its top. There is only one entrance onto the Military HQ compound, and that entrance has two armed guards stationed round the clock on either side of the entrance.

Inside the NCR Military HQ, the player will first run into the reception area, complete with a desk, NCR flags against the wall behind the desk, and a lovely receptionist behind the desk eager to greet the player in a foul-mouthed, military manner. To the right is a locked door that leads to Governor Dodge's office and can only be accessed with the receptionist buzzing the player in. Or, the player may blow the receptionist's head off and subsequently blast the door open with some sort of explosive, but the NCR soldiers would probably frown on that kind of behavior. The player will not be able to see Governor Dodge until the player has developed a bit of a positive reputation within the Hoover Dam community. This can be done by taking employment with either of the caravans, or helping any of the hapless locals with whatever menial task they could never hope to accomplish without the player's help/meddling.

Other rooms included inside this building are the soldier's barracks, complete with the requisite bunk beds, footlockers, bathroom, showers, soap-on-a-rope (just seeing if you're paying attention), etc. There is also a weapons closet with an armed guard outside its locked door. Kill him, pick the lock, and WOOHOO, look at that bounty of weapons! Good luck getting out with your innards intact.

Once the player gets in good with Governor Dodge, he will inform the player about his woes. His woes consist of a battle weary community, things breaking down, people going AWOL, and the very real threat of him losing Hoover Dam. There is a myriad of ways the player may help dodge, or undermine him, which will be covered in the Quests section.

Art requirements –

City Hall

This smaller building next to the NCR Military HQ is where the community leaders, also known as the City Council, meet to discuss varying subjects about and within Hoover Dam. It is filled with rows of chairs all facing a row of desks. More NCR flags are present near the row of Desks.

Attendance to the city council meetings have been poor lately, to the point of only Governor Dodge attending. Most, if not all, the people of Hoover Dam have given up hope and are just waiting for the final demise of the NCR and Hoover Dam government. No one is rebelling, but apathy has taken hold, which is almost worse. One of Governor Dodge's tasks for the player is to drum up new enthusiasm for the city council meetings - that is if the player has the speaking skillz! If the playah gots da skillz, then he will be able to get the councilors to attend long before things are repaired and a truce is lurking in the near future. Otherwise, the player will have to do quite a few good deeds in the Hoover Dam community before the city leaders have enough restored hope to attend the meetings.

Art requirements –3-Some Caravan

Known in the "joint" as the *Fearsome Threesome*, Carlo, Enzo, and Vinnie Giordano are the proprietors of the 3-Some Caravan Company. The triplets started their business while being incarcerated at NCR for petty theft. While in prison, they became known to the other prisoners as the guys who could get things. Business savvy and fair, the triplets ran a clean (well, as clean as can be in the pokey) operation as long as folks paid for their wares in a timely fashion. If folks did not, then their second, more notorious namesake would emerge – the Fearsome Threesome – and the bilking person(s) would mysteriously find themselves broken in several places.

Once Carlo, Enzo, and Vinnie served their time, the triplets started their own caravan company, 3-Some Caravan. Business was less than stellar in NCR since no one really wanted to deal with former criminals, but the triplets made enough to slightly expand and make a small name for themselves. Their big break came when they were recruited by the NCR government to accompany Dodge and his ragtag fleet to Hoover Dam. The Giordano triplets saw this as an opportunity for a fresh start and eagerly packed up and headed out. Once at Hoover Dam, they quickly established a friendly rapport with the seedier denizens of Hoover Dam and business flourished. Their only competition was the Crimson Caravan, but they always seemed to lag behind 3-Some since the Crimson Caravan wanted to deal with a "higher" class of people. Once the war with the BOS started, things slowed down considerably for 3-Some, but remarkably, business boomed for Crimson Caravan. This laid the groundwork for a "cold-war" of sorts between the two companies, and 3-Some has tried almost everything just shy of murder and extortion to find out how Crimson Caravan was making so much money and who their supplier of weapons and ammo was.

The 3-Some buildings consist of a main office building with about five rooms inside for both work and sleeping. Adjacent to the office building is a warehouse filled with boxes and supplies. Most of the boxes are empty thanks to the poor trading since the war with the BOS, but there is some loot to be stolen by a good, sneaky thief – provided they don't get caught by a guard. Just outside of the office is an enclosed field to keep the half-dozen or so Brahmin, which are used for trade with other tribes for drinking water – drinking water is 3-Some's main trade contribution to Hoover Dam, though Crimson seems to be hoarding in on that margin as well.

If the player decides to work with 3-Some Caravan, they will not be able to work for Crimson Caravan, their rivalry runs that deep. While working for 3-Some, the player can go on a couple of caravan runs, and may even delve into some espionage for 3-Some against Crimson. If the player agrees, 3-Some will stage a major falling out with themselves so the player looks like he gave the shaft to 3-Some Caravan. This will get Crimson interested in the player and open up the opportunity to work for Crimson. With a mediocre Deception skill, the player can pull off espionage and discover where Crimson is getting the weapons and ammo. With really good deception, the player can discover that Crimson is playing both sides of the war – supplying guns and ammo to both Hoover Dam and Maxson's Bunker. It's up to the player if they want to go along with the playing, or blow the whistle and get Crimson whacked.

Art requirements –Crimson Caravan

The Crimson Caravan has always been the darling of the NCR, and especially with Dodge and Hoover Dam since the war with the BOS started. Owned and operated by Ailis McLafferty, a pleasant but hard woman in her mid forties, the Crimson Caravan Company always tried to convey an outward appearance of

honesty and hard, fair work ethics. And to the average person in the wasteland who might have dealt with the Crimson Caravan, this image shown through. However, what is not apparent is that Ailis is mostly interested in accumulating power and wealth by any means necessary. Covert contracted murder, extortion, thievery, and political undermining are not taboo as far as Ailis is concerned. She will kiss you on both cheeks and profess an undying friendship while sticking a poisoned blade in your back.

The Crimson building is pretty much identical to the 3-Some building, except the internal decorations are nicer. The office and the warehouse are laid out similarly, and there is a Brahmin pen out front.

Ailis is currently secretly in cahoots with Devon Hill at Maxson's Bunker. While she supplies weapons and ammo to Dodge and the troops of Hoover Dam, she is also supplying the very same weapons and ammo to Devon Hill and his troops at Maxson. Neither side is aware of this, and that is how Ailis wants to keep it, at least until she has accumulated enough power, wealth and influence to take over Hoover Dam.

There are a couple of things that could be done with the Crimson Caravan. The most obvious is to take up employment and go on a few caravan runs. The Reservation run is "special" and secret, so the player would not go on that run for the first couple of times. Instead, the caravan run would probably go to Jericho for water, or something like that. Only after the player has earned the trust of Ailis by protecting the caravan well during runs will she consider sending the player to the "special" run. More on what can happen is in the Quests section.

Art requirements –

Police

In between the cold war that is the Crimson Caravan and 3-Some Caravan buildings, is the police station. This is a basic, rectangular building filled with an office and a row of jail cells. And the most astonishing this is... IT'S NOT A CORRUPT POLICE STATION!!! OMG!!! LOL!!! WTF!!!

Police chief Ralph Peoples runs a tight, honest ship and does his best to uphold the law in Hoover Dam, despite low morale. He has four officers who serve under him in the Rim precinct, and a Deputy Chief and four more officers who serve in the Downtown precinct. All the police officers, including the chief and deputy chief were original settlers when Dodge and crew first arrived. Ralph was a mercenary type, a tough guy who was very good with a gun (and had one, no less), but had an honest streak that Dodge immediately picked up on. When Dodge was getting settled and was trying to set up a government, he appointed Ralph as chief of police, feeling it was important to have the locals have an integral part in their own law and order. Ralph snatched up the position and never looked back. He felt that being police chief was his calling, and reveled in maintaining the peace and order.

Ralph will not have many policing missions for the player, but will appreciate a player who is a snitch (read: informant). A couple of policing scenarios might seem a bit more than Ralph can chew and he may solicit the player for assistance, with the player choosing a violent or diplomatic solution.

Another thing is that Ralph has his eye on the 3-Some Caravan, not trusting ex-cons (with the irony being Ralph was once a mercenary; not exactly a big cut above). He is always looking for a way to "expose" the Giordano triplets for the crooks he thinks they are, and the player can scheme to frame the 3-Some Caravan company to get them shut down (which will tickle Crimson Caravan to no ends). This is a big way to earn the trust of Crimson and find out about their little operation. Of course, the player has a chance to score even more brownie points with Ralph by exposing Crimson' plans (through evidence from their ledgers), but that would end with Hoover Dam having no caravan companies left over, which could be a problem in the long run (if the player framed 3-Some, that is).

Lastly, the player could just focus on exposing Crimson and getting Ralph to like 3-Some.

Art requirements – .

School/Library (FOA)

This building is one of three adjacent buildings. It is filled with shelves covered with books and arranged in such a way as to leave enough open floor space for some chairs and a couple of desks. At one time the chairs were full of adults and children eager to learn from the Children of the Apocalypse teachers, but not anymore. Since the war with the BOS, attendance has dropped to zero. Now the teachers merely conduct their own research and hope that one day the silly war will end and the good people of Hoover Dam will return to school.

Since the teachers are so eager to teach, they are a plethora of knowledge. They will give the known history of Hoover Dam, the history of Dodge and the NCR, and of course the war. New knowledge that the player can bring to the Followers will be rewarded monetarily as well as with XP; new knowledge such as discovering the BOMB program, the Hermes rocket missions, the covert Chinese attack on Hoover just before the war, the virus and its original purpose, etc. Any knowledge the Followers learn from the player that pertains to the Apocalypse history tickles their yo-yos to no ends.

Art requirements – .

Engineering Facility and Workstation (FOA)

Right next to the school is the Engineering Facility with a working mechanic's station for the player to play with. The inside is fairly open with just two medium sized offices for desktop work. In the main room, where the player will first enter, are the mechanic's station, two tool chests, and a couple desks with engineering crap around it. Shuffling between the workstation and the desks are two elderly, and a couple younger, fellows who look like they've seen their fair share of hardships and combat. When asked what they are working on, they will say they are working on an improved water filtration process to make the toxic Hoover Dam water drinkable and also a process for creating hardier wheat that can grow rapidly in just about any soil and has minimal water requirements for growth. They will also divulge all this research is funded by the FOA, and that they work for them.

The player can offer to help and will receive a series of quests to make the old farts happy. Making them happy will grant the player access to the mechanic's workstation. Also, making them happy earns their trust and they (the older fellows) will divulge that they are former BOS scribes from a secret vault known as Maxson's Bunker. They will tell why the left the bunker and came to Hoover Dam, and will even give the player instructions on how to get there, if they want.

One of the younger engineers will go into his adventure in Burham Springs and the he was a member of the NCR 5th Engineering division. However, he would prefer not to get into details about what actually happened in Burham Springs

Art requirements – .

Medical Facility (FOA)

No Follower of the Apocalypse regime would be complete without a medical practitioner and researcher. Dr. Yuri Polivich is Hoover Dam's medical doctor. He, along with his trusty, shiny auto-doc, can mend just

about any wound, cure almost any affliction, and stave away the harmful effects of radiation. In addition, Dr. Polivich can insert implants for a nominal fee... well, a pretty hefty fee, at first. Yuri's prices will go down a lot depending on how many good things the player does for Hoover Dam. On that same token, his prices will go through the ceiling if the player begins to traffic smooch into Hoover Dam and Yuri figures it out. It's not because Yuri is opposed to recreational drugs, it's because he doesn't want the competition. Dr. Yuri, as he is known among his "friends," is also the drug (or CHEM) trafficker in Hoover Dam. Need a quick fix of Mentats? Dr. Yuri can hook you up. Heard about a drug called Jet? Dr. Yuri might have a sample for you to try. Yep, Dr. Yuri Polivich is the post apocalyptic Candy-man.

Now, there is a way to make nice-nice all around if drug trafficking is your thing. Dr. Yuri can be the person the player hits up to distribute smooch. He may be a bit reluctant at first, but if the player gives the good doctor a sample of smooch to try, Dr. Yuri will enthusiastically agree to be the official distributor. Now all the player has to do is do supply runs once in a while to keep Dr. Yuri well stocked. Dr. Yuri will give the player a definite weight of smooch needed to carry him through the year, so it is up to the player to decide how much of that weight he wants to actually schlep from the Reservation.

*A little "fun" note – if the player sets up Yuri to be the distributor for smooch, eventually, even if the player negotiates a peace between the BOS and Hoover, Hoover's generators, filtration processes, law enforcement, etc. will crumble. Hoover Dam will fall into an apathetic anarchy town filled with smooch junkies. This process should take about a year or so of game time. The effects of smooch in the community are gradual, even if the player has fixed some of the more important machines. These machines will break down more often, the people in charge will show more apathy towards maintaining the machines, and eventually they will either leave Hoover, or hang out near a fire pit in the fetal position getting high on smooch, or snorting toxic waste if no more smooch is available. Even Governor Dodge and his troops will succumb to smooch. Why? Because they lose all hope after seeing Hoover fail even after the war is over. And, if the player introduces smooch before ending the war, Hoover Dam will eventually fall to the BOS/COS (if they're still around). DON'T DO DRUGS! The only way to turn things around before Hoover crumbles completely is for the player to create a smooch anti-toxin to counter the addiction and withdrawals. A high Medic skill is needed to create the anti-toxin.

Art requirements –

Look Out Below - Café & Bar

Pablo Riviera is the owner of a swanky, big shack that serves great spirits and good fun... well, it used to before the BOS war. One of the things 3-Some Caravan was good at supplying was a plethora of different kinds of booze. Since the war started and 3-Some caravans have been attacked with increasing frequency over the years, the booze supply has diminished greatly, driving the cost of booze up through the roof, and thus killing business. However, his biggest competition, Dusty's Desires Bar & Entertainment, has been doing pretty well and has remained stocked with plenty of booze. This pisses Pablo off to no limits, especially since Crimson Caravan is Dusty's supplier and Crimson refuses to do business with Pablo as long as he patronizes 3-Some. Since he is a proud man, he refuses to give into pressure and strong-arming, so he sticks with 3-Some, who always gave Pablo a fair price and respect. Thus, Pablo the barkeep is about as destitute as can be. He'd drink himself into a drunken stupor if he had enough liquor, but he does not. The player may bring Pablo liquor and sell it to him for a good price, or the player can help 3-Some caravan with liquor runs and try to restock poor Pablo's bar. Of course ending the war would be the optimal path since that frees up a lot of things, including 3-Some's caravan routes.

Pablo also offers some rooms to rent for safe rest, and some hot meals for hungry bellies. Also, when Pablo is not serving up overly expensive drinks or questionable food stuffs, he is the person to see for real-estate transactions. At first the price of a fancy PC pad is ridiculously high (not impossibly high, just ridiculous). Should the player solve Pablo's liquor shortage problem, the price for the Fancy PC pad will drop dramatically.

Art requirements – .

Fancy PC Pad

This is a very nice, two bedroom shack the PC can buy from Pablo, the barkeep and proprietor of the Look Out Below Bar & Grill. It comes completely furnished with the latest wasteland furniture and has a fine view of the toxic lake. On special evenings, one can look out on the lake and see horrible lake monsters fighting to the death. Romance doesn't get hotter than this.

Art requirements – .

Frieda's Firearms

A nice shack like structure that houses a lot of shelves filled with a lot of firearms and ammo. Frieda, a fifty-something black woman who seems too elegant and proper to be a firearm retailer, is the proprietor. Her wares will vary from time to time, with better firearms and ammo coming later in the game. This could change, of course, if the player has done dickish things in Hoover and lets things flounder and collapse. Then Frieda will pack up and seek out greener pastures.

Frieda has no quests attached to her.

Art requirements – .

General's Store

Another nice shack with shelves filled with more mundane supplies with a neat thing mixed in once in a while. The owner is a midget named Milko who does not realize he is small. In fact, he thinks he's about 6'7" and weighs in at a muscular 360 lbs. Come to find out from the locals that Milko drank too much of Hoover Dam's filtered and processed irrigation water before anyone could tell him it was not for human consumption. It's best if the player just plays along with Milko's delusions.

There are no quests associated with Milko (subject to change depending on how much I like writing Milko's dialogue).

Art requirements – .

Mechanical Lift to Downtown

On the dam's face is an open air, mechanical elevator that takes the player down to Downtown and back up to the Rim. It works and is in no danger of not working.

Art requirements – .

Heavy Equipment Debris (Ancient Construction Site)

When Joseph Dodge decided to use this debris for resource gathering and construction, he deemed himself brilliant because he now had a resource to trade with other communities. Unfortunately, a few years of cannibalizing this construction debris site has left this area of the dam a tad unstable. Anymore tampering could send the debris crashing below, which in turn would crack the dam face and send billions of gallons

of toxic water pouring into the valley, wiping out everything in its path and taking all of Hoover Dam with it. Since this discovery, the site has been deemed off-limits. Anyone caught approaching the site would be shot on sight. Two well armed guards are always guarding the debris.

If the player is a true shit, he can figure out that four C4 bombs or four bundles of dynamite would bring the whole mess down, thus destroying Hoover Dam, but that would kill the player as well. The timer for detonation can be no longer than 10 seconds or the guards will see/hear the timer and disarm it. If the player sets the timer to ten seconds or less, it's not enough time to escape the devastation that would follow. This is just so the player can say, "HEY LOK HOW COL I M!11!!!!1 OMG I BROGHT DOWN TEH WHOLE DM!1!11 OMG WTF" Granted, they would have to reload (and there would be plenty of warnings elsewhere in the game so they know they will die trying), but they could do it! It's an Easter egg thing I hope we have time to do. If not, then the player can never muster up enough to blow it up and that will be that.

Art requirements – .

12_Hoover_Dam

Downtown



Downtown Locations

Dusty's Desires Bar & Entertainment

No town would be complete without a dive bar serving up cheap drinks and even cheaper women. Dusty Heart is the owner and proprietor of this lovely establishment, and despite being "big boned," she is quite attractive. She'll serve up the finest hooch in the wasteland with a gleam in her eye and a mysterious brown stain in your glass. She loves a good time, but will whip out the ol' *Dusty Trail* should folks get out of line (Dusty Trail is a pump action shotgun that Dusty always keeps within arm's reach).

The bar itself is made from a large, shack-like material (the shack tiles set) and sits at the central base of the Hoover Dam face. It looks like a typical Western saloon on the inside, complete with round tables, crappy chairs, a large bar at the back, and an even larger, super mutant bouncer, named Beatrice, covering the front door. There are rooms for rent on either side of the building.

As stated above on the Rim, Dusty gets plenty of hooch from the Crimson Caravan. Because of this, business has been very good. War makes people want to forget, and Dusty has plenty of booze and women to help the troops, and whoever else, forget about the hardships of war. Aside from buying booze and women, the player can rent out his services collecting unpaid tabs from some of the townsfolk. This won't win the player any popularity contests with the Downtown crowd, but it will get the player in good with Dusty and, more importantly, give the player a very good recommendation from Dusty to the Crimson caravan. Plus, if the player is a bit of a tough-guy, there will be the occasion when a bar fight breaks out and the player can get the opportunity to help Beatrice settle things down, either physically or diplomatically, or until the police arrive.

Lastly, Dusty is another potential distributor for smooch. Running smooch through Dusty is less dramatic than through Dr. Yuri, mostly because the junkies will be confined to the Downtown folks. If things go to shit down here because of smooch junkies, then Dodge and his men will declare martial law and overtake all operations in Downtown, including the maintenance of the machines. In addition, should the player use Dusty as a distributor, then the player may not use Dr. Yuri as one – and visa-versa. Word gets around quick and the folks at Hoover don't take too kindly to individuals playing both sides, even if it is illegal, or questionable, transactions.

Art requirements – .

Downtown Engineering

This engineering facility is not nearly as nice as the one on the Rim, but it is efficient. Otto Steed is the ghoul in charge of this facility, and he is also in charge of the water purification process and chemical extraction. Inside the basic structure are two strange looking machines. One contraption is a water purifier that empties into a large pipe that goes into the ground and the fills up an outside water tub, and the other machine right next to the purifier is a chemical collector that collects sulfur and potassium nitrate.

Otto has been working closely with the former scribes on trying to come up with a way to make the filtered water drinkable – it can only currently be used for irrigation, and that's borderline. The player can help Otto with this problem by working with Jericho and their filtration processes. The player does not need to be a

mechanic or science wiz to do this, but he will get more XP if he is either and upgrades the purification machine himself using the Jericho technology.

Otto is also in charge of the two working power generators that are in Baseline. Otto and Dodge are the only ones with keys for Baseline, so the player either has to kill Otto or Dodge to get the key, or agree to help them with a few problems within Baseline and the Scum Pits. This is covered more in Quests.

Otto has an assistant, named Dianne, who is highly organized and eager to take charge. She would never do anything to overthrow Otto, but she is eager to take on more responsibilities. Since Otto is a potential CNPC, should he go with the player, Dianne will take over the engineering facility.

Art requirements – .

Farming Crops (B)

Of all the strange places to grow wheat and corn, the top of a dam generator building has to be one of the strangest. But, thanks to the hard work of the former BOS scribes and the tender agricultural work of farmer Dave, wheat and corn do grow very nicely. With minimal dirt and scorching sun, Dave and the scribes have managed to not only grow the wheat and corn, but grow enough of it to feed the citizens of Hoover Dam and export some for trade. While this is all well and good, Joseph Dodge has asked if more wheat and corn could be grown to further raise their value in trade. Unfortunately, Dave would need a fairly large hydroponics farm to fulfill the proposed quantities Governor Dodge would like. And the only unused facility large enough to handle the proposed amount is the Scum Pits. The Scum Pits would first need a lot of reconstructing to sustain a working hydroponics lab, not to mention that the creatures living in the Scum Pits would need to be removed. No one in town is capable of doing either, it would seem. Even if the creatures in the Scum Pits were eradicated, there is the real problem of the open holes filled with toxic goo. It is said that power generators were once housed in those holes, but some catastrophe created the necessity to remove the generators and move them into the area known as Baseline. If the toxic goo could be cleaned up, the creatures eliminated, and the materials needed to build the hydroponics farm could be found, then, and only then, could Governor Dodge's request of more wheat and corn be fulfilled.

Art requirements – .

Downtown Police

Not much to say here except that this police station is half the size of the one in the Rim and is run by four other police officers under the watchful, though far away, eye of Ralph Peoples. These police don't give a hoot about drug use or the prostitution at Dusty's, just so long as no one hurts anyone else. Their job is to make sure violence does not break out and everyone keeps their weapons holstered. They also frown upon stealing, but usually the locals lynch the thief before the police can get to the suspect.

Art requirements – .

Hock-it to Bob

When other people get sick of their crap, or they need money to pay off one of Dusty's tabs, most folks at Hoover come to see Bob of Hock-it to Bob. In modern terms, Bob would be a pawn dealer. Every month Bob has something new to sell, so the player can check out Bob's wares just to see if there is something they have to have.

Bob also runs a bounty hunting business. If he feels the player can handle himself, and the player inquires about work around town, Bob will give the player bounties. Unlike modern bounties, these bounties are for dead, only. There's no where to house a felon for extended periods of time, so the mark needs to be whacked. Good characters should not feel too bad about this because the bounties are for some true low-life scum. Some of the bounties can be found lurking around Hoover, some have been seen at other F3 locations. THIS IS WHERE YOU CAN COME IN! I'd like there to be a bounty in each feasible area like Denver, Jericho, Reservation, maybe Blackfooot, etc. Places where a stranger might be welcomed, or at least seen as a potential asset to the community.

Bounties:

- **Blackfoot:** Craig, the main raid-leader of the Blackfoots. To the Blackfoots he's a skilled warrior and raider, but to anyone outside the Blackfoots he's an evil raider who should die, die, die.

Art requirements – .

Filtered and Processed Irrigation Water (C)

This large container is what's used to hold all the water Otto successfully purified for irrigation. It usually runs at half-full. Nothing much else happens here.

Art requirements – .

Farmer's Abode (B)

This shack is much nicer than the others and belongs to farmer Dave. He'll be here at night, and not during the day.

Art requirements – .

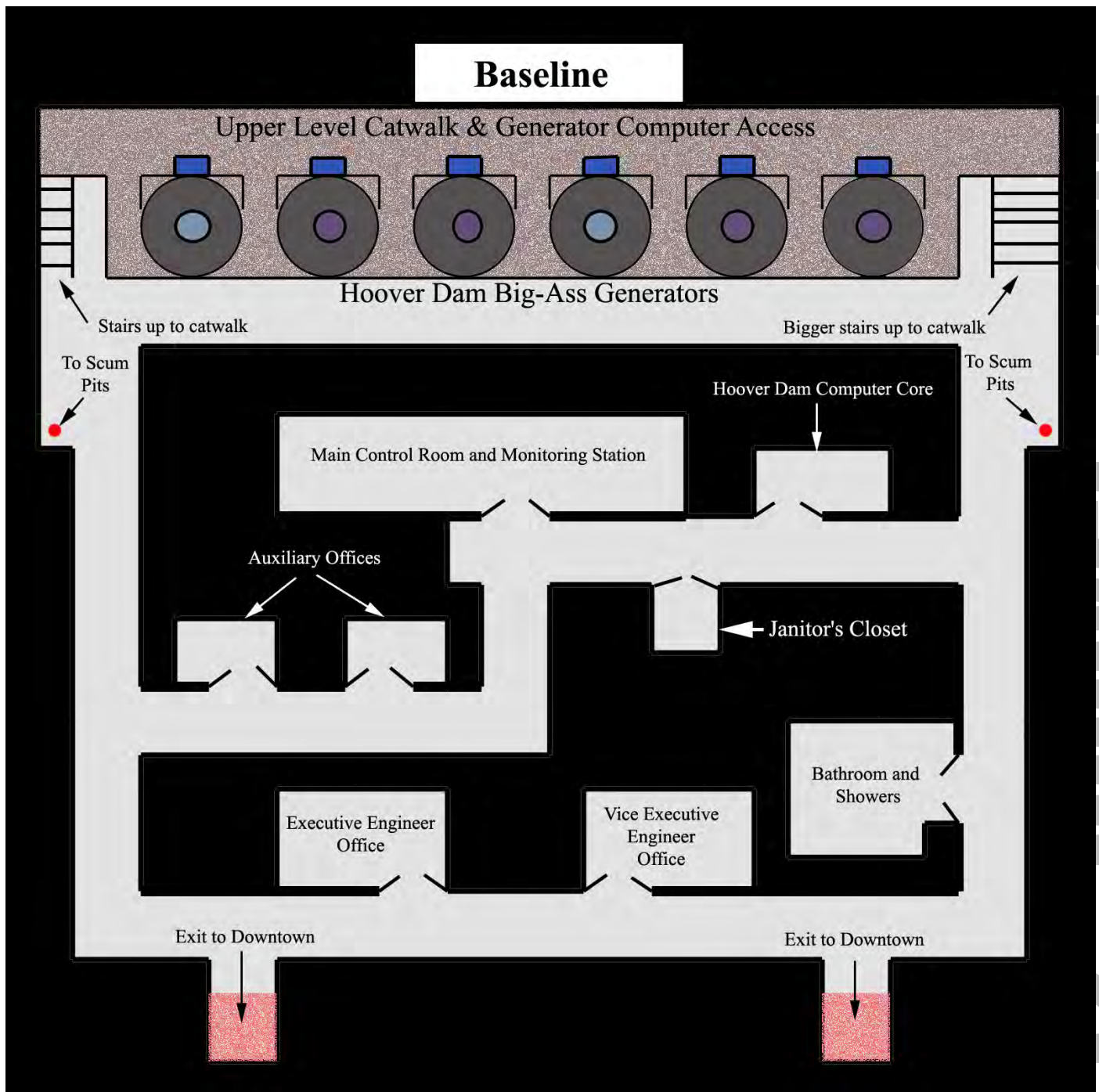
Doors to Scum Pits

Climbing down some narrow ladders near the north-center of Downtown will bring the player to a catwalk. This catwalk then leads to doors on either side. These are the doors to the Scum Pits – a place of toxic death and vileness. It is advisable to the player to use an environment suit before venturing into the Scum Pits.

Art requirements – .

12_Hoover_Dam

Baseline



Baseline Locations

Baseline is the home of the only two working power generators in Hoover Dam and the workplace/home of some anti-social humans the citizens of Hoover call the trogs (short for troglodytes). These folks are very burly, yet have very pale, almost albino skin. They mostly keep to themselves and prefer the dark solitude of the damp, musty corridors of Baseline.

The array of offices and storage rooms serve as living quarters for the trogs. When they are not in their respective living quarters, the trogs are performing maintenance on the two working generators and the main control room. All the trogs answer to Otto, but there is a clear leader among the trogs, a very large, polar bear of a man named Billy-Bob. Billy-Bob is very easy going once he knows someone and likes them, and he rules his kin fairly.

However, as with most folks trapped in an RPG, he has a problem. His youngest daughter, Mary-Joe, has taken a job with Dusty as an "escort." It's bad enough that Mary-Joe stays away from the safety of the earth's belly (what the trogs call caves and such), but she is also mixing with waste-walkers (what they call folks who live on the surface). Billy-Bob doesn't know Mary-Joe is actually fornicating with waste-walkers. If he did, then Hoover Dam would have another war on their hands. It will take more than just words to convince Billy-Bob that Mary-Joe is a prostitute; the player would have to tell Billy-Bob about a strange birthmark on Mary-Joe located on her inner thigh. And to keep Billy-bob from putting the player on a spit and slapping an apple in his mouth, the player can give the name of one of the male bar patrons so Billy-Bob can go interrogate him, personally. If that happens, then Hoover has two fronts to fight, not to mention the trogs will turn off all the power.

Of course the player doesn't have to be an instigator and can instead try to get Mary-Joe to stop turning tricks. If the player can convince her to stop and have her return to the trogs, then Billy Bob will grant the player access to the Scum Pits.

Lastly, if the player buys some time with Mary-Joe, he will knock her up. This sets a ball in motion where after about three game months, the player will have some random encounters with bounty hunters from Hoover. If the player just ignores these encounters and presses on without investigating them, then the player will have random encounters with trogs. If the player still ignores the encounters (i.e. runs away or kills the bastards), then in the ninth month since fornicating with Mary-Joe, the player will get a random encounter with Billy-Bob and a mess o' his kin (insert "Deliverance" soundtrack here). He will "kindly" ask the player to do the right thing and marry Mary-Joe. If the player is speaky-guy, he can convince Billy-Bob that Mary-Joe and the baby are better off being brought up by their own kin. If the player cannot convince Billy-Bob, then he can go back and marry Mary-Joe (and then leave again – she'll stay behind with the baby). If the player is just a dick and refuses to cooperate in any way, blood can be spilled. This worse case scenario will also impact Baseline's efficiency since there will be no more trogs, or at least not enough kinsfolk to maintain Baseline. Oh, and Mary-Joe will still be turning tricks, but now to support her baby.

Executive Office and Vice Executive Office

These are shared rooms for the trogs to sleep, eat, and live. However, these rooms are mainly occupied by the kinfolk's leader, Billy-Bob, and his immediate family.

Bathrooms and Showers

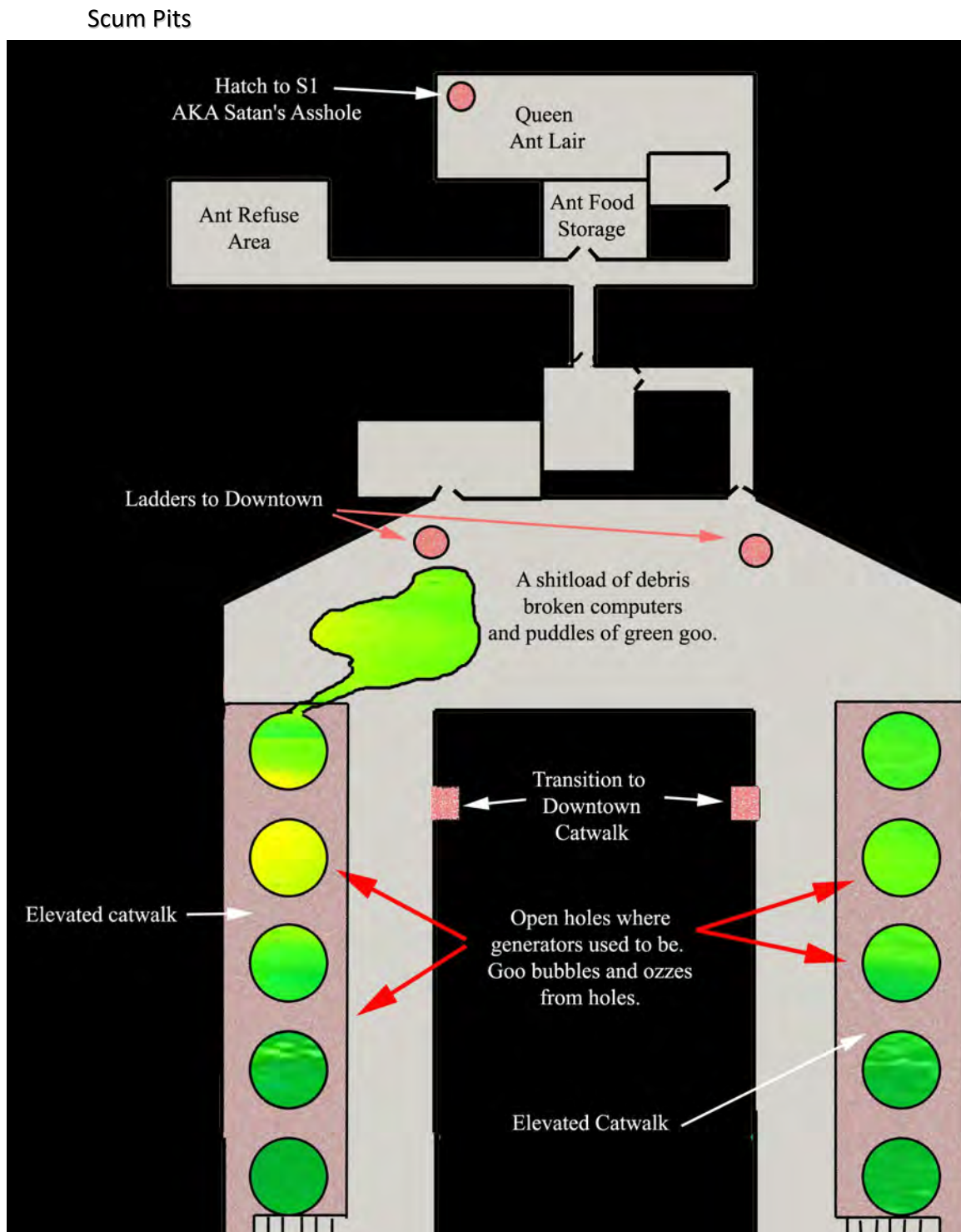
While the showers and toilets work, they use the same toxic water that Otto and the scribes have been trying to filter. The trogs are smart enough not to use the showers and toilets for their water supply. Needless to say, they are a bit "ripe."

One thing the trogs have been doing is hooking up a still to the shower using bits and pieces from the scribe's filtration rejects. So far no one has died or showed ill side effects from drinking the trog hooch, but then again, the still has only been in service for a short time. Maybe the player can upgrade the filter, or improve the brew? YEEHAW!

Auxiliary Offices and Janitor's Closet

Living quarters for the rest of the trog kin..

12_Hoover_Dam



Scum Pits Locations

Art requirements –

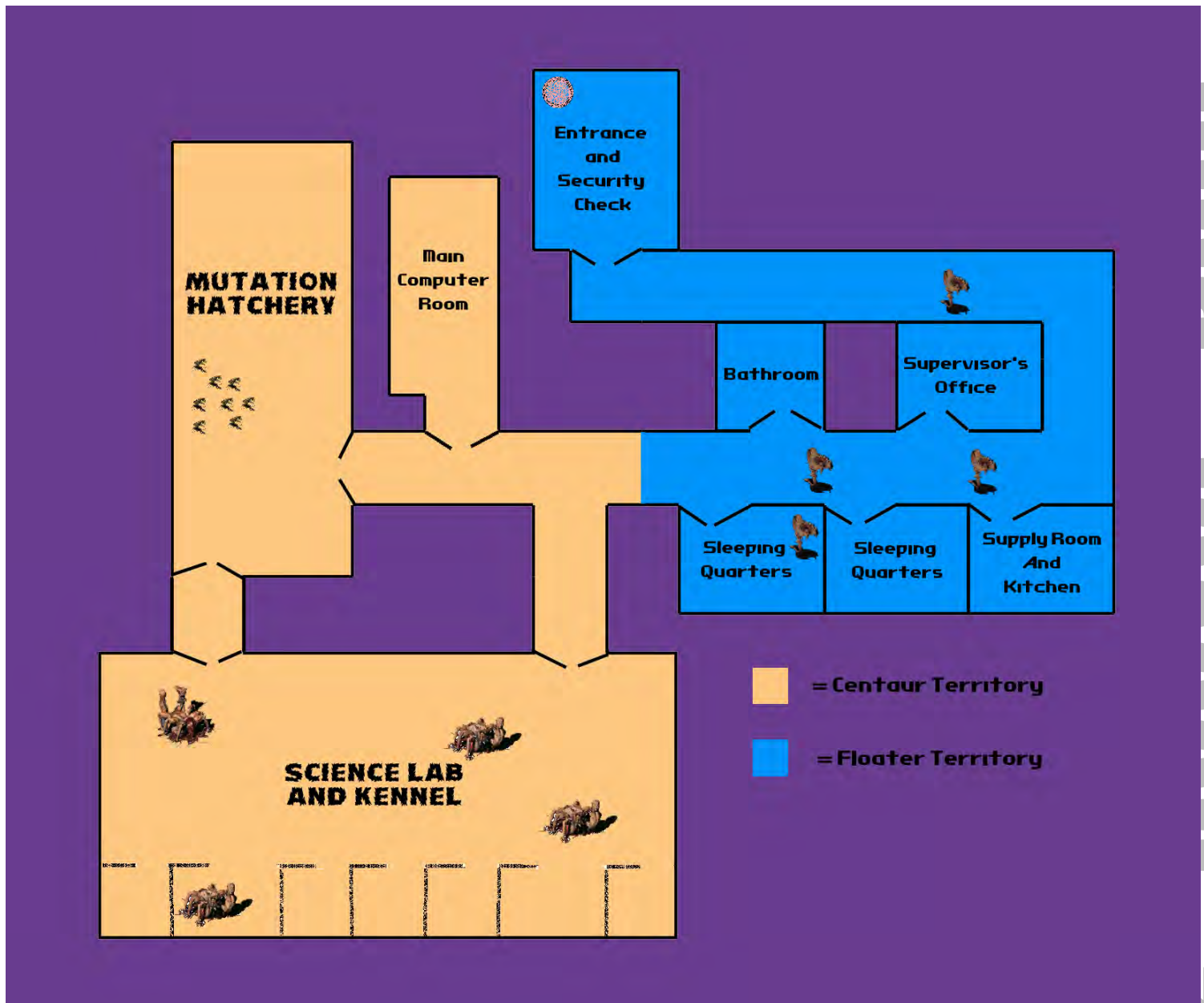
Former Generator Rooms

These two areas are not only a mess with concrete debris and metal rods shooting out from the ground, but also from the living and dead carcasses from albino pig rats and giant leeches. It seems there's a sick, symbiotic relationship between the two creatures, where the leeches feed off the blood of the albino pig rats, and the albino pig rats will hunt and kill the leeches that don't escape after gorging. Since the pig rats are fairly prolific, there is another critter that helps keep the rats in check; giant, albino ants. While the albino pig rats are creepy looking enough with their red eyes against milk white fur, the giant albino ants are truly something out of a nightmare. The exoskeleton is a very pale yellow that almost looks white, their eyes glow red like the rats, and their mandibles glow green and drip a green, acidic fluid. These ants live in a nest back in the office area and, luckily, are not prolific. But they are hungry, and they do come out fairly often to catch and drag a rat or leech back into its dark lair.

Office Area – Ant Hive

Back in the small catacomb area that used to be the office area, the giant albino ants made a home. No one knows for certain how these creatures got into this area, but some have speculated it had something to do with the toxic sludge from the generator rooms. Whatever the case, the ants were here and deadly. Every expedition that Dodge sent down into the Scum Pits to eradicate the critters met with disaster because of the ants. It was like they were tactically organized, waiting for Dodge's troops to start attacking the rats and leeches, and then the ants would ambush the entire lot, taking everyone, and everything, by surprise. Dodge has since stopped sending down troops.

The hive consists of about a dozen giant albino ants and one queen. There are three rooms that make up the hive; ant refuse, the ant food storage room, and the queen's lair. In the queen's lair is a sealed access port that leads to "something" below the Scum Pits. It looks like there is a complicated mechanical lock that keeps anyone from getting in – or out!

S1CSub-Level 1C (Classified)

This was a top secret research laboratory in the pre-war days. Its main purpose was genetic experimentations for military exploitation; i.e. making horrible abominations to not only terrorize the enemy, but also completely wreck ecosystems. The genetic mutations that would be created were specially designed to adapt to just about any ecology and take over, utterly wiping out anything else in its path. The reason why Hoover Dam was chosen was because there were several creatures in the area that seemed to be results of genetic mutations. Certain areas of the Hoover Dam Lake seemed higher in radioactive isotopes than other areas, which might have been the reason for the mutations. However, no matter the reason, it was considered a good place to start and further the process with a secret lab.

Using similar technology that the Master from FO1 eventually used for his twisted purposes (he stumbled across the research in top secret computer archives), scientists made several specimens that grew to full size. However, shortly before the big war started, a Chinese infiltration and sabotage team discovered the secret laboratory and tried to destroy Hoover Dam so the genetic work could never be used against them. Some of the Chinese stealth soldiers made it into S1C while others were planting bombs in the main generator rooms (now called the Scum Pits). One of the bombs went off prematurely and alerted all of Hoover Dam, including the guards in S1C. Things become cloudy in the reports due to the chaos that ensued, but suffice it to say that the Chinese were defeated, the generators were heavily damaged, and S1C was compromised. During the heated battle in S1C, several genetically altered creatures escaped into the halls. The guard in the guard post was ordered to leave and seal the exit hatch if ever such an emergency happened, and the guard followed orders well. A couple of Chinese stealth soldiers and four scientists were trapped in S1C after the hatch was sealed, doomed to either die at the hands, or weapons, of the enemy, be consumed by the escaped genetic creatures, or just die of starvation (let's face it, eating a genetic mutation is just gross – the meat is far too stringy).

If the player ever makes it down here, he will find that the floor's integrity has been compromised. There is murky, green water that is about waist high all over the floor. The water comes from a broken wall and a hole in the floor. From that hole emerged mutated leeches and perhaps fish. Either way, these creatures turned out to be the food that has sustained the centaurs and floaters in SC1.

Once the player kills all the beasties, the player will have access to a great science lab and a top secret central computer that has some info on hydroponics, history, etc. Lastly, the player can find the dead Chinese stealth soldiers and use the materials from their stealth armor to make his own stealth armor, if he's got da skillz!

Art requirements- *Mostly standard vault stuff. Will require waist high, green murky water to cover the floor.*

TIMELINE

YEAR	EVENT
1943	
2063	
2065	
2072	
2075 October	
2077	
2087,	
December	

2088,
December
2089, January
2198
2220
2227, July
2227, August
2242
2249
2253, October
23

F3 Begins

EMOTIONAL PORN



DRAMA

- **Apathy** – Battle fatigue is rampant throughout Hoover Dam, and part of the fatigue is apathy. Citizens and soldiers alike are so fed up with being on guard 24/7, that they turn to other things to take their mind off the situation. Some get so involved in their distractions that they no longer care what else goes on around them. The player can exacerbate the apathy by being a supplier of smooch, a soon to be new favorite distraction.
- **Man of peace of Dr. Feelgood** – The player can do wonders to boost morale by helping the Hoover Dam community towards a peace with the BOS. On that same token, the player can also boost morale by supplying smooch, but this will eventually cause the collapse of Hoover Dam. But hey, they were happy on the trip down, right?
- **Things aren't always as they seem** – The Crimson Caravan group initially comes across as the good guy company, doing all they can to help Hoover Dam survive the war and prosper. 3-Some comes across as desperate ex-felons who are only out for themselves. After the player gets involved with both caravan companies, it will become apparent that the opposite of each is true, and things really aren't always what they seem.

OTHER ROLE-PLAYING TESTS AND EPITHETS

TIES TO OVERALL GAME THEMES

- Quick judgments will usually lead to a hazardous end. The whole Crimson caravan and 3-Some caravan drama.
- Evil is subjective:
- Deception. Not everything is as it seems, and not everyone is truthful about their motivations.
- Wisdom comes in strange places. The trogs come across as dumb hicks, but there is a wisdom to them that transcends their simpleton speech and questionable hygiene. A wise waste-walker could learn a thing or two from a trog.

NPC COMPANION USES

GENERIC NPCS

Governor Joseph Dodge (Male –Human)

(The Rim – At first reluctant leader who eventually took an active and passionate interest in the Hoover Dam community. Now he either wants to die, or make peace with the BOS; depends on the day)

Importance – Major

Level – 15+

Age – 52

STATS

ST - 05

PE - 05

EN - 07

CH - 06

IN - 07

AG - 06

LK – 06

Traits –

Perks –

Tag Skills –



War, no matter the longevity, can rattle the feathers of the easiest going souls. As one of the founders of current Hoover Dam, there was a time when Governor Dodge was proud of what he and the community did with Hoover Dam. But then the war with the BOS hit and everything started to go downhill. Dodge tried to keep a stiff upper lip, but the constant state of alert, coupled with the infrequent attacks on the front gate,

and then on the caravans, wore heavily on Dodge. When regular supplies ceased from NCR proper, almost all hope was lost.

However, Ailis McLafferty, of the Crimson Caravan, brought glimmers of hope. She found a good source of weapons and firearms to help Hoover Dam defend itself from BOS attacks. This put Crimson in a very favorable light with Dodge. However, even though the extra equipment would prove to help in the war effort, Dodge knew that he was living on borrowed time. The water filtration system was failing, and that had a far reaching impact on Hoover's crop growth. In addition, the crops that were growing were not enough to maintain the citizenry and trade. Dodge needed a larger area to grow crops. The area known as the Scum Pits was mentioned as a good location for a hydroponics farm, but Dodge knew that materials would be needed to construct such a thing, never mind the fact that the Scum Pits were filled with creatures that claimed the lives of several NCR troops. In addition, power from the two working power generators is slowly decreasing. Dodge has Pierre LaPoubelle and Otto Steed working on the problem, but a solution does not seem like it is in sight. Dodge is on the brink of giving up, not only because of the internal problems, but the war, too. Fighting a war when there is so much falling apart around just slinks Governor Dodge into deeper funks.

Scripting stuff goes here

Major Jack Fleming (Male –Human)

(The Rim – Major Jack Fleming is the commander of the Hoover Dam NCR troops and Dodge's right hand man.)

Importance: Intermediate

Level: 15

Age – 38

ST - 06

PE- 07

EN - 06

CH - 06

IN - 05

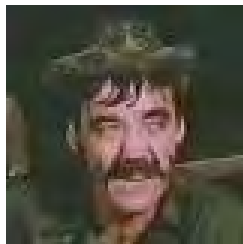
AG - 08

LK - 05

Traits –

Perks –

Tag Skills –



Major Jack Fleming does not have a stellar military career with the NCR. He's a person who likes to question authority, and the military does not look kindly on such individuals, at least not in the NCR. So it really came as no surprise when Major Fleming was put in charge of the troops that would be sent to Hoover Dam, under the guidance and leadership of Councilman Joseph Dodge. At first, Fleming thought the assignment was a death sentence for insubordinate officers and the like. But after arriving at Hoover Dam and seeing Dodge diplomatically convince the settlers there that with cooperation they could build a powerful and prosperous community, Fleming found hope. *Maybe this Dodge character isn't so bad, after all.*

For the brief time before the war, when Hoover was very prosperous, Major Fleming grew to respect Governor Dodge more and more. He vowed to protect Dodge through thick and thin, and when the war with the BOS started, he reaffirmed his loyalty by suggesting Dodge stay in seclusion and only meet with

people when absolutely necessary. Fleming thought Dodge was one of the wasteland's last hopes of civilized community and government, and he wanted to make certain that all of Dodge's hard work in the past would not be in vain.

Scripting stuff goes here

Guido, Enzo, Vinnie Giordano (Males – Humans)

(The Rim – The owners and proprietors of the 3-Some Caravan Company.)

Importance: Intermediate

Level – 8-10

Age - 120

STATS

ST - 06

PE - 07

EN - 05

CH - 05

IN - 06

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –



The Giordano triplets are tight knit brothers who are virtually inseparable. Originally from NCR proper, they served a small stint in the prison there for petty theft. After serving one year, they decided to use what money they had left over and open a caravan company, the 3-Some Caravan Company. Business did not take off all that well since word got around they were former inmates, but there was enough business to keep afloat. The Giordanos felt it was their lucky day when their company was recruited to accompany Joseph Dodge to Hoover Dam, carrying supplies to last the journey and set up shop. This was like a second chance for the triplets, a fresh start.

Business fared better for the 3-Some Caravan Company in Hoover Dam, particularly with the riff-raff who originally settled there. The Giordanos never did anything illegal, but the impression that they were part of a lower class carried over from NCR, mostly thanks to the suspicious nature of Joseph Dodge and Ailis McLafferty egging on his suspicions.

Enzo Giordano is the speaker of the company, and he is willing to deal with anyone as long as it does not involve hurting anyone else – much. Enzo is honorable and straight forward, and he always keeps his deals. Lately, however, he and the other brothers have been feeling the pinch since Crimson has been supplying arms and weapons to Dodge and his NCR troops. In addition, there are frequent caravan raids against 3-Some by BOS soldiers using some kind of cloaking device to hide their approach. Ailis of Crimson said she has been attacked by the same BOS, but strangely it has not affected her shipments or frequency of caravan runs. Enzo is very anxious to find out what Ailis is up to.

Dorris (Female – Human)

(The Rim – Receptionist in the NCR HQ)

Importance: Minor

Level – 5

Age - 22

STATS

ST - 05

PE - 05



EN - 05

CH - 07

IN - 06

AG - 06

LK - 05

Traits –**Perks –****Tag Skills –**

There's not much to say about Dorris. She's pretty, perky, and has a foul mouth. She is a soldier in the NCR force, but she much prefers her post as the receptionist for the NCR HQ. She doesn't take too kindly to flirting from male suitors and is quick to shoot anyone down who does. Some even say she might prefer women to men, but that is just a rumor created by ego bruised men... or is it...?

Scripting stuff goes here

Ailis McLafferty (Female, Human)

(The Rim – Owner and operator of the Crimson Caravan Company.)

Importance: Intermediate

Level – 11

Age 44

STATS

ST - 05

PE - 05

EN - 07

CH - 06

IN - 07

AG - 05

LK - 05

Traits –

Perks –

Tag Skills –



Ailis McLafferty doesn't take any shit and rules the Crimson Caravan Company with almost military strictness, but far more efficiently than the military. She saw the order to accompany Governor Dodge to Hoover Dam as an opportunity to expand her caravan empire. She puts on a great show of support for Dodge and his efforts, but she secretly wants to see him fall flat on his face. When she does, she will seize the opportunity to take over Hoover and shape it into a town that would be the envy of the wasteland.

Part of Ailis' master plan is to work both sides of the BOS/NCR war. She is currently supplying weapons and ammo to both BOS at Maxson's Bunker and the NCR at Hoover Dam. It is her hope that the war of attrition will eventually take its toll on Dodge and he will step down. Once this happens, Ailis will make a supply run to Maxson's Bunker, assassinate Devon Hill, blow up the entrance to Maxson's, therefore trapping any survivors inside, and come back to Hoover Dam as the hero who ended the war. Lofty plans, to be sure, but Ailis has full confidence in herself to pull it off.

Scripting stuff goes here

Ralph Peoples (Male – Human)

(The Rim – Tough-as-nails Police Chief.)

Importance: Intermediate

Level – 15

Age - 44

STATS

ST - 07

PE - 07

EN - 07

CH - 05

IN - 05

AG - 06

LK – 06

**Traits** – Gifted;**Perks** – Sharpshooter; More Criticals; Better Criticals; Living Anatomy; Gain Agility**Tag Skills** – Firearms; Unarmed; Medic

Ralph Peoples spent most of his life wandering the wasteland. He would stop here and there to do the odd job, but never really stayed very long in one place. It was a stroke of luck when Governor Dodge came to Hoover Dam the same day that Ralph was there. Ralph took an immediate liking to Dodge, seeing that he could possibly make a difference at Hoover Dam, and make a home. So, when Dodge asked Ralph to be his police chief, Ralph did not hesitate to accept. Ralph had hoped he would eventually find a place to settle down, and it looked like Hoover Dam might be that place.

Ralph is a tall, somewhat lanky man with chiseled features and leathery, weather beaten skin. He has no fear of anyone and is only interested in upholding the law within Hoover Dam. The only thing that has him a bit concerned is the BOS/NCR war. Ralph can see a real possibility of the Hoover Dam community collapsing and his home disappearing. If that happens, Ralph will just go back to drifting and taking the odd job here and there, especially if has something to do with bringing scum to justice.

Mitch Stiller (Male - Human)

(Downtown – Wannabe tough-as-nails Police Captain)

Importance: Minor

Level – 10

Age - 34

STATS

ST - 05

PE - 06

EN - 06

CH - 04

IN - 06

AG - 07

LK – 06

**Traits** –**Perks** –**Tag Skills** –

Mitch Stiller is the Police captain of Hoover Dam and is stationed in Downtown. He's a fair man who tries to come across as tough, but everyone really knows he's mostly talk and pomp. When the going gets tough,

he will step in, but it is obvious he is not quite as skilled as he thinks he is. It's a good thing Mitch has back-up, or situations would most certainly turn for the worse.

Candice Morris (Female - Human)

(The Rim – Teacher with the FOA and for the Rim's only school)

Importance: Intermediate

Level – 8

STATS

ST - 04

PE - 07

EN - 06

CH - 06

IN - 07

AG - 05

LK – 06



Skilled

Traits –

Perks –

Tag Skills –

Candice is the head of the Hoover Dam chapter of the Followers of the Apocalypse, and she is also the school teacher of the area. She is well versed in a lot of wasteland and recent Hoover history, including the war with Caesar's Legion, and is eager to teach anyone who will listen. She is also very interested in newly discovered history, so the player can always go back to Candice and give her updates on what he found in the wasteland that could be added to the Apocalypse history. A player with good Deception skill can tell all kinds of tall tales and lies about the wasteland to gain Candice's favor.

Lately, Candice has been in a huge funk because of the lack of attendance in her school. Since the BOS/NCR war started, all of her pupils either moved away or thought that showing up to school was too risky because of the BOS attacks. So, instead of teaching, Candice shoves her nose deep into her history books and rarely looks up.

Pierre LaPoubelle (Male – Human)

(The Rim – Chief Engineer of the three scribes in the Engineering Facility.)

Importance: Intermediate

Level – 15

Age - 52

STATS

ST - 06

PE - 07

EN - 05

CH - 04

IN - 08

AG - 06

LK – 05



Traits – Gifted; Skilled

Perks – Living Anatomy; Medic; Gain Intelligence; Tag!

Tag Skills – Medic; Science; Mechanics; Firearms

Pierre LaPoubelle is a former scribe from Maxson's Bunker, along with his other scribe buddy. He came to Hoover out of frustration with the direction the BOS was going and wanted to lend his peaceful services to the growing community of Hoover Dam, despite the fact the government was NCR based. It is due in large part to Governor Dodge's fair-handed and peace-seeking ways of ruling that Pierre et al stayed in Hoover Dam and volunteered their services. However, neither of the former scribes told the truth about where they came from because they did not want to jeopardize the lives of their remaining friends at Maxson's Bunker.

Pierre is a strong and hearty looking man in his early fifties. He is very smart and loves to dive wholly into his work. He is currently working on creating stronger and heartier wheat and corn that can grow in the wasteland's hard and dry soil. Also, he is working closely with Otto Steed to try and find a better water filtration process to turn the non-drinkable irrigation water into a fully drinkable version.

Dr. Yuri Polivich (Male – Human)

(The Rim – Chief and only doctor in Hoover Dam)

Importance: Intermediate

Level – 10

STATS

ST - 05

PE - 07

EN - 05

CH - 05

IN - 07

AG - 06

LK - 05

Traits –

Perks –

Tag Skills –



By the looks of Dr. Yuri Polivich, with his stern eyes, pinched lips, and wild black hair, one might think he was a mad scientist. But Dr. Yuri, as he is known to his friends, is quite sane and extremely competent. He is well versed in many medical procedures and can cure or fix just about any malady or injury. In fact, he is one of the only people in the region who has a very clean, polished, and working auto-doc.

Dr. Yuri is the person to see not only to cure what ails the player, but also if the player wants a good distributor for smooch. You see, Dr. Yuri is also the local drug pusher and has a wide variety of different types of chems (drugs). If it's in the Fallout universe, Dr. Yuri has it. And Dr. Yuri is always interested in new recreational chems, so he will be tickled to distribute smooch at Hoover Dam, after he gets a sampling himself.

Just a special note: Dr. Yuri will be helpful later if smooch causes a junkie epidemic and an anti-toxin needs to be created.

Pablo Riviera (Male – Human)

(The Rim – Owner and proprietor of the Look Out Below Café & Bar.)

Importance: Intermediate

Level – 5-7

STATS

ST - 05

PE - 06

EN - 06



CH - 07

IN - 06

AG - 05

LK - 05

Traits –**Perks –****Tag Skills –**

Pablo is usually a very happy-go-lucky sort, serving up the finest spirits in Hoover Dam. Unfortunately for Pablo, those happy days are gone. His regular supplier of hooch, the 3-Some Caravan Company, has not been able to get fresh stock to Pablo for some time. No hooch means no customers, and poor Pablo is feeling the pinch. The thing that really gets his goat is that Dusty's Desires Bar & Entertainment, located in Downtown, has plenty of booze for her customers. Her supplier is the Crimson Caravan Company. Pablo would use them, but since he used to exclusively use 3-Some, Crimson will have nothing to do with Pablo. He'll be in a funk when the player first meets him and explain his woes to a kind listener. It's up to the player if he wants to bother helping him.

Frieda Van Graff (Female – Human)

(The Rim – Owner and operator of Frieda's Firearms.)

Importance: Minor

Level – 8-10

STATS

ST - 05

PE - 07

EN - 06

CH - 06

IN - 05

AG - 07

LK - 06



Frieda is not originally from Hoover Dam. Originally hailing from Redding in what used to be California, she was born into the Van Graff family. She was born to Tiaret Van Graff, and is the brother of prisoner Jean-Baptiste Cutting. She does not know very much about her half-brother, except he turned up missing a few years ago.

Frieda is attractive, but she is very hard, like an old bar-fly. She doesn't take any crap from anyone and would just assume shoot you as to serve you. She expects a courteous customer, and if she does not feel the respect, she refuses to do business until the customer changes his ways.

Traits –**Perks –****Tag Skills –**

Milko (Male – Human midget)

(The Rim – Owner and proprietor of the General's Store)

Importance: minor

Level – 8-10

STATS

ST - 05



PE - 07

EN - 05

CH - 04

IN - 05

AG - 07

LK - 06

Traits – Small Frame;**Perks** – Tough Hide;**Tag Skills** –Firearms

Milko is the midget owner of the General's Store, and he does not realize he is small. In fact, he thinks he's about 6'7" and weighs in at a muscular 360 lbs. Come to find out from the locals that Milko drank too much of Hoover Dam's filtered and processed irrigation water before anyone could tell him it was not for human consumption. It's best if the player just plays along with Milko's delusions, especially if the player wants to do repeated business.

Dusty Heart (Female – Human)

(Downtown – Owner and proprietor of Dusty's Desires Bar & Entertainment.)

Importance: Intermediate

Level – 9

STATS

ST - 05

PE - 06

EN - 06

CH - 07

IN - 05

AG - 06

LK - 05

Traits –**Perks** –**Tag Skills** –

Dusty Heart is the owner and proprietor of Dusty's Desires Bar & Entertainment, and despite being "big boned," she is quite attractive. She'll serve up the finest hooch in the wasteland with a gleam in her eye and a mysterious brown stain in your glass. She loves a good time, but will whip out the ol' *Dusty Trail* should folks get out of line (Dusty Trail is a pump action shotgun that Dusty always keeps within arm's reach).

Dusty is best known for providing a certain type of entertainment - prostitution. She runs a "clean" business and asks her patrons to be nice to her girls and guys (yep, there are guys). If a customer will not comply, then she will introduce the offender to Beatrice, the large super mutant bouncer of Dusty's Desires.

Beatrice (Female – Super mutant)

(Downtown – Bouncer for Dusty)

Importance: Major (CNPC)

Level – 9

STATS

ST - 08

12_Hoover_Dam

Version 580

Interplay: Confidential



PE - 06

EN - 08

CH - 02

IN - 03

AG - 06

LK - 06

Traits –**Perks –****Tag Skills –** Melee; Firearms; Unarmed

Beatrice is big, bad, and about as smart as a bag of hammers. But she is perfect for bouncer duties at Dusty's Desires. Beatrice is also uncertain exactly where she came from. She remembers wandering the wasteland, feeding on any wild animal that was foolish enough to attack her, and being attacked by assorted raiders here and there – whom she killed and ate, as well. She also has limited flashbacks of being in a vault-like structure with others similar to herself, but she cannot remember any of the details.

When Beatrice came upon Hoover Dam, it was just before Dodge and his entourage took over. Beatrice was met with mixed results from the settlers, with some outright attacking her and others just giving her her space. For the ones who attacked Beatrice, they were quite tasty, but for the others who left her alone, she in turn left them alone, considering them as close to friends as she was likely to get. But there was one individual who was nice to her, and that person was Dusty Heart. She knew a kind gesture to one such as Beatrice would be met in kind, and sure enough, it was. Beatrice at first wanted to be her personal bodyguard (though she couldn't think up the word, "bodyguard"), but she instead gave Beatrice a paying job to be her bouncer for her new bar. Beatrice was delighted to help her new friend and has been the bouncer for Dusty's Delights ever since.

Beatrice is also a recruitable CNPC. During a bar fight, three individuals with cattle prods and a super sledge will try to get the best of Beatrice. The fight will not go very well for Beatrice, so the player will have the option to jump in and help Beatrice. Once Beatrice reaches 10% of her total HP, Mitch Stiller and his posse will come in and break things up (shoot the bad guys). If the player helped Beatrice in the fight, even if the player did very little damage to the bad guys, Beatrice will be grateful and ask to be the player's bodyguard. Dusty will not be very happy about it, but then again she won't argue with you or Beatrice. She will, however, jack up her hooker and drink prices if the player takes Beatrice.

Otto Steed (Male – Ghoul)

(Downtown – Chief engineer in Downtown – keeps a variety of tools, screws, and bolts screwed in his skull just in case he needs one.)

Importance: Major (CNPC)

Level – 9

STATS

ST - 05

PE - 08

EN - 06

CH - 01

IN - 07

AG - 06

LK - 06

Traits –

Perks – Living toolset (special perk for Otto only. Does not require a toolset to perform mechanics);



Tag Skills – Mechanics; Firearms; Sneak

Otto Steed is the chief engineer in Downtown and works closely with the engineers of the Rim. He is the only ghoul in all of Hoover Dam and, surprisingly enough, he's treated quite well. Otto came to Hoover Dam much like Beatrice, in that he wandered in from the wasteland. He arrived almost a year after Dodge took over as Governor of Hoover Dam, staggering into town with nothing more than torn rags around his waist. At first, the NCR soldiers were going to shoot Otto and be done with him, but Dodge's curiosity saved Otto from being riddled with bullets. Dodge had Dr. Yuri attempt to nurse Otto back to health so Dodge could ask about where he came from and if there were more nearby. When Otto was well enough to answer questions, he was very upfront and said that he was banished from a ghoul town called the Reservation, far in the east. He then gave his real name, Otto Steed, and said that he was grateful to Dodge for saving his life and that to repay him, Otto would fix and maintain anything that needed fixing and maintaining. Dodge took Otto up on the offer and made him in charge of the two working generators in Baseline. His only barrier were the trogs and their leader, Billy-Bob. Otto would have to make nice with them before his work could commence. Otto was able to make nice with Billy-Bob (trogs aren't that judgmental on looks), and Otto was able to make the generators perform better than ever.

Otto has also been working closely with the former scribes on trying to come up with a way to make the filtered water drinkable – it can only currently be used for irrigation, and that's borderline. The player can help Otto with this problem by working with Jericho and their filtration processes. The player does not need to be a mechanic or science wiz to do this, but he will get more XP if he is either and upgrades the purification machine himself using the Jericho technology.

Lastly, Otto is so gifted with mechanics that he does not even need a toolset to use his skill. Instead, he has bolts, screws and an assortment of tools screwed into various parts of his head and pulls them whenever he needs to use them. He's essentially a living toolset, hence the special perk.

Otto will join the PC if the player gets the schematics to the filtration upgrade and either hands it over to Otto or the player does the repairs himself. Otto is curious about other mechanical wonders in the wasteland and will ask the player if he can tag along and explore.

Special art request – Special ghoul head texture with a bunch of bolts and tools embedded in the skull.

Dianne (Female –Human)

(Downtown – Assistant to Otto.)

Importance: Minor

Level – 9

STATS

ST - 06

PE - 07

EN - 05

CH - 06

IN - 07

AG - 05

LK – 05

Traits –

Perks –

Tag Skills –



Dianne was an NCR soldier and part of the NCR 5th Engineering Company before working for Otto. After the debacle at Burham Springs where a bunch of things blew up and released fiery gas, Dianne was assigned to be Otto's assistant. She is a young, attractive woman in her late twenties, and she is eager to learn all she can about engineering from Otto. She is also very well organized, which is a huge Benefit to Otto since he is somewhat of a slob. The two work well together, and should Otto decide to adventure with the player for a while, Dianne will take over as chief engineer in Downtown.

Farmer Dave (Male –Human)

(Downtown – Farmer.)

Importance: Intermediate

Level – 9

STATS

ST - 06

PE - 07

EN - 05

CH - 06

IN - 06

AG - 05

LK – 05

Traits –

Perks –

Tag Skills



ALVY MOORE as Hank Kimball in "G-Men Ache!"

Farmer Dave is a tall, medium build man in his late forties. He enjoys growing things, so it was a natural fit for Farmer Dave to be put in charge of Downtown's agriculture.

Farmer Dave has also been put in charge of finding a way to expand the crops so Hoover would have more to trade and an abundance of food for the locals. Farmer Dave has determined that the only way to do that is to turn the Scum Pits into a hydroponics farm. The only problem with that is that there are a lot of dangerous creatures in the Scum Pits, as well as toxic pools and a lack of building materials. If the player can help Farmer Dave solve these problems, then he will be very happy and Hoover will profit.

Bob (Male –Human)

(Downtown – Owner and proprietor of Hock-it to Bob.)

Importance: Intermediate

Level – 9

STATS

ST - 06

PE - 07

EN - 05

CH - 05

IN - 06

AG - 07

LK – 05

Traits –

Perks –

Tag Skills –



Bob was a settler and running Hock-it-to-Bob long before Dodge and his entourage came. He used to run his shop out of a tent along the Rim. Now, he has a nice, sturdy shack in Downtown to conduct business, and business has been decent, even though there's a war. Bob is a tough, no-nonsense man in his mid fifties.

When other people get sick of their crap, or they need money to pay off one of Dusty's tabs, most folks at Hoover come to see Bob of Hock-it-to-Bob. In modern terms, Bob would be a pawn dealer. Every month Bob has something new to sell, so the player can check out Bob's wares just to see if there is something they have to have.

Bob also runs a bounty hunting business. If he feels the player can handle himself, and the player inquires about work around town, Bob will give the player bounties. Unlike modern bounties, these bounties are for dead, only. There's no where to house a felon for extended periods of time, so the mark needs to be whacked. Good characters should not feel too bad about this because the bounties are for some true low-life scum. Some of the bounties can be found lurking around Hoover, some have been seen at other F3 locations. THIS IS WHERE YOU CAN COME IN! I'd like there to be a bounty in each feasible area like Denver, Jericho, Reservation, maybe Blackfoot, etc. Places where a stranger might be welcomed, or at least seen as a potential asset to the community.

Bounties:

- **Blackfoot:** Craig, the main raid-leader of the Blackfoots. To the Blackfoots he's a skilled warrior and raider, but to anyone outside the Blackfoots he's an evil raider who should die, die, die. (12_Craig_Bounty) = = 1
- **Denver:** Miguel Vargas: The guy's name is Miguel Vargas, but he calls himself "El Diablo." He went crazy one night and killed six people in two different homes. They call him the "Vampire Killer" because he bit his victims on the neck during or after killing them. Last anyone heard he went east; maybe your contact dude knows a guy who says he was going to look for him in Dogtown, but never came back. (12_Miguel_Bounty) = = 1
- **Hoover:** Nancy Haggard. Passing herself off as a Trog. Wanted for two assassination attempts on Governor Dodge. Undercover COS. (12_Nancy_Bounty) = = 1
- **Reservation:** Ingmar. Ghoulish slaver who works for Horatio and does most of his dirty work when gathering up slaves in the fields. Wanted by Hoover caravan companies for raids and kidnapping caravanners. (12_Ingmar_Bounty) = = 1
- **Bloomfield:** Kyle the Hook. Wanted for raids on Hoover caravans and alleged death of Bear, 3-Some's greatest escort. (12_Kyle_Bounty) = = 1
- **Jericho:** Ryan Mitchell
 - Male human
 - Crimes: Murder, Rape, Theft, Assault
 - Currently works as a driver for the Jericho water caravans
 - Fellow caravanners have heard rumors about Mitchell, but none have seen him commit the crimes (except assault)
 - PC will have to be careful about taking out Mitchell since the other caravanners will defend him. (12_Ryan_Bounty) = = 1

Mary-Jo (Female – Trog {Human})

(Downtown – Billy-Bob's daughter and Dusty's hooker for hire)

Importance: Intermediate

Level – 5

Age - 22

STATS

ST - 05



PE - 07

EN - 06

CH - 07

IN - 04

AG - 06

LK - 05

Traits –**Perks –****Tag Skills –**

Mary-Jo is actually pretty hot for a pasty white trog. She is the daughter of trog leader, Billy-Bob, and is currently working for Dusty as a prostitute. However, she does not think of herself as a prostitute. She thinks that men are just real nice-like and give here and Dusty money as a gift. The sex part is just a fun bonus (she's a bit of a nympho and not all that bright). She spends most of her time in Dusty's Desires flirting with the men, and occasional woman (if she swings that way), and is very approachable.

Billy-Bob (Male – Trog {Human})

(Baseline – Pappy (leader) of the Trogs.)

Importance: Intermediate

Level – 12

STATS

ST - 07

PE - 06

EN - 07

CH - 04

IN - 05

AG - 06

LK - 05

Traits –**Perks –****Tag Skills –**

Billy-Bob is the leader, or *Pappy*, of the trogs. He is an enormous man, with pasty white skin and shaggy hair and beard. He is also the father of Mary-Jo, but has no clue that she is hookin'. Billiy-Bob just thinks Mary-Jo is just spending far too much time hanging out with the waste-walkers (trog term for surface dwellers) and that she needs to come back to her kin. Should he find out she's a prostitute, he will destroy the Hoover generators and wage war at the Hoover citizenry from within.

***Mallet McBride (Male – Human) - PRISONER**

(Downtown – Prisoner having a ball ballin' hookers and gettin' loaded.)

Importance: Major

Level – 12

Age - 39

STATS

ST - 08

PE - 06

EN - 06

CH - 04



IN - 04

AG - 07

LK - 05

Traits –**Perks –****Tag Skills –** Unarmed; Melee;

Mallet McBride is not a nice man. In fact, he's a downright asshole. If it weren't for the fact that Mallet was in prison for carrying Limit 115, he would be either in someone else's prison, or dead from a gunshot wound to the head. However, now that he's escaped Tibbit's Prison, he has chosen Hoover Dam as the place to sow his wild oats.

Mallet is a pretty big guy and a very skilled unarmed fighter. He's so good, in fact, that legend has it he once laid out a super mutant with one punch, though that legend has never been tested on Beatrice. Mallet hangs out in Dusty's Desires and whittles the day away getting drunk and boozing it up. He takes the occasional caravan job with Crimson Caravan to earn enough money to continue his boozing and carousing, but he does not have any loyalty to Crimson. Should the player approach Mallet about taking him back to Tibbits, then the player better be ready for a fight. Mallet will not go quietly and will begin to punch the player in the face until he is dead.

***Ginger Flowers (Female – Human) - PRISONER**

(Downtown – Prisoner having a ball watchin' Mallet have a ball.)

Importance: Major

Level – 8

Age- 59

STATS

ST - 04

PE - 08

EN - 06

CH - 03

IN - 05

AG - 07

LK - 06

Traits –**Perks –****Tag Skills –**

Despite the sexy, porn star name, Ginger Flowers is neither pretty nor sexy. She is a haggard woman who looks like she was rode hard and put away wet. Ginger tagged along with Mallet partly for protection and partly because she had a crush on him. Mallet let her come along because he liked poking fun at her homeliness. The only joy this pathetic soul gets is watching Mallet have fun, especially when he gets it on with a hooker. Ginger will watch and Mallet will make Ginger fetch him beers while he's "doin' it."

If the player approaches Ginger about going back to Tibbits, she will protest and then run to Mallet for protection. Mallet will then try to kick the player's ass. Ginger will not fight because she is a fragile old bag and she knows it.

COMPANIONS!

Beatrice (Female – Super mutant)

(Downtown – Bouncer for Dusty)

Importance: Major (CNPC)

Level – 9

STATS

ST - 08

PE - 06

EN - 08

CH - 02

IN - 04

AG - 06

LK – 06

Traits –

Perks –

Tag Skills – Melee; Firearms; Unarmed



Beatrice is big, bad, and about as smart as a bag of hammers. But she is perfect for bouncer duties at Dusty's Desires. Beatrice is also uncertain exactly where she came from. She remembers wandering the wasteland, feeding on any wild animal that was foolish enough to attack her, and being attacked by assorted raiders here and there – whom she killed and ate, as well. She also has limited flashbacks of being in a vault-like structure with others similar to herself, but she cannot remember any of the details.

When Beatrice came upon Hoover Dam, it was just before Dodge and his entourage took over. Beatrice was met with mixed results from the settlers, with some outright attacking her and others just giving her her space. For the ones who attacked Beatrice, they were quite tasty, but for the others who left her alone, she in turn left them alone, considering them as close to friends as she was likely to get. But there was one individual who was nice to her, and that person was Dusty Heart. She knew a kind gesture to one such as Beatrice would be met in kind, and sure enough, it was. Beatrice at first wanted to be her personal bodyguard (though she couldn't think up the word, "bodyguard"), but she instead gave Beatrice a paying job to be her bouncer for her new bar. Beatrice was delighted to help her new friend and has been the bouncer for Dusty's Delights ever since.

Beatrice is also a recruitable CNPC. During a bar fight, three individuals with cattle prods and a super sledge will try to get the best of Beatrice. The fight will not go very well for Beatrice, so the player will have the option to jump in and help Beatrice. Once Beatrice reaches 10% of her total HP, Mitch Stiller and his posse will come in and break things up (shoot the bad guys). If the player helped Beatrice in the fight, even if the player did very little damage to the bad guys, Beatrice will be grateful and ask to be the player's bodyguard. Dusty will not be very happy about it, but then again she won't argue with you or Beatrice. She will, however, jack up her hooker and drink prices if the player takes Beatrice.

Beatrice will become a companion if:

The player helps Beatrice in a bar fight.

Scripting stuff goes here

Otto Steed (Male – Ghoul)

(Downtown – Chief engineer in Downtown – keeps a variety of screws and bolts screwed in his skill just in case he needs one.)

Importance: Major (CNPC)

Level – 9

STATS

ST - 05

PE - 08

EN - 06

CH - 01

IN - 07

AG - 06

LK - 06

Traits –

Perks –

Tag Skills – Mechanics; Firearms; Sneak



Otto Steed is the chief engineer in Downtown and works closely with the engineers of the Rim. He is the only ghoul in all of Hoover Dam and, surprisingly enough, he's treated quite well. Otto came to Hoover Dam much like Beatrice, in that he wandered in from the wasteland. He arrived almost a year after Dodge took over as Governor of Hoover Dam, staggering into town with nothing more than torn rags around his waist. At first the NCR soldiers were going to shoot Otto and be done with him, but Dodge's curiosity saved Otto from being riddled with bullets. Dodge had Dr. Yuri attempt to nurse Otto back to health so Dodge could ask about where he came from and if there were more nearby. When Otto was well enough to answer questions, he was very upfront and said that he was banished from a ghoul town called the Reservation, far in the east. He then gave his real name, Otto Steed, and said that he was grateful to Dodge for saving his life and that to repay him, Otto would fix and maintain anything that needed fixing and maintaining. Dodge took Otto up on the offer and made him in charge of the two working generators in Baseline. His only barrier were the trogs and their leader, Billy-Bob. Otto would have to make nice with them before his work could commence. Otto was able to make nice with Billy-Bob, and Otto was able to make the generators perform better than ever.

Otto has also been working closely with the former scribes on trying to come up with a way to make the filtered water drinkable – it can only currently be used for irrigation, and that's borderline. The player can help Otto with this problem by working with Jericho and their filtration processes. The player does not need to be a mechanic or science wiz to do this, but he will get more XP if he is either and upgrades the purification machine himself using the Jericho technology.

Lastly, Otto is so gifted with mechanics that he does not even need a toolset to use his skill. Instead, he has bolts, screws and an assortment of tools screwed into various parts of his head and pulls them whenever he needs to use them. He's essentially a living toolset, hence the special perk.

Otto will become a companion if:

The player helps Otto figure out how to make the water filtration process produce drinkable water.

Scripting stuff goes here

MONSTER ROSTER

Commoner - #~15, Lvl: 5-8



Common townsfolk in Hoover Dam. Some have crude weapons, some don't.

Rad Scorpions - #~5, Lvl



In this radioactive region, it'd be an impossibility not to have some rad-scorpions lurking about in a random encounter. Nothing special about these guys, they are your typical rad-scorpions.

Cockroach - #~5, Lvl



Cockroaches of unusual size are abundant in this region, and are one of the primary ingredients for the Reservation's version of Rad-X (once the player finds the Reservation). About the size of a Volkswagen beetle (pun intended), these giant pests can be very aggressive. However, should the player want to go hunting for these critters, the ghouls of the Reservation pay handsomely for cockroach gizzards.

Endless Walker - #~2, Lvl



Due to their prolonged, open exposure to the desert sun, high radiation, and other hardships of the wasteland, these unfortunate ghouls, who were banished, naked, from the Reservation, look like walking,

sun bleached chunks of beef jerky. Their minds are almost completely gone and they react mostly on instinct. They will attack the first thing they see moving in a vain effort to quench an appetite that can never be quenched. Also, their skin is very tough and they strike with their claw-like hands with surprising quickness. Fortunately, endless walkers do not travel in groups. In fact, it is a rare occasion when someone comes across one, though most who travel this side of the wasteland like to keep their distance from the voracious creatures.

Giant Albino Ants - #~20, Lvl 3-6



These horrific ants have adapted almost too well to the dark and toxic halls of the Scum Pits. Their exoskeleton is a translucent blue/white, their eyes glow red, and their lethal mandibles secrete a toxic green poison.

Giant Albino Rats - #~15, Lvl 3-6



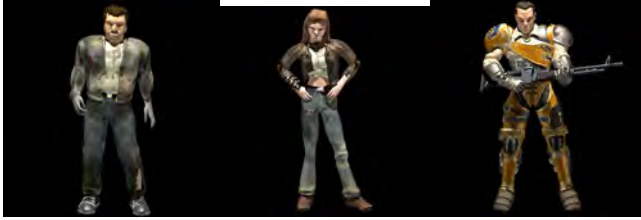
Another critter that seemed to adapt well to the dark and toxic realm that is the Scum Pits, the giant albino rats are an important part of the twisted ecology. These rats are a bit tougher than regular giant rats/pig rats/donkey rats/elephant rats/Delta Burke hoarding chocolate. Their bite is poisonous, but only half as toxic as giant albino ants. They are about the size of a great-dane, have very pale, yellow tinted skin, and red, glowing eyes (everything scary must have red, glowing eyes).

NCR Troops - #~20, Lvl: 8-12



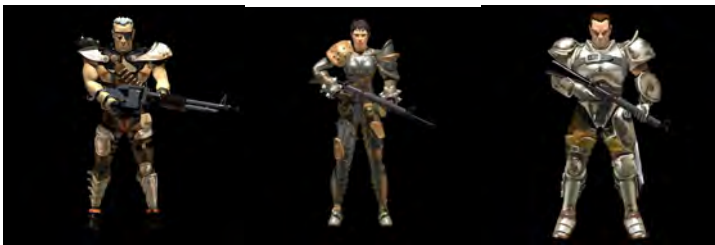
These are the troops that accompanied Governor Dodge to Hoover Dam. They are under the direct command of Major Fleming. The NCR troops are armed with high powered rifles, grenades, and combat armor.

Crimson Caravaners - #~5-8, Lvl: 5-8



Aside from the well armed escorts, the caravaners from the Crimson Caravan Company look fairly unassuming. Groups consist of three or four normally attired caravaners carrying small firearms, and two to four heavily armed escorts. If the player wants to trade with them, and the player is on neutral to good terms with the Crimson Caravan, then they will be happy to trade. If the player established a hostile reputation with the Crimson Caravan, then the escorts and caravaners will attack the player on sight.

3-Some Caravaners - #~5-8, Lvl: 5-8



It's very difficult to tell a Crimson caravaner from a hired escort. All are armored and carry at least a decent firearm of some sort. At first glance, these caravaners could be mistaken for raiders. If asked, they will say because of the frequent attacks by BOS, they must be heavily armed and always ready for battle. If the player wants to trade with them, and the player is on neutral to good terms with the 3-Some Caravan, then they will be happy to trade. If the player established a hostile reputation with the 3-Some Caravan, then the escorts and caravaners will attack the player on sight.

Hoover Dam Police - #~8, Lvl: 8-12



Similar to look and spirit of the Texas Rangers of yesteryear, the Hoover Dam police pride themselves on keeping the peace. They dress in distinctive beige trench coats and black cowboy hats, so they are pretty easy to separate in a crowd. Also, their ability to remain stone-faced through all adversity and pleasures is truly awe-inspiring.

Giant Leeches - #~20, Lvl: 6-9



The Scum Pits are also occupied by giant leeches that swim in and out of the large holes in the ground where the power generators used to be. These leeches are the size of a full grown pot-bellied pig and have been known to suck out enough blood to kill a super mutant. These critters are very slow and will attack on site. They also attack the giant albino rats in the Scum Pits.

Trogs - #~15, Lvl: 6-9



Before the big war, there were hillbillies. These people lived far away from civilized folk and fended for themselves in the wooded mountains. During the war, a lot of hillbillies reckoned it might be a plum good idea to head for the nearest caves and wait out the fiery mushrooms. Since the hillbillies were far removed from a lot of the nuclear blasts and subsequent fallout, especially being holed up in caves, the hillbillies fared pretty darned good. In fact, the hillbillies took to cave dwelling so well, they made caves their permanent home. Over the course of a couple of centuries, the isolation from the light, combined with ever so slight radiation that drifted over the world and managed to seep into caves, caused the hillbillies to change a slight bit. Their skin became a dull yellow/white, as well as their hair, as a result of the loss of melanin. The trade-off was that their skin got a tad thicker, which made them more resilient to cold and hardships. So, when some of the hillbillies first ventured out from their cave dwellings after two-hundred years, it came as no surprise that they could not tolerate direct sunlight very well. Smarter folks who saw the hillbillies started referring to them as troglodytes, but since most people of the wasteland were comprised of ignorant twits, the term "trog" became more accepted. Even the hillbillies referred to themselves as trogs.

The trogs of Hoover Dam were nomadic at one time thanks to a cave-in at their previous dwellings. Before Dodge and his troops came to Hoover, Billy-Bob and his trogs took up residence in Baseline, figuring it was pretty secure from caving in. No one argued with the trogs, and when Dodge came to Hoover, he asked if they would help out Otto with the maintenance in exchange for food goods and water. The trogs accepted and have been content ever since to mosey around Baseline making sure every light was flashing correctly.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Cockroach Minor Encounter

A small nest (~ 4 – 6) of giant cockroaches are mucking around in search of food. They will seek to attack the player at first sight.

Rad-Scorpion Minor Encounter

A small nest (~ 4 – 6) of rad-scorpions are mucking around in search of food. They will seek to attack the player at first sight.

Endless Walker Encounter (very rare)

Not all Endless Walkers end up scorpion food, at least not at first. On those rare occasions when one survives more than one year in the wasteland, they turn into wandering, voracious creatures on an endless quest for flesh. Their constant exposure to the hot sun and high levels of radiation has caused their skin to toughen into natural, hardened leather, but at the same time, their brain has completely cooked. Endless Walkers who have been in the wastes for so long become a creature of instinct and will attack anything that moves, especially the player. Though encounters with Endless Walkers in these parts are rare, when someone does encounter them, they are assured to never forget the encounter, if they survive.

Crimson Caravaners - Intermediate Encounter

Aside from the well armed escorts, the caravaners from the Crimson Caravan Company look fairly unassuming. Groups consist of three or four normally attired caravaners carrying small firearms, and two to four heavily armed escorts. If the player wants to trade with them, and the player is on neutral to good terms with the Crimson Caravan, then they will be happy to trade. If the player established a hostile reputation with the Crimson Caravan, then the escorts and caravaners will attack the player on sight.

3-Some Caravaners - Intermediate Encounter

It's very difficult to tell a Crimson caravaner from a hired escort. All are armored and carry at least a decent firearm of some sort. At first glance, these caravaners could be mistaken for raiders. If asked, they will say because of the frequent attacks by BOS, they must be heavily armed and always ready for battle. If the player wants to trade with them, and the player is on neutral to good terms with the 3-Some Caravan, then they will be happy to trade. If the player established a hostile reputation with the 3-Some Caravan, then the escorts and caravaners will attack the player on sight.

NCR Patrol - Intermediate Encounter

These are the troops that accompanied Governor Dodge to Hoover Dam. They are under the direct command of Major Fleming. The NCR troops are armed with high powered rifles, grenades, and combat armor. They usually travel in squads of four to six and will not attack the player unless the player's Hoover Dam reputation is below neutral.

Giant Albino Ants - Minor Encounter

These critters only seem to come out at night. They are the same as the albino ants that lurk in the Scum Pits. They travel at night in groups of two to five. Their bite is toxic and they will attack on first site.

Giant Albino Rats - Minor Encounter

These critters only seem to come out at night. They are the same as the albino rats that lurk in the Scum Pits. They travel at night in groups of two to five. Their bite is toxic, but only half as toxic as the albino ants, and they will attack on first site.

Albino Beast Wars - Minor Encounter

Another night only encounter. Player comes across albino rats and albino ants going at each other. They will not attack the PC party unless someone in the party is closer than another enemy. Once one side or the other has been vanquished, the winning side will attack the PC party.

Rad-Scorpion Minor Encounter

A small nest (~ 4 – 6) of rad-scorpions are mucking around in search of food. They will seek to attack the player at first sight.

QUESTS



MAIN QUESTS

1. **Get Meeting with Governor Joseph Dodge.**
 - **Initiator** – Major Jack Fleming
 - **Importance (Major)**
 - **Scope** – Large
 - **Description** – Governor Dodge will not see every Tom, Dick, or Hairy Mutant who staggers in from the wastes and asks to see him. That's why Dodge's right hand man and commander of the Hoover Dam NCR, Major Jack Fleming, will be the player's initial contact with a high ranking government official at Hoover Dam. Jack believes actions are louder than words and will only let the player to see Dodge after the player has proven himself safe, sane, and willing to help Hoover Dam. The first two can be camouflaged, but the last will require actual player action. The player may choose to work for the Crimson Caravan Company and earn a good working reputation from the company's head, Ailis McLafferty. Doing a couple of caravan missions and earning her trust will give the player her recommendation to see Governor Dodge.

Another way is for the player to work for 3-Some Caravan Company, accept their offer to find evidence of misconduct with Crimson, and then expose Crimson for the two-sided shits they are. This will not only please Dodge and company to no ends, but it is a huge step towards peace with the BOS.

Finally, doing some old fashion science can help here as well. If the player is a science of mechanical wiz, they can apply their skills in helping the former scribes create a better filtration system to make the irrigation water drinkable. The player will need schematics from Jericho, but if the player does the upgrades himself instead of just handing over the schematics to the scribes, then the player will be a hero and earn the right to see Dodge.

- **Character type completion breakdown** –
 1. **Combat Boy** – Nothing special, just do the work
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Use the schematics from Jericho to upgrade filtration system.
- **Quest flags** – “12_Meet_Dodge”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Start the ball rolling for peace process
- **Journal Entries** –
 1. Normal
 2. Dumb

2. Successfully Negotiate Peace between NCR and BOS.

- **Initiator** – Governor Joseph Dodge
- **Importance (Major)**
- **Scope** – Large
- **Description** – As is with most people in Hoover Dam, Governor Dodge is sick of war with the BOS. The war has lasted for almost two years. In the grand scheme of things, two years does not seem like a very long time for war, but with supplies dwindling and equipment failing, not to mention the constant state of high tension around Hoover, two years might as well be two decades. Dodge is both desperate and ambivalent. Ambivalent to the point of not caring what happens to himself, and desperate for anything to happen that would end the war. He will mention to the player that he has tried all avenues in communication with the BOS, but nothing seems to work. Hoover caravan groups get hit hard by BOS soldiers and keep vital supplies from reaching the needy. Attacks on the front gate used to come frequently, but have died down to the point of stopping for almost a year. However, Dodge is certain the BOS are just building up strength for a full assault on the ever weakening Hoover Dam. Dodge will give an estimate of the BOS location, but for an exact location, the player will need to convince the former scribes about his peace intentions.

Once the ball is in motion, the player can create peace with the BOS in a few ways. The easiest way (in the way of limited brain power), is to go to Maxson's Bunker and just kill everyone there. That would pretty much solve Dodge's problem with attacks against Hoover and its caravans. Another way is to discover the deception of Devon

Hill at Maxson's Bunker and his crazy association with the COS. Foil his plans, uncover his relationship with Ailis McLafferty, and put a stop to them both through either tattling or offing them, then the groundwork for peace with BOS' actual leader and Dodge may commence. Neither way gets the player more XP than the other.

- **Character type completion breakdown** –
 1. **Combat Boy** – Go in and blow shit up at Maxson's Bunker. Go do a little detective work – player's choice. Combat XP is not more or less than peace XP.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Can sneak evidence of Crimson's deception of working both sides, giving Dodge more incentive and a glimmer of hope that peace can be attainable once Devon is out of power.
 4. **Science Boy** – Same as combat boy.
- **Quest flags** – “12_Hoover_Peace”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Lower prices from main stores
 - Free Fancy PC Pad (no longer have to make payments)
 - Choose a weapon from the NCR arsenal.
- **Journal Entries** –
 3. Normal
 4. Dumb

3. Get City Council attendance back to norm .

- **Initiator** – Governor Joseph Dodge
- **Importance (Major)**
- **Scope** – Large
- **Description** – Complete the Successfully Negotiate Peace quest, then go tell the key city council members that the war is over and city business may resume.

Another way to get attendance up is for the player to lie his ass off. If the player has a high deception skill, he can convince the skittish council people that things are looking up and it is safe to commence proceedings at City Hall. Since the BOS has not carried out an attack on the Rim in quite some time, the council people should easily fall for the ruse.

- **Character type completion breakdown** –
 1. **Combat Boy** – See description
 2. **Diplomacy Boy** – Can lie like a politician to bring in city council. The player can tell all kinds of fibs to raise attendance and make the council people feel like there is hope.
 3. **Stealth Boy** – Same
 4. **Science Boy** – Yep
- **Quest flags** – “12_City_Council”
 - 0 = not started

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1 =

2 =

3 =

4 =

- **Rewards** –
 - XP
- **Journal Entries** –
 5. Normal
 6. Dumb

4. Join up with the 3-Some Caravan Company.

- **Initiator** – Enzo Giordano
- **Importance (Intermediate)**
- **Scope** – Intermediate
- **Description** – 3-Some doesn't take just anyone into their employ. The player will be hired as a temporary enforcer to see what the player is made of. The player will be sent out on a caravan trip, similar to the craven action in the original Fallout, and upon their safe return, the player will get the offer for full time employment.
- **Character type completion breakdown** –
 1. **Combat Boy** – If you can fight your way out of a paper bag, you should be able to handle the first, newbie caravan mission.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Yeppers.
- **Quest flags** – “12_3Some_Invite”

0 = not started

1 =

2 =

3 =

4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 7. Normal
 8. Dumb

5. Successfully spy on the Crimson Caravan Company for 3-Some Caravan Co.

- **Initiator** – Enzo Giordano
- **Importance (Intermediate)**
- **Scope** – Small
- **Description** – Once officially joined with 3-Some, Enzo will let the player in more and more about the rivalry with Crimson. An offer to be a spy for 3-Some against Crimson will pop up after a couple of full employment caravan runs. If the player is Mr. Charisma (>7), then the offer will come up after one full employment caravan run. If the player accepts, Enzo will stage a fake falling out that will make the player

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look really good to Crimson Caravan. Once the player is working for Crimson, they will need to find evidence of Crimson's dealings with Maxson's Bunker. The evidence is in the form of written ledgers; one kept by Ailis McLafferty, and the other is kept by Devon Hill at Maxson's. Both give written history of transactions between the two. These ledgers are locked away, so stealthy boy can use his magic. All other boys will need to resort to other means.

- **Character type completion breakdown –**
 1. **Combat Boy** – If he doesn't have the stealth skills, then he can lay confront and lay waste to either Devon or Ailis – though with Ailis the player will only have to deal with her immediate goons and then some 'splainin' to Major Fleming and Gov. Dodge. After presenting the evidence, all is right in the world – for the moment.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Just a matter of sneaking and searching when the boss isn't around. Then tell Enzo you have the evidence, which will lead to telling Major Fleming. Bye, Ailis.
- **Quest flags – “12_Ailis_Evidence”**
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards –**
 - XP
 - Get to see Dodge
 - Pathway to peace
 - 2000 caps
- **Journal Entries –**
 - 9. Normal
 - 10. Dumb

6. Join up with the Crimson Caravan Company as spy for 3-Some.

- **Initiator** – Enzo Giordano
- **Importance (Intermediate)**
- **Scope** – Large
- **Description** – Similar to the above, but this is just checking if the player actually joins up with Crimson. Call it a little incentive booster.
- **Character type completion breakdown –**
 1. **Combat Boy** – Just say yes
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – werd
- **Quest flags – “12_3Some_SpyJoin”**
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =

4 =

- **Rewards** –
 - XP
- **Journal Entries** –
 - 11. Normal
 - 12. Dumb

7. Successfully frame 3-Some Caravan Co. for extortion and murder.

- **Initiator** – Ailis McLafferty
- **Importance (Intermediate)**
- **Scope** – Large
- **Description** – This is catered to the stealth boy. If the player decides life is better with Crimson Caravan, whether they joined 3-Some and came over or Crimson was their first choice, the player will get the opportunity to screw over 3-Some just for kicks. After the player does the newbie caravan run and two regular runs for Crimson, Ailis will trust the player and ask if the player would like to make a lot more money. The job is to have the player sneak into NCR HQ and plant a bomb (provided by Ailis) near Dodge's door. The blast will kill Dorris, some "red shirts" (Star Trek fans stand up!), and wound Major Fleming, but will not harm Dodge. Next, the player will plant the same bomb materials in Enzo Giordano's desk, along with an anonymous note from a bogus BOS commander. Then the player needs to go back to Ailis and tell her the deed is done. She'll whip out a remote detonator and set off the bomb. After the carnage, Major Fleming, wounded, will gather some troops and start to search the Rim. Ailis will ask the player to follow her while she goes to Fleming and tattles on Enzo Giordano. Fleming will search the desk and discover the bomb materials. Enzo and company flips out and tries to Bonnie & Clyde there way out of the situation. The player may jump in and take a few pot-shots if the so desire, but Fleming and his men should make pretty short work of the Giordanos with their superior firepower.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he has the stealth and lock pick skills, then go for it. Otherwise, it won't happen.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Tailor made. See description.
- **Quest flags** – "12_Frame_Enzo"
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - 2000 caps
 - Whatever loot is on the Giordanos' bodies
- **Journal Entries** –
 - 13. Normal
 - 14. Dumb

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8. Successfully extort money out of Ailis McLafferty using evidence.

- **Initiator** – Player
- **Importance (Intermediate)**
- **Scope** – Medium
- **Description** – Once the player has the evidence, the player may try to extort money out of Ailis. The player is going to need some serious Persuasion skills, but if they pull it off, they'll get 10,000 caps for it. Ailis will then warn the player never to mention anything about the ledger again. Of course, the player will have to give up the evidence, but since there are two ledgers in the game, the player has the option of being a real shit and turn over the additional evidence to Enzo or Fleming, anyways. If the player tries to use the second ledger on Ailis, she'll go ballistic and shoot the player, with her cronies backing her up.

If the player's skills are not quite up to par, she'll counter offer with 5000 caps and tell the player to get out of town while he can still breathe. The player has 24 game hours to comply. If not, and Ailis and/or her men see the player, then they will attack the player. Once the battle is done, Major Fleming and his men will question the player and the player can tell about the ledger to save his bacon. Fleming will find the ledger on Ailis.

- **Character type completion breakdown** –
 1. **Combat Boy** – Player will get option 2 if the Persuasion skills are not there.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – yep
- **Quest flags** – “12_Extort_Ailis”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - 5000 or 10000 caps
 - Ailis' eternal hate and loathing
- **Journal Entries** –
 - 15. Normal
 - 16. Dumb

9. Expose Crimson Caravan to Governor Dodge using evidence and helping Major Fleming with the arrest

- **Initiator** – Major Fleming
- **Importance (Major)**
- **Scope** – Small
- **Description** – After telling Major Fleming about Ailis' ledger and her dealings with Devon Hill, Fleming will tell the player to show the ledger to Governor Dodge. All the player needs to do is take the ledger to Dodge. Once there, Dodge will ask the player if he would assist in the arrest. If the player agrees, goes with Major Fleming,

and Fleming survives the battle (which he really should), then the player will get the XP once he returns to Dodge to say "mission complete."

- **Character type completion breakdown –**
 1. **Combat Boy** – Say yes to Dodge and go help Fleming with the arrest.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Ditto
- **Quest flags – "12_Arrest_Ailis"**
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards –**
 - XP
- **Journal Entries –**
 - 17. Normal
 - 18. Dumb

10. Give filtration schematics to former BOS scribes for better water purification process.

- **Initiator** – Pierre LaPoubelle
- **Importance (Major)**
- **Scope** – Large
- **Description** – Pierre is the head "former" scribe and engineer of the Rim. He's been tasked with creating a better filtration process to make the irrigation water drinkable. He'll ask the player if he sees anything in the wasteland that could help, he would appreciate the feedback. He'll suggest the player go to Jericho since that is where they get most of their drinking water from. The player can then go to Jericho, do his thing there and hopefully get some filtration schematics out of it (Jeff H.). Coming back to Hoover, the player can do one of two things, depending on his skills: The first is if the player has really good mechanics skills. The player may then install the upgrades to the filtration process and earn the hooplas of Pierre, along with an advanced toolset (or whatever the best toolset is in the game). The second option is to just give the schematics to Pierre and let him deal with it. He'll get the upgrades in, but the player will have to be content with the XP, a regular tool, and Pierre just being a bit friendlier. Who knows, maybe he'll divulge the whereabouts of Maxson's Bunker?
- **Character type completion breakdown –**
 1. **Combat Boy** – Simple fetch quest, nothing to kill unless the player is psycho.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Get a bit of a bonus if the player is able to do the upgrades himself using the schematics.
- **Quest flags – "12_Upgrade_Filter"**
 - 0 = not started
 - 1 =

2 =

3 =

4 =

- **Rewards** –
 - XP
 - Either advanced tool or regular
 - More dialogue options
- **Journal Entries** –
 - 19. Normal
 - 20. Dumb

11. Get school attendance up to norm.

- **Initiator** – Candice Morris
- **Importance (Minor)**
- **Scope** – Small
- **Description** – Get the BOS and Dodge to stop fighting and enter a peace agreement, then tell the citizenry that school is open. Nice, easy quest after doing the hard stuff.
- **Character type completion breakdown** –
 1. **Combat Boy** – See description
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Same
- **Quest flags** – “12_Schools_In”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Chance for a new, simple quest
- **Journal Entries** –
 - 21. Normal
 - 22. Dumb

12. Teach class on Wasteland survival.

- **Initiator** – Candice Morris
- **Importance (Minor)**
- **Scope** – Small
- **Description** – After getting attendance up, Candice will ask the player to teach for a day about his/her adventures. The player's intelligence will dictate how much and how well he confers his experiences, as well as how much XP the player gets. Charisma will also play a role, naturally.
- **Character type completion breakdown** –
 1. **Combat Boy** – I suppose he can shoot the students, but that might not sit too well with the authorities.

- 2. **Diplomacy Boy** – It helps to be charismatic while instructing, otherwise the kids will fall asleep, or throw spit wads at you while you're not looking.
 - 3. **Stealth Boy** – Same
 - 4. **Science Boy** – Ditto
- **Quest flags** – "12_Teach_Class"
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 - 23. Normal
 - 24. Dumb

13. Clear out critters in Scum Pits for possible hydroponics lab.

- **Initiator** – Farmer Dave
- **Importance (Intermediate)**
- **Scope** – Medium
- **Description** – Farmer Dave has been ordered by Dodge to produce more wheat and corn for consumption as well as trade. The problem is, even with the new, hardier version of wheat and corn that the scribes were able to create; there just is not enough room on top of the generator buildings to grow more. The only solution is to build a hydroponics farm in the area known as the Scum Pits. The big problem there is that the Scum Pits are filled with all kinds of nasty critters. And if the critters are exterminated, then there is the problem of covering the toxic holes where the generators used to be and just building the farm. Dodge trying sending some of his men to clear out the critters, but the men never returned. And at this point, Dodge refuses to send any more of his men.

So, the player must do a few things here. The first is to clear out the critters in the Scum Pits, but to do that the player needs to do something for Billy-Bob in Baseline – he's the one who will unlock the access ports. The next is to find building materials that can be used to safely cover up the toxic holes and build out the hydroponics far. The materials can be caravanned from Denver once a working trade negotiation can be had, but the elimination of the critters is all up to the player's combat prowess. This quest is optional only.

- **Character type completion breakdown** –
 - 1. **Combat Boy** – Tailor made for critter killin'. Getting the supplies delivered is possibly another story.
 - 2. **Diplomacy Boy** – If he has the combat skills, then it should not be a problem completing all the requirements.
 - 3. **Stealth Boy** – Same
 - 4. **Science Boy** – Same
- **Quest flags** – "12_Hydroponics"
 - 0 = not started
 - 1 =

2 =

3 =

4 =

- **Rewards** –
 - XP
- **Journal Entries** –
 - 25. Normal
 - 26. Dumb

14. Successfully get regular shipments from Denver for materials to build hydroponics lab in Scum Pits.

- **Initiator** – Farmer Dave
- **Importance (Minor)**
- **Scope** – Large
- **Description** – Once the player figures out that Denver is a cache for building materials, the player will need to inform one of the still existing caravans about the need to pick up materials. This quest only comes up after the player clears out the critters in the Scum Pits and has conversed with Governor Dodge. This way one of the two caravans will be in control and approachable.
- **Character type completion breakdown** –
 1. **Combat Boy** – Not much to kill, except random encounters.
 2. **Diplomacy Boy** – May be easier to negotiate a deal for trade.
 3. **Stealth Boy** – Same as Combat boy
 4. **Science Boy** – Ditto
- **Quest flags** – “12_Ship_Materials”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 - 27. Normal
 - 28. Dumb

15. Discover Sub-level 1.

- **Initiator** – Player
- **Importance (Intermediate)**
- **Scope** – Small
- **Description** – Once the player clears out the Scum Pits and searches around a bit, the player will find an access hatch in the albino queen ant's lair. It has a complicated electronic lock on it, so a decent lock pick skill with an electronic lock pick will open unlock the hatch. This port leads to Sub-Level-1-Classified. The discovery of this is significant since it fleshes out the Hoover Dam pre-war history a bit (makes FOA happy), gives a bit of history about the centaurs and floaters (again, FOA interest),

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and gives the player access to a great science lab. Not only can the player use it, but the scribes would be tickled to use it and will. This will positively affect Hoover Dam's future growth and prosperity.

- **Character type completion breakdown** –
 1. **Combat Boy** – Need to kill the critters in the area first.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – If really stealthy, can sneak to the hatch and lock pick it.
 4. **Science Boy** – Same as combat boy.
- **Quest flags** – “12_Discover_SL1C”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 - 29. Normal
 - 30. Dumb

16. Discover lost Hoover Dam war and Sub-level 1 history and relaying information to FOA (Candice).

- **Initiator** – Candice
- **Importance (Minor)**
- **Scope** – Small
- **Description** – Once the player has found SL-1C, he must contend with the nasty centaurs and floaters in the area. Once they are eliminated, the player may safely dig around the computer archives (computer still works thanks to Hoover's generators) and discover a few bits about Hoover's history. The better science skill the PC has, the more info he can extrapolate. Relay this information back to the Followers of the Apocalypse and they will smile. In fact, they may even give a few books to the PC.
- **Character type completion breakdown** –
 1. **Combat Boy** – Must... kill... nasties... Then must figure out how to use a computer (easy)
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – If he can get rid of the critters, then the computers are no problem.
- **Quest flags** – “12_Hoover_History”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Books

- **Journal Entries** –
 - 31. Normal
 - 32. Dumb

17. Relay new history from traveling the wasteland to Candice.

- **Initiator** – Candice
- **Importance (Minor)**
- **Scope** – Large
- **Description** – The FOA, in particular Candice, are very interested in what is out in the wasteland. Any new information that pertains to the war is of great interest to the FOA. Candice will reward the player with books to repay the player for giving her information about things like the BOMB project, , the Twin Mothers, etc. Perhaps if the player gives Candice a lot of information, then the player can get the epithet of Wasteland Scribe.
- **Character type completion breakdown** –
 - 1. **Combat Boy** – Just play the game, don't kill Candice and Dodge's people, and come back to Candice every once in a while to update her on wasteland history.
 - 2. **Diplomacy Boy** – Ditto
 - 3. **Stealth Boy** – Same
 - 4. **Science Boy** – Qui
- **Quest flags** – “12_Wasteland-History”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Epithet
- **Journal Entries** –
 - 33. Normal
 - 34. Dumb

18. Get Mary-Joe to stop turning tricks & get access to Scum Pits.

- **Initiator** – Billy-Bob
- **Importance (Major)**
- **Scope** – Large
- **Description** – Billy-Bob is the leader of the trogs, a group of hillbilly troglodytes who have taken up residence in Baseline in exchange for maintaining the working generators. Billy-Bob's youngest daughter, Mary-Joe, has taken a job with Dusty as an "escort." It's bad enough that Mary-Joe stays away from the safety of the earth's belly (what the trogs call caves and such), but she is also mixing with waste-walkers (what they call folks who live on the surface). Billy-Bob doesn't know Mary-Joe is actually fornicating with waste-walkers. If he did, then Hoover Dam would have another war on their hands. It will take more than just words to convince Billy-Bob that Mary-Joe is a prostitute; the player would have to tell Billy-Bob about a strange birthmark on Mary-Joe located on her inner thigh. And to keep Billy-bob from

putting the player on a spit and slapping an apple in his mouth, the player can give the name of one of the male bar patrons so Billy-Bob can go interrogate him, personally. If that happens, then Hoover has two fronts to fight, not to mention the trops will turn off all the power.

Of course the player doesn't have to be an instigator and can instead try to get Mary-Joe to stop turning tricks. If the player can convince her to stop and have her return to the trops, then Billy Bob will grant the player access to the Scum Pits. The player would need some pretty good Persuasion skills to convince Mary-Joe from taking money from all those nice, friendly men who just want to massage her – a lot. Dusty won't make noise since she would rather not deal with Billy-Bob.

Another way to persuade Mary-Joe to go back to Billy-Bob, if the player's skills are lacking, is to buy Mary-Joe off of Dusty (1000 caps) and then get Dusty to tell her to leave. Mary-Joe will feel bad, but at least she'll be back with her kinfolk without causing more problems.

Lastly, if the player buys some "time" with Mary-Joe, there is a one in five chance he will knock her up. This sets a ball in motion where after about three game months, the player will have some random encounters with bounty hunters from Hoover. If the player just ignores these encounters and presses on without investigating them, then the player will have random encounters with trops. If the player still ignores the encounters (i.e. runs away or kills the bastards), then in the ninth month since fornicating with Mary-Joe, the player will get a random encounter with Billy-Bob and a mess o' his kin (insert "Deliverance" soundtrack here). He will "kindly" ask the player to do the right thing and marry Mary-Joe. If the player is speaky-guy, he can convince Billy-Bob that Mary-Joe and the baby are better off being brought up by their own kin. If the player cannot convince Billy-Bob, then he can go back and marry Mary-Joe (and then leave again – she'll stay behind with the baby). If the player is just a dick and refuses to cooperate in any way, blood can be spilled. This worse case scenario will also impact Baseline's efficiency since there will be no more trops, or at least not enough kinsfolk to maintain Baseline. Oh, and Mary-Joe will still be turning tricks, but now to support her baby.

- **Character type completion breakdown** –
 1. **Combat Boy** – Buy Mary-Joe back from Dusty.
 2. **Diplomacy Boy** – Talk Mary-Joe into going back to Pappy.
 3. **Stealth Boy** – Same as combat boy
 4. **Science Boy** – Ditto
- **Quest flags** – “12_Deliverance”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Access to Scum Pits
- **Journal Entries** –
 - 35. Normal
 - 36. Dumb

19. Help Beatrice in a bar fight.

- **Initiator** –Beatrice
- **Importance (Major)**
- **Scope** – Small
- **Description** – Beatrice is a super mutant bouncer for Dusty's Desires Bar & Entertainment. On this night in question, there is an unruly bunch of caravaners who are staying the night at Hoover Dam. They get too much to drink and try to get freebies off the hookers. Three of them decide they don't like super mutants and decide to pick a fight with Beatrice. Combat starts and two are using cattle prods at Beatrice while one whips out a pool queue. They will start to get the best of Beatrice fairly quick. Dusty would normally pull out her shotgun, but one of the other caravaners has a rifle pointed at her and told her not to move. If the PC intervenes by fighting for Beatrice and manages to kill only two of the caravaners, that will be enough to scare the rest off. If Beatrice kills off two while the PC helped, Beatrice will still appreciate the gesture. The player may also talk his way out of the fight, calming things down with the smoothness of his speech skills. Either way, Beatrice will be grateful and ask if he can come along with the player as a CNPC. But if the player does nothing and Beatrice lives through the battle, Beatrice will not offer, ever, to join with the PC. Of course attacking Beatrice kills the whole joining thing, as well.

Finally, after the fight, no matter the outcome or if it is still going on (there will be a five round limit), Ralph Peoples, the chief of police, will enter with his posse and lay the smack down on the caravaners.

- **Character type completion breakdown** –
 1. **Combat Boy** – Step up or step out
 2. **Diplomacy Boy** – Sooth the beasts with soothing words
 3. **Stealth Boy** – Either, or
 4. **Science Boy** – Same
- **Quest flags** – “12_Help_Beatrice”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Beatrice could join PC
- **Journal Entries** –
 37. Normal
 38. Dumb

20. Do Bob's bounty hunter jobs.

- **Initiator** – Bob of Hock-it to Bob
- **Importance (Minor)**
- **Scope** – Large
- **Description** – Bob doubles as a bounty hunter dispatcher. If the player inquires about jobs at Hoover Dam, Bob will say what he can provide. If the player accepts, then Bob will give him a bounty. This is where the other designers come in. I'd like there to be a bounty in the more populated areas that would take in a stranger. The

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more the merrier (without getting ridiculous). About 5 or 6 bounties throughout the wasteland sounds reasonable. Each bounty gives the player 1000 caps. Also, all bounties are to the death. The player needs to take back the head of the bounty to Bob for verification. One bounty at a time.

- **Character type completion breakdown** –
 1. **Combat Boy** – All bout the combat.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – yep
- **Quest flags** – “12_Bobs_Bounties”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - 1000 caps per bounty
- **Journal Entries** –
 - 39. Normal
 - 40. Dumb

21. Clear out Sub-level 1 - Classified of all the monsters.

- **Initiator** – PC and Joseph Dodge
- **Importance (Major)**
- **Scope** – Small
- **Description** – Like the title says, clear out the centaurs and floaters, and the science lab and all the info on the computer are yours for the taking. Of course the player needs to get to the access hatch on the Scum Pits to get here, but you knew that, right?
- **Character type completion breakdown** –
 1. **Combat Boy** – Just do it.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Qui
- **Quest flags** – “12_Clear_SL1C”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Use of the science lab
 - History of Hoover and other goodies on the main computer
 - Remnants of Chinese stealth armor.
- **Journal Entries** –
 - 41. Normal

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42. Dumb

22. Recalibrate the two working power generators to be more efficient and increase power.

- **Initiator** – PC and Joseph Dodge
- **Importance (Major)**
- **Scope** – Small
- **Description** – Even though the two working power generators are working, they could be more efficient and powerful. If the PC has the mechanical and science skills (both medium), then he can recalibrate the generators to perform better.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he has the skills.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Qui
- **Quest flags** – “12_Recalibrate_Generators”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Governor Dodge will love you
 - Earn some more respect from Pierre LaPoubelle
- **Journal Entries** –
 - 43. Normal
 - 44. Dumb

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Hoover Dam								
The Rim	Get a meeting with Gov. Dodge	Foletto						
The Rim	Successfully negotiate peace between Hoover and BOS	Foletto						
The Rim	Get City Council members to City Council meetings	Foletto						
The Rim	Join with 3-Some	Foletto						

The Rim	Successfully spy on Crimson	Foletto						
The Rim	Join up with Crimson	Foletto						
The Rim	Successfully frame 3-Some	Foletto						
The Rim	Successfully extort Crimson	Foletto						
The Rim	Expose Crimson	Foletto						
The Rim	Give schematics to scribes	Foletto						
The Rim	Get school attendance up	Foletto						
The Rim	Teach class	Foletto						
Downtown	Clear out critters on Scum Pits	Foletto						
Downtown	Successfully get building material sent from Denver	Foletto						
Scum Pits	Discover Sub-level-1C	Foletto						
SL-1C	Discover Hoover history and SL-1C history	Foletto						
The Rim	Relay history to Candice & FOA	Foletto						
Baseline	Get Mary-Joe to stop turning tricks	Foletto						
Downtown	Bounty hunter jobs	Foletto						
SL-1C	Clear out critters in Sub-level-1-Classified	Foletto						
Baseline	Recalibrate two working generators	Foletto						

SCRIPTING (See Room for Improvement)

GENERAL

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o
o

TOWN-SPECIFIC

- o
o

DUNGEON-SPECIFIC

CUT SCENE

- The dam comes crashing down! If the player uses 5 C4 or 6 dynamite bundles on the construction debris on the Rim, which is enough firepower to bring the whole dam down. This should be a CGI movie that shows the explosion, the wall cracking, then large chunks of concrete bursting out from the pressure of millions of tons of water exploding outward. Then show the water crashing onto Downtown. The Rim area should be a broken, splintered wreck with nothing more than rebar and crumbled concrete left.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

AREA	SOUND REQUIREMENTS
MAP 1: The Rim	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 16 – Khans of New California
	BASIC SFX
	Very mild dust storm. Tarp and thin metal flapping in the wind. Mild surf sounds from the water splashing against Hoover Dam's concrete wall.
	WALLA SFX
	Very slight mumblings

MAP 2: Downtown	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 3 – A Trader's Life
	BASIC SFX
	Mild, hot breeze. Tarp and thin metal flapping in the wind. The occasional creak of an old metal door. A distant rock or two falling down over a hillside. Slight waterfall sound from the water passing underneath the town. The sound of bar music coming from Dusty's Desires.
	WALLA SFX
MAP 3: Baseline	Slight mumblings
	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 11 – City of Lost Angeles
	BASIC SFX
	Distant hum of giant generators from the back of the map. Hum gets louder as player gets closer to the generators. Occasional drip of water like in a damp cave. When player is near a trog, occasional butt-scratching sound.
MAP 4: Scum Pits	WALLA SFX
	Slight mumblings from passing trogs.
	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 7 – Vats of Goo
	BASIC SFX
MAP 5: Sub- Level 1 - Confidential	Bubbling goo sound. Occasional falling rock. Distant clicking like a giant insect (think 50's movies where giant spiders and such make clicking and screeching noises). Occasional squeal of a giant rat.
	WALLA SFX
	None.
	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 15 – Flames of the Ancient World
	BASIC SFX
	Murky water splashing here and there. The distant sound of a stream, or water trickling in from a hole. Occasional buzzing of water touching open electrical equipment and wires.
	WALLA SFX
	Again, nothing. Eerily quiet area.

ROOM FOR IMPROVEMENT

Room for Improvement:

- **All of Hoover Dam**
 - Should the player blow up the construction debris on the Rim:
 - The Rim will be nothing more than the main gate, a small stretch of concrete after it, and a crumbled drop off where there used to be homes, NCR HQ, and a dam.
 - Player can no longer access the elevator to Downtown since Downtown has been washed away.
 - Everyone is either gone or dead.
- **The Rim**
 - If the player brokered peace between Hoover and Mason's.
 - BOS soldiers and NCR soldiers mix and mingle.
 - Overall cleaner look of area.

- Civilians walking about at night as well as day.
 - Some more housing gets built.
 - Better equipment in trade stores.
 - If the player did not broker a peace between Maxson's and Hoover (i.e. ignore the war between the two, or did very little to change things).
 - Less and less people are in the Rim over time. Mid-game is $\frac{3}{4}$ of what was there at PC's first arrival (maybe when 3 prisoners are returned to the pokey). Act II, after prisoners are returned, $\frac{1}{2}$ the original population present at Hoover.
 - At $\frac{3}{4}$ population, Frieda's Firearms closes down, as well as the Look Out Below Café & Bar.
 - At $\frac{1}{2}$ population (Act II), General's Store closes down and $\frac{1}{2}$ less NCR troops are present. Dodge has killed himself, and Ailis McLafferty has assumed Governorship. 3-Some is closed and the Giordano triplets are "missing." Can no longer do peace treaty quests.
 - If the player wiped out Maxson's for Hoover.
 - Overall cleaner look of area.
 - Civilians walking about at night as well as day.
 - Some more housing gets built.
 - If the player blew the shit out of everyone and everything.
 - Ghost town. The occasional raiders will pass through and take pot-shots at the player.
 - If the player exposed Ailis.
 - Crimson Caravan Company is closed.
 - Look Out Below Café & Bar is booming in business.
- **Downtown**
 - If the player brokered peace between Hoover and Maxson's.
 - There are more civilians.
 - Shanty shacks are upgraded to better built shanty shacks.
 - If the player did not broker a peace between Maxson's and Hoover (i.e. ignore the war between the two, or did very little to change things).
 - Less and less people are in the Rim over time. Mid-game is $\frac{3}{4}$ of what was there at PC's first arrival (maybe when 3 prisoners are returned to the pokey). Act II, after prisoners are returned, $\frac{1}{2}$ the original population present at Hoover.
 - At $\frac{3}{4}$ population (3 of 6 prisoners returned), Dusty's Desires closes down and $\frac{1}{2}$ less NCR troops are present.
 - At $\frac{1}{2}$ population (Act II), Hock-it to Bob closes down and no NCR troops are present. Crops are dead and Farmer Dave is gone.
 - If the player told Billy-Bob about Mary-Jo being a prostitute.
 - After battle between trogs and NCR/Downtown: Dusty's Desires is shut down.
 - Crops are dead. Farmer Dave is gone.
- **Baseline**
 - If the player told Billy-Bob about Mary-Jo being a prostitute.
 - After battle between trogs and NCR/Downtown: Baseline is empty of trogs.
 - A couple of humans NPC's take over maintenance duties.
- **Scum Pits**
 - If player kills off all the monsters and gets shipment of materials from Denver.

- Stage one (four months after completing last part of quest)
 - Goo holes are covered by steel plates
 - Debris is cleared all around.
- Stage two (eight months after completing last part of quest)
 - Hydroponics equipment is set up and running. No crops.
- Stage three (twelve months after completing last part of quest)
 - Crops are growing in new hydroponics farm.
- **Sub-Level 1 - Confidential**
 - If the player cleared out the monsters.
 - After five months, the waist high water is gone and the hole that led to the lake has been sealed. Also, some engineers are shuffling around the computers and such.
 - Player has full use of science lab.

END MOVIES

WHERE TO GO CONDITIONS

The player blew up the construction debris on the Rim, destroying the dam.	Goto 1
The player had the satellite fire on Hoover Dam	Goto 2
If the player brokered peace between Hoover and Mason's	Goto 3
If the player did not broker peace between Hoover and Mason's	Goto 4
Nothing done about the virus	Goto 5
PC distributes smooch through Dr. Yuri	Goto 6

1. CATASTROPHE! (WTG)

What took five years to build, only took seconds to destroy. In one fell swoop from a carefully placed explosive, millions of tons of water and concrete washed away the lives and ambitions of people who longed for a better future. Hoover Dam, in all its glory and engineering marvel, was no more.	Show crumbled dam face with green water cascading over jagged concrete and rebar.

2. SATELLITE DESTROYS HOOVER DAM! (WTG)

Though the missiles of the Great War never touched Hoover Dam, the missiles of B.O.M.B. – 001 did. The atomic warhead incinerated everything. Now Hoover Dam is nothing more than irradiated sludge and scattered rebar, just like so many cities that fell victim to the Great War.	Show a smoldering crater.

3. PEACE BETWEEN NCR AND BOS (WTG)

With peace came cooperation, and with cooperation came growth. Hoover Dam blossomed under the new peace between the Brotherhood of Steel at Maxson's Bunker and the NCR under Governor Joseph Dodge.	Show Hoover Dam's Rim with new housing and happy people mingling with power armor clad BOS soldiers and NCR soldiers.

4. NO PEACE BETWEEN NCR AND BOS (WTG)

War, no matter how big or small, always has a high price. Governor Dodge and Hoover Dam could not maintain an extended war with the Brotherhood of Steel. Moral ate away at Dodge's men, and soon there was no one left to protect Hoover Dam. Governor Dodge shot himself as the BOS stormed through the front gates, and the NCR became a forgotten memory.

Show Dodge with a gun under his chin, an explosive exit wound on the top of his head, and a couple of Brotherhood soldiers busting through his office door.

5. LIMIT 115 GOES UNCHECKED (WTG)

Limit 115 takes its toll on Hoover Dam. Those who do not die from the plague, flee Hoover Dam when others perish. Half of those who choose to remain become sterile. Over time, the population of Hoover Dam dwindles, and no matter what mechanical or social successes came before it, the plague eventually wipes out another community.

Show ground perspective of the Rim; empty of life, with a child's doll crumbled on the ground looking at the camera.

6. PC DISTRIBUTE SMOOCH THROUGH DR. YURI AND NEVER CREATES ANTI-TOXIN (WTG)

The impact that smooch has on the citizens of Hoover Dam is overwhelming. Soldiers, police, and the common citizens all succumb to the addictive pleasures of smooch. Soon, mechanical equipment shuts down, systems fail, people starve, and lives are lost. Hoover Dam eventually turns into a ghost town, complete with the rotting corpses of its former citizenry.

Show ground perspective of the Rim; empty of life, littered with clothed skeletons, with one skull smiling at the camera..

RANDOM NOTES

APPENDIX

12_Hoover_Dam

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12_Hoover_Dam

10 NEW CANAAN

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And he said, "No; but as commander of the army of the Lord I have now come." And Joshua fell on his face to the earth, and worshiped, and said to him, "What does my lord bid his servant?" And the commander of the Lord's army said to Joshua, "Put off your shoes from your feet; for the place where you stand is holy."

OVERVIEW

New Canaan is one of the more stable and tolerant communities in the wasteland. Set in the ruins of Ogden, Utah, on the Great Salt Lake, it is a Mormon community unaffiliated with any other government or power group. Though its natural water supply is alkaline, it controls the Jericho Water Plant and all related facilities. The potential threat of incursion by NCR and refugees from the NCR-BoS war frightens some of the residents, but most of them remain because there is no where else that is as simultaneously prosperous and tolerant.

The area consists of three maps: AR1001 New Canaan Outskirts, AR1002 New Canaan Town, and AR1003 New Canaan Union Station.

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: New Canaan Outskirts	Full Party	AR1001	Medium	City and Junktown tilesets
2: New Canaan Town	Full Party	AR1002	Medium	City tileset
3: New Canaan Union Station	Full Party	AR1003	Medium	City tileset

AR1001 does not border on the Great Salt Lake, and consists primarily of ruined buildings occupied by squatters and drifters (sort of like the west end of Klamath in Fallout 2). The main problem in this area is the presence of NCR refugees. Some of them are bad seeds, and dislike the strict rules and regulations of the town. A few of them even stand outside of the crude town walls themselves, having been exiled from the community for immoral behavior. This is actually very troublesome, as Jeremiah Maxwell only distributes free water to people living inside the town itself. The primary features of this map are: the eastern wall and gate, the squatter houses, the guard house, the general store, and the slaughterhouse.

Every day, Jeremiah and several brave Mormons journey out to have supper with the refugees on the exterior. Once a person has been expelled, the only way they are allowed back into Canaan is by submitting to the Mormon baptismal rite.

AR1002 borders on the Great Salt Lake. It is surrounded by concrete and makeshift walls. The Canaanites keep most of their houses and businesses here. The town section is cleaner than the outskirts section, and relatively well built considering an atomic firestorm once swept through the area. In addition to the modest homes and farms of the Canaanites, the main features of the town are the Church of Jesus Christ of Latter-Day Saints, the New Canaan sheriff's office/jail, and the pump house. Jeremiah Rigdon and two priests generally reside at the church, though all three have homes of their own. One of the most important aspects of the New Canaan community is its tolerance. Four ghouls (one glowing) and one super mutant mark the extremes of a very mixed community.

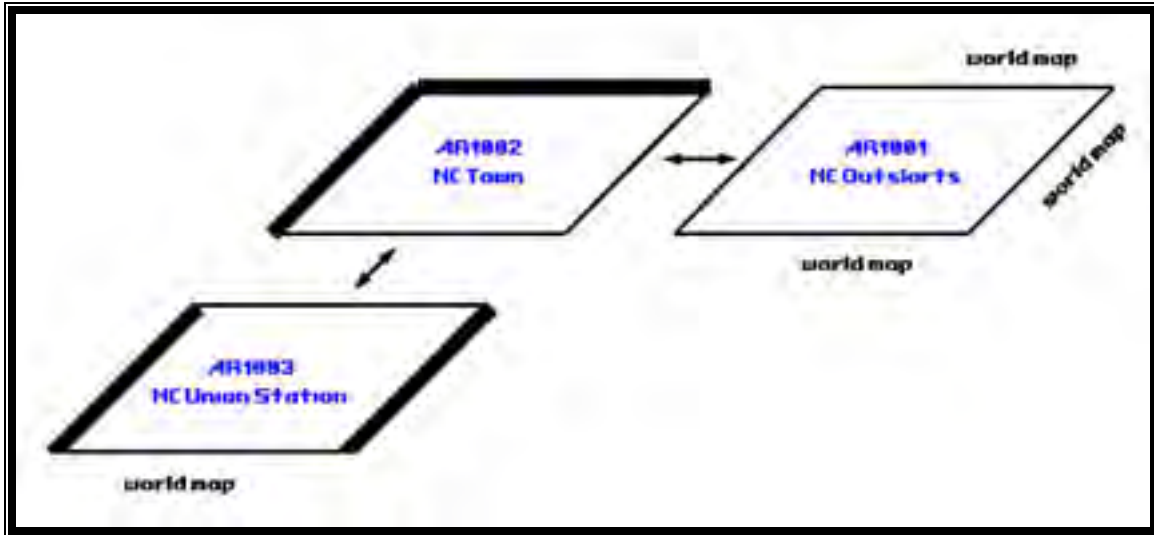
AR1003 is where Ogden's Union Station sits, unused. If the player gets the trains up and working, he or she can take the train here pretty rapidly. A few people live near the train tracks, including most of the super mutant and ghoul members of the Mormon faith. It's a little messier than the town itself, but not as bad as the outskirts.

There are a few elements of geometry that can change on all three surface maps. On all three maps, empty garden rows can be filled with more vegetables after the pump house is optimized. On the town map, fields of salicornia can be added in the Great Salt Lake. If the PC assists with the overthrow of Jeremiah Rigdon, the church can be burned down, leaving only a charred husk in its place.

The overall goals in this location include: recovering the prisoner Daniel (if he was not killed and dragged away from Denver), dealing with the squatters outside the town walls and their plot to overthrow Jeremiah,

resolving the threat of an impending attack from the 215 Rail Line powder gang, investigating the drug trafficking in New Canaan, working out a deal between NCR and New Canaan, working out a deal between Burham Springs and New Canaan, talking to Jeremiah about the Jericho Water Plant, dealing with a bunch of racist Mormons who want to kick out a glowing ghoul, lessening a super mutant's symptoms of schizophrenia, and teaching the townsfolk how to grow salicornia at Jericho.

In total, the player should spend between 4 and 8 hours at this location.



AREA BACKGROUND

The town of New Canaan was founded in a ruined section of Ogden, Utah, by the Prophet Judah Black thirty years ago. The settlers of the town came from the ruins of New Jerusalem in Salt Lake City, the ruined utopia of pre-war Mormon optimism. Some great catastrophe befell New Jerusalem, primarily due to the insistence of its citizens on not having dealings with the outside world.

Out of the shattered glass and broken steel of New Jerusalem, Judah led the survivors north. The town they established was far from ideal. They suffered greatly in their efforts to rebuild. The original population of the community was roughly one hundred. Now, only a few more than fifty citizens actually live in New Canaan. Judah Black died eight years ago. Two years later, Jeremiah Rigdon claimed to have visions from god. Most of the Canaanites believed in Jeremiah, but others disputed his revelations, and left.

In the past few months, dozens of war refugees, fleeing the NCR-BoS conflict, have wandered into New Canaan. Not wanting to repeat the mistakes of New Jerusalem, Jeremiah Maxwell has allowed them to enter, but is having difficulty keeping the peace.

Inspirational movies for this film: *The Mission*, *The Last Temptation of Christ*

Inspirational books for this film: *The beginning of The Gunslinger* (town)

YEAR	EVENT
2062	Many Mormon congregations come together to purchase places in Vault 70, located in Salt Lake City, Utah.
2077	Bombs drop. Most of Salt Lake City and Ogden, Utah are destroyed.
2190	Vault 70 opens and its residents use their three G.E.C.K.s to found the city of New Jerusalem in the ruins of Salt Lake City.
2220-2233	New Jerusalem's intolerant prophet and apostles repeatedly vote to have no commerce with outsiders from other, failed communities, refugees, or tribals.
2233	A number of angry tribals, raiders, and disassociated attackers gang up on New Jerusalem and sack it, killing most of the Mormons in the process.
2235	The new living prophet, Judah Black, leads most of the remnants of the Mormon community north to Ogden, Utah. They establish the town of New Canaan.
2236	Working with some squatters, they get the Jericho Water Plant running fresh water into New Canaan.
2238	The missionary Joshua Graham encounters two Followers of the Apocalypse at the Grand Canyon and starts to lead them around the outer north and east edge. One of the Followers goes on to become Caesar.
2245	Judah Black dies of old age.
2247	After coming out of a strange and powerful fever, Jeremiah Rigdon claims that an angel appeared to him in a vision, calling him to be the living prophet of god.
2248	Almost half of the residents of New Canaan leave because they believe Jeremiah Rigdon is not the true living prophet. They leave with Bishop Mordecai.
2250	Daniel goes to find his six cattle in a storm and is captured by robots from the prison. Also, Bishop Mordecai and five others return to New Canaan as the sole survivors of their attempt resettle New Jerusalem. They do not acknowledge Jeremiah Rigdon as the living prophet.
2253, October 23	"The Prisoner" escapes from Leavenworth, dooming the world and creating a holocaust of epic proportions. F3 Begins

EMOTIONAL PORN

DRAMA

The Mormons of New Canaan are the only surviving "true" religious group from before the bombs fell. While PCs might fight some parallels between the Mormons and the Vault 29 Diana-followers, the Mormons here were not indoctrinated by a computer. Jeremiah Rigdon's insistence on tolerance of ghouls, super mutants, and reformed criminals causes him a lot of grief and often harms the community of New Canaan. The forgiving nature of his faith is often at odds with the harsh realities of the wasteland. Players may see Jeremiah either as a noble example of faith and conviction in the post-apocalyptic world or as a naïve chump just waiting to be knocked off.

The player will see how old bigotry can still be deeply rooted in a community generations after society fell apart. Many Mormons want all those who are not members of the original community to be kicked out. The same people also don't want to have anything to do with NCR, tribals, or other groups in the area. In short, they want to be as insular and self-sufficient as their New Jerusalem forebears. The player could see this as either a smart-minded defensive measure or a short-sighted policy that will result in their future destruction.

NPC ALLY DRAMA

- The Hanged Man will not enter New Canaan. When the party arrives here, he will initiate dialogue with the PC and tell him/her that he has something to take care of. He gives the PC the option of meeting up with him at Burham Springs later on.
- Talking with Bishop Mordecai may reveal that one of the New Canaanite missionaries, Joshua Graham, was involved in the rise of Caesar. Joshua Graham eventually became Caesar's right hand man, shaming the Mormons. After a failed attack on Hoover Dam, Caesar had Joshua burned and thrown into the Grand Canyon by the tribals who feared and hated him. Joshua Graham is the Hanged Man.
- Kurisu might float that she has traded with the New Canaanites before and that they were always honest.

MORAL DILEMMAS

- Kicking Marshall the glowing ghoul out of New Canaan and/or killing him is intolerant and somewhat cruel. Leaving Marshall at New Canaan will eventually result in the death of Apostle Jude and two other New Canaanites when Marshall's mind finally fails and he wanders next to a house, where he dies. Jude dies of cancer from repeated exposure to radiation. The two other Canaanites die from acute radiation sickness after they absorb radiation through the walls of their home.
- Leaving Jeremiah in charge means that New Canaan will always be less prosperous than it could be, since he kicks out a lot of talented people that he views as immoral. Removing Jeremiah from power means that the Mormons' morals and ethics quickly get whittled down to the equivalent of all other wasteland cultures, but they become more successful and profitable.
- Allowing the NCR-BoS refugees to linger outside of town may result in a lot of angry people due to water rationing. However, this could be resolved if the water plant is fixed/optimized.
- Turning in Pablo solves the drug trafficking problem in New Canaan, but Pablo is the only person who knows enough about agriculture to grow salicornia near the Jericho Water Plant.

OTHER ROLE-PLAYING TESTS AND EPITHETS

If the player lays waste to the Mormons of New Canaan, killing all named figures and 75% of the other Mormon residents, he or she will get the title **Scourge of God**.

TIES TO OVERALL GAME THEMES

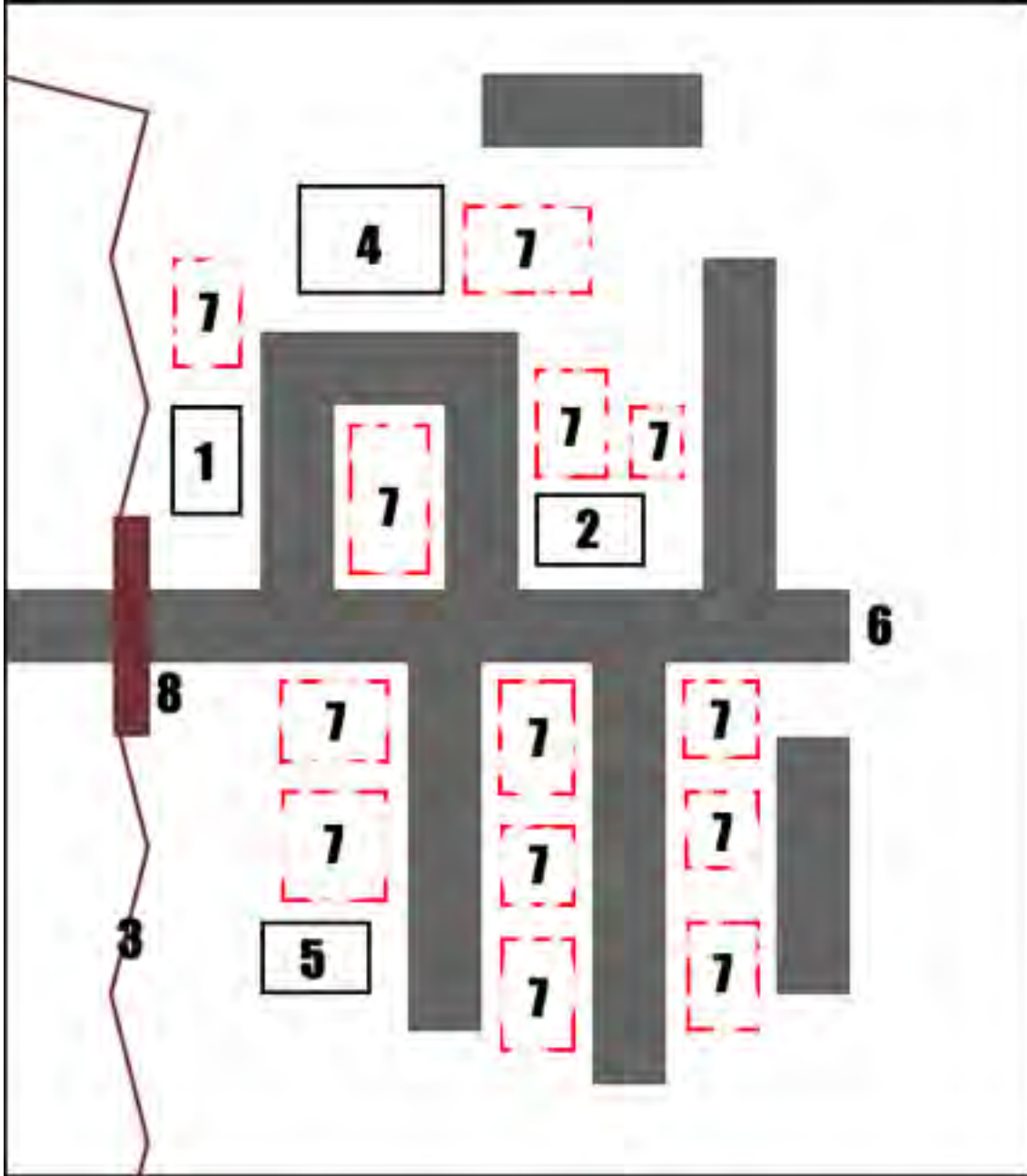
- **Faith vs. Doubt** - This is a major theme in New Canaan, even though it is a minor theme elsewhere. All of the Mormons have problems with faith and doubt. Two of the best/worst examples are John the Nightkin super mutant and Jeremiah Rigdon himself. Even Jeremiah isn't positive that his visions and dreams are "real".
- **Optimism vs. Pessimism vs. Pragmatism** - This ties into Faith vs. Doubt. Jeremiah and some others believe that if they adhere to a policy of tolerance and acceptance, everything will work out -- even when this seems doubtful. People like Bishop Mordecai are very pessimistic and/or pragmatic about the situation, believing that the squatters should be pushed out and that they should resist association with NCR at all costs.

NPC COMPANION USES

- A high Medic character like Ashley can help analyze that John the super mutant is suffering from schizophrenia -- likely the result of extended Stealth Boy use.

LOCATIONS

NC OUTSKIRTS MAP



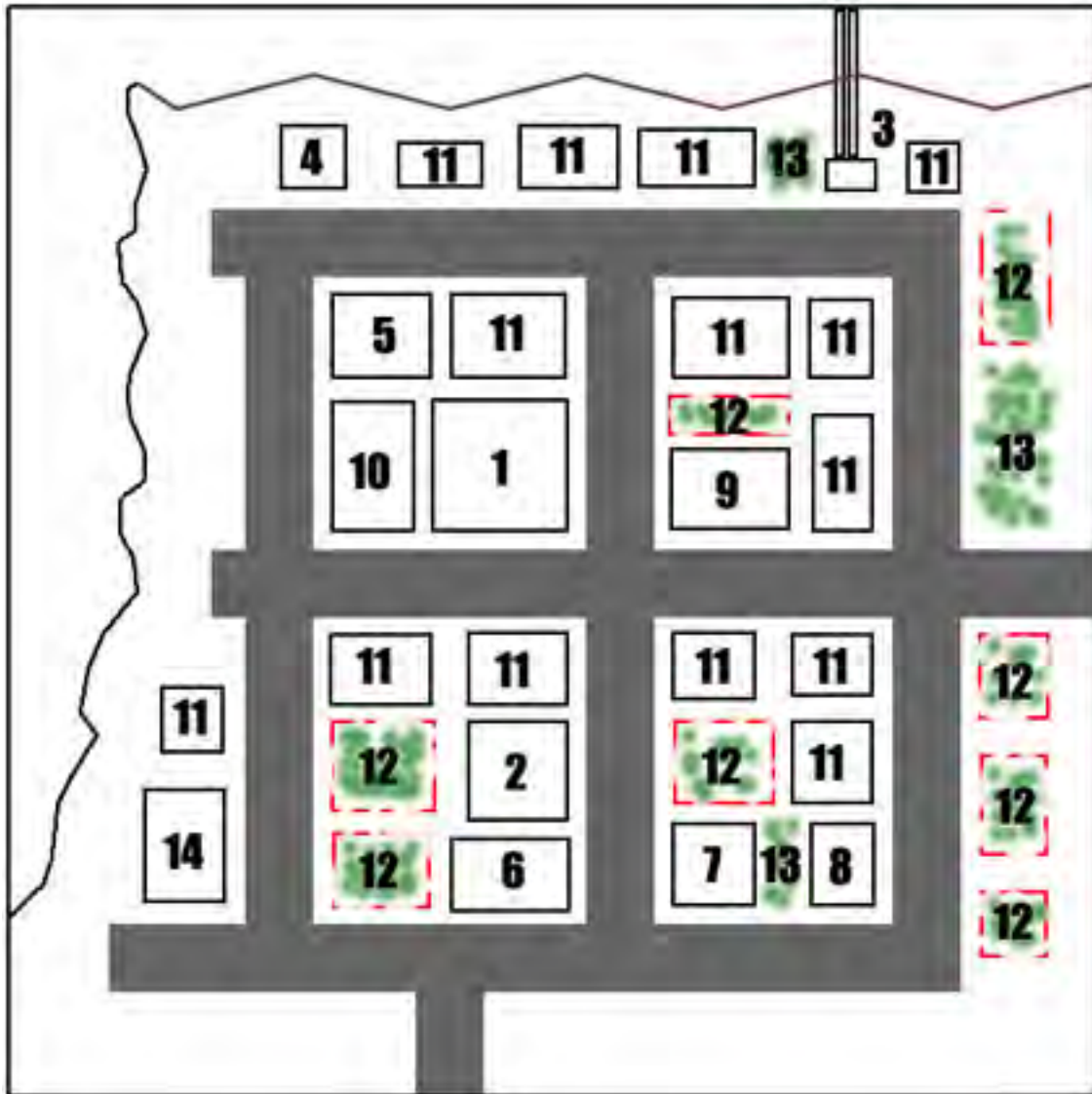
NC OUTSKIRTS KEY

1. **Gatehouse:** This is where two of the New Canaan deputies stand watch over the entrance to New Canaan "proper" (8). When people approach, they stop them, make them surrender their weapons

- and drugs, and only let them enter if they have not been banished from New Canaan. One usually rests inside while the other stands guard.
2. **Steve's Place:** This is where Steve lives. Steve is a member of the Followers of the Apocalypse. However, he is far from benevolent. He is trying to organize an assassination of Jeremiah Rigdon so the people of New Canaan can have a democratically-elected ruler. Steve is a hard-ass and believes in extreme measures.
 3. **Secret Entrance:** This is a secret entrance into New Canaan through the junkyard wall. The "stealthy" approach to assassinating Jeremiah Rigdon is to go through this entrance, revealed by Steve.
 4. **The Union:** This old bar is barely in working order. It is run by Emma, a non-Mormon originally from Redding, to the west. Every night, she and her crew make dinner for the squatters and provide limited booze. Also, every night, Jeremiah Rigdon comes here to talk to the sinners in an effort to convert them.
 5. **Standing House:** This is the only independent building in this area that is standing with all four walls and a roof intact. Many squatters live here.
 6. **Map Entrance:** This is the entrance to New Canaan from the east. This is where the PC's car/vehicle is parked when they arrive on the map.
 7. **Building Foundations:** These buildings have burned to the ground. Only the remnants of walls and foundations remain. Many squatters live here.
 8. **Gate:** This is the closed gate leading into New Canaan. It is normally watched by the deputies in the gatehouse.
 9. **Desert Road:** The remnants of the roads leading into New Canaan. This specific location is also where the PC's car is parked.

NC TOWN MAP

10 NEW CANAAN



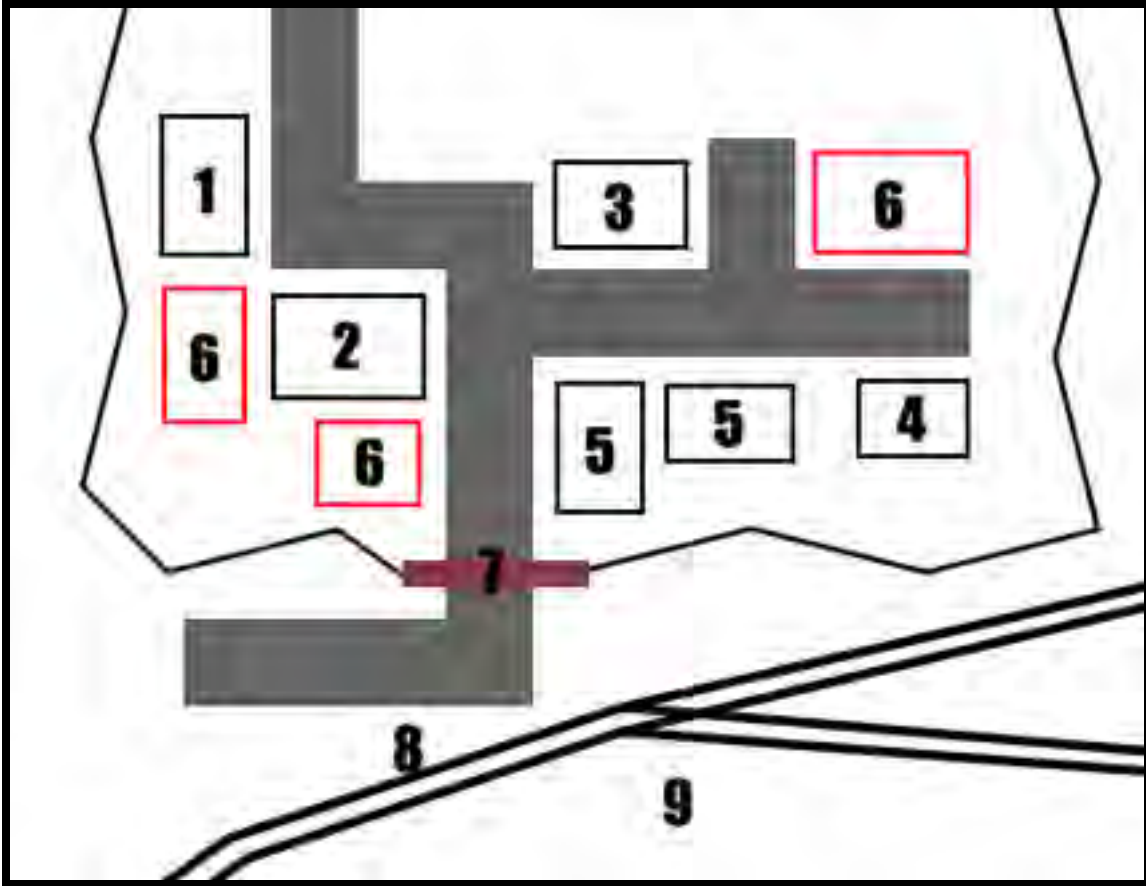
NC TOWN KEY

1. **Church of Jesus Christ of Latter-Day Saints:** The church of the Mormon community in New Canaan. Jeremiah Rigdon, Apostle Matthew, and Apostle Jude can be found here during the day. Most of the Mormons of New Canaan can be found here on Sunday.
2. **Sheriff's Office:** General-purpose Sheriff's Office/Jail. Sheriff O'Connor can be found here with one deputy during the day (except in the early evening, when he is with Jeremiah in the outskirts).
3. **Bishop Mordecai's Place:** Bishop Mordecai, the leader of a failed departure from New Canaan, lives here. He is bitter and old, but will not hesitate to complain to anyone about how wrong Jeremiah Rigdon is.
4. **Jeremiah's Place:** Jeremiah lives here in a small house. It is typically unguarded and is the "ideal" place for a stealth assassination attempt.
5. **Apostles' Place:** The apostles Matthew and Jude live here. Jude is married and has two children, but is convenient for Matthew to live with them.
6. **Sheriff O'Connor's Place:** Sheriff Mike O'Connor lives here with his wife and three children.

7. **Pablo's Place:** Pablo is an "outsider" who falsely converted to Mormonism live here. He enjoys increased access to food and water and greater safety. However, Pablo is a Mentat addict who is transporting narcotics in through the pumphouse. Pablo is also the main agriculturist in New Canaan.
8. **Doc Angela's Place:** Angela, a former doctor/mortician for NCR, lives here with her husband, Ty, a former NCR Ranger. She and her husband are a good source of information on NCR, Coleridge, Huxley, and New Canaan. Of course, Angela can also provide the PC with a lot of medical attention and equipment.
9. **Gabriel's Market:** Gabriel Smith, an older Mormon gentleman, runs this establishment. He sells all sorts of legitimate goods and items, but does not traffic drugs, weapons, or ammunition.
10. **Graveyard:** This is the New Canaan graveyard. All sorts of people are buried here. The names on the gravestones should reflect how tightly-knit the community is.
11. **Mormon Home:** Each of these homes is occupied by a Mormon family. It is typically a husband with one or two wives and between two and four children. Females outnumber males.
12. **Destroyed Home Garden:** These houses have burned down to the foundation and are now used for the storage or growing of crops. They have no roofs. Not all rows are filled at first. This can be changed by an optimization of the Jericho Water Plant.
13. **Garden:** These are gardens for growing crops. Not all rows are filled at first. This can be changed by an optimization of the Jericho Water Plant.
14. **Bishop Mordecai's Place:** Bishop Mordecai, the leader of a failed departure from New Canaan, lives here. He is bitter and old, but will not hesitate to complain to anyone about how wrong Jeremiah Rigdon is.

NC UNION STATION MAP

10 NEW CANAAN



NC UNION STATION KEY

1. **Jacob's Scrapheap:** Jacob, a Mormon of questionable integrity but unquestionable lineage, sells bits and pieces of technology here. He sells almost nothing that's a completed item, but he does sell components to a lot of other stuff.
2. **Daniel's Place:** Daniel, the prisoner who is initially found in Denver, can be found here if he is set free. He has two wives and a whopping five children. He will not come to the prison willingly, so he either has to be killed or forced out by Jeremiah (by telling Jeremiah that Daniel is a big, fat liar).
3. **"Revelation" John's Place:** A super mutant named John (nicknamed "Revelation") lives here. He is suffering from hallucinations, but no one has diagnosed him yet. Angela hasn't examined him, but she is suspicious. He is called "Revelation" because he thinks that god is talking to him.
4. **Marshall's Place:** The glowing ghoul Mormon named Marshall can be found here. Marshall is dangerous not because he is violent, but because he is highly radioactive. Apostle Jude comes here once a day to talk to Marshall, who is slowly dying.
5. **Mormon Ghoul Places:** Three ghouls live in these two houses.
6. **Destroyed Home Gardens:** These are destroyed homes that have gardens planted in the foundations. All rows are not full, but this can be changed by fixing/optimizing the Jericho Water Plant.
7. **Gate:** Two deputies stand guard at this gate. They are usually not very attentive because no one tries to come in this way. However, as with the other guards, they will take all of your weapons and drugs before you can enter.

8. **Train Tracks:** These train tracks skirt the edge of New Canaan and mark the approach to Ogden's Union Station. This location, specifically, is where the disembarking point was located. It is the main visual feature of the map and also where the train comes to rest if the PC takes it here.
9. **Entrance:** This is the entrance to the New Canaan Union Station map from the south. This is also where the PC's car rests if he or she drives it here.

ART REQUIREMENTS

- **Tilesets** - New Canaan Outskirts, Town, and Union Station will all primarily use the **City** tileset augmented by the **Junktown** tileset.
- **Meta-Tiles/Props** - The **Gates** in Outskirts and Union Station will require unique art. The **Church of Jesus Christ of Latter-Day Saints**, **Pump House**, **Secret Entrance**, and **Union Station** all require meta-tiles.
- **Dynamics** - **Doc Angela's**, the **Sheriff's Office**, **Gabriel's Market**, and **Jacob's Scrapheap** all require signs that are dynamics. The **Water Pump** may require props for moving parts. The **Church of Jesus Christ of Latter-Day Saints** can burn down, so I suspect that will either need a dynamic object or a separate octree. The **Gates** will be framed by meta-tiles, but the moving parts must be dynamics.

CAST OF CHARACTERS

GENERIC NPCs

Living Prophet Jeremiah Rigdon

Jeremiah Rigdon is the current leader of the Mormons in New Canaan. He is what is called their "Living Prophet", genuinely considered (by believers) to be the current prophet of God's will on earth. Though Jeremiah is only in his early thirties, the weight of his office can make him seem much older. He has long brown hair, white skin, and dresses simply in a white shirt and blue jeans.

When Jeremiah was in his twenties, he suffered a severe fever from which no one thought he would ever recover. While he was in his fever, he started babbling strange words that no one in New Canaan could understand. After coming out of his fever, he claimed that God had spoken through him and told him that he was the living prophet to replace Judah Black. Many of the Mormons in New Canaan did not believe this. They argued that God did not speak through the living prophets in such a manner. Jeremiah held to his convictions and watched as many of the Canaanites left with Bishop Mordecai. When Mordecai and a few others returned, he did not condemn them or mock their failure, but quietly welcomed them back.

From time to time, Jeremiah suffers fits similar to the one he experienced while in his fever. During these times, he frequently has visions of spirits speaking to him. Among the things he believes God has told him: because the men of New Canaan die often in the defense of the town, men are allowed to have multiple wives, that men and women should abstain from the use of drugs and alcohol to insure clear-headed thought, and that people of all colors, shapes and sizes should be allowed into the New Canaan community if they have pure hearts.

Sheriff Mike O'Connor

Mike O'Connor keeps the peace in New Canaan, or at least, he tries. He has about six deputies to help him out, but he knows that's not enough to hold back all the squatters or the 215 Rail Line powder gang if they choose to attack. Mike, like Jeremiah, is in his early thirties. He has faith in Jeremiah, but even he has doubts from time to time. Mike is a tall Hispanic man (mother was Hispanic, father was Caucasian) with short black hair. He wears a Stetson hat, white shirt and denim jacket, jeans, and brown boots.

10 NEW CANAAN

Mike stutters a bit when speaking, which often leads people to think that he is unintelligent. In fact, he is quite intelligent, though humble. It is difficult to make Mike angry, and he dislikes using violence, but he will do so if it is necessary. He carries a .223 rifle and a .45 revolver to deal with troublemakers. All things considered, though, Mike is frightfully under-equipped to deal with serious violence.

Apostle Matthew

Matthew is one of the two "sub-priests" under Jeremiah Rigdon. Matthew is the older of the two, being in his mid-forties. He is a friendly bald man who wears patchy pants and a gray t-shirt. Matthew believes in Jeremiah and supports him, but doesn't have much to say about the greater situation in New Canaan.

Apostle Jude

Jude is the other of the two apostles who work under Jeremiah. Jude is a young, strong man with a wife and two children. Jude has short blonde hair, a beard, and mustache. He volunteered to tend to Marshall the glowing ghoul after the more biased Mormons of New Canaan pressured Jeremiah into the area new Union Station. Jude is slowly gaining dangerous amounts of radiation in his body. If he continues to care for Marshall, he will eventually develop cancer and die. In the third and second month prior to his death, Jude switches to a regular character model, then a thin character model in the last month.

Bishop Mordecai

This old, angry man used to be the bishop of New Jerusalem many years ago. Technically speaking, he should still be the head of the congregation at New Canaan, but the Living Prophet is the ultimate authority short of God. Several years ago, Mordecai left New Canaan with almost half the population. They moved south, towards New Jerusalem, claiming that they were going to re-settle it. They were not successful. Mordecai and a handful of followers returned to New Canaan and have never spoken about what happened to make them return. However, it is obvious to everyone that they are the only survivors of that ill-fated expedition.

Now, the silver-haired Mordecai angrily watches Jeremiah and fumes at what he believes is an imposter getting away with the mass deception of the Mormon community. Though he is in his seventies, he is every bit as passionate about the livelihood of New Canaan as he was about New Jerusalem decades ago. He does not support the violent removal of Jeremiah, but does believe he should step down.

Pablo

This Hispanic man from New Reno is a very skilled agriculturalist. He came to New Canaan several years ago while fleeing from the Mordino crime family, for whom he grew crops for Jet-producing brahmin. Even though that family has since been wiped out, Pablo has decided to remain in New Canaan as a farmer. He converted to Mormonism to get the townies off of his back, but he really isn't a believer. He's also addicted to Mentats, which he gets smuggled into New Canaan through the pump house from Jericho.

Pablo is the only person capable of leading New Canaan to grow saltwater crops, but it requires the PC's involvement as well. Unfortunately, if Pablo is turned in for his drug smuggling, New Canaan will never be able to grow salicornia for any extended period of time.

Doc Angela

Doc Angela used to be an NCR mortician and doctor before she got tired of the caravan houses' politics running the NCR congress into the ground. After the assassination of President Tandi, she had enough. She had encountered the New Canaanite Mormons previously, and decided to head out for the Great Salt Lake from Hoover Dam with her ex-NCR Ranger husband, Ty.

Doc Angela is in her late 20s and has brown hair pulled back in a bun. She knows of many of the scientists at Boulder, and does not hold Dr. Presper in high moral regard -- though she does admit that he is very intelligent. Doc Angela doesn't know much about mental health, which is why she can't recognize why Revelation John the super mutant is having hallucinations. She can be fairly sarcastic at times, but is otherwise very friendly. She is not a Mormon, and brushes off criticism from the townies. She follows the rules she needs to, but otherwise disregards the ultra-conservatives.

Ty

The short-haired husband of Angela, Ty now tends to the farms in New Canaan with most of the other Mormons, though he does not share their beliefs. Ty used to be an NCR Ranger, and knows a lot about Pierce and Davison by direct association. He knows a little about Coleridge and the others, like Briggs, from rumor. Ty is the only non-Mormons allowed to have a firearm in New Canaan. His is a shotgun. He also has a suit of leather armor, a combat knife, and several stimpacks. Like Angela, he can be a bit sarcastic, but is mostly friendly. Mostly.

Gabriel

This friendly old-timer runs Gabriel's Market, where people can buy and sell common, ordinary supplies like food, rope, clothing, and other un-adventurous goods. Gabriel is in his seventies, and remembers growing up with Bishop Mordecai at New Jerusalem. However, he does *not* share Mordecai's opinions of Jeremiah. Gabriel is a little old man of quiet faith, and is very tolerant of all types. He has long white hair and a big white beard and mustache. He is thin and only about 5'5" tall.

Jacob

Jacob's lineage goes all the way back to the original bigwigs of New Jerusalem and, to be honest, that's the only reason why he hasn't been kicked out of New Canaan. Jacob swears under his breath, mumbles prayers in church, and is otherwise not a very good Mormon. The truth is that he never had any faith to lose. It's not that some trauma made him disbelieve what the priests told him -- he just never accepted it to begin with. So, he keeps to the area around the Union Station so the other Mormons won't give him dirty looks. He often goes out into the ruins of Ogden and collects bits and pieces of junk to re-sell. He rides a fine line on New Canaan's weapon policies, often selling disassembled pieces of complete guns and pieces of armor.

Daniel

This is the prisoner from Denver that can be found with Caesar's Legion. Though he really does have two wives and many children, Daniel *is*, in fact, a big fat liar when it comes to keeping promises. If he is allowed to return to New Canaan from Denver (i.e., not killed and dragged back), he must be taken away from here either by force or by convincing Jeremiah that Daniel is a lying bastard. Daniel is of African descent and is in his forties.

Marshall the Glowing Ghoul

The glowing ghoul Marshall is allowed to live in the extreme southeast corner of New Canaan's Union Station district. As with most glowing ghouls, Marshall is both radioactive and losing his mind. However, he did sincerely convert to Mormonism. The conservative Mormons, lead by Bishop Mordecai, pressured Jeremiah into forcing Marshall to the outskirts of the community. Apostle Jude volunteered to tend to Marshall, but now Jude is taking on increased doses of radiation. Though Marshall has difficulty communicating it, he really just wants to go out into the desert to die far away from everyone else. A character with a high Deception or Persuasion skill may be able to get Marshall past the south gate during the day. A character with a good Lockpick skill can get Marshall out at night, since it is unmanned during that time. Killing Marshall certainly solves the problem, but the PC will acquire a small amount of negative karma because Marshall doesn't *want* to die, he just doesn't want to hurt anyone. If nothing is done for Marshall,

he will eventually lose his mind and wander into the town, where he collapses next to a house, killing two residents with acute radiation sickness. Jude also eventually develops cancer and dies.

"Revelation" John the Super Mutant

John is a super mutant who used to be in the nightkin division of the Master's army. Though that was many, many years ago, John still remembers much of it. Unfortunately, he also remembers a lot of stuff that never happened. John's mind has been adversely affected by prolonged usage of Stealth Boys. His brain chemistry has been permanently altered, resulting in schizophrenia. John now sees visions often. Though he has not officially converted to Mormonism, he respects the beliefs and rules of Jeremiah. Unfortunately, some of the Mormons believe that John may be a prophet. John isn't sure what's going on, but it makes him very nervous. A player with a high Medic skill can diagnose that John is schizophrenic, and recommend things he can do to lessen his symptoms. Doing this solves John's problems, but instills even more doubt in the people of New Canaan about the legitimacy of Jeremiah. Even Jeremiah becomes more skeptical of his own abilities.

Steve

This rather volatile young man is a former member of the Followers of the Apocalypse. He's a stubborn blockhead, and loathes religion of all sorts. Even though the New Canaanites are doing pretty well, he can sense a general dislike and/or distrust of Jeremiah Rigdon. He believes that Jeremiah should be overthrown and *all* the current residents of New Canaan should be allowed to vote for a leader democratically. He compares New Canaan with Vault City which is, of course, completely unfair. He wants to do this violently, through the assassination of Jeremiah. Steve is a man of average height, fair skin, and short, dark hair. He wears leather armor and carries a 9mm submachinegun.

Emma

A fairly pragmatic woman from Redding, Emma is a caravan worker by upbringing, but she left NCR when things became too unstable. She used a good portion of her money to set up shop in one of the sturdiest buildings outside New Canaan's walls. She now runs The Union, a flophouse and bar at the north end of the New Canaan outskirts. Emma is a young woman in her mid-twenties. She has short, dark hair and an average build. She wears a leather outfit to protect her from random angry drunks, and carries a sawed-off shotgun to deal with *really* angry drunks.

Deputies

Sheriff O'Connor has six deputies (unnamed) who man the gates and watch over the jailhouse. They are all men dressed in leather armor. They carry .45 revolvers or shotguns, though most of them only have six to ten rounds.

Mormons

The Mormons of New Canaan are a mixed bunch, allying themselves either with Jeremiah or Bishop Mordecai. They range from young to old, male to female -- though more are white and male than anything else. Adult males are most difficult to come by, mostly because they die defending the town so often.

Ghoul Mormons

There are three other ghoul Mormons in town other than Marshall. They live next to Marshall, since his radiation doesn't affect them much. They wish that the other Mormons would be more tolerant of them, but they understand why the others are biased against them. Obviously, they firmly support Jeremiah.

War Refugees

Refugees from the NCR-BoS war sit dejected in the outskirts of New Canaan and (rarely) walk the city streets. Some are from Burham Springs. Some are from other small communities lost to the

wastes and ravages of horrible BoS-NCR battles that literally leveled villages. Most of them dislike Jeremiah Rigdon because he forces them to stay outside of the town where raiders attack. They are mostly humans, but there are a few ghouls and two super mutants among them.

COMPANIONS!

There are no CNPCs available in New Canaan, though Battery is available from nearby Jericho Water Plant.

MONSTER ROSTER

Most of the monsters in New Canaan aren't monsters at all, but members of the 215 Rail Line powder gang. They will attack one week after the PC arrives in New Canaan. This is a big concern for many of the people in the community, and they are seriously worried about what is going to happen when the group arrives.

Wasps (8) - These annoying bastards can be found lingering around the edges of Emma's Union bar in the Outskirts. They are extremely hostile, and will attack animals and humans on sight.

Jackson (1) - This mean-spirited bastard used to be a foreman on the 215 Rail Line for NCR until the contracts dried up and Dodge didn't have the money to pay the workers. It didn't take long for Jackson to say "fuck this shit" and take to the desert with his crew, raiding wherever they found caravans -- the groups that they fault for the problem. Over time, though, Jackson has become desperate, and has turned his sights on New Canaan. Not being a tactical mastermind, he has announced when he expects the surrender of the city's goods to him. Jackson wears metal armor and a Kevlar helmet, and he carries a 7.62mm assault rifle, several frag grenades, and a .44 magnum revolver.

Boilermaker (1) - A quiet, evil bastard, Boilermaker worked for the rail lines shoving precious coal into the engines of the trains on their rare trips. However, like the others, he was out of a job when the line work dried up. He suffered a lot of heat and smoke damage to his face, and he wears a welding mask to cover it. He wears football pads on the rest of his body. Boilermaker is huge and *really* strong, and he carries a flamethrower with plenty of ammo and a hefty baseball bat. Boilermaker looks for the least heavily armored people and beats them with his baseball bat. The rest he burns.

215 Snipers (2) - Two jerks in Jackson's outfit. They're equipped with .223 hunting rifles, combat knives, construction outfits, and motorcycle helmets. They hang back with Jackson and blow away people at long distance. They make a lot of arm and leg shots to disable people.

215 Gunners (3) - Three *different* jerks in Jackson's outfit. They're all equipped with 9mm submachineguns, lead pipes, leather outfits, and motorcycle helmets. They try to get into mid-range so they can burst large groups. They often flank the field just in case people try to run from the thugs.

215 Thugs (10) - Ten general assholes in Jackson's outfit. They're all equipped with a variety of melee and thrown weapons: lawnmower blades, switchblades, sledgehammers, lead pipes, fire axes, hatchets, spears, etc. They wear leather armor and construction helmets. As might be expected, they close in to close range and try to "wolf pack" people down.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Encounter 1: Powder Gangs (4 times max) - A pack of 5-10 powder gangers. These jackasses are similar to the 215 Gunners and Thugs in the New Canaan monster roster. The ratio of gunners

: thugs is always about 1:3. In groups of 9 or 10, there will also be one equivalent of a 215 Sniper. One of the men is always a gunner "leader" who can be talked with. Successful Barter (moderate), Deception (moderate), or Persuasion (hard) can be used to prevent the group from attacking. Medical aid can be offered in lieu of goods, as can Mechanical aid (fixing weapons and armor).

Encounter 2: Van Graff Caravan (3 times max) - Eight bad kids from the Van Graff trading family out of Redding. The Van Graffs are willing to trade some of their weapons, ammunition, and drugs for almost anything. If the player is wanted by NCR, they will not hesitate to ambush the PC with everything at their disposal. Obviously, they don't care about NCR, but they would like the bounty. Barter (easy) can be used to talk them out of an attack in exchange for goods, Deception (very hard) can be used to trick them into thinking the PC is more powerful than he/she appears.

Encounter 3: Lost Enclave Patrol (Unique/LK 8/Outdoorsman 100+) - Six Enclavers humorously lost in northern Utah. One wears a suit of Enclave Combat Armor similar to Arcade Gannon's (CNPC). The others wear bits and pieces of leather armor or metal armor. They are carrying mixed and matched weapons and a lot of broken tech. The leader (in ECA) will approach the PC and ask him or her if he or she knows the way to the MacArthur Army Base. If the PC is at all hostile or "weird" to the Enclavers, they will become defensive and *will* fight back. If the PC is helpful, the Enclaver will give the PC some "junk" (broken down weapon parts), and head out. Insert comedic banter between confused team members about whether they are in Utah, Colorado, or Kansas, and you have comedy gold!

QUESTS

MAIN QUESTS

Clear out Wasps for Emma

- **Initiator:** Emma
- **Importance:** Minor
- **Brief:** Emma, the owner of the Union, has a problem with giant wasps that swarm around in the area behind the bar. She needs someone to whack them. Pretty simple.
- **Science Boy, Diplomacy Boy, Stealth Boy:** The science boy could conceivably poison the wasps with the right food (poisoned animal or insect carcasses).
- **Combat Boy:** The combat boy simply has to annihilate all eight of the wasps.

- **Quest Flags:**

"10_Clear_Wasps"

0 = Unaware of quest

1 = Emma told PC about quest

2 = Emma rewarded PC for killing the wasps

"10_Wasp_Count"

Count = Number of Emma's wasps that have been killed

- **Rewards:** Nuka Cola x6, Fruit x5, 2 Stimpaks, 100 Caps

- **Normal Journal:** Emma told me that the giant wasps outside of the Union are starting to carry off drunk patrons who aren't careful. She'd like me to get rid of them.
- **Dumb Journal:** Emma want me kill wasps.
- **Normal Journal:** I killed eight wasps near the Union, and that seems to be all of them.
- **Dumb Journal:** Me kill all wasps dead.
- **Normal Journal:** Emma thanked me for killing the wasps and gave me something for the effort.
- **Dumb Journal:** Emma happy me kill wasps. Give me things.

Deal with Marshall

- **Initiator:** Bishop Mordecai, Doc Angela
- **Importance:** Medium
- **Brief:** Bishop Mordecai and Doc Angela are concerned with Apostle Jude's visits to Marshall, the Glowing Ghoul who is slowly dying near the edge of the Union Station. Mordecai wants Marshall to leave New Canaan, Angela just wants Marshall to stop contact with normals until he dies or gets radiation treatment.
- **Combat Boy:** Combat boy has the option of killing Marshall, which, if seen by New Canaanites, will result in combat from all males. However, if it goes undetected, this will "solve" the problem. However, the combat boy gets no material reward, since admitting to the deed is admitting to murder.
- **Diplomacy Boy:** Diplomacy characters can use Deception on the south gate deputy to distract him while Marshall escapes. They can also use Persuasion to convince the guard to let Marshall go, since the ghoul just wants to go die in peace.
- **Science Boy:** Science Boys can give six doses of Rad Away or Rad-X (or any similar combination) to Jude.
- **Stealth Boy:** Stealth boys can tell Marshall they will distract the gate guard with noise. They can do this through the use of timed traps or thrown weapons. However, if the gate guard detects the PC at the same time as the noise, he won't be moved from his spot. He'll just yell at the PC and tell them to knock it off.

- **Quest Flags:**

"10_Mordecai_Marshall "

0 = Unaware of quest

1 = Mordecai told PC about quest

2 = Mordecai rewarded the PC for protecting Jude or getting rid of Marshall without killing him

"10_Angela_Marshall "

0 = Unaware of quest

1 = Angela told PC about quest

2 = Angela thanked the PC for protecting Jude or getting rid of Marshall without killing him

"???" (Instance name)

10 NEW CANAAN

0 = Marshall is not dead

1 = Marshall is dead

"10_Marshall_Escaping"

0 = Marshall is not trying to escape

1 = PC convinced Marshall to try to escape, and Marshall is waiting for the guard to be convinced or distracted

2 = PC convinced Marshall to try to escape, Marshall waited for the guard to be convinced or distracted, and the dumbass PC didn't successfully do it within a six hour window after Marshall was convinced.

3 = Marshall escaped from New Canaan! Hoorays!

"10_Guard_Deceived"

0 = Guard has not been deceived while Marshall is attempting to escape

1 = Guard has been deceived while Marshall is attempting to escape

"10_Guard_Persuaded"

0 = Guard has not been persuaded while Marshall is attempting to escape

1 = Guard has been persuaded while Marshall is attempting to escape

"10_Guard_Distracted"

0 = Guard has not been distracted while Marshall is attempting to escape

1 = Guard has been distracted while Marshall is attempting to escape

"10_Jude_Medicated"

0 = Apostle Jude has not been given six doses (combined) of Rad-Away or Rad X.

1 = Apostle Jude has been given six doses (combined) of Rad-Away or Rad X.

"10_Mordecai_Deceived"

0 = PC has not rebuked Mordecai about letting Jude visit Marshall

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

10 NEW CANAAN

- **Normal Journal:**
- **Dumb Journal:**

De-Trap Union station

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose
 - "11_Pump_Fixed"
 - 0 = Pump is not fixed
 - 1 = Pump is fixed
 - "11_Hose_Fixed"
 - 0 = Hose is not fixed
 - 1 = Hose is fixed
- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Diagnose John

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The

10 NEW CANAAN

- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose
 - "11_Pump_Fixed"
 - 0 = Pump is not fixed
 - 1 = Pump is fixed
 - "11_Hose_Fixed"
 - 0 = Hose is not fixed
 - 1 = Hose is fixed
- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Get Bulk Gun Parts for Steve

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose

10 NEW CANAAN

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Get Rid of the Squatters

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The

- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**

10 NEW CANAAN

- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Investigate Drug Trafficking

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose
 - "11_Pump_Fixed"
 - 0 = Pump is not fixed
 - 1 = Pump is fixed
 - "11_Hose_Fixed"
 - 0 = Hose is not fixed
 - 1 = Hose is fixed
- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**

10 NEW CANAAN

- **Dumb Journal:**

Make Deal with NCR

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose
 - "11_Pump_Fixed"
 - 0 = Pump is not fixed
 - 1 = Pump is fixed
 - "11_Hose_Fixed"
 - 0 = Hose is not fixed
 - 1 = Hose is fixed
- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Make Deal with Burham Springs

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The

10 NEW CANAAN

- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

- **Normal Journal:**

- **Dumb Journal:**

Overthrow Jeremiah Rigdon

- **Initiator:**

- **Importance:** Medium

- **Brief:** The

- **Combat Boy, Diplomacy Boy, Stealth Boy:** The

- **Science Boy:** The

- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Recover Daniel

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The

- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**

- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Repel 215 Attackers

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose
- **Quest Flags:**
 - "11_Pump_Fixed"
 - 0 = Pump is not fixed
 - 1 = Pump is fixed
- **Quest Flags:**
 - "11_Hose_Fixed"
 - 0 = Hose is not fixed
 - 1 = Hose is fixed
- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

10 NEW CANAAN

Resolve 215 Rail Line Gang Threat

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**
 - "11_Repair_Pump_Hose"
 - 0 = Unaware of quest
 - 1 = Frank told PC about quest
 - 2 = Frank rewarded PC for fixing pump and hose
 - "11_Pump_Fixed"
 - 0 = Pump is not fixed
 - 1 = Pump is fixed
 - "11_Hose_Fixed"
 - 0 = Hose is not fixed
 - 1 = Hose is fixed
- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Resolve Jericho Water Plant Issues

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Re-Establish Mordecai

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The

- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

10 NEW CANAAN

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Teach Pablo about Salicornia

- **Initiator:**
- **Importance:** Medium
- **Brief:** The
- **Combat Boy, Diplomacy Boy, Stealth Boy:** The
- **Science Boy:** The
- **Quest Flags:**

"11_Repair_Pump_Hose"

0 = Unaware of quest

1 = Frank told PC about quest

2 = Frank rewarded PC for fixing pump and hose

"11_Pump_Fixed"

0 = Pump is not fixed

1 = Pump is fixed

"11_Hose_Fixed"

0 = Hose is not fixed

1 = Hose is fixed

- **Rewards:**
- **Normal Journal:**
- **Dumb Journal:**

10 NEW CANAAN

- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**
- **Normal Journal:**
- **Dumb Journal:**

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
11_Burham_Springs								
Map 1/3: Burham Springs, Toxic Caves	Repair the Water Pump	Sawyer	Done					
Map 1: Burham Springs	Get Rid of Lingering Geckos	Sawyer	Done					
Map 3: Toxic Caves	Extinguish Fires of Burham Springs	Sawyer	Done					
Map 1: Burham Springs	Blow Up the Mines for CoS	Sawyer	Done					
Map 1: Burham Springs	New Canaan Connection	Sawyer	Done					

Area: The area of the game and the map in the area where the quest is initiated.

Quest Name: The name of the quest.

Designer: The designer responsible for the quest so people know who to contact.

Dstatus: The status of the design.

Script: The programmer in charge of programming the location.

Dscript: The status of the coding for the quest.

LogStat: What's the status of the log for these quests? Do you get the unsolved version, do you get the solved version, and do you get a good/bad karma and a stupid one, if appropriate?

Passable: Is the quest passable in *some* form?

QA 100%: Is the quest completable in ALL forms?

Note that quests should reinforce the "feel" of a location. As an example, Redding in Fallout 2 was set up to be a frontier, rough-and-tumble Western mining town, with a "Gold Rush" kind of ambiance about it. Quests in the town involved becoming the sheriff (a career move that, in classic Western style, no one wants), dealing with drunken brawls in the local saloon, dealing with dirty infighting between the two mining companies, trying to help out the local country doctor, cleaning

out an infested mine, dealing with a band of robbers, and so on – the nature of the quests made you feel like you were in a Old West movie.

Also, if there is a companion in town, make sure you indicate how to get him in your party, and set up the conditions as a quest. ("To get Cassidy in your party, you need to find him in his tavern, ask him about his recent rash of troubles, then invite him to come with you. You will gain +500 XP, +1 Reputation, and Cassidy comes with a shotgun, leather armor, several shells, and a lot of whiskey.")

SCRIPTING

GENERAL

- There are many smoke plumes and clusters of flame at specific locations in Burham Springs, the Mines, and the Toxic Caves. They will all be extinguished when *11_Fire_Extinguished* = 1. Also, related sounds stop then, too (see Sound Requirements section).

TOWN-SPECIFIC

- Phil, Sparky, and Frank are buddies, even though it might not seem like it. If anyone starts shit in New Canaan (attacking or stealing from one of the three), they are all on the same team and will go after the PC and his or her companions, full bore.
- Sparky can become extremely agitated by very loud noises (like shouting right next to him, a shotgun blast near him, etc.), and will attack the source.
- If/when the entrance to the mine is blasted (see the Blow Up the Mines for CoS quest), the screen shakes and it is *loud*. It is loud enough that it can be heard at Phil and Sparky's place as well as Frank's place. The trio will investigate and attack the PC and company.

DUNGEON-SPECIFIC

- Neither the geckos nor the gehennas are on teams, but they will investigate sounds of combat if they hear it, and will attack humanoid opponents over each other.
- The entirety of the mines is filled with smoke and a lot of fires while *11_Fire_Extinguished* = 0. Without 90% Bio Resistance, the PC will take increasing amounts of Bio damage for every fifteen seconds spent inside. It starts at 1 point, then 2, then 4, then 8, then 16 (forever). If the player leaves and returns, the amount resets.
- In the Toxic Caves, radiation poisoning is really, really bad. If *11_Pump_Fixed* = 0, simply standing at the bottom of the ladder will result in accumulating 1 rad every second. Standing in the shallow toxic waste results in gaining 5 rads every second. Standing in the deep toxic waste results in gaining 15 rads every second. After *11_Pump_Fixed* = 1, the danger areas recede according to the dropping toxic water level. The 1 rad/second rate is in the front (lowered) area, and the 5 rads/second is in the area around the Agricola Lab entrance. After *11_Pump_Fixed* = 1 && *11_Hose_Fixed* = 1, all areas are at the 1 rad/second rate.
- The PC will be able to interact with the pump hose in the Mines to patch it up using either Mechanics or an inventory item. This sets *11_Hose_Fixed* = 1.
- When *11_Pump_Fixed* = 1, the toxic waste in the Toxic Caves drops/recedes to only the area around the Agricola Lab entrance. When *11_Pump_Fixed* = 1 && *11_Hose_Fixed* = 1, the toxic waste disappears completely.
- After *11_Pump_Fixed* = 1 && *11_Hose_Fixed* = 1, the player can walk down into the area marked in red outlines on the Toxic Caves map. This gives access to a functioning vault door that opens to the Agricola Lab.

10 NEW CANAAN

- While in the lab, using any sort of weapon that causes Ballistic, Heat, Electrical, or EMP damage will cause the Agricola MR robots to activate and attack in the lab.
- In the computer room (Agricola Lab), the player will be able to find an Agricola Fire Suppression Manual Override book. A character with a 75+ Mechanics and this item in his or her inventory can either use Mechanics or use the item on an Agricola MR to activate its Fire Suppression routine. Once it is done for one robot, it should display a message that says, "You have activated the Agricola Mining Robot's fire suppression manual override. You proceed to perform this operation on the other Agricola MRs." It should then, fade out and fade in to a cutscene of the Agricola MRs tooling around the mines, drilling into the walls and putting out the fires. After this is completed, the Agricola MRs return to their stations and it fades back in on the player. Also, *11_Fire_Exinguished = 1*.
- The same scene can occur if the PC interacts with the central computer in the lab using a 115+ Science. This is started through dialogue, but essentially arrives at the same end result. After fiddling around, the player gets an in-dialogue message indicating that he or she has completed the beta fire suppression software and transmitted it to the Agricola MRs. The same suppression scene as before plays out, and the robots return to their stations.

COOL SHIT

This area is cool because is a combat-heavy romper room with a few badass NPCs, a lot of cool shit to buy and salvage, and a messed up environment.

- The Combat Boys will get to lay waste to a lot of really tough geckos, gehennas, and molechs while striding through smoke and flames.
- Phil, Sparky, and Frank are weird, quirky guys who don't take shit from anyone, and can dish out plenty of pain on those who cross them.
- Phil and Frank sell a lot of really cool equipment and pieces of equipment. Also, the player can recover even more stuff in the bowels of the mines and caves.
- The environment is extremely dramatic -- an Old West mining town burned to a ground -- but still burning and fucked up and full of mutants.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

AREA	SOUND REQUIREMENTS
Burham Springs	MUSIC DESCRIPTION
	Initially, the music of Burham Springs should sound like it came out of a horribly desolate Sergio Leone movie. Though <i>High Plains Drifter</i> was directed by Clint Eastwood, it still has that feel. As time goes on, the music should settle into something a little eerie and ominous, but not outright evil. It should be appropriate even after the fires of Burham Springs are extinguished.
	BASIC SFX

	Wind whistling across the desert and against the cliff face. Sand tinkling off of the blasted and burned surfaces of the buildings. Near the cliff faces, the shifting of rocks is audible.
	While <i>11_Fire_Extinguished</i> = 0 The cracking of flames in the distance. The soft, low crackle of large fires somewhere far away. Also, the pool region emits the sounds of boiling and bubbles popping.
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.
Mines	MUSIC DESCRIPTION Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
	BASIC SFX Near the mine entrance, the sounds of Burham Springs can be heard. Elsewhere, only the occasional shifting of rocks or a distant echo of shifting rocks is audible.
	While <i>11_Fire_Extinguished</i> = 0 The cracking of flames near <i>and</i> in the distance. The soft, low crackle of large fires somewhere <i>nearby</i> .
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.
Toxic Caves	MUSIC DESCRIPTION Both the mines and the toxic caves should have an eerie, sci-fi, exploration-in-the-dark feeling. This could certainly be generic music used elsewhere in the game.
	BASIC SFX Only the occasional shifting of rocks or a distant echo of shifting rocks is audible.
	While <i>11_Fire_Extinguished</i> = 0 The cracking of flames near <i>and</i> in the distance. The soft, low crackle of large fires somewhere <i>nearby</i> .
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.
Agricola Lab	MUSIC DESCRIPTION In this area, specifically, the music should change to a more heavily sci-fi robotic feel. This can also be generic music.
	BASIC SFX The low hum of recharging bays and fluorescent lights.
	WALLA SFX There is no, I repeat <i>no</i> walla in Burham Springs.

MAP AND MAP KEY

10.

LOCATION CHECKLIST

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Lay waste to Burham Springs	XP, HERMES Light Armor tech
Good Karma Character	Save Burham Springs	XP, General NCR loot
Stupid Character	N/A	N/A
Low Reputation Character	N/A	N/A
High Reputation Character	N/A	N/A
Male Character	N/A	N/A
Female Character	N/A	N/A
COMBAT BOY		
Firearms	Destroy all monsters	XP
Melee	Destroy all monsters	XP
Unarmed	Destroy all monsters	XP
CHARISMA BOY		
Barter	Convince Frank	XP
Deception	N/A	N/A
Persuasion	Convince Phil	XP
SCIENCE BOY		
Mechanics	Fix pump, hose, hack robots	Access to Agricola Lab, put out fires
Medic	N/A	N/A
Outdoorsman	Poisoning geckos	Goods from Phil
Science	Hacking computer, finishing program	Info, put out fires
STEALTH BOY		
Lockpick	Stashes to loot from Phil et al	Phat loot
Sneak	Monsters to sneak by	Don't die
Steal	Stuff on Phil et al	Phat loot
Traps	Mines everywhere around Burham Springs, potential blow upperry at the mine entrance	Don't die, free traps
GENERIC SKILLS		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)		
Carrot 2		
Easter Egg 1		
Easter Egg 2		
PERKS + TRAITS		
Perks (Any cool Perk mileage?)	Ex: Flexible	Can use this to slip between the bars of the cells.

10 NEW CANAAN

Traits (Any cool Trait mileage?)	Ex: NCR Background	Can get some history on the Fort, as well as bonuses to detect the cache of weapons.
ENVIRONMENT		
Economics		
Power/Infrastructure		
Food		
Tie to Another Area 1		
Tie to Another Area 2		
Tie to Another Area 3		
MULTIPLAYER GAMING		
Multiplayer Elements?		
POST-GAME ADVENTURING		
Ending 1	Destroy mines	Burham Springs destroyed
Ending 2	Fire suppression	Burham Springs saved, NCR moves back in
Ending 3	New Canaan Connection, no fire suppression	Burham Springs same, trades with New Canaan
Ending 4	New Canaan Connction, fire suppression	Burham Springs saved, NCR - New Canaan conflict
Ending 5	New Canaan Connection, fire suppression, deal worked out between BS and NCR	Burham Springs saved, NCR - New Canaan accord

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

Ending: A brief, one-sentence explanation of the possible endings for this location. These are described in more detail in *End Movies*, below.

Economics: This is just an entry to make sure that you have given some information in the location that gives clues on how it manages to stay afloat financially in the wasteland; you don't have to beat the player over the head with it, but just make sure it's communicated in some fashion in the location.

Power/Infrastructure: How does the community get power, if necessary? (Tribal communities and farming towns don't need much beyond the ability to make fire.) Again, someone in the town should make mention of this, or there should be scenery to support it (campfires, generators, atomic reactor, and so on).

Food: What do the inhabitants of this area eat? Someone in town (maybe the flophouse owner or farmer) should mention it.

Tie to Another Area 1: I'd like to see the areas tied together more – either with inter-dependent quests, or family members spread out across locations, or something that gives the player the feeling that each location in the game is not an isolated location all into itself.

Basically, ask yourself how does the location interact with other locations and groups in the world? Includes neighboring settlements (for Denver, it's Boulder and Circle Junction) and ones far away (what

information or consequences may be given/occur in Black Canyon or when speaking with Lt. Gov. Dodge once you find the Denver salvagers allied and well? And would the ghouls like to know that Denver is occupied... and that it could easily be taken? Sure they would!)

This should probably consist of most of the major players in Fallout, including:

NCR
BOS
Ghouls
Super Mutants
Tribals

Just some things to consider.

Anyway, that's the bare bones checklist, and it's subject to revisions. Here's an example of how the list could be filled out:

ROOM FOR IMPROVEMENT

Store: If a deal is made with New Canaan (see New Canaan Connection quest), Phil and Frank can start to offer more items (traded from New Canaan, but not taking away from New Canaan's store supplies)

Store Frequency: As above.

END MOVIES

WHERE TO GO CONDITIONS

The player never entered Burham Springs	Skip Cinematic
The player destroyed the mines	Goto 1
The player suppressed the fire	Goto 2
The player made the New Canaan deal, NO fire suppression	Goto 3
The player made the New Canaan deal, fire suppression	Goto 4
The player made the New Canaan deal, fire suppression, treaty w/ NC/NCR	Goto 5
The player fucking nuked Burham Springs	Goto 6

1. DESTROYED MINES! (WTG)

With its mines collapsed, Burham Springs continued to burn for years. All its scavengers left, and the stray mutants roamed the countryside. It was abandoned and cursed by travelers, its thick black smoke a stain on the desert sky.

Burham Springs on fire, completely desolate and smoking.

2. SUPPRESSED FIRE! (WTG)

Its fires extinguished, Burham Springs was reclaimed by the New California Republic. In time, it became a small but steady source of coal for the republic and its residents. Would-be scavengers of the mines were forced to find new jobs in the community or risk their fate in the wasteland.

Burham Springs slightly rebuilt. No fires or smoke. A few figures near the mine entrance and on the street. NCR flag flies on a flagpole.

3. NEW CANAAN DEAL, FIRES BURN! (WTG)

Though the fires of Burham Springs continued to smolder, the Mormons of New Canaan continued to do business with the residents of the town of the mines long after Jeremiah Ridgon and the original scavengers were gone.

Burham Springs on fire, completely desolate and smoking. New Canaanites on the street doing business with miners/scavengers.

4. NEW CANAAN DEAL, FIRES OUT! (WTG)

With the fires of Burham Springs extinguished, NCR moved back in to renew mining operations. They did not recognize the trade arrangement between New Canaan and the mine's salvagers. Within months, the Mormons and the Republic took to fighting in the desert, weakening both and accomplishing nothing.

Burham Springs slightly rebuilt. No fires or smoke. NCR Rangers doing battle with New Canaanites on the street, dead bodies scattered. Bullet-ridden NCR flag flies on flagpole.

5. NEW CANAAN DEAL, FIRES OUT, TREATY MADE! (WTG)

With the fires of Burham Springs extinguished, NCR moved back in to renew mining operations. New Canaan's treaty with the New California Republic led to increased prosperity between the towns, and Burham Springs became a living community once again.

Burham Springs rebuilt. No fires or smoke. New Canaanites on the street with miners and NCR Rangers, prosperous.

RANDOM NOTES

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

06-25-01 – Fallout Location Template document created.

06-28-01 - Added comments from Steve Bokkes (QA Quest List), Dave Maldonado (Appendix and Item and Character Summaries), and Feargus (Quest Importance and Scope). Added spawning and difficulty level information to the Scripting section as well as an "estimated play time" entry into the Area Summary section.

07-09-01 – Added comments from Dave Maldonado and added "character's sex" (male/female) to the location checklist.

12-24-02 - Added Emotional Porn and Random Notes section, straightened up the document, reformatted some tables.

1-11-03: Added PIPBoy functionality to carrots, added timeline information to history.

5-30-03: Added all the designer comments, including comments from the scripters.



THE RESERVATION

Version 1.0

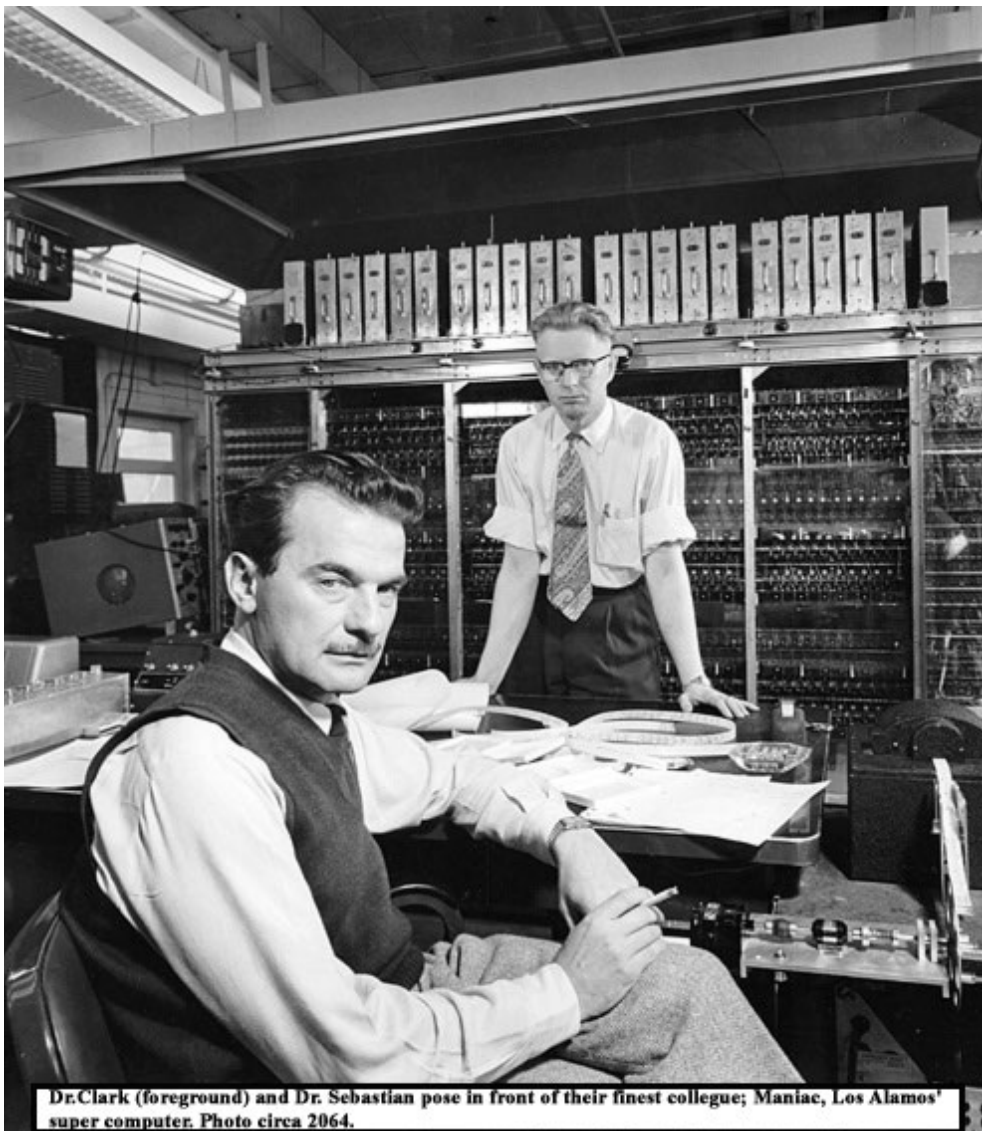
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"Repudiate the downtrodden, the oppressed, and the persecuted, but know well that the Children of the Wasteland shall inherit the Promised Earth."
- Willem Clark

OVERVIEW & HISTORY

The Reservation, formerly known as the Los Alamos Nuclear Testing Facility, was a top secret military & nuclear research facility before the bombs dropped. It was tasked with developing and building the nuclear missiles that went into the B.O.M.B. satellites. The Reservation was nestled deep in the rocky hills of northern New Mexico where the U.S. government felt that no enemy satellites or spies would ever think to look. But nuclear bombs and missiles don't usually discriminate. During the flurry of falling bombs and missiles from the holocaust, the area around and near the Reservation was annihilated – it would seem that someone had a hunch about the Reservation's whereabouts. However, even though the area around the Reservation was destroyed and rendered radioactive, the Reservation itself remained relatively intact thanks to most of the facility being underground. In fact, many people who worked at the Reservation survived the attacks, but over time many succumbed to radiation poisoning and died. Out of fifteen-hundred people who were at the underground facility when the bombs fell, only forty "survived," and eventually became ghouls.



Dr. Clark (foreground) and Dr. Sebastian pose in front of their finest colleague; Maniac, Los Alamos' super computer. Photo circa 2064.

Due to fear, these "survivors" did not venture out of their impromptu bomb shelter for nearly ten years.

After about a decade of lollygagging about within the maze-like corridors of The Reservation's sub-levels, the surviving ghouls eventually ventured topside. It was then that about a dozen ghouls were tasked with braving the radioactive wasteland and seek out other "survivors." Among these brave ghouls was Dr.

Willem Clark,

a lead Reservation scientist and part time thrill seeker (in his smooth-skin days). Willem eagerly hit the

14_Reservation

wastes not only to seek out other survivors, but also to see what could be salvaged. Of the twelve ghouls who went into the wastes, Willem was the only one to return after almost a year. Willem was accompanied by fifty or so other ghouls that he found in his travels; ghouls who wanted a safe place to live, away from not only the hardships of the wasteland, but also away from the persecution ghouls experienced from smooth skin humans.

Willem's return was celebrated among the ghouls, but Willem himself was unable to celebrate. He witnessed first hand the prejudice and reprehensible treatment ghouls received in the wastes, and he vowed to make a difference. With near religious fervor, he proclaimed the Reservation a sanctuary for what he called the *Children of the Wastelands*; the ghouls. He preached his version of the truth about ghouls and their rightful place as rulers of the Promised Earth. Willem became the unchallenged leader of the growing ghoule community and mandated that all the knowledge and research that was archived and stored in the Reservation's libraries and laboratories should further the ghouls' cause. Research once again blossomed in the Reservation, and over the course of nearly two centuries, weapons and war materials were hacked together to one day not only beat back what they thought would be an inevitable invasion by smooth-skins, but eventually to overtake and conquer the "chosen peoples'" lands.

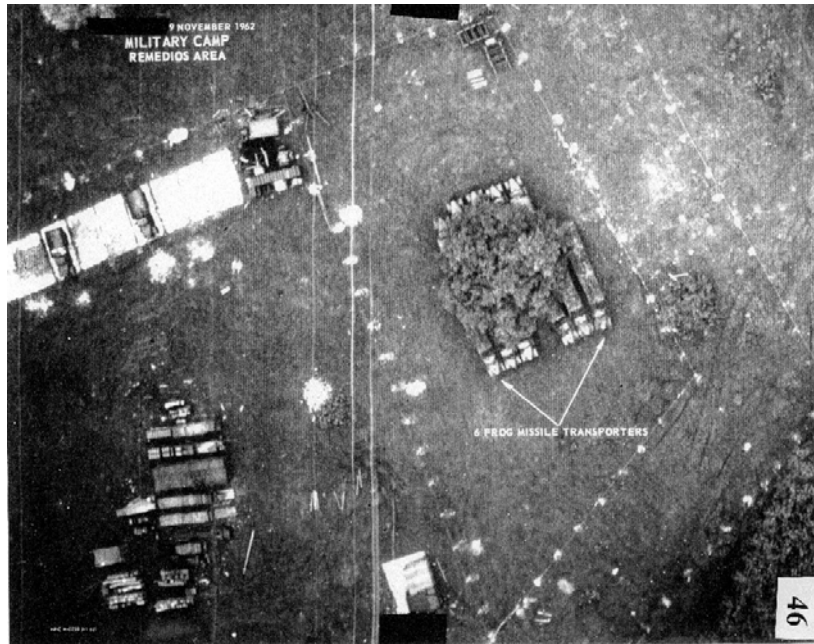
The Reservation ghouls are not planning an immediate invasion, at least not yet, but are actually a very paranoid group that believes it is inevitable that either the smooth-skins or the mutants will invade their precious facility and try to wipe out the ghouls. This paranoia feeds the ghouls' desire to scavenge, create, and build new weapons with whatever they can find in the "gold-mine" of a research facility. In addition, the labyrinth of underground tunnels makes hiding the ghouls' accomplishments and numbers from prying eyes easy. In fact, the casual passer-by on the surface of the Reservation would only see one ruined one-story office buildings, two dilapidated aircraft hangers with decaying aircraft, and maybe two dozen ghouls meandering about. Surrounding this decaying mess is a large stretch of barbed wire and sheet metal (probably from destroyed planes in the hangers) that keeps trespassers away and the ghouls on the surface feeling a tad safer. No other organization or faction is aware that deep underground this ruined community there is a multitude of ghouls working, researching, creating, and living in paranoid harmony (and armed to their rotting teeth).

One of Willem Clark's immediate plans is to find a way to disable a potential threat to the Reservation. On the third level of the Reservation, there is a powerful gun called a Nuclear Nellie, capable of firing a nuclear shell some thirty miles away. However, Willem lacked sufficient uranium to make a complete nuclear weapon, so he used what was left to make a dirty bomb. He figures that a dirty bomb delivered in the heart of an enemy's town will be enough to devastate their growth. This type of bomb, Willem felt, would buy enough time for he and his ghouls to increase their combat prowess, and, more importantly, find a source of uranium so he can build actual nuclear weapons to complete the process of turning the Earth into his Promised Earth.



Since the area surrounding the Reservation is highly radioactive, the only safe way to approach the makeshift surface community by a human is with a lot of Rad-X, or a radiation suit. Since there is trade on the surface, the player would be able to come across traders who sell radiation suits, or the player could mug a group of traders for their suits – it's up to the player. When the makeshift gate guards are approached by someone wearing a radiation suit, the ghouls will be civil, but not warm (civil enough to find out what the hell you want).

Mention that you're here for trade and they will let you into a holding area just big enough for perhaps two-dozen people. Here the player will find a couple of old husks of Army trucks posing as trade tents, an actual tent used for slave trading, and about a three ghouls to communicate with and trade. No sightseeing allowed.



The Area is composed of five maps

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Entrance: Trading Post	Full Party		Small	Desert rocky, shanty shacks
2: Reservation: Town	Full Party		Large	Desert rocky, shanty shacks and collapsed buildings
3: Reservation: Sub-Level 1	Full Party		Medium	Vault tiles
4: Reservation: Sub-Level 2	Full Party		Medium-Large	Vault tiles
5: Reservation: Sub-Level 3	Full Party		Medium-Large	Vault tiles

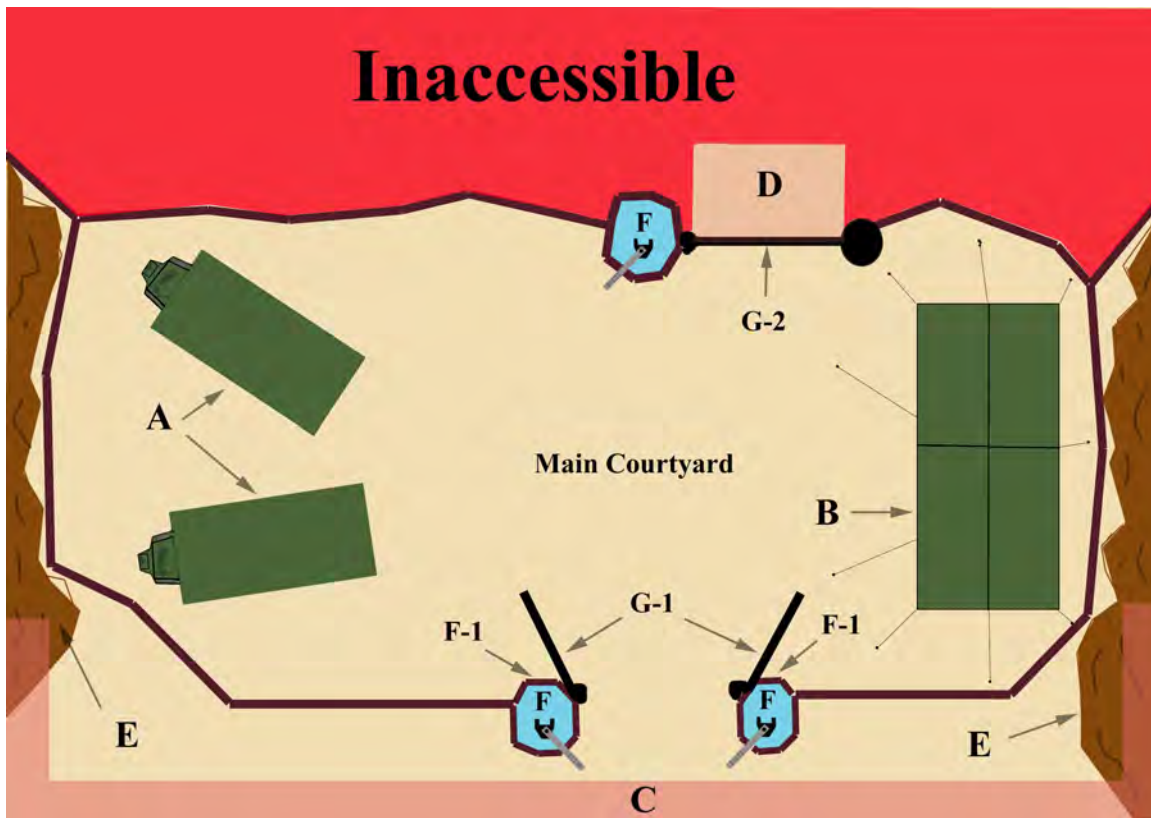
MAP FLOWCHART & LAYOUT FOR THE RESERVATION

Area Transition Flow Chart



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Reservation: Trading Post

Legend

A – Dilapidated Army transport trucks converted into trading stores.	B – Large beat-up, Army-looking tent used for slave trading.	C – Transition to and from World Map
D – Transition to and from Reservation: Town	E – Rocky hills prevent passage.	F – Manned gattling gun towers (old, hand-crank style gattling guns)
F-1 – Access ladders to towers	G-1 – Front gates (open during daylight hours)	G-2 – Gate to Reservation town (always closed and locked unless authorized)

Trading Post Locations

The trading post is pretty much the only local non-ghouls will ever see of the Reservation; that is, any free non-ghoul. The ten-foot outer wall is comprised of steel paneling from automobiles, tanks, helicopters, and whatever other metal siding the ghouls could find, and meshes into the surrounding jagged, rocky hills. It literally looks like a junkyard exploded to form this wall, but it is effective in keeping out undesirables, especially when the two gattling gun towers are taken into consideration.

Another natural (depends how you look at it, really) safeguard against intruders is the high level of radiation in the area. During the big war, several nuclear bombs fell within five miles of the Reservation, but never actually hit it. Because of this, the region still glows with radioactivity even after two-hundred years. Also, since this region is still highly radioactive, all non-ghouls visiting the Trading Post must either wear a radiation suit or be stocked to the gills with Rad-X and Rad-Away. Failure to do so will result in high doses of radiation, sickness, and death within a week.

If the gate guards deem the player worthy of trading (and most likely they will since they always seem to be interested in new folks who might have something interesting to offer, especially services), they will allow the player entrance into the Trading Post, but nowhere else. Upon entering, the player will see two beat-to-hell husks of what used to be Army supply trucks. Mended with spit and gum (some places literally), the cargo beds and tarps now serve as makeshift stores. The store to the north is run by a ghoul named Hank. Hank is a friendly enough ghoul who seems to be in complete social contrast to the surly ghoul guards at the gates and looming inside the Trading Post. Hank's little shop specializes in weapons and ammo, and seems to have a very good supply of both. As it turns out, Hank is the master weapons smith of the Reservation and oversees all scavenging of materials, and manufacturing and forging. If Hank doesn't have the conventional weapon the player wants, it might not exist anywhere else in the wasteland.

Hank is also accompanied by a human female dressed in a radiation suit who seems to be doing the brunt of the physical work. As it turns out, this female is Jillian McKinley, one of the escaped prisoners and current slave for Hank. It seems that Jillian was an exceptional mechanic and had a gift when dealing with guns and ammo. The ghouls were impressed with her abilities in this capacity and gave her to Hank. Hank eagerly accepted the help and quickly grew fond of Jillian. Over the course of a few months, this fondness turned into a crush, though he never made any advances on Jillian knowing that a beautiful, smooth skin woman would never shack up with a drippy, smelly ghoul (and he'd be right, in this case). However, Jillian does not mind working for Hank, as slavery goes, especially since the alternative was too horrible to imagine. This horrible alternative is something the player can investigate further, if he so chooses.

The store to the south is run by Betty, a female ghoul who has a way with armor, if not congeniality. She does not like humans and likes even less that she must deal with them in order to trade. In addition, her surly attitude is coupled with the fact that she has a crush on Hank. She might actually act on the crush, but his affection towards Jillian is so obvious that she just does not see the worth in trying. Normally she would just kill the human, but Jillian is Hank's property and Betty would be kicked out of the Reservation if she did.

On the east side of the Trading Post is a large Army tent. This tent is used specifically for slave trading and is run by a very intimidating ghoul named Horatio. Before becoming a ghoul, it looks like Horatio must have been a very large athlete of some sort, something akin to a football middle lineman or professional wrestler. In either case, it looks like a lot of the size carried over to his present ghoul form. Horatio mainly stays inside the Army tent where he can watch over his newest slave acquisitions and bargain with the members of Caesar's Legions, the main suppliers of the slaves. A large bargaining table rests on the south side of the tent, and along the eastern wall are two cabinets filled with Rad-X and Rad-Away, which will be used on the purchased slaves before taking them into the Reservation proper. At different times during the day, the north end of the tent is occupied by sickly slaves suffering from radiation exposure. Also at different times in the day, the slaves are taken through the heavily guarded Town Gate in the north, never to be seen again.

Trading Stores (A)



On the east side of the Main Courtyard are two weather beaten husks that used to be Army transport trucks. The canvas and metal cargo covers look like they have been patched more times than anyone but an obsessive-compulsive would care to count. These two trucks now serve as makeshift stores where two ghouls stand as proprietors. Hank, a non-threatening ghoul with a somewhat doom-and-gloom outlook on life, sells guns and ammo in the northern store, and Betty, a female ghoul, who's serious to the point of being robotic, sells leather and metal armor in

the southern store. Between the two, they share a human slave dressed in a radiation suit, named Jillian McKinley – one of the escaped prisoners.

Art requirements – *Two army supply trucks that look like they've been sitting out in a radioactive wasteland for 200 years.*

Slave Trading Tent (B)



On the east side of the Main Courtyard is a large Army tent, in relatively the same patchy condition as the Army trucks, which serves as the slave trading station. It is run by an unusually large ghoul, named Horatio. From the looks of Horatio, one could assume he was a large athlete of some kind in his smooth skin days. In addition to Horatio, there

are several slaves tied up at any given hour of the day inside the tent. Accompanying the tied up slaves are usually two ghoul guards brandishing automatic rifles. The only furnishings are two cabinets stock full of Rad-X and Rad-Away. Outside traffic varies from different types of slave traders, but most, it would seem, come from Caesar's Legions. Evidently, Caesar's Legions enjoy trading human slaves for firearms, armor, and ammo. The player can learn that the ghouls only buy humans; ghoul and super mutant slaves are not wanted.

Art requirements – *A big green tent, about 10' x 15', with plenty of patchwork.*

Reservation Main Gate (C & G-1)



Coming from the World Map, the player will first come across the Reservation's Main Gate and wall. The Main Gate and wall are made up of welded car doors and sidings, combined with scrap metal sheets from what looks like aircraft (if the tiles set does not look exactly like this, no worries – this is more for “creative color” and “artistic expression”). The Main Gates are open inward during the daylight hours

and closed at night. During the day, two well armed ghouls stand guard and question all incoming visitors to the Reservation Trading Post.

Art requirements – *Junk wall tile set.*

Gattling Gun Towers (F)



At the Main Gate, there are two Gattling Gun Towers. Each tower is stationed on the outside portion of the Main Gate, about twenty feet apart. Atop these twelve foot towers rests a hand crank gattling gun and a ghoul ready to shoot anyone who steps out of line. The gattling guns rotate a full 360 degrees, so no one is out of their range. Access to the towers is from ladders on the inside of the Main Gate wall. Should anyone be try to climb these ladders, they will find out first hand how devastating a gattling gun can be.

Also, there is an identical Gattling Gun Tower at the Reservation Town Gate, manned by a twitchy-fingered ghoul.

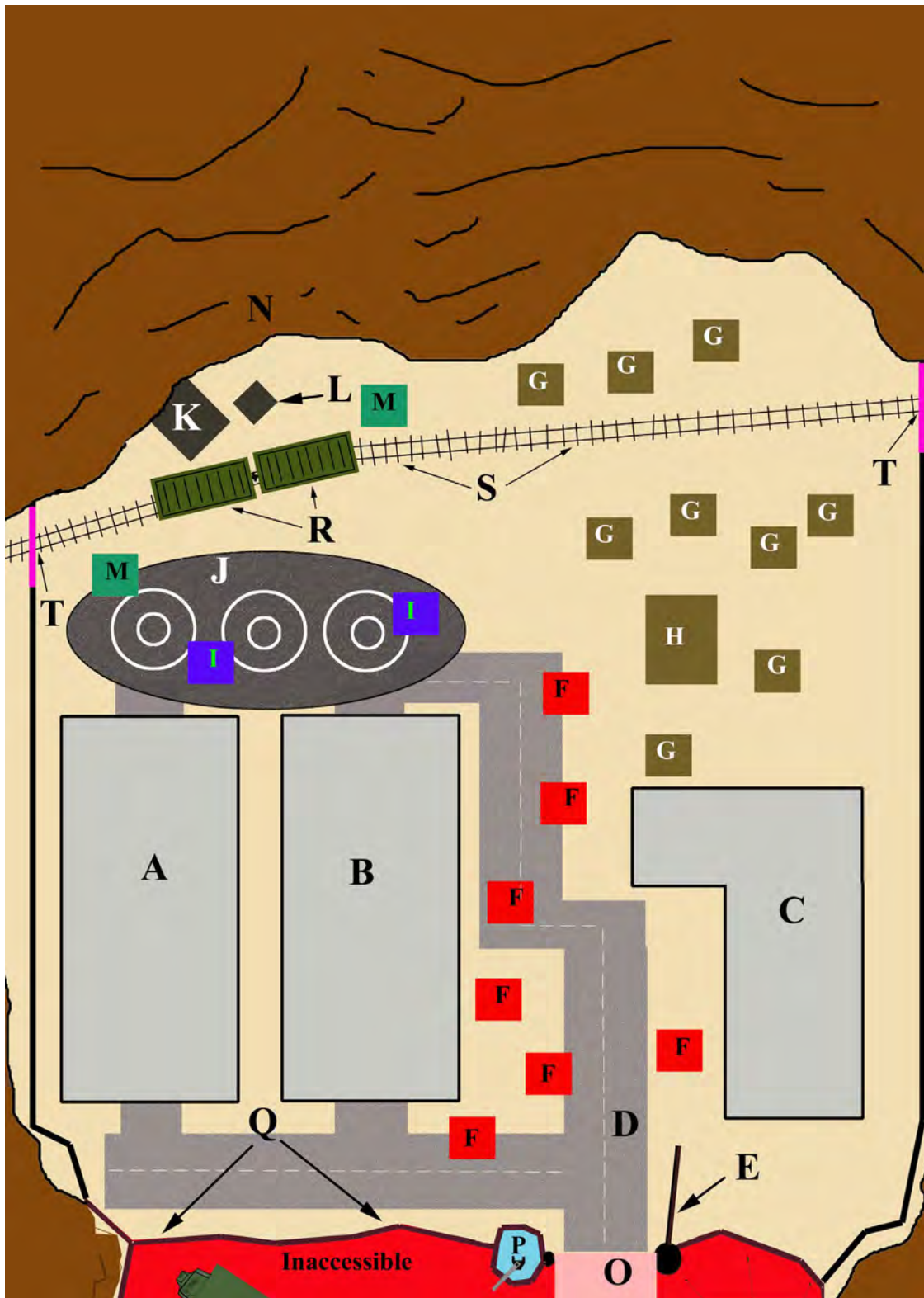
Art requirements – *Will need special crank animations for the gattling gun operators.*

Reservation Town Gate (D & G-2)

This gate and wall are almost identical to the Main Gate, except the Town Gate is a single steel door, some twenty feet across, that opens to the north. This gate is locked at all times and cannot be opened except by the direct authority of Willem Clark, the Reservation's leader, or one of his top appointees. It is heavily guarded by four well equipped ghouls and a Gattling Gun Tower.

Art requirements – *Junk wall tile set.*

Reservation: Town



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Legend

A – Dilapidated helicopter hanger.	B – Dilapidated helicopter hanger.	C – One story office building. Typical broken up POS in the Fallout world.
D – Banged up asphalt street.	E – Front gate to town; very big & made of hacked together steel parts.	F – Assorted ruined jeeps (husks), cars, and varied military equipment.
G – Shanty-town huts.	H – Bigger shanty-town hut.	I – Crashed and ripped apart helicopters.
J – Banged up helicopter landing pad.	K – Lift entrance/exit.	L – Normal elevator access to Sub-Levels.
M – What’s left of what used to be tanks.	N – Inaccessible, rocky hills.	O – Transition to and from Entrance: Trading Post.
P - Manned gattling gun towers (old, hand-crank style gattling guns)	Q – Piecemeal steel wall made from cars, jeeps, and other steel paneling.	R – Run down, flat bed rail cars. Still functional. The car on the left has a tank engine mounted on it.
S – Train tracks.	T – Locked side access doors.	

Town Locations

Some things get better with time; the Reservation Town is not one of those things. Upon entering through the homemade steel gate, it becomes apparent that the Reservation, though it missed most of the Big War and the after affects, it did not miss all of it. The player is immediately walking through chunks of debris that looks every bit the two-hundred years it is. The asphalt road that goes north and west is cracked, bleached from sand and sun, and full of potholes, some of them as big as a car. On this road can be found several abandoned husks of what were once fine quality jeeps, cars (with 50’ wings, no less), and a couple of tanks here and there. With a bit of close examination, the player can find that a lot of parts have been salvaged from these abandoned vehicles, but for what use, that’s a mystery – for now.

Going west, the player will run into two helicopter hangers that are pretty much destroyed. There’s not much to look at here, except the careful scavenger might find some useful parts from the helicopter wreckages there. There are some ghouls living in the less exposed sections of the hangers, but for the most part, these are just big ruins.

To the east, after entering the town proper is a dilapidated office building. Several sections have caved in from either an old bomb blast or time – or both. However, in the offices that have not collapsed, several ghouls have taken up residence. All the ghouls here are very standoffish, and will try to avoid conversation. All, that is, except for Florence, a very old ghoul who was old even when she was human before the bombs dropped. Florence was the disgruntled janitor for the office building, but the day the bombs fell she was in sub-level 1 cleaning a particularly stubborn commode. “Luckily” for her, she survived the war, but became even more cantankerous over the last couple of centuries. However, even though she is a fungus-grump, she is more than willing to chat the player’s ear off (if she isn’t tempted to eat it). If the player gained access to the town

proper through sneaking, Florence is a good primary source for the player to discover how to get into Sub-level 1.

Down the dusty road and further into the Reservation Town, the player will come across a true shanty town, complete with holey, rank tents and holey, rank ghouls living in them. In the center of this shanty town is a large Army tent occupied by the commander of the Reservation guards, Colonel Green. The Colonel is another ghoul who was around when the bombs first dropped. He was assigned security duty at the Reservation and was in Sub-level 2 when the war started. He will not give away any information about the sub-levels, but he will speak to the player to find out his/her intent. However, if the player snuck into the town proper, he and his men will immediately try to capture the player to find out how he/she got in, and how the ghouls could make good use of the player. It's up to the player to decide if he/she wants to go along with being captured.

The last stop for the player is at the railroad cars, Main Access Elevator, and Equipment Lift. This area is heavily guarded by the ghouls and would represent quite the challenge for the sneaky player type. In fact, sneaking into the elevator and using it is pretty much impossible without the guards noticing. If the player gets captured, he will be brought before Measles and questioned, in which case, depending on how cooperative the player is being, Measles will contact Dr. Willem Clark, via direct comm. link, and consult. Negotiations can start from this point.

Based on either the negotiations or the player's actions within the Trading Post, there are several ways the player can get authorized access to the sub-levels - which will be explored in more detail in the [Quests](#) section. But as a primer, a couple of ways is to foil a scam being placed on Horatio by a Caesar's Legion slave trader. Another way is to turn in Hank for being a dissenter. And another way is to seek out and kill a caravaner who managed to steal some shotguns, ammo, and a couple of human slaves. Bringing back his head and the loot will make Measles very pleased, who will in turn contact Willem Clark about the deed. Willem Clark finds it interesting that a human would care so much as to help ghouls, so he decides to meet with the player. Measles will then escort the player to Sub-Level 1 and introduce the player to Willem Clark through the General Computer. Only a mouth appears in the computer monitor (obviously Willem's), and the owner of the chewed up mouth will ask some questions of the player. It is here that Willem will offer Measles as a companion and will give the player access to Sub-Level 2, the level where all the ammo and arms are manufactured.

Reservation Town Gate (O & E)

The Town Gate is a single steel door, some twenty feet across, that opens to the north. This gate is locked at all times and cannot be opened except by the direct authority of Willem Clark, the Reservation's leader, or one of his top appointees. It is heavily guarded by four well equipped ghouls and a Gattling Gun Tower.

Art requirements – *Junk wall tile set.*

Dilapidated Helicopter Hangers (A & B)



Here are two medium sized helicopter hangers. They are mostly caved in with severe char marks on the west side as a result of a nuclear explosion about a mile away during the big war. There is still a lot of concrete and rebar debris within the hangers, as well as scattered pieces of helicopters poking through. Some of the piles of debris look like they have been moved aside to

reveal a helicopter or two, but the exposed choppers also look like they have been picked apart over a long period of time.

Art requirements – *As described above, a meta-tile for these dilapidated hangers.*

Decrepit Office Building (C)



This one story office building did not get the full brunt of the western nuke thanks to the two Helicopter Hangers. Still, a lot of the building has fallen, save for a handful of rooms and office spaces. In the rooms that did not collapse are ghouls eking out an existence. These ghouls are unwilling to talk to smooth skins since they came to the Reservation to avoid the smooth skins and their prejudices.

Art requirements – *Ruined city tile-set, perhaps? Or Junk town tile set.*

Central Street (D)



This asphalt road has seen better days. It is pock-marked, cracked, and uneven due to seismic activity over the years.



During its heyday, it was used not only for automobiles, but also tanks and other heavy equipment. However, these days all it is used for is a graveyard for broken down and forgotten heavy equipment. Along the whole stretch of the street can be seen the

burned out husks of tanks, jeeps, and armored personnel carriers

(F).

Art requirements – *Junk town tile set.*

Shanty-Town Shacks (C & H)



At the north-east section of the town are a bunch of fallout shanty-town shacks and tents. These are the living quarters of the rest of the top-side ghouls. Nothing fancy at all about these shacks; just cots, a few boxes used as furniture and maybe a chair for the privileged few.

At the center of this little shanty village is a very large tent, perhaps at one time an Army command

tent. Inside, everything seems a bit nicer than anything that's in the other shanty shacks. There is a normal bed that actually looks livable (as long as the person sleeping in it does not have a strong sense of smell), a rectangular meeting table that is in decent condition, and a couple of cabinets storing who-knows-what (or who). This is the residence of Colonel Green; a ghoul who used to be a ranking colonel at the Reservation when the bombs hit. Even after 200 years, Colonel Green still commands respect and authority among the other ghouls, and it looks like he has a small contingency of soldiers under his command. The player will come to discover that Colonel Green is indeed in command of all the surface guards, including the five who hover around him during the day.

Art requirements – *Junk town tile-set.*

Railroad and Railcars (R, S, & T)



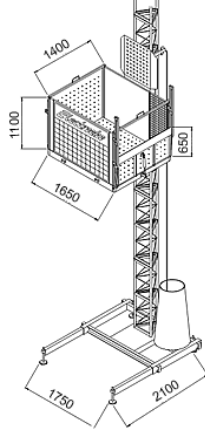
During the time before the big war, a railway went through the northern most side of the Reservation. The railway was never on any public maps, and no one except the people who worked at the Reservation and top military brass knew about the railway. At the time, this railway was the best way to deliver and pick up large pieces of equipment and vast

quantities of supplies. However, the railways went dead after the big war, and the two supply cars waiting on the tracks to be taken to another secret location would never move again.

That is, until Willem Clark got creative and decided to build his own train engine. Using different components from the tank wreckages all over the surface of the Reservation, he and his fellow ghouls built an engine into one of the supply cars. Looking every bit like a Junkyard Wars concoction, the new train engine is functional. The only thing is, it has nowhere to go. But the plan is to eventually find someplace to go; a place that is a perceived threat to the Reservation. Upon the other supply car, Willem will mount his Nuclear Nellie howitzer gun and take it within thirty miles of its intended target. From there, it is his goal to fire a dirty bomb into his enemy's base/town, which will hopefully cause enough havoc as to collapse any organization that might have existed. But again, Willem still needs a destination. The railcars, the tracks, and the access gates are all kept in much better condition than the rest of the surface area of the Reservation.

Art requirements – As described above, a flatbed railcar with a huge tank engine strapped at one end, with cranks and shafts directly connecting the wheels of the railcar to the engine. Should be a dynamic object that has two states; on and off. On has the flywheel turning and black smoke bellowing out from an exhaust, off has it not doing a thing.

Equipment Lift & Main Access Elevator (K & L)



sub-level 2).

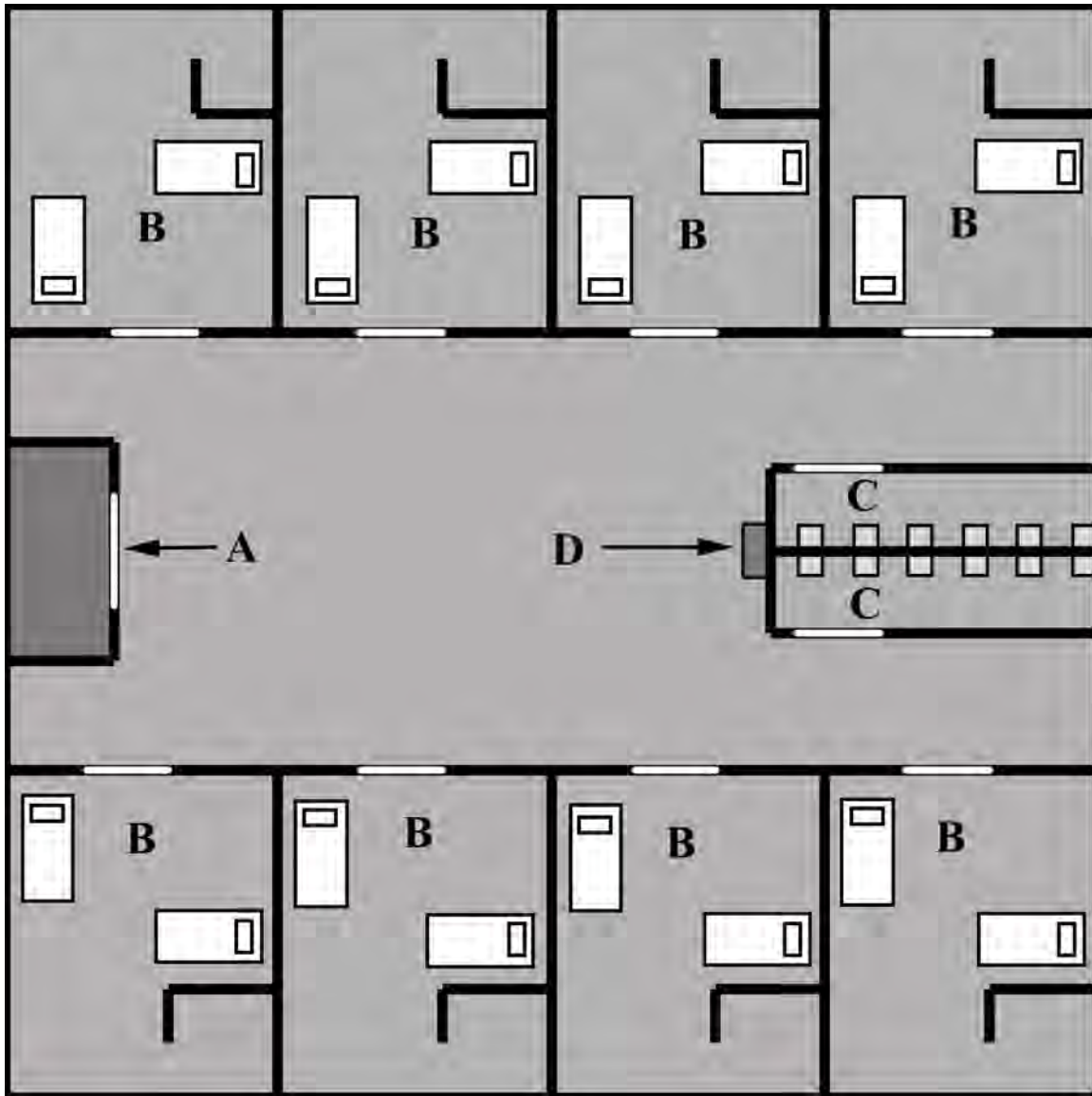
Near the seemingly abandoned railcars is the Equipment Lift and the Main Access Elevator. The Main Access Elevator is very similar to all the other vault elevators in the other Fallouts. It will take the PC to sub-levels 1 and 2, but not 3 (that one has a separate elevator which can be accessed on

The Equipment Lift is a large, steel platform elevator that goes directly to Sub_level3 and can only be operated from the 3rd sub-level. Both elevators are working and well maintained, however, the equipment lift needs a new cable in order to function – the engine works, just no cable for the actual lift.

Art requirements – The lift itself should look like the one in Half-life; a 10 x 10 steel grid that goes into the ground, elevator style.

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Reservation: Sub-Level 1



Legend

A – Main elevator to Town and Sub-Level 2.	B – Sleeping quarters.	C – Locker room and lockers.
D – General computer	White cut-outs in walls = doors.	

Sub-Level 1 Locations

If the player gains access to the sub-levels, this is more than likely his first stop. Built pretty much like a typical vault, this level is the main sleeping area for the sub-level ghouls. This level is clean, crisp, and very well taken care of, unlike the Reservation Town. The contrast between the two should be somewhat shocking. The floors of the level are sparkling, the walls show no sign of wear, and the sleeping quarters are very well maintained, with two beds each and toilets that look like they've never been used (and with ghouls, they probably haven't... do ghouls even poop?). Depending on the time of day, half the beds and/or rooms will be occupied by ghouls in clean white lab coats, and the other half of the rooms will not. In addition, each room will have two chests for the ghouls to store stuff.

Conversation is pretty limited here to just floats and such, except for Marty. Marty is a disillusioned ghoul who has the same type of thinking that Hank has; all is not right in paradise. If Marty feels like he can trust the player, he will divulge some of the things he's working on. One of those things is the assembly of dirty bombs on sub-level 3. The player will get the opportunity to eventually help or hinder Willem Clark and his diabolical plans based on info from Hank and Marty. Of course, one of the best ways to earn trust from Measles is to snitch on Marty about his rebellious thoughts, but I'll get into more detail in the quests section.

In addition to speaking to Marty, the player can hack into the General Computer on this level and find out little tidbits about the Nuclear Nellie, the dirty bombs, and just the very slightest hint at the ghoul procreation experimentation.

Art requirements – All standard vault stuff.

Main Elevator (A)



This is the Main Access Elevator that goes back to the surface and to the 2nd sub-level.

Sleeping Quarters (B)

The rooms in Sub-level 1 are pretty ordinary when it comes to vault sleeping quarters. Each room is very clean and well kept. Each room also has two twin size beds and a footlocker at each bed. The bathrooms are spotless, not so much because they are constantly cleaned, but because ghouls really have no use for a toilet... I think.

Locker Room (C)

This is a pretty typical vault locker room, with two rows of lockers running down the center of the room, separated by a wall going down the center of the room. Each locker will be filled with an assortment of goodies the player can loot. What those goodies are remains TBD.

General Computer (D)

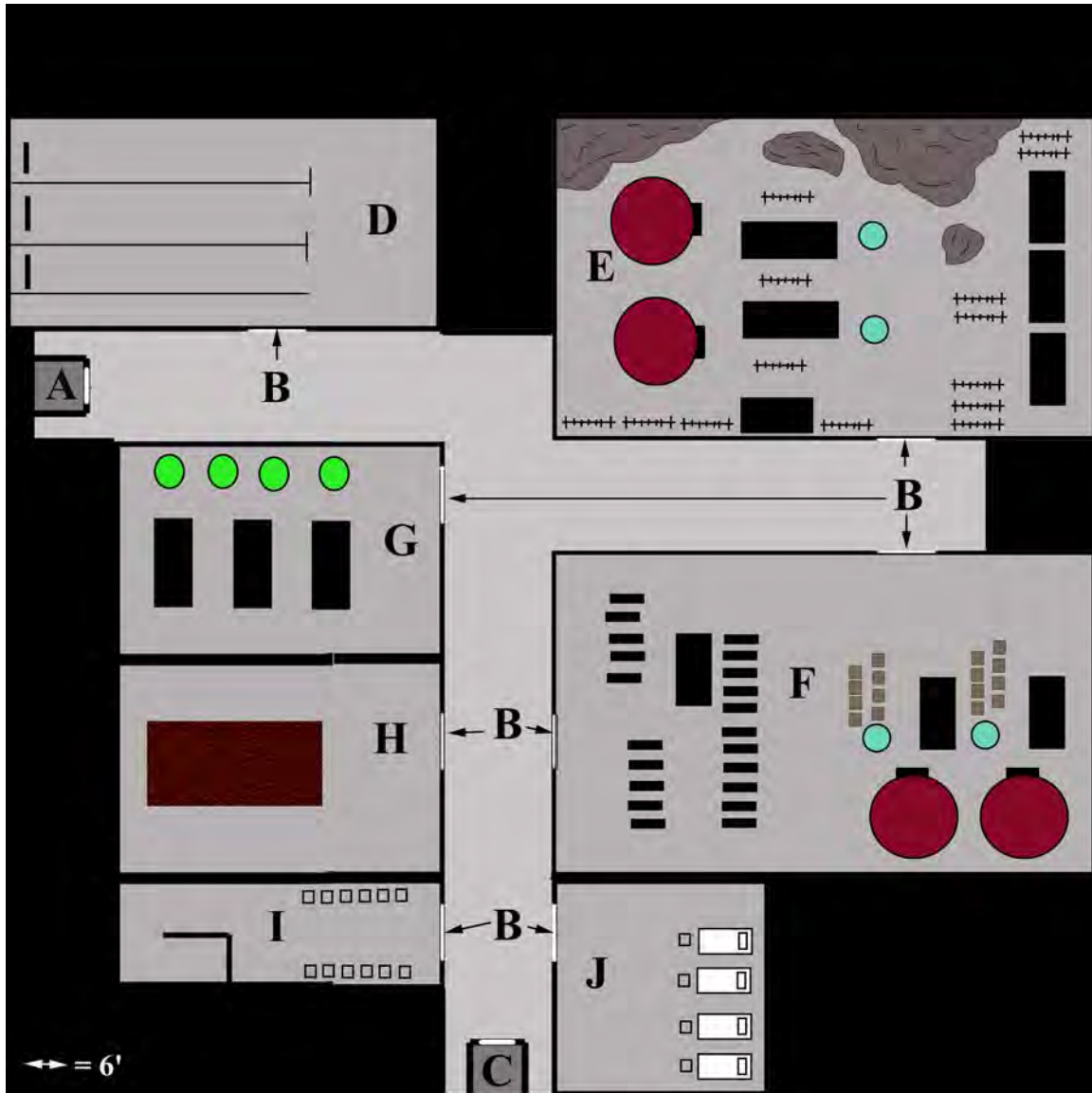


At the end of the outside of the Locker room is Sub-Level 1's General Computer. From here the player can access very generic stuff, like the work schedule of the lab techs, the guards, how many slaves were brought into the Sub-Levels, and how many had to be put into the incinerators after the failed procreation experiments...

huh? Yes, the player can get a bit of information about the ghoul procreation process and see that the human slaves have something to do with it. A bit of good hacking will reveal the name of the chief doctor in charge of the experiments, Dr. Sebastian.

Also, the computer will give a brief history rundown of the Reservation's great leader and founder, Dr. Willem Clark. The history will practically deify the doctor, basically proclaiming him the savior of the ghouls; their very own Christ, as it were. However, from conversations and reading the computer history, it seems that no one, except a very select few, have seen Dr. Willem Clark in a very long time –perhaps in over fifty years. There is no doubt he is still on the Reservation, but it would seem he has secluded himself to Sub-Level 3. Evidently, he wants to be closer to his “children” and the daily conceptions (don't try to picture it, it will rot your brain and make you start thinking David Hasselhoff is a sexy man).

Reservation: Sub-Level 2



Legend

A – Main elevator to Town and Sub-Level 1.	B – Doors.	C – Elevator to Sub-Level 3 only.
D – Shooting range	E – Armor smithing facility.	F – Weapon smithing and ammo facility.
G – Chemical laboratory.	H – Incinerator.	I – Lockers and bathroom facilities.
J – Foreman sleeping quarters.		

Sub-Level 2 Locations

Once the player has access to Sub-Level 2, he will have access to mechanics labs engineered for weapon, armor, and ammo smithing. However, the player may be in for a bit of shell shock once he enters Sub-Level 2. This level is very dirty, akin to an early 19th century English machine factory. The floors and walls are covered with soot and the air is a thick fog of mixed fumes generated by large boilers and burners. Evidently there is not a good air filtration system on Sub-Level 2, not that the ghouls would really need one. The player would be wise to use a gas mask down here (radiation is not as big a factor as on the surface. The sub-levels were well enough insulated during the Big War to keep out most of the radiation from above, but obviously not all).

However, the people who do need protection from the fumes are the human slaves working in the large, but smog congested smithing rooms. All of them have scarf-like materials wrapped around their faces as a weak form of protection, though every one of them frequently coughs. Though one might expect to see a few large slaves handling the brunt of the shoveling, the opposite is true. All the slaves lurking about are quite frail. At first assumption, one might think that their frailness is a result of long term exposure to the level's fumes and poor treatment of the slaves. However, a bit of investigation will reveal that all the working slaves are usually the weakest of the crop purchased. Evidently, the strongest human slaves are carted off to a room that emits a strange green glow through the door cracks on Sub-Level 3A slave or two may mention that at night, when they are resting in their holding cell, that they can hear screams coming down the hall where the "Green Room" is.

The first room the player will run into is the firing range directly north. It looks like a standard indoor firing range, except for the filth, comes complete with three ranges and, at any given time, a couple of ghoul guards trying out a new conventional firearm. Since the guards have a bit of an ego, they are anxious to challenge the player to a contest of skills. Best of ten shots at the maximum distance in the range wins the contest (prize is TBD).

To the northeast of the level is a large room used for armor manufacturing. Inside, there are two large furnaces next to makeshift anvils and tables. A couple of ghouls bang away at stretching leather and forming metal to make suits of armor. Several slaves toil away at moving around the scrap materials and shoveling coal into the furnaces from large piles of coal along the northern wall.

Just south of the armor smithing room is the weapon and ammo smithing room. It looks very similar to the armor smithing room, except that there a lot of medium sized crates filled with ammo and guns (a lot for the FO3 world, anyways). One side is filled with crates of non-functioning weapons, and another, guarded by four ghoul guards, is filled with functioning guns and ammo, though this side is much smaller than the non-functioning side. The two weapon smith ghouls toil away at dismantling the non-working guns to either piece together the different parts into a functioning weapon, or melt down the metal to forge new components. The slaves cart coal from the stockpile in the armor smith and shovel it into the furnaces in the weapon smith facility. Again, these slaves are frail and look like they are going to keel over at any moment. Even though the slaves are frail, the floating toxins do not help their health conditions. The slaves rarely live longer than a couple of years before the toxins kill them. The player will have the opportunity to either find proper gas masks or devise a makeshift air filtration system.

Running the whole show on Sub-Level 2 is Milt the Foreman. He can be found walking from room to room, making sure things are running smoothly. He's a no-nonsense ghoul who tells it like it is, and he'll waste no time telling the player what he thinks of human scum. In any event, Milt will serve as a focus point to augment current weapons and armor for the player to make them more deadly, provided the player has the blessing of Dr. Willem Clark. If not, he'll call the guards and they will lay the smack down!

There's also a Chem Lab on this level where the player can use the chem.-mechanic's table to concoct stim packs, Rad-Away, and other such things. There is a science techy in here every once in a while, but he only comes in to get supplies and such – nothing to buy here. But if the player follow said techy, he will see that he takes a different elevator than the one the player came. This elevator is the only way to Sub-Level 3 and its big mysteries.

There's also the requisite sleeping chambers for the ghoul workers, as well as a bathroom/locker-room complete with lockers for the player to pick.

The last place of note on this level is the Incinerator Room. Periodically during a given day, a techy will come up from Sub-Level 3 with a large, covered trash can. He will head into the Incinerator room and dump the contents into the very large incinerator. The player may try to investigate the ashes and such around the incinerator to determine what was thrown in there. A good Perception will uncover human bone in the ash.

Art requirements – *Need dirty, sooty looking vault tiles, as described above.*

Main Access Elevator (A)



This is the Main Access Elevator that goes back to the surface and to the 1st sub-level.

Shooting Range (D)



A standard, three lane firing range except with overly used targets at the far end of the room and a lot of soot and dirt on the walls. There are no working pulley systems to bring a target back and forth to the shooter. Every once in a while, the player may run into a ghoul guard or two who are practicing. These ghouls will challenge the player, provided the player is there with the permission of Willem Clark, to a shoot off. The winner gets an epithet or something like that. However, once the player does this challenge, he will not be challenged again. Hey,

ammo's valuable, even if the ghouls make most of their own.

Art requirements – *Need bullet riddled targets and a meta-tile of a three lane shooting range.*

Armor Smithing Facility (E)

This room looks like a cross between a medieval forge and a turn-of-the-century machine sweatshop. Two large furnaces roar with fire and crackle whenever metal is placed close enough to melt. Two ghouls labor away making leather and metal armor, and four to six slaves toil with cleaning up the scraps and shoveling coal into the furnaces. There are a couple of large tables holding various tools, remnants, etc. Also, there are two makeshift anvils the ghouls use to forge steel, and two large tubs of murky, black water to cool the steel. No talking here, too much work to do.

Art requirements – Need big, red boilers with dynamic flames shooting out its oven doors. Also need piles of coal to place willy-nilly along the far walls. Lastly, need a hammer swing animation for the ghoul smiths.

Weapon Smithing Facility (E)



This room also looks like a cross between a medieval forge and a turn-of-the-century machine sweatshop. Two large furnaces roar with fire and crackle whenever metal is placed close enough to melt. Two ghouls labor away making gun barrels and components, then assemble them, and four to six slaves toil with cleaning up the scraps and shoveling coal into the furnaces. There are a couple of large tables holding various tools, remnants, etc. Also, there are two makeshift anvils the ghouls use to forge steel, and two large tubs of murky, black water to cool the steel. No talking here, too much work to do.

Art requirements – Need big, red boilers with dynamic flames shooting out its oven doors. Also need piles of coal to place willy-nilly along the far walls. Lastly, need a hammer swing animation for the ghoul smiths.

Chemical Laboratory (G)

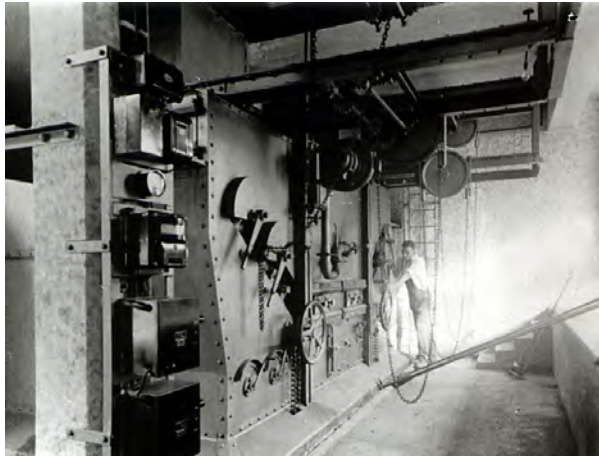


A large table and four big tubs of green goo are all that occupy this room. On the table is an assortment of beakers, tubes, measuring devices, and other assorted lab stuff. The player may use this facility to make stim packs, Rad-X, and any other chem in the game. If the player is allowed to be on Sub-Level 2, then the techy who comes into the facility every once in a while will not raise an eyebrow. However, if the player is not allowed to be there, then the techy will flip out and call the

guards.

Art requirements – Like a series of dynamic, connecting tubes and beakers with green and red ooze flowing through the tubes.

The Incinerator (H)



This lovely room has a very large, rusty, burnt looking incinerator smack in the middle. The iron doors are kept closed and locked when not in use, but the heat and sound of the searing flames within can be heard and felt from out in the halls. At the foot of the incinerator's big iron door is scattered pile of ash and burned debris. A perceptive PC can sift through the ash and discover that these are the remains of humans. A couple of time per day, a techy from Sub-Level 3 comes to the incinerator with a large

trash can and dumps its contents into the incinerator.

Art requirements- *Need small dynamic piles of ash with a smattering of bone in them. Also need a large, square incinerator with a dynamic door that when opened, flames shoot out.*

Foreman Sleeping Quarters (J)

This is the one room on Sub-Level 2 that is not nearly as dirty and sooty as the rest of the level. It's far from clean, but compared to the rest of the level, it's worthy of a king. There are four beds along the walls of the room, a footlocker at the base of each bed, and a cabinet along one of the walls. Inside the cabinet are old books and magazines of varying interests. During the night time hours, these beds are occupied by the foreman, during the day, they are not. It is not wise to wake a sleeping foreman, even if you are there by permission of Willem Clark. These guys are very grumpy and need their ugly-sleep.

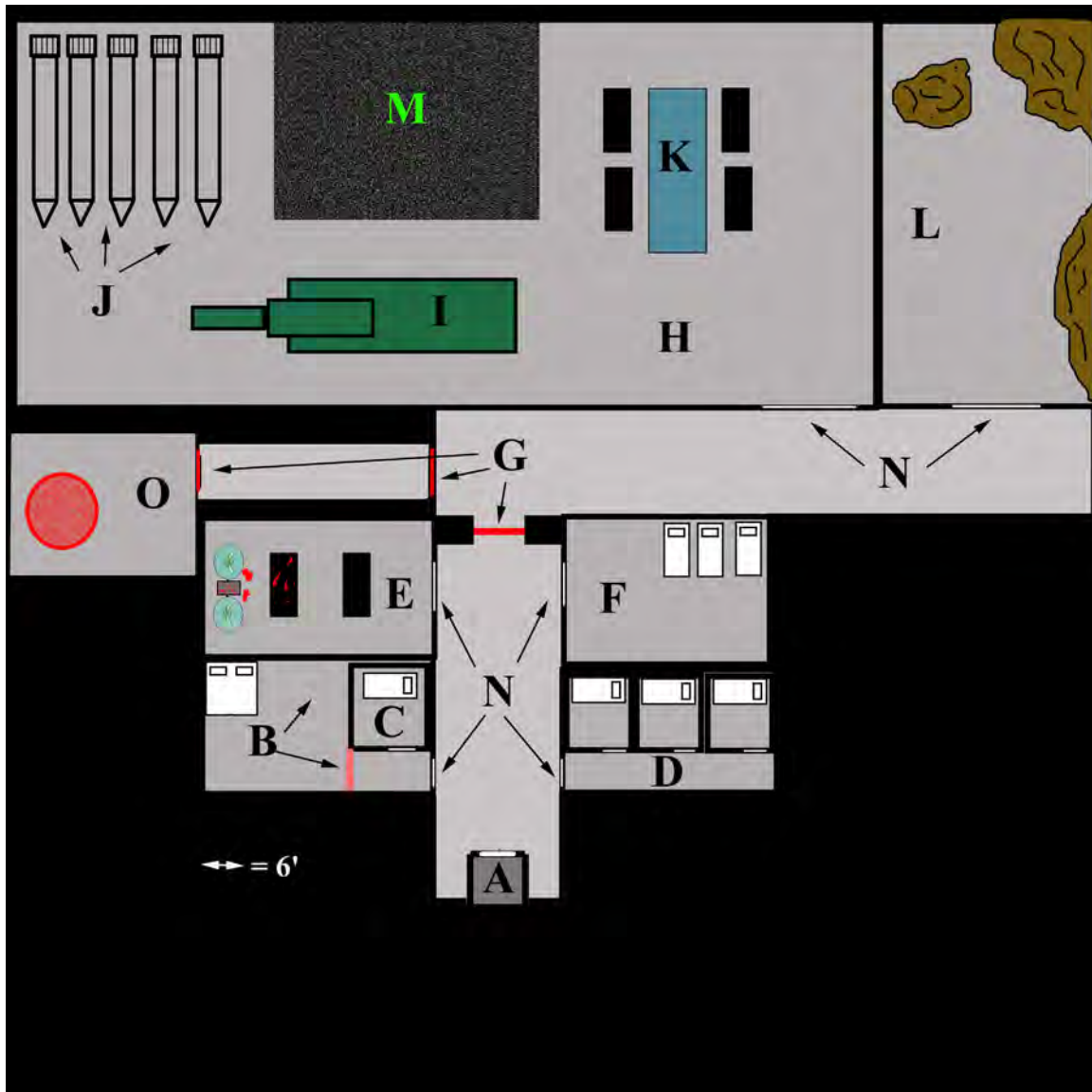
Locker-room and Bathrooms(I)

Understand the needs humans have to expel their internal wastes, the ghouls have tried to maintain the bathrooms on Sub-Level 2. The commodes are functional enough to get rid of most waste, but some waste does back up, providing an even more noxious odor than the soot smells. Since the ghouls do not mind really bad smells (hell, they smell bad enough), they have little sympathy for their slaves' complaints of fouled toilets. The player may remedy this problem by fixing the clogs in the lines, or sending a cherry bomb down one of the commodes to blast the clog away. I'll need a scripted cut scene for this event of water and waste blowing out of the toilet. The bathroom might be really messy after this, but hey, these pipes are clean (HA! A "Cabin Boy" reference – which is in this doc for my amusement only and will not be in FO3)!

Elevator to Sub-Level 3 (C)

This is the Elevator that goes only to and from Sub-Level 3.

Reservation: Sub-Level 3

Legend

A – Elevator to Sub-Level 2 only.	B – Willem Clark’s quarters and force field door.	C –Measles’ quarters.
D – Quarters for the other 3 Born Ghouls.	E – Ghoul Procreation Laboratory; AKA the Green Room.	F – Ghoul scientists’ quarters.
G – Force field doors.	H – Nuclear weapon research and development lab.	I – Nuclear Nellie (take-off of Atomic Annie).

J – Picked apart missiles.	K – The Reservation’s main computer.	L – Filthy slave quarters.
M – Heavy equipment lift (to surface).	N – Doors.	O – Reservation reactor core.

Sub-Level 3 Locations

Sub-Level 3 used to be the meat and potatoes of the Reservation back in the day. Little has changed in that regard. While Sub-Level 2 maintains manufacturing of armor and arms for trade on the surface, the true research and development, and the means by which Willem Clark fulfills his dream, occurs on Sub-Level 3.

The only way for the player to access this level is through the southern elevator on Sub-Level 2. The use of this elevator requires the visual approval of Willem Clark himself. The player’s options to gain entry are to earn the trust of Willem Clark through completing quests, going Rambo and killing everyone topside and the first two sub-levels – this brings Willem and his cronies to the player for a final showdown, and by doing this Willem forgets to reset the security on the elevator - , or the final way is to sneak down the elevator using deception. However, since Willem visually checks everyone in and out of the elevator through a heavily protected camera over the elevator, and he is personally familiar with all who works for him, the player would need a very high Deceive skill to pull off the scam.

As Sub-Level 1 is sharply contrasted in appearance and feel to Sub-Level 2, so is Sub-Level 3 to both previous levels. Not only is Sub-Level 3 very clean and tidy, but it is also eerily dark and cold, both figuratively and literally. The halls are permanently lit by red power back-up lights, and the purple glow of the force field at the end of the hall accentuates the dark mood. During the daylight hours, the entire level is deathly silent, save for the hum of the force fields. During the night, inconsistent screams of terror and pain can be heard coming from within a room; a room known to the slaves only as the “Green Room.”

The first room to the right from the elevator in Sub-Level 3 is a long room consisting of three smaller rooms. The rooms are regular, square rooms each with a single bed and a cabinet against the wall. If the player has entered this area during the day, the rooms will be empty. However, at night the rooms will be occupied by their respective owners getting ready for a good night’s rest. These rooms, as it turns out, belong to the successful results of the ghoul procreation experiments. Like [Measles](#), these three ghouls are Born Ghouls. However, only [Belle](#) will give the player the time of day, the other two will brush the player off.

Art requirements- *Mostly standard vault stuff.*

Elevator to Sub-Level -2 (A)



This is the Elevator that goes to and from Sub-Level 2, exclusively.

Born Ghouls Quarters (D)

At the southeast section of Sub-Level 3 is an entrance to a medium sized corridor. Along the north side of the corridor are three sterile looking, square rooms, each with a nice size bed and cabinet. Other than the slightest hint of blood drops here and there, and the occasional bone fragment, there is nothing extraordinary about these rooms, save for their owners. These three rooms belong to Born Ghouls; ghouls, like Measles, who were not created through exposure to the FEV virus, but ghouls who were actually born into ghoul-dom. Through cruel experimentation on humans by Dr. Sebastian, these ghouls gestated and were birthed. Reveling in their infrequent success (the ghoul procreation experiments have a 2% success rate), Dr. Sebastian and Dr. Willem Clark keep their Born Ghoul progeny close at hand and comfortable. To them, the Born Ghouls represent the future of the ghoul “species,” and they will do everything in their power to make sure their “children” are well taken care of.

Measles’ Room and Dr. Willem Clark’s Room (C & B)

To the southwest is a large room. Upon passing through the steel door, there is a purple force field due west and a small room to the north. The room to the north is exactly the same size and style as the Born Ghoul rooms to the east. This room belongs to Measles’, Willem Clark’s right hand ghoul and sometimes personal bodyguard. However, since Willem never really leaves his chambers, Measles has been assigned additional tasks. In fact, the only time Measles is in this room is when Willem calls for him or it is nighttime – time to sleep. During the day, Measles is usually topside at the Trading Post making certain all is running smoothly.

To get into Dr. Willem Clark’s room, the player either needs to be invited, kill everyone on the previous levels which draws Willem and some of his cronies to deal with the player, thus leaving the force field down, or use his super mechanics skill on the purple force field. Otherwise, the player may only dream about what is inside. However, once inside (and as long as Willem is not dead), the player will be greeted with almost sheer darkness, except for a soft glowing light resting next to a shadowy form. There is a bed, a cabinet filled with books, and a computer in this room, but they are hard to see in the darkness. As it turns out, the shadowy form is Dr. Willem Clark. He will say he prefers the dark because it allows him to be alone with his thoughts – and he has many, many thoughts. If the player feels brave, Willem will be happy to convey these thoughts.

Bottom line, though, is that the computer in Willem Clark’s room holds the launch codes for the Hermes-XIII space rocket. There are several ways to get these codes, which I will go into greater detail later in this doc.

Scientists’ Sleeping Quarters (F)

Similar in style to the sleeping quarters on Sub-Level 1, but a bit wider, this room is for the exclusive use of the techies and scientists of Sub-Level 3. There are four beds, a few cabinets, and foot lockers at the foot of each bed. Other than that, there’s not much to look at.

The Green Room (Ghoul Procreation Laboratory) (E)

Like something straight out of a 1950’s horror movie (in living Techno-color!), this is the laboratory where the madness of ghoul procreation takes place. There are two tables filled to the brim with tubes, bottles, beakers, a Tesla coil, and anything else that emotes a mad scientist feel. At the far end of the room are two big glass tubes filled with a viscous, green liquid. Inside this

bubbling goo are two floating humanoid forms attached to tubes and wires. Closer examination reveals that the occupants of these tubes are human. Even closer examination will reveal that there is a large hose burrowed into the distended abdomen of each floating human, and from the wild, terrified eyes of the occupants, it becomes clear that the humans are terrified and in a great deal of pain.

The individual running this show is a ghoul named Dr. Sebastian. He relishes in his work and is eager to talk about it, provided the player has permission to be in Sub-Level 3 (Willem let's everyone know if the player is allowed to be there – after all, how many healthy humans are actually allowed to roam the dark halls of Sub-Level 3?). While all the sordid details of the ghoul procreation process will not be revealed, the player will get enough disturbing imagery to convince them that the process is not fun in the least – for the humans, anyway.

Art requirements- Need two glass vats filled with green goo and each having a near naked human dangling from tubes within them. The vats need to be dynamic so the player can shoot them and watch them explode with bodies and humans pouring out onto the floor.

Force Fields and the Main Generator (G & O)

To the north are a series of force fields that lead to the main power generator. The first force field is only accessible with the proper security pass (yep, search for a keycard. There are several on the persons of the lab techs and Sub-Level 3 guards, plus the player may finagle one from an amorous ghoul.) Of course, the force field can be circumvented by a talented mechanic. Once passed the force fields, the player has access to the Main Power Generator. If the player has aspirations to blow the generator up, he may. However, this will only knock out main power and the backup generators will kick in. And, even though the Main Generator is a sub-reactor, the heavy insulation in this room will keep the explosion confined to this room, thus not endangering the other rooms. The design thinking was that if anything would go wrong with the generator and is melted down, the resulting explosion would not “domino effect” with the nuclear warheads for the B.O.M.B. missiles.

Nuclear Weapons R&D and Reservation's Main Computer (H, I, J, K, & M)

This massive room was once used to research and then develop the missiles and warheads that would eventually be used on the B.O.M.B. satellites.



The first thing the player will run into is the Reservation's Main Computer core. This machine holds all the information about the B.O.M.B. and Hermes programs, and it also includes the launch codes for the Hermes-XIII space rocket. However, the launch codes are encrypted and require a heavy science skill to extract. This is just an alternative to meeting, face to face, Willem Clark, and gives the science/stealth boy another opportunity to advance.

At the center of the room is a very large, Howitzer looking cannon. Named “Nuclear Nellie,” this gun was originally designed to fire a ten megaton nuclear warhead shell, cannon style, to a target some thirty miles away. In it's current state, Willem Clark changed Nuclear Nellie's design a bit to fire a dirty shell thirty miles away. The dirty shell uses the few, but remaining remnants of uranium and other radioactive material to

distribute over a two city block area. The resulting contamination, Willem hopes, will cause the occupants of the newly radioactive zone to disperse and flee. Willem intends to one day use this device against an enemy, once he finds one that is a suitable threat. Until then, Nuclear Nellie waits.



Another road block for Nuclear Nellie is the broken equipment lift. Some time after the Big War, no one knows exactly when, the heavy cable for the lift snapped, rendering the lift useless. If the player ever finds a replacement cable, the lift will once again function and Willem will be one step closer to fulfilling his dream.

Finally, at the northwest section of the room, the player will find the hallowed husks of four nuclear missiles with the acronym B.O.M.B.-001 painted on their sides. These missiles look like they have been rummaged over more than a hundred times and truly have nothing left of value attached to them, except maybe the metal shells.

Art requirements – Need Nuclear Nellie as described above. Also need emptied out nuclear missile shells.

Slave's Quarters (L)

A filthy den of hopelessness, this large room is used to house the two-dozen or so slaves used in the Sub-Levels. The floor is filthy with dirt, blood, urine, and excrement, and there is a dead body or two protruding from the cave-in dirt and boulder piles. There is nothing pleasant about these quarters, and the ghouls make sure that there is nothing pleasant about them. Since the ghouls of the Reservation hold most humans in utter contempt (yes, the player would have his work cut out for him to woo Willem and his followers), they figure that treating the slaves as badly as the humans treat ghouls on the outside is justice served. Granted, much of the ghouls' hatred towards humanity has been fueled and exaggerated by Willem Clark, but that does not make it less real for the Reservation ghouls. Besides, the ghouls figure humans are easy to replace at this time thanks to Caesar's Legions and the Blackfoot slave trade.

TIMELINE

YEAR	EVENT
1943	The Los Alamos Nuclear Research and Development facility, code name the Reservation, completes construction. Los Alamos becomes part of the research team for the Manhattan Project.
2063	Dr. Willem Clark, a top nuclear physicist in his day, is put in charge of all scientific endeavors at the Reservation. Colonel Green, a career soldier in the U.S. army, is put in charge of security.

2065	The Reservation is given orders to research and produce nuclear missiles that can be fired from an orbiting space platform.
2072	Completed B.O.M.B. missiles are sent to different space centers around the U.S. so they can be carried into space and installed into the B.O.M.B. satellites. The process is slow, but it is being carried out fairly regularly.
2076 October	Production of B.O.M.B. nuclear missiles is put on hold due to budget cuts. The reservation is put on reserve.
2077	Bombs drop, including some very close to the Reservation site. Due to the seismic activity, some radiation seeps into the sub-levels. Even though the people underground are safe from the blasts, radiation eventually takes its toll.
2087, December	After most of the initial survivors succumb to radiation, those “fortunate” enough to not die have turned into ghouls. And after spending ten years underground, they finally come back to the surface. Twelve ghouls, including Dr. Willem Clark, volunteer to search the wastes in the hopes of finding other survivors.
2088, December	Of the twelve volunteers to explore the wastes, only one comes back to the Reservation; Dr. Willem Clark. However, he has brought back a few dozen fellow ghouls to seek shelter at the reservation.
2089, January	After explaining the hardships and prejudices placed against ghouls by smooth skin humans, the ghouls of the Reservation proclaim Dr. Willem Clark as their leader. Willem further solidifies his place as leader by explaining his plans to one day make the ghouls the rightful and true heirs to the Promised Earth and that becoming a ghoul was the next, logical step in the evolutionary process.
2198	After years of trying the “natural” way, the ghouls discovered they were indeed sterile. Dr. Willem Clark and Dr. Sebastian begin to devise a plan to create a viable way for ghouls to procreate.
2220	The Reservation begins to purchase human slaves from the various tribes around the region. The ghouls trade what weapons they make in their underground smiths for healthy humans. The healthiest are used for the ghoul procreation experiments, while the rest work until they die from exhaustion and disease.
2227, July	After years of research and experimentation, Dr. Sebastian successfully creates a Born Ghoul through procreation. The human host, like all the ones preceding him, dies during childbirth (evidently hosts can be male or female).
2227, August	The first successful Born Ghoul. Due to the radioactive chemistry of the ghouls, the first Born Ghoul rapidly grows into adulthood within a month. The Born Ghoul is named Measles due to his large, swollen glands in his jaw. Only three other Born Ghouls will be birthed between this year and 2253. The procreation experiment only has a 2% success rate. Research continues.
2242	Nuclear Nellie, a howitzer style gun capable of firing a nuclear shell, is made functional at the Reservation. A “dirty” shell is created to use on Willem’s enemies. However, since the heavy lift cable is broken, there is no way to bring the gun from its underground lair.
2249	A lucrative slave trade is established with Caesar’s Legions and the Blackfoot tribe.
2253, October 23	

F3 Begins

14_Reservation

EMOTIONAL PORN



DRAMA

- Freeing Jillian from the Reservation and returning to Bloomfield to reunite with her Rusty Hooks comrades. This will make Hank sad.
- Helping the ghouls to further the player's goals, or sabotaging the ghouls to help free the human slaves (not really mutually exclusive, but freeing the slaves will really piss off the ghouls).
- Ruin the ghouls' attempts at finding a way to procreate.
- By helping the ghouls, the player elevates the chance of human extinction in the long run.
- Help the ghouls dissidents overpower Willem and his cohorts so they can take over the Reservation and attempt peaceful coexistence with the other organizations – or at least live in bitter solitude and not bug anyone else.
- Expose the ghouls dissidents so Willem and his cohorts may further their dream of taking over the Promised Earth.
- Mercy kill the poor slobs baking in the gestation tanks in the procreation lab.

OTHER ROLE-PLAYING TESTS AND EPITHETS

TIES TO OVERALL GAME THEMES

- Helping one group invariably ruins another.
- Evil is subjective: The ghouls are in a dire predicament. If they do not find a way to procreate, they will become extinct. However, helping the ghouls will not only cause the deaths of humans,

- but may cause the human race to become extinct. Are humans evil for trying to destroy the ghouls, or are the ghouls evil for trying to survive as a new species?
- Deception. Not everything is as it seems, and not everyone is truthful about their motivations.

NPC COMPANION USES

ART REQUIREMENTS

GENERIC NPCS

Dr. Willem Clark (Male – Ghoul)

(Sub-Level 3 – Christ-like leader of the Reservation ghouls. Similar in mentality to Colonel Walter E. Kurtz (Marlon Brando) from Apocalypse Now.)

Importance – Major (though I like to think of him as Epic)



Level – 20+

Age – 200+

STATS

ST - 04

PE - 05

EN - 07

CH - 05

IN - 08

AG - 07

LK – 06

Traits – Gifted; Finesse

Perks – Action Boy, Gain CHA, Living Anatomy; Tag!; Toughness

Tag Skills – Science; Firearms; Mechanics; Medic

What is a “savior?” The dictionary tells us it’s, “A person who rescues another from harm, danger, or loss.” But this is a cold, heartless description. What Dr. Willem Clark has done for his ghouls at the Reservation is more Christ-like than mere savior, or at least that is what Willem would have his followers believe.

Dr. Willem Clark was a gifted nuclear physicist in his smooth skin days. He worked at the Reservation as chief scientist in the nuclear research and development department on Sub-Level 3. Even then he commanded a loyal following of fellow scientists who were in awe of his scientific capabilities and his ability to bring out the best in his colleagues. So, when the bombs fell and everyone was too scared to move, Willem took charge and kept the survivors alive; alive with hope that one day they would all return to the surface and start life anew.

Unfortunately, not everyone made it to that fateful day of returning to the surface. Ten years passed since the bombs dropped when the survivors in the sub-levels decided to come to the surface. They were little more than two-dozen survivors out of nearly one-thousand stationed at the Reservation. But how lucky were they to survive as ghouls? Once on the surface, a dozen ghouls, including Dr. Clark, set out into the wastes to find other survivors like them, or at least similar. The thinking at the time was that all survivors would probably be ghouls, and it would be wise to organize as many as possible into one central location so rebuilding could start.

Days, turned into months, and the months turned into a year. After a year of not hearing anything, the remaining ghouls at the Reservation started to give up hope that any of the original twelve would ever come back. But one did. Dr. Willem Clark not only came back, but he came back with two, possibly three dozen ghouls in tow. When he settled back into the Reservation, he told the others about the prejudice and mistreatment ghouls faced at the hands of smooth skin humans. He then explained to the survivors at the Reservation were given a gift; the gift of life and the ability to adapt to this new, *Promised Earth*. It became clear to Willem that becoming a ghoul was an evolutionary process in which the ghoul body could withstand, and in fact even prosper in this scorched, radioactive Earth. He declared that he would guide his fellow ghouls into the next age of man; the age of ghouls. The *Children of the Wastes* would inherit the Promised Earth, and Dr. Willem Clark would guide them the entire way, protecting them from the cruelty of the smooth skins, but training them for their eventual uprising against their oppressors.

For nearly two centuries, Willem Clark brought ghouls from all over the wastes to the Reservation. Some stayed topside, happy to eke out an existence among the debris, while others took to the Sub-Levels of the Reservation. Those who went to the Sub-Levels enjoyed fruitful, meaningful work and much better accommodations than were topside.

Willem reveled in his little kingdom, and his ghouls began to look upon Willem as their lord and savior. They worshipped him in such a way as to deify him. Soon, Willem eventually began to think of himself as a deity, and became more reclusive over the last fifty or so years. He finally came to a point where he never left his room on Sub-Level 3 and only communicated to his fellow ghouls through computer screens placed throughout the facility. When he communicated, he would only reveal his mouth over the screen, for he felt should any of his followers look into his eyes, they would burn under his magnificence - such was his ego. When one did get the chance to speak with Willem, he would often refer to himself in the third person and put his sentences together in such a way as to sound like he was reciting scripture. Due to his high intelligence, no one was able to convince him otherwise of being a holy savior, and nobody probably could. He would continue to lead his people to the Promised Earth until his dying day, but no one knows when that will be, if ever.

Scripting stuff goes here

Measles (Male – Born Ghoul)

(Reservation Trading Post – Willem’s right hand ghoul, oversees trade during the day, joinable CNPC with a hidden agenda.)

Importance: Major



Level: 12-ish

Age – 20

ST - 05

PE- 07

EN - 06

CH - 02

IN - 05

AG - 08

LK - 10

Traits – Gifted; Finesse

Perks – Action Boy; Thief; More Criticals; Banzai

Tag Skills – Lockpick; Melee; Sneak

Measles is one of three personal body guards to The Reservation’s leader, Willem Clark. Measles is one of a very few (can-be-counted-on-one-hand few) ghouls who was conceived rather than transformed by radiation. At quick glance, Measles looks pretty much like any other ghoul; scabby, gray-green skin that is peeling away from the bone on certain parts, little to no hair, yellow eyes, etc. But upon closer examination, Measles’ scabs, lesions, hair patches, and teeth gaps seem very uniformed, almost as if they were meant to be there and serve a function. Maybe this is the result of the breeding process, maybe Measles just got lucky, no one really knows for sure. But what is known is that Measles is a gifted hand-to-hand and melee fighter. He seems to know exactly where to hit someone to cause the most damage possible, which is quite unexpected from a skinny ghoul. But this is one of Measles’ greatest strengths – deception. Measles’ unassuming posture and meek appearance makes all foes not think twice about him being a threat. However, by the time the shit hits the fan, the cocky enemy is laying face first in a puddle of his own blood and urine.

Measles gets his strange name from his two large, bulbous-like tumors that stick out from his neck like a severe case of measles... well, that and his strange fascination with children’s diseases. It’s this fascination that also allowed him to be a fairly good scientist and pretty good at field medicine.

Oh, and I should add that he hates humans, but will go with the player if Willem orders him to, is only hospitable to other ghouls, has a hidden agenda that differs from the PC’s, and is willing to critically hit the PC in the back of his head, ghoul or not, to make sure his agenda sees the light

Measles’ Secret Agenda – Willem Clark, the Ghoul-Jesus-like leader of the Reservation, wants to know about the other settlements in the wasteland; how big, how organized, and most importantly, are any of them a threat to the Reservation. Willem will order Measles to go with the PC (if the PC wants him), under the guise of curiosity, exploration, and the hopes of establishing trade through a rail system. Once Measles feels he has learned

enough (basically, after visiting Hoover Dam, New Canaan, and as a bonus, the Grand Canyon for its uranium mines), he will request to go back to the Reservation to give a report to Willem Clark.

In a nutshell – Willem has built a “dirty” bomb out of what uranium was left in the nuclear missile labs in the Reservation, and he wants to deliver, via rail and Nuclear Nellie, said dirty bomb to the community he perceives as his biggest threat. The bomb is meant to slow down the community’s progress and hopefully dissipate the people after radiation sickness kicks in.

So, the second hub of Measles’ mission is to establish a rail system, with the PC’s help, between the Reservation and either Hoover Dam or New Canaan. Willem’s preference on which to bomb is TBD. I’m thinking it will depend on how much the PC helped each community to better itself or screw it up. Willem will then bomb the “better off” community – i.e. the community most likely to prosper. Willem will then mount Nuclear Nellie on his makeshift train, park the railcar about thirty miles outside his enemy’s location, and fire his dirty bomb out Nellie’s massive barrel.

Lastly, if the PC has been through the Grand Canyon and discovered the uranium mines, Willem will want a rail system to go there so he can mine more uranium. His ultimate goal; eliminate all possible threats, use the newly mined uranium to make a dirty bomb arsenal – or maybe even a couple of nuclear bombs if there’s enough material – perfect the ghoul procreation process, and wipe out all the smooth skins so the “Children of the Wasteland” may rule the Earth.

Scripting stuff goes here

14_Reservation

Hank (Male – Ghoul)

(Reservation Trading Post – Weapons and ammo trader, has a crush on Jillian, not aware of Betty's feelings.)

Importance: Intermediate

Level – 8-10

Age - 120

STATS

ST - 04

PE - 07

EN - 05

CH - 02

IN - 06

AG - 06

LK – 05

Traits –**Perks –****Tag Skills –**

The Reservation Trading Post is known among the seedier crowd to be a great place to purchase weapons, particularly firearms and ammo. While supplies are limited to metal and gunpowder resources available to the ghouls, the Reservation can still boast a superior cache of firearms to practically anywhere in the wastes.

The Reservation's leading vender of firearm sales is a pleasant ghoul, named Hank. Hank is physically non-threatening and does not convey the same hostility towards smooth skin humans as his kin. He will treat any and all customers with equal pleasantries and try to give the best deal possible. He is very informative about the different weapons he sells, as well as any weapon that seems new to the wasteland. And, he has no problem explaining the best uses of any of the weapons he sell.

Hank is also a quiet dissenter. He does not agree with Willem Clark's plans and philosophies, but he is very reluctant to tell anyone. Evidently, the punishment for dissent is to strip the dissenter of all earthly possessions and caste them into the wasteland. From there, the dissenter's life can be measured in hours instead of years. This little deterrent keeps Hank's mouth shut about opposition, and he will openly praise Willem's work. A trustworthy player can possibly get Hank to slip here and there, especially when it comes to Willem's plans of genocide and domination.

Hank's feelings of dissent are not that uncommon for *newuns* - a term used for ghouls who have been at the Reservation for less than fifty years. At first, the prospect of living in a well protected facility with plenty of working power and fellow ghouls sounded like Shangri la. However, when Hank heard the rumblings of Dr. Willem Clark's plans to do away with humans with dirty bombs, he had his doubts. The red flag really went up for Hank when he heard that human slaves were being experimented on to aid in the ghoul procreation process. He did not really have anything against owning slaves, he knew that it was a necessary evil in some parts of the wastes, but he was of the mind that slaves should be well taken care of to get the most use out of them. And torture certainly was not an option, let alone invasive experimentation. No, he did not approve of Willem's plans, but Hank was far too scared to ever speak out against Willem.

Finally, Hank happens to have a bit of a crush on his smooth skin slave, Jillian McKinley. He acquired Jillian one day from Measles himself. Measles told Hank that this smooth skin slave was special and would serve better helping him with weapon and ammo sales and acquisitions than shoveling coal in the smith. And Measles was correct. Jillian was almost as knowledgeable about firearms as Hank and proved an invaluable asset. This only fueled Hank's longing for Jillian, but Hank also knew that Jillian could never fall for him. So Hank kept his crush to himself and treated Jillian with surprising respect, allowing her to work alongside him at all times, albeit through a radiation suit.

Betty (Female – Ghoul)

(Reservation Trading Post – Armor trader and has a crush on Hank)

Importance: Intermediate



Level – 8-10

Age - 120

STATS

ST - 04

PE - 07

EN - 05

CH - 02

IN - 06

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –

Betty is Hank's counterpart in the sales department. She specializes in armor, particularly leather and metal armors. Her knowledge about leather and metal armors is second to none in the wasteland, and she will be the first to tell you so.

Betty does not have the nice demeanor of Hank. In fact, she is quite belligerent and will not tolerate a lot of lollygagging. Get in, buy it, shut up, and leave, is her mantra for smooth skins. The less time she spends with humans, the happier she is.

The one little tidbit about this feisty little ghoul is that she has a big crush on Hank. However, she knows Hank has the hots for Jillian, and is not confident enough to try and step in. In any other circumstance, she would just kill Jillian and be done with her competition, but Jillian is Hank's property and killing her would subject Betty to the *Endless Walk* – the punishment in which a ghoul is stripped of every worldly possession, including clothing, and sent marching into the wasteland. No ghoul has ever come back from the Endless Walk.

Scripting stuff goes here

Jillian McKinley (Female, Human)

(Reservation Trading Post – Hank's slave and escaped Big MT prisoner.)

Importance: Intermediate

Level - 11



STATS

ST - 05

PE - 07

EN - 05

CH - 07

IN - 08

AG - 07

LK - 05

Traits – TBD**Perks** – Gifted,**Tag Skills** – Firearms (110%), Mechanics (120%), Science (110%)

Jillian McKinley¹ is one of the vital escaped prisoners. Like many of her escapee comrades, she carries one of the New Plague mutations – a piece in a large and lethal puzzle that the player needs, and the same virus that inhabits player's own body.

Jillian is a striking woman in her late thirties, despite her unkempt, “wasteland” look when the player finds her. Her looks are only exceeded by her intelligence and skill with mechanics and science (it's rumored that her family came from an actual vault, which explains her high mechanical and science knowledge, but she never talks about her family – possible PC dialogue quest). It is because of this intelligence, and her enviable skill with all things mechanical, that her life was spared the ghoul procreation process; a process that is usually fatal to humans. The ghouls found her ability with tools and cognitive thinking both refreshing and useful, almost to the point of making her an “honorary” ghoul. So, the ghouls charged her with gun smithing under the direct supervision of Hank, the ghoul gun and ammo smith. Jillian made no protest since the alternative was probably a grotesque and horrifying death.

Jillian was abducted by a retrieval robot not long after the Rusty Hooks found Bloomfield. Like many of her fellow prisoners, she headed out in a direction she was somewhat familiar. Day and night she braved the wastelands, evading creatures of nightmarish size and grotesqueness. She thought she might actually make it to her home, Bloomfield. However, a few days before she reached her beloved home, Jillian was captured by a ghoul patrol and taken to The Reservation as a slave and potential procreation catalyst. Luckily for her, the ghouls discovered her high intelligence and skills in mechanics, and decided to make her a slave.

The player will find Jillian sweating away in a radiation suit in the little trade area on the surface of The Reservation. It will be made clear that the player may not speak to any slaves. However, the player may inquire about purchasing Jillian from Hank, though it will take a very charismatic person with a high speech skill to even get Hank interested in selling Jillian (Hank is far too fond of Jillian, and even shows a bit of affection towards her, mostly because of her skill, which he admires and respects). Other options of acquiring Jillian is proving to the ghouls that the player can be trusted by freeing Harold from his capture and returning him to The Reservation, by foiling a trade scam that a human trader is conducting on the ghouls, by talking the guards into taking the player to meet Willem by saying that the player knows about a hi-tech launch platform that is fairly functional, or by blowing the shit out of the ghouls, though the last option would be very tough due to the sheer number of ghouls and their formidable equipment.

¹ Jillian McKinley is originally found as a slave at the Reservation. The player must get Jillian to come with him since she is a vital part of the “fetch the prisoners” quest(s).

As far as Sid is concerned with Jillian, she couldn't return sooner. He will be ecstatic if the player brings Jillian back to Bloomfield so he can return to his life of background obscurity.

Scripting stuff goes here

Colonel Green (Male – Ghoul)

(Reservation Town – Former Army colonel who is the commander of the ghoul guards.)

Importance: Major



Level – 15

STATS

ST - 05

PE - 07

EN - 07

CH - 03

IN - 06

AG - 08

LK - 06

Traits – Finesse; Red Scare

Perks – Sharpshooter; More Criticals; Better Criticals; Living Anatomy; Gain Agility

Tag Skills – Firearms; Unarmed; Medic

Colonel Green was a career soldier and the head of security and operations at the Reservation during his smooth skin days. He was a hard man who expected things to be done right the first time and would not tolerate whiners. Not much has changed in two-hundred years.

Colonel Green was not one of the original twelve volunteers to traverse the wasteland in search of survivors. He thought it was a futile cause and wanted to stay back and build up a community at the Reservation, of which he would be the leader. His dream to rule over a tiny empire was shattered when Willem Clark returned from his year long journey with nearly three dozen ghouls. It was like the Messiah returning from a holy pilgrimage. Colonel Green knew he could not compete with Willem after that. Instead, Colonel Green offered his military leadership skills to Willem and formed an elite group of ghoul guards. Under his strict command, he and his ghoul guards became every bit an efficient a warrior as any Enclave or BOS soldier. With the added bonus of high powered rifles, caravans and raiders who know about the Reservation know not to mess with Colonel Green and his crew.

The one snag about Colonel Green is that he is extremely envious and jealous of Dr. Willem Clark's commanding power over his fellow ghoul. In addition, Colonel Green does not agree that taking the fight outward to potential enemies is a very good idea (the whole dirty bomb scenario). Green would prefer to build up the ghoul's arsenal and take a defensive posture – bring the fight to us, if you dare - type of thinking. If he could figure out a way to undermine Willem and seize control, he would be a very happy ghoul.

Horatio (Male - Ghoul)

(Reservation Trading Post – Slave foreman & master)

Importance: Intermediate



Level – 12

STATS

ST - 08

PE - 06

EN - 07

CH - 03

IN - 05

AG - 07

LK – 06

Traits – Bruiser; Gifted

Perks – Bonus HtH Damage; Adrenaline Rush; Toughness

Tag Skills – Unarmed; Firearms; Traps

Horatio is a very large ghoul who almost resembles a super mutant. One could surmise that in his smooth skin days he could have been an offensive lineman for pro football or a professional wrestler. Either way, his size carried over to his current ghoul form.

Horatio was one of the followers Willem brought back from his trek into the wasteland almost two hundred years ago. He was so grateful to Willem for brining him back to the Reservation, that he devoted his life to him. At first, Horatio was a bodyguard to Willem. But over time, and when slave trading became regular, Willem put Horatio in charge of all slave trade and slave security. No human would think of revolting against a giant of a ghoul who looked so, well, REVOLTING – at least that was Willem's reasoning.

Horatio does not have much to say unless the player ahs slaves to trade, or the player knows of a potential slave route. Other than that, Horatio will get quickly irritated by an inquisitive player and suggest he either leaves or becomes a slave. If the player is particularly strong and healthy (STR > 6 and END > 6), then Horatio will try to convince the player to inquire about a little experiment that has to do with procreation. Sound interesting, human? Then come with me... *play diabolical music*

One extra – If the player is female and particularly homely (CH < 4), then Horatio will take an interest in the player, possibly shacking up, if the player chooses. Doing so will get the player into the Town area faster than normal. If the player performs particularly well (EN > 7), then Horatio will become enamored with the player and act like a puppy near her. This would allow freer movement within the Town and possible access to Sub-Level 1.

Caius Drusus (Male - Human)

(Reservation Trading Post – Slave trader for Caesar's Legion)

Importance: Intermediate

Level – 14

STATS

ST - 06

PE - 07

EN - 06

CH - 05

IN - 05

AG - 07

LK – 06

Traits – One Hander; Finesse**Perks** – Adrenaline Rush; Toughness; Bonus Ranged Damage 2**Tag Skills** – Unarmed; Firearms; Traps

Pockets of Caesar's Legions are strewn throughout the FO3 region, and one in particular has developed a fairly lucrative slave trade with the Reservation. The leader, or Centurion Drusus as he calls himself, carries himself with the pomp and dignity one would expect from someone who fancies himself a centurion. Caius also has the air of a seasoned warrior, even from under his heavy environmental suit. He is a commanding presence and is not afraid of being confrontational. He does not wield a shotgun like his soldiers, but he does carry a BIG .45 handgun which he is very capable of using.

Caius will not have much to say to the player except if the player has been to the Twin Mothers and dealt with the raiders there who have an interest in Caesar's Legion. To be blunt, Caius will be blunt and pretty much tell the player to mind his own business unless the player knows of a viable supply of fresh slaves which he and his men can retrieve. Otherwise, piss off!

Dr. Sebastian (Male – Ghoul)

(Sub-Level 3 – Obsessed ghoul doctor trying to reproduce ghoul procreation successes.)

Importance: Intermediate

Level – 15

STATS

ST - 04

PE - 07

EN - 05

CH - 02

IN - 08

AG - 08

LK – 05

Traits – Small Frame; Skilled**Perks** – Living Anatomy; Medic; Gain Intelligence**Tag Skills** – Medic; Science; Mechanics

With Dr. Sebastian, think of Dr. Mengele, but more depraved. Dr. Sebastian is a little ghoul with grotesque features even other ghouls flinch at. However, his grotesque features perfectly match his twisted obsession with finding a repeatable and successful

way to procreate ghouls. He savagely goes through human hosts like a butcher through a slaughter house, but with far more verve. He thoroughly enjoys poking, prodding, cutting, and generally making his victims feel as uncomfortable as possible.

Sebastian was once a prominent, upscale plastic surgeon in his smooth skin days. When Willem found him during his long trek, Dr. Sebastian was trying to graft a dead human's smooth skin to his own as a means to at least look human. Willem eventually convinced Sebastian to embrace his ghoul-ness, and to look upon it as a step further into evolution. Sebastian bought into the teaching of the charismatic Willem Clark and followed him back to the Reservation. Many years later, after the ghouls discovered they could not procreate, Willem and Sebastian decided to find a way to remedy that. Through extensive research and experimentation, they concluded that the smooth skins would have to serve as catalysts of some sort for any ghoul procreation process. From then on, Dr. Sebastian made it his life's mission to find a successful and repeatable way to procreate ghouls. Sebastian will stop at nothing to find a solution to the ghoul procreation dilemma, and he will go through every human until none remain, if that is what it takes. Of course, if there are no humans, then his experiments will cease - but his obsession overshadows this logic.

In addition, Dr. Sebastian is most proud of his last successful Born Ghoul, Belle. She is disturbingly attractive to human eyes, and a complete knockout to the ghouls. In fact, Belle could almost pass for human on a dark night, or in a low light room. This attractiveness, coupled with her ghoul-like traits of radiation immunity and gifted abilities, is exactly the direction Dr. Sebastian wants to take the procreation experiments. There's even hope in his rancid heart that Belle can conceive, though "relations" with other ghoul volunteers has proven fruitless.

14_Reservation

Florence (Female – Ghoul)

(Reservation Town – Former janitor and outspoken, grumpy ghoul with info.)

Importance: Intermediate



Level – 8-10

STATS

ST - 04

PE - 05

EN - 08

CH - 03

IN - 06

AG - 07

LK - 05

Traits – Feral kid; Kamikaze

Perks – Unbreakable; More Criticals; Tough Hide

Tag Skills – Melee; Sneak; Lockpick

Florence used to be the janitor for the Reservation and was cleaning the sleeping quarters when the bombs hit. She was a cantankerous old bag then, and she is still a cantankerous old bag-ghoul. Now that she no longer cleans for a living, she spends the majority of her day scavenging through the multitudes of debris lying around the town.

One of Floe's favorite hobbies is to sneak into the Sub-Levels and snoop around. Since visual approval is required to enter Sub-Level 3, she has never been down there. However, she knows the ins and outs of both Sub-Level 1 & 2, so she is a good source to get info tidbits from. She also overhears a lot, so she's always willing to gossip.

Marty (Male – Ghoul)

(Sub-Level 1 – Lab tech & Willem Clark dissenter.)

Importance: Intermediate

Level – 5-7

**STATS**

ST - 04

PE - 07

EN - 05

CH - 03

IN - 06

AG - 06

LK - 05

Traits – Small Frame; Chem Reliant

Perks – Pharmacist; Tag!

Tag Skills – Science; Medic; Lockpick; Sneak

Marty is an unimpressive, skinny, and mellow ghoul who works as a lab tech in the chemical lab on Sub-Level 2. During the day, he is usually putting together stimpacks and Rad-X kits for trade on the surface. During late hours of the night, he sneaks into the chem. lab and concocts a soothing, mellowing drug he calls "smooch." This drug has the same effect on ghouls as it does on humans – it mellows the individual to the point beyond apathy and couples that with feelings of ecstasy. In order to take smooch, the

individual wraps the greasy looking green goo in a thin paper and smokes it. Another way, though not as quick an effect, is to bake smooch into a bread source. One could eat smooch directly, but the taste is so vile that most would puke it back up, even a ghoul.

Marty has only been at the Reservation for about ten years. He stumbled upon the facility when he was searching the wasteland for ingredients to make a new mind altering drug. When the ghouls of the Reservation told him of the “communal” lifestyle of the Reservation, he thought it was groovy and wanted to stay. When he got the job to work at the chem. lab, it was like a gift from heaven, and the original lab techs were very impressed with Marty’s skills.

Aside from an interesting drug source the player can capitalize on and distribute to outside sources, Marty is also not so keen on Willem Clark’s plans. Perhaps a byproduct of smoking too much smooch, Marty would like to have more interaction with friendly humans, and he is convinced if he had the opportunity to spread smooch around to the human settlements, the humans would become more accepting of the ghouls. It’s all about the love, baby, yeaaaahh...!

Belle (Female – Born Ghoul)

(Sub-Level 3 – Born Ghoul hotty that ugly male PC can have “relations” with.)

Importance: Intermediate



Level – 8-10

STATS

ST - 05

PE - 07

EN - 06

CH - 06

IN - 05

AG - 07

LK – 06

Traits – Small Frame; Gifted

Perks – Die Hard; In Your Face

Tag Skills – Melee; Unarmed; Medic

Like Measles, Belle is a Born Ghoul. She was the last ghoul to be successfully birthed, which was two years ago, game time. Since then, no other Born Ghouls have been successfully conceived and birthed.

Belle is unusually attractive for a ghoul. In fact, if it weren’t for her lesions and symmetrically exposed bone, she would look like a pretty, though pale, human. Even her hair is fairly full and long. And thanks to the Born Ghoul’s ability to rapidly grow into adulthood within a month, she is also very curvy and fit looking. Since Belle is such an interesting success in the procreation experiment, Dr. Sebastian keeps a close eye on Belle and interacts with her very frequently. However, Belle does roam around the town on a daily basis, causing the other male ghouls to almost lose their jaws as she walks by.

Belle is very approachable and will freely interact with the player. If the player is particularly homely (CHA < 4), she will aggressively flirt with the player, opening up opportunities for the player to shack up with Belle. Since Belle’s quarters are on Sub-Level 3, and since Willem restricts all access to only those he visually approves, Belle

will lead the player to one of the rooms on Sub-Level 1 (the occupants of the sleeping quarters freely give up their room for a Born Ghoul – it's like a god to them). A particularly worthy performance by the PC (EN > 7) will get Belle to become completely enamored with the player and garner more information about Sub-Level 3. See, even ugly people get laid in Fallout 3.

Major side-effect from the player's amorous affair with Belle – Belle becomes pregnant!

Milt the Foreman (Male – Ghoul)

(Sub-Level 2 – Armor and Weapons machining foreman)

Importance: Intermediate



Level – 8-10

STATS

ST - 05

PE - 07

EN - 05

CH - 06

IN - 05

AG - 07

LK - 06

Traits – Small Frame; One-hander

Perks – Tough Hide; Gunsmith

Tag Skills – Mechanics; Science; Firearms

Milt came to the Reservation about one-hundred years ago. He used to be a gunsmith for a raider band, but they broke up when a rival band dropped a few grenades. Fortunately for Milt, he was not around when the grenades fell, so he headed off into the wasteland in search of new opportunities. Acting on a rumor he heard from a caravan, Milt headed towards the Reservation and actually found it. Impressed with his knowledge of firearms, Colonel Green recommended Milt to supervise the making of arms and ammo. Ever since then, Milt has run the smith like a well oiled machine.

Milt does not get involved with the political ramblings within the Reservation, so he will not divulge anything earth shattering. However, if the player has permission to be down in the sub-levels, he will set the player up with the materials needed to upgrade weapons and make ammo (limited to the material quantities on hand). The same goes for the armor smith division.

Fred (Male – Human)

(Reservation Sub-Level 2 & 3 – Longest lived slave.)

Importance: Intermediate



Level – 9

STATS

ST - 07

PE - 06

EN - 07

CH - 05

IN - 05

AG - 07

LK – 03

Traits – One in a Million; Red Scare**Perks** – Strong Back; Rad Child; Bone Head**Tag Skills** – Melee; Mechanics; Unarmed

Among the dirty, helpless, and feeble slaves, one does stand out. Only known as “Fred,” this slave has managed to survive the longest out of all the Reservation slaves who have come and died. For more than five years Fed has toiled in the depths of the sub-levels, from shoveling coal, to carrying crates, and to being an object of brutal fun for the ghouls. Over time, the ghouls began to have some respect for Fred and his almost supernatural hardiness. Even to the extent that if a ghoul is caught brutalizing Fred, the ghoul would be severely punished.

Fred is a large man in his early forties. When he first arrived at the Reservation, he was a skinny, thirty-something man who did not look like he could fight his way out of a wet paper bag. However, over the course of five years of hard labor and very basic food, Fred developed into a physically powerful man. No one is quite sure how, but Fred physically took to slave labor like a genetically gifted bodybuilder to weights. Fred’s face may show the pain and hardship of slavery, but his body showed the presence of a strong fighter.

Fred is available to the player as a source of information and a possible slave uprising. If Fred is out of eyeshot of his foreman, then he will talk to the player. However, the player would need to earn Fred’s trust before any rebellious planning could take place.

14_Reservation

Klik (Female – Human (mostly))

(Reservation Town & Random Encounter – Scaven-Picker)

Importance: Intermediate

Level – 9

STATS

ST - 06

PE - 05

EN - 08

CH - 04

IN - 04

AG - 08

LK - 06

Traits – Chem Reliant; Red Scare**Perks** – Banzai; Rad Child; Bone Head**Tag Skills** – Melee; Firearms; Unarmed

Another type of customer the player might run into is a particularly nasty individual the ghouls refer to as “Scaven-pickers.” These people are more than just run of the mill scavengers. From prolonged usage of Rad-X and Rad-Away, coupled with the continued exposure to radiation in the years trading at the radioactive Trading Post, the Scaven-pickers are a bit touched in the head. They wear outfits that are a mishmash of rubber, leather, metal, and in some parts, aged human skin. They often speak in what seems to be gibberish, but get out just enough recognizable words for the sellers at the Trading Post to understand. They are quick to fight if they feel threatened, and will follow a player if they see something they like on their person, including their skin. They use homemade knives, short swords (machetes), crossbows, and some have a gun with limited ammo. They are also considered a nuisance by the Trading Post ghouls, since half of the time the Scaven-pickers steal stuff and the other half they only trade junk. Still, every once in a while they have something worthwhile to trade.

Their leader, or as far as anyone can tell, is named Klik. She - at least most think it's a she - is very forceful and impatient. She will spout her gibberish and expect an immediate response. It does not have to make sense, as long as there is some *kind* of response. Theory is, she does this to newcomers as a way of introducing herself - or it's the beginning of a mating ritual. Either way, if the player is nice back to her, she will be satisfied and leave the player be.

The player has the opportunity to learn the Scaven-picker's language through Hank, who has been dealing with the strange people for several decades. An IN > 4four will teach the basics of the Scaven-picker's language, and an IN > 7 will get the player full comprehension. Understanding Klik is beneficial not only because she will have a few optional quests for the player, but also because it could clarify if Klik was introducing herself, or proposing marriage.

COMPANIONS!

Measles (Male – Born Ghoul)



Level: 12-ish

Age – 20

ST - 05

PE - 07

EN - 06

CH - 03

IN - 06

AG - 08

LK - 10

Traits – Gifted; Finesse

Perks – Action Boy; Thief; Banzai

Tag Skills – Lockpick; Melee; Sneak

Measles is one of three personal body guards to The Reservation's leader, Willem Clark. Measles is one of a very few (can-be-counted-on-one-hand few) ghouls who was conceived rather than transformed by radiation. At quick glance, Measles looks pretty much like any other ghoul; scabby, gray-green skin that is peeling away from the bone on certain parts, little to no hair, yellow eyes, etc. But upon closer examination, Measles' scabs, lesions, hair patches, and teeth gaps seem very uniformed, almost as if they were meant to be there and serve a function. Maybe this is the result of the breeding process, maybe Measles just got lucky, no one really knows for sure. But what is known is that Measles is a gifted hand-to-hand and melee fighter. He seems to know exactly where to hit someone to cause the most damage possible, which is quite unexpected from a skinny ghoul. But this is one of Measles' greatest strengths – deception. Measles' unassuming posture and meek appearance makes all foes not think twice about him being a threat. However, by the time the shit hits the fan, the cocky enemy is laying face first in a puddle of his own blood and urine.

Measles gets his strange name from his two large, bulbous-like tumors that stick out from his neck like a severe case of measles... well, that and his strange fascination with children's diseases. It's this fascination that also allowed him to be a fairly good scientist and pretty good at field medicine.

Oh, and I should add that he hates humans, but will go with the player if Willem orders him to, is only hospitable to other ghouls, has a hidden agenda that differs from the PC's, and is willing to critically hit the PC in the back of his head, ghoul or not, to make sure his agenda sees the light

Measles' Secret Agenda – Willem Clark, the Ghoul-Jesus-like leader of the Reservation, wants to know about the other settlements in the wasteland; how big, how organized, and most importantly, are any of them a threat to the Reservation. Willem will order Measles to go with the PC (if the PC wants him), under the guise of curiosity and exploration.

Once Measles feels he has learned enough (basically, after visiting Hoover Dam, New Canaan, and as a bonus, the Grand Canyon for its uranium mines), he will request to go back to the Reservation to give a report to Willem Clark.

In a nutshell – Willem has built a “dirty” bomb out of what uranium was left in the nuclear missile labs in the Reservation, and he wants to deliver, via rail, said dirty bomb to the community he perceives as his biggest threat. The bomb is meant to slow down the community’s progress and hopefully dissipate the people after radiation sickness kicks in.

So, the second hub of Measles’ mission is to establish a rail system, with the PC’s help, between the Reservation and either Hoover Dam or New Canaan. Willem’s preference on which to bomb is TBD. I’m thinking it will depend on how much the PC helped each community to better itself or screw it up. Willem will then bomb the “better off” community – i.e. the community most likely to prosper.

Lastly, if the PC has been through the Grand Canyon and discovered the uranium mines, Willem will want a rail system to go there so he can mine more uranium. His ultimate goal; eliminate all possible threats, use the newly mined uranium to make a dirty bomb arsenal – or maybe even a couple of nuclear bombs if there’s enough material – perfect the ghoul procreation process, and wipe out all the smooth skins so the “Children of the Wasteland” may rule the Earth.

Scripting stuff goes here

Measles will become a companion if:

- If the player foils a scam between a ghoul merchant and a human scavenger caravan.
- Willem will then order Measles to go along with the PC, if the PC wants him.

Scripting stuff goes here

MONSTER ROSTER

Ghoul Guard - #~20, Lvl: 6-15



Through heavy discipline and training, Colonel Green managed to train average, mostly weak ghouls into an elite fighter force. These ghouls are experts at firearms, melee, and unarmed combat and can easily match the combat skills of the NCR, BOS, or Enclave.

Ghoul Commoner - #~30, Lvl: 3-6



Typical ghouls who wander about looking pathetic – which they are. The only thing keeping this lot together is their belief in Dr. Willem Clark and his prophecy of bringing the Promised Earth to the Children of the Wasteland.

Slave - #~15, Lvl: 5-8



Feeble slaves. Not much to say here, except they are physically weak and couldn't fight a crippled senior citizen. If the player wants to stage a slave revolt, he better have better backup than these sorry sods.

Human Slave Traders - #~6, Lvl: 8 - 12



At the Trading Post, the player may run into (more than likely) human slave traders dressed in environmental suits and heavily armed with assault rifles. Unless provoked, they will mind their own business and continue with their slave trading.

Scaven-picker - #~5, Lvl: 6-10



Another type of customer the player might run into is a particularly nasty individual the ghouls refer to as "Scaven-pickers." These people are more than just run of the mill scavengers. From prolonged usage of Rad-X and Rad-Away, coupled with the continued exposure to radiation in the years trading at the radioactive Trading Post, the Scaven-pickers are a bit touched in the head. They wear outfits that are a mishmash of rubber, leather, metal, and in some parts, aged human skin. They often speak in what seems to be gibberish, but get out just enough recognizable words for the sellers at the Trading Post to understand. They are quick to fight if they feel threatened, and will follow a player if they see something

they like on their person, including their skin. They use homemade knives, short swords (machetes), crossbows, and some have a gun with limited ammo. Their skill in unarmed combat is also somewhat legendary in the area around the Reservation. To the untrained eye, the unarmed fighting style seems like a berserker arm and leg flinging. However, the blows are purposeful and will inflict maximum and precise damage. The player has a chance to learn this fighting style if he first learns the Scaven-picker's language and earns their trust.

The player can learn to understand Scaven-pickers. Hank, who has been dealing with them for quite a long time, can instruct the player if their character has an IN > 4. This would grant a grainy understanding of the scaven-picker's gibberish language. However, if the player's IN is > 6, then the player can understand, with certain clarity, what the Scaven-pickers are trying to say.

There is also a rumor that the Scaven-pickers are actually escaped slaves who were somehow freed on their way to the Reservation.

Rad Scorpions - #~5, Lvl



In this radioactive region, it'd be an impossibility not to have some rad-scorpions lurking about in a random encounter. Nothing special about these guys, they are your typical rad-scorpions.

Cockroach - #~5, Lvl



Cockroaches of unusual size are abundant in this region, and are one of the primary ingredients for the Reservation's version of Rad-X. About the size of a Volkswagen beetle (pun intended), these giant pests can be very aggressive. However, should the player want to go hunting for these critters, the ghouls of the Reservation pay handsomely for cockroach gizzards.

Endless Walker - #~2, Lvl



Due to their prolonged, open exposure to the desert sun, high radiation, and other hardships of the wasteland, these unfortunate ghouls, who were banished, naked, from the Reservation, look like walking, sun bleached chunks of beef jerky. Their minds are almost completely gone and they react mostly on instinct. They will attack the first thing they see moving in a vain effort to quench an appetite that can never be quenched. Also, their skin is very tough and they strike with their claw-like hands with surprising quickness. Fortunately, endless walkers do not travel in groups. In fact, it is a rare occasion when someone

comes across one, though most who travel this side of the wasteland like to keep their distance from the voracious creatures.

Born Ghoul- #~2, Lvl: 8 – 10



These are two of the four Born Ghouls; the others being Measles and Belle. Unlike regular ghouls, these ghouls were conceived and birthed. At first glance they look like any other ghoul, but a closer inspection reveals that their lesions, exposed bone, and hair patches are very uniform and look like they even serve some kind of purpose. On top of that, these ghouls are a little tougher, a little stronger, and a little faster. They are formidable opponents and have a definite air of superiority about them. Their preferred combat mode is either unarmed or melee with a very sharp weapon. Born Ghouls enjoy slicing into fresh flesh and feel that guns are way too impersonal.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Cockroach Minor Encounter

A small nest (~ 4 – 6) of giant cockroaches are mucking around in search of food. They will seek to attack the player at first sight.

Rad-Scorpion Minor Encounter

A small nest (~ 4 – 6) of rad-scorpions are mucking around in search of food. They will seek to attack the player at first sight.

Scaven-Picker Encounter

A group of Scaven-pickers are rummaging around the husk(s) of some pickup trucks. Once they see the player and his posse, they will approach and float gibberish, expecting a coherent response. If the player is not able to understand what they say, the Scaven-pickers will attack the player. Fun ensues.

However, if the player does understand, then there is a possibility for trade. Sometimes they have good stuff, sometimes they don't.

Slaver Caravan Encounter

The player has a good chance to run into slavers on their way to, or coming from, the Reservation. These slavers are well equipped with assault rifles and environmental suits received through trade with the talented ghouls at the Reservation. They will not attack the player on sight, but they will issue a warning not to interfere. If the player heeds that warning, all is good and everyone goes about their business. However, if the player decides to play hero and wins the battle, there are a couple of short and long term repercussions.

First off, if the slavers were going to the Reservation with fresh slaves, then obviously those slaves won't arrive and the places where those slaves are needed will be short handed. Eventually, those slaves will die of overwork (except for Fred – he's a tough freak), and the ghouls will have to do their own dirty work until another slaver caravan comes several months away. In addition, since Horatio expects regular shipments of slaves and tries to keep to a schedule, he will get suspicious that the player had something to do with the "late" caravan, especially if it happens more than once.

The second repercussion is that freeing the slaves in the middle of a radioactive wasteland is not such a good deal. The slavers provided Rad-X for the slaves so they would not drop from radiation over the long trek. If the player kills the slavers and does not give the Rad-X to the slaves, they will eventually die a slow, horrible death. However, if the player does give the Rad-X to the slaves, the slaves have a chance at survival. If the later is true, the player will eventually run into the freed slaves and find that they have been adopted by the Scaven-pickers. The player would even begin to see the early effects of frequent Rad-X use by the freed slaves – gibberish will start to become natural to them and they will act far more abrupt and paranoid.

Endless Walker Encounter (rare)

Not all Endless Walkers end up scorpion food, at least not at first. On those rare occasions when one survives more than one year in the wasteland, they turn into wandering, voracious creatures on an endless quest for flesh. Their constant exposure to the hot sun and high levels of radiation has caused their skin to toughen into natural, hardened leather, but at the same time, their brain has completely cooked. Endless Walkers who have been in the wastes for so long become a creature of instinct and will attack anything that moves, especially the player. Though encounters with Endless Walkers are rare, when someone does encounter them, they are assured to never forget the encounter, if they survive.

Scaven-Picker Camp Encounter (rare, unless the player is doing a quest for Klik, then this encounter will pop up right after the player finishes said quest, and is in the region of the Reservation)

Scaven-pickers are nomads. Since they are always wandering around looking for things to loot, they never stay in the same place for longer than a couple days. However, they also never venture more than a day or two's walk from the Reservation. Scaven-pickers are addicted to Rad-X and need to always have a fresh supply, despite the fact they need it for protection.

The Scaven-picker's camps are composed of makeshift tents that look like they were sown together with every piece of material known and unknown. The tents are small, but it looks like several Scaven-pickers cram into each tent until there is barely enough room to breathe. The camps are some fifteen to twenty strong, and Klik always seems to be there should the player find the camp (that is, if the player had not killed her). Trade is

possible if the player knows the gibberish language, but if the player does not, then the Scaven-pickers will go wild and attack the player thinking he's an intruder wanting to steal their junk.

QUESTS



MAIN QUESTS

1. Learn the Scaven-picker's gibberish language.
 - **Initiator** – Klik, Hank
 - **Importance (Minor)**
 - **Scope** – Small
 - **Description** - The player has the opportunity to learn the scaven-picker's language through Hank, who has been dealing with the strange people for several decades. An IN > 4 will teach the basics of the scaven-picker's language, and an IN > 7 will get the player full comprehension. Understanding Klik is beneficial because she will have a few optional quests for the player.
 - **Character type completion breakdown** –
 1. **Combat Boy** – Don't have to be a genius to understand the basics.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Should be a piece of cake depending on IN.
 - **Quest flags** – "Gibberish_Scaven"
 - 0 = not started
 - 1 = player has heard scaven-picker gibberish
 - 2 = player asks Hank to teach

- 3 = player learns bare essentials
- 4 = player fully learned gibberish

- **Rewards –**
 - Player may communicate with Klik. Opens new quests.
 - Minor XP
- **Journal Entries –**
 1. Normal
 2. Dumb

2. Teach the Scaven-pickers to make their own Rad-X.

- **Initiator** – Klik & Player = Pharmacist perk
- **Importance (Minor)**
- **Scope** – Medium
- **Description** – If the player has established communication with Klik, and has the Pharmacist perk, he can offer to teach Klik how to make her own version of Rad-X using ingredients from the Reservation region and a science kit. Of course the player would have to give a science kit to Klik. Another main ingredient is cockroach guts.
- **Character type completion breakdown –**
 1. **Combat Boy** – If the player learned even the basic version of the Scaven-picker's language, has a science kit, cockroach guts, and has the Pharmacist perk (or Science skill >100), then he will be able to teach Klik how to make a version of Rad-X.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – More suited to Science Boy since most of the prerequisites are already part of his "class."
- **Quest flags – "Klik_RadX"**
 - 0 = not started
 - 1 = player has Science > 100
 - 2 = player has Pharmacy Perk
 - 3 = player offers to teach Klik
 - 4 = player starts lessons but does not have all the ingredients.
 - 5 = Player taught Klik.
- **Rewards –**
 - Player earns Klik's trust and she will trade.
 - Medium XP
- **Journal Entries –**
 3. Normal
 4. Dumb

3. Learn the Scaven-picker's unarmed fighting style, "Powpapa."

- **Initiator** – Klik
- **Importance (Minor)**

- **Scope** – Small
 - **Description** – After the player earns Klik's trust, she will offer to teach the player their unarmed fighting style.
 - **Character type completion breakdown** –
 1. **Combat Boy** – Player can earn Klik's trust through getting the Rad-X formula from Marty, so the player does not need to be a science wiz to open up this option, though it is easier for the science wiz.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – If the player earned Klik's trust, then she'll teach it.
 - **Quest flags** – "Powpapa"
 - 0 = not started
 - 1 = player is offered to learn Powpapa
 - 2 = player learns Powpapa
 - **Rewards** –
 - Player learns new unarmed combat moves.
 - Minor XP
 - **Journal Entries** –
 5. Normal
 6. Dumb
4. Learn the Scaven-picker's melee fighting style, "Shinkpapa."
- **Initiator** – Klik
 - **Importance (Minor)**
 - **Scope** – Small
 - **Description** – After the player earns Klik's trust, she will offer to teach the player their melee fighting style.
 - **Character type completion breakdown** –
 1. **Combat Boy** – Player can earn Klik's trust through getting the Rad-X formula from Marty, so the player does not need to be a science wiz to open up this option, though it is easier for the science wiz.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – If the player earned Klik's trust, then she'll teach it.
 - **Quest flags** – "Shinkpapa"
 - 0 = not started
 - 1 = player is offered to learn Shinkpapa
 - 2 = player learns Shinkpapa
 - **Rewards** –
 - Player learns new melee combat moves.
 - Minor XP
 - **Journal Entries** –
 7. Normal
 8. Dumb
5. Eliminate the Scaven-picker pests.

- **Initiator** – Measles
- **Importance (Critical)**
- **Scope** – Medium
- **Description** – The Scaven-pickers are a major sore in the sides of the Reservation ghouls. Measles will explain to the player that half the time the Scaven-pickers show up in the Trading Post, something, or a bunch of things wind up missing. This doesn't sit well with Measles. Normally he'd just waste the ones that come into the Trading Post, but once word of the slaughter hit the rest of the Scaven-pickers, Measles and crew could expect major retaliation. In addition, Measles has no idea how many Scaven-pickers there are, so he is afraid of "waking a sleeping giant."

Measles will take a chance on the player and hire him to find a way to get rid of the Scaven-pickers. Measles does not care how the player goes about this; he just wants it done, as long as there is no connection to himself and the Reservation. Accepting this quest will get the player access to the Town and Sub-Levels 1 and 2. Measles' thinking is that the player is working for him and he (the player) should have access to the ghouls' best equipment. Measles will also remind the player that he will be watched 24/7, so no funny business.

Of course, the player can blow everyone away at the Reservation and gain access that way, or sneak through the town gate, following the herded slaves, but that's a different quest.

- **Character type completion breakdown** –
 1. **Combat Boy** – Take the straight forward approach – seek and kill. After accepting this quest, or after speaking with Klik and learning the Scaven-picker's language, a script flag is set that will allow the random encounter, [Scaven-picker Camp Encounter](#), to pop up during world travel more frequently than "rare." The player will get this encounter more than once if he chooses to skip it earlier in the game, so there is always a chance to complete the quest. Killing all the members in the camp is the road to success.
 2. **Diplomacy Boy** – This boy can take a more diplomatic approach. If the player learned the Scaven-picker language, then he can try to convince Klik to take her nomads to another location. By either lying and saying there is a great big stretch of land to the west that is covered in salvageable debris ripe for the taking and that they should go there to get rich, or by telling the truth and giving another location the player has been to and sending them on their way. With either choice the big cookie is that they would no longer need Rad-X and they would not need to interact with the ghouls.
 3. **Stealth Boy** – Sneak into the camp at sleepy time (the starting point of the map should be far enough away to do this), slit Klik's throat, and plant the bloody knife on another Scaven-picker. When the tribe wakes up, chaos will ensue and will eventually break up the tribe. Or the player could do the "[Sell smooch to the Scaven-pickers](#)" way.
 4. **Science Boy** – Science Boy can use a science kit and the recipe for Rad-X as a bargaining tool. The player will give Klik the science kit and recipe if she and her nomads leave the area of the Reservation. Klik may be weird, but she has honor, and she will honor a pact to leave for the recipe and science kit.
- **Quest flags** – "Eliminate_Scaven"

- 0 = not started
- 1 = player knows of Measles' quest
- 2 = player accepts
- 3 = player kills all Scaven-pickers via combat
- 4 = player lies to Klik about great debris field in the west, but she goes anyway.
- 5 = player murders Klik in her sleep, frames another
- 6 = player gave Klik science kit and Rad-X recipe to leave.
- 7 = player killed off Scaven-pickers with smooch addiction.
- 8 = Quest over.

- **Rewards –**
 - Player learns new melee combat moves.
 - Minor XP
- **Journal Entries –**
 - 9. Normal
 - 10. Dumb

6. Sell “smooch” to the Scaven-pickers.

- **Initiator** – Marty (Measles via the [“Eliminate the Scaven-picker pests”](#) quest)
- **Importance (Minor - Major)**
- **Scope** – Medium
- **Description** – After the player meets Marty and learns of his extracurricular activities of creating smooch, the player can sell some to the Scaven-pickers leader, Klik. Since the Scaven-pickers have very addictive tendencies, addiction to smooch will be almost instantaneous. This is a good thing for Marty, since he wanted to get his product outside the Reservation. Marty will maintain the contact with Klik after the player stirs up business, and will cut the player in on some of the profits.

Unfortunately, the long term effect of the Scaven-pickers smoking smooch is fatal. The Scaven-pickers will develop a higher addition to smooch and forget about taking their Rad-X. After a few months, all the Scaven-pickers will die off.

This is also a means to help complete another quest, “Eliminate the Scaven-picker pests.” While this approach is not instant, it will eventually do the job.

- **Character type completion breakdown –**
 - 1. **Combat Boy** – If the player does not feel like wasting all his ammo on the Scaven-pickers, then this is a good passive aggressive way to get rid off them.
 - 2. **Diplomacy Boy** – Ditto
 - 3. **Stealth Boy** – Same
 - 4. **Science Boy** – Also
- **Quest flags – “Smooch_Scaven”**
 - 0 = not started

- 1 = player learns of smooch's addictiveness
- 2 = player offers to sell smooch to Klik.
- 3 = Klik accepts sale of smooch, award XP.
- 4 = Scaven-pickers are dwindling
- 5 = Scaven-pickers are dead, set variable "Eliminate_Scaven" to 7.

- **Rewards –**

- Player makes a small profit and earns income for two months.
- Minor XP
- Helps complete Measles' [quest](#)

- **Journal Entries –**

- 11. Normal
- 12. Dumb

7. Gain entrance into the Reservation Town.

- **Initiator – PC**
- **Importance (Critical)**
- **Scope – Large**

Description – There are a few ways to gain access, but the global trigger that will give the player dialogue options to gain access to the Town is when the player enters either Hoover Dam or New Canaan for the first time. When the player returns to the Reservation, Measles will always ask the player, if the player chooses to speak to Measles, what towns he has visited. Once the player responds with New Canaan or Hoover Dam (or both), then Measles will ask the player if he would like to be an ambassador for the Reservation. Measles will do the hard sell to the PC, saying that since the humans are fearful of the ghouls, a human ambassador of good will would do a lot to open dialogues. Measles will also allow the PC access to the Reservation Town where the PC may speak with Colonel Green and acquire drastically discounted ammo and better quality firearms for the dangerous journey ahead. In addition, Colonel Green will supply Rad-X, Rad-Away, Med-kits, Stimpacks, etc., all at a drastically reduced price. If that does not work, then Measles will add a monetary reward. If that still does not work, Measles will ask the PC to speak with Dr. Willem Clark, via computer screen, so he may plead the ghouls' case. Willem will come across as kind, intelligent, and give the impression that all he wants is friendly interaction and trade with an established and well organized (even if it's just perceived) human town. If this still does not convince the player, then they will back off and wait until the player pulls his head out of his ass later in the game (when the realization that "hey, maybe I should find a way to get deeper inside the Reservation."

If the player is just a psycho, he can try to gain access "Pulp Fiction" style. However, he better be the biggest, baddest mutha-fuckah in da wasteland, 'cause ghouls don't be taken to no Rambo shit, dig? The ghouls are easily as tough, if not tougher in some cases, as NCR troops, BoS, and Enclave. They are heavily armed and have plenty of ammo to fill the PC's body. I'm not saying it isn't possible for the PC to shoot his way into Town, but I am saying he's going to need a small army and be rather high level himself with REALLY great combat skills, great armor, and a really good gun – unless he's Duncan McCloud from the clan McCloud, melee and unarmed would be really tough here (nigh impossible), especially with the three gattling guns.

For a particularly sneaky player with the Deceive skill (Deceive > 100), the player can sneak (Sneak > 120) into and infiltrate the herd of slaves held up in the slave tent in the Trading Post. When the slaves are herded through the town gates, all the player needs to do is stay in the middle of them, or at least close to the middle. The player would then transition to the Town map and can slip away behind a building until Horatio and company are out of sight. Should Horatio spot the player, then he and his guards will use the player's bones to pick what's left of their teeth. Also, the player will not be able to sneak with the slaves into the sub-levels – the elevator is too cramped and the guards will be too close.

If the player does sneak his way into Town, he can still go to pop in on Colonel Green. Green will not shoot first and ask questions later. Instead, he will be impressed with the player's skill at infiltrating the high security compound of the Reservation and will propose a deal with the player. Colonel Green will tell Dr. Willem Clark that he found a suitable ambassador for the Reservation to seek out established human communities. The player would need to interact with Measles and Willem on this count. However, Colonel Green will have a hidden agenda the player would need to do. The player will need to get close to Willem and find out all his plans about interaction with outside communities and relay those plans back to Green. The player will then have the option to accept Green's proposal, or get shot in the face by ten ghoul guards hovering over the PC.

- **Character type completion breakdown –**
 1. **Combat Boy** – Either “Pulp Fiction” style or just agree to work with Measles and Willem.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Can sneak in, but better be damn good at both Sneak and Deceive. Every time the PC wants to enter this way, he will have to go the slave herd route again. Better hope there's more slaves. However, if he made the deal with Green, then he's got regular access.
 4. **Science Boy** – Same as Combat boy.
- **Quest flags – “TownGate_Access”**
 - 0 = not entered
 - 1 = Access via agreeing to help Measles
 - 2 = Access via agreeing to Help Willem (hard sell)
 - 3 = Access via sneaking
 - 4 = Made deal with Green, access anytime
- **Rewards –**
 - 1, 2, & 4 = Easy access to the Reservation Town.
 - High XP
- Journal Entries –**
 - 13. Normal
 - 14. Dumb

8. Hook up Betty and Hank by freeing (acquiring) Jillian.

- **Initiator** – Betty
- **Importance (Major)**
- **Scope** – Small

Description –This is a simple quest with major repercussions for the player. When the player finds out that Betty has a crush on Hank (slip of the tongue from Betty), the player has the opportunity to play match-maker. With a player Persuade skill > 30 for talking to Betty, the player can squeeze a bit more solid info from Betty about what is holding her back from conveying her feelings for Hank. Once the player finds out that Hank has a crush on Jillian, his slave, and that Betty feels she does not have a chance with Hank with Jillian around, it's time for the PC to go to work on Hank.

When the player goes to talk to Hank about Jillian and Betty, the player will need a Persuade skill > 40 to get him to fess up about his feelings for Jillian. The player can then explain his need for Jillian pertaining to the Big MT (in limited detail), or lie and say he just needs this particular slave for "personal reasons," and that Hank would be better off going for Betty. Hank will be convinced and will give Jillian to the player – for a small fee. Hey, a guy has to make a living, you know! 1,000 of whatever is used for money in the game.

If the player failed to convince Hank to go for Betty (Persuade < 40), the player can still buy Jillian for 4,000 "whatevers."

If the player blurted out stuff about the Big MT, Measles will overhear and come talk to the player after the player deals with Hank. If the player wishes not to say anything about it, essentially telling Measles to mind his own damn business, then Measles will just walk away, telling the player to hurry with his business and leave. However, if the player gives up some information about the Big MT, then Measles will be intrigued and want the player to tell the information to his leader, Dr. Willem Clark. This is really a separate part of this quest, so look here.

- **Character type completion breakdown** –
 1. **Combat Boy** – If the character has the Persuade skills, go for it. If not, too bad. You can shoot stuff, though.
 2. **Diplomacy Boy** – Tailor made. Persuade is the main skill here, so use it.
 3. **Stealth Boy** – Same as combat boy.
 4. **Science Boy** – Werd.
- **Quest flags** – "Betty_N_Hank"
 - 0 = not started
 - 1 = player learns of Betty's crush
 - 2 = player agrees to help Betty
 - 3 = Player failed to convince Hank
 - 4 = Player convinced Hank
- **Rewards** –
 - Player gets opportunity to buy Jillian
 - Major XP
 - Possible intrigue with Measles

Journal Entries –

- 15. Normal
- 16. Dumb

9. **Acquire Jillian.**

- **Initiator** – Hank
- **Importance (Major)**
- **Scope** – Small

Description – There are several ways to acquire Jillian. The most peaceful, goody-goody way is through the quest “[Hook up Betty and Hank by freeing Jillian.](#)”

Another way is to blackmail Hank into releasing Jillian into the player’s custody.

The player will need to find out about Hank’s dissenting ways and threaten to use this information against him if he does not release Jillian. Fearing the Endless Walk (see [Betty](#), third paragraph), Hank will agree, provided the player has either Deceive or Persuade > 50.

Still another way is to speak to Measles directly (Horatio will steer the player to Measles) and explain the need for Jillian (the Big MT story). Measles will be intrigued and want the player to speak to his leader, Dr. Willem Clark. If Clark says yes, then Jillian will go with the player. However, Willem will have a few favors to ask in return (other quests).

Of course, the final way is to go psycho on everyone and try to blow the filthy ghouls away. The player should be prepared for one hell of a fight, though, because there are several guards with assault rifles and three manned gattling guns to contend with.

- **Character type completion breakdown** –
 1. **Combat Boy** – If the character has the Persuade skills, go for it. If not, too bad. You can shoot stuff, though.
 2. **Diplomacy Boy** – Tailor made. Persuade is the main skill here, so use it.
 3. **Stealth Boy** – Same as combat boy.
 4. **Science Boy** – Werd.
- **Quest flags** – “Get_Jillian”
 - 0 = not started
 - 1 = player knows Jillian is a prisoner
 - 2 = player attempts blackmail
 - 3 = Player failed blackmail
 - 4 = Player asks Measles
 - 5 = Measles agrees to consult Willem
 - 6 = Willem does not give Jillian to player
 - 7 = Willem gives Jillian to player
- **Rewards** –
 - Player gets Jillian
 - Major XP
 - Possible intrigue with Measles and Willem

Journal Entries –

- 17. Normal
- 18. Dumb

10. **Player acquires Measles as a companion.**

- **Initiator** – Dr. Willem Clark

- **Importance (Major)**
- **Scope** – Small

Description – If the player agrees to help Willem and be the ghouls’ ambassador of “good will,” either through Measles, Willem himself, or Colonel Green, Willem will ask the PC if he would be interested in taking Measles along so he may experience the outside world and be a ghoulish representative/advisor to the PC in case there are questions about the ghouls the PC would not know how to answer. If the player agrees to take Measles, there you go. If not, the offer will stand for as long as the player is friendly with Willem.
- **Character type completion breakdown** –
 1. **Combat Boy** – Just say yes.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Ditto
 4. **Science Boy** – werd
- **Quest flags** – “Measles_Companion”

0 = not started
 1 = player is offered Measles
 2 = player rejects
 3 = Player accepts
- **Rewards** –
 - Player gets a sneaky thief companion with great melee abilities
 - Medium XP
 - Slowly earn more trust with the Reservation
- **Journal Entries** –
 19. Normal
 20. Dumb

11. The trouble with Florence.

- **Initiator** – Florence
- **Importance (Major)**
- **Scope** – Small

Description – Florence never garnered much respect from her fellow ghouls. Even though she was part of the original Reservation ghouls, she was still looked upon like a loser. Maybe it’s because Florence collects junk far beyond what most ghouls would even consider holding a minimum value; maybe it’s because she insists on cleaning everything in her immediate area, despite the fact everything in her immediate area is charred and dirt imbedded from centuries of exposure; or maybe she still carries the stigma of being “that grumpy, old janitor lady.” Whatever the case, the ghouls in the Reservation treat Floe like crap and she’s sick of it.

The player may find Floe either cleaning her hopelessly ruined office space in the broken office building, or scavenging through the debris in the helicopter hangers. She will be quick to speak with the player, offering to trade her crap for the player’s crap (she is a store, too, but a crappy store). If the player digs a bit through dialogue, he will learn of Floe’s social dilemma. She will state that if she only knew how to fight (non-lethal unarmed or melee – ghouls killing other ghouls in the Reservation

garners the Endless Walk), she could earn enough respect among her teasers so she may exist in peace and quiet. It would not be so bad if the other teasing ghouls simply left her alone, but they don't and Floe's life is fraught with day-to-day fear and loathing. If the player offers to teach Floe, she will be insistent on learning either Shinkpapa or Powpapa – the Scaven-pickers' unique combat styles. She will say she has seen this style first hand and is convinced there is no superior style. She will then tell the player if he is truly interested in helping her, then the player will need to seek out Klik, the Scaven-pickers' leader, and learn from her. The payoff for the player is not only learning a new in-game fighting style, but also Floe knows a few secrets about the Reservation and has even successfully snuck down into Sub-level 1. Floe will relay this info to the player only if the player learns the fighting style and then teaches her.

If by some chance the player killed the Scaven-pickers, then all is not lost. If the player has Unarmed > 120 or Melee > 120, then he can demonstrate what he knows, which should convince Floe that his style of fighting should be adequate for her needs. This option only comes up if Klik and her crew are dead or convinced to leave the area around the Reservation.

- **Character type completion breakdown –**
 1. **Combat Boy** – Just say yes to learning the Scaven-pickers' style, or if they are dead or gone and the player has Unarmed > 120 or Melee > 120, then he can demonstrate what he knows, which should convince Floe that his style of fighting should be adequate for her needs.
 2. **Diplomacy Boy** – Diplomacy Boy has an alternative option to counsel Floe. If the PC's Persuade is > 100, then he may convince Floe that she does not need to learn to fight and that she does not need the approval of the ghouls who tease her. She can and should be happy with herself and ignore them. She will then say she will try it.
 3. **Stealth Boy** – Stealth boy has yet another option (if this exists in-game). Stealth boy may offer his services to permanently silence the teasing ghouls through stealth and quiet assassination techniques, provided the PC has the appropriate Perks (TBD). There are three offending ghouls, each living their life in one of the shanty-town shacks – alone.
 4. **Science Boy** – Florence has no interest in science and has nothing to fix. If this player does not have one of the above options, then oh well.
- **Quest flags – "Florence_Trouble"**
 - 0 = not started
 - 1 = player knows of Floe's dilemma
 - 2 = player accepts Floe's quest
 - 3 = Player learns Powpapa
 - 4 = Player learns Shinkpapa
 - 5 = Player teaches Powpapa to Floe
 - 6 = Player teaches Shinkpapa to Floe
 - 7 = Player teaches own fighting skill
 - 8 = Player kills three ghoul teasers
 - 9 = Award XP, quest over

- **Rewards –**

- Player gets insider info about Sub-level 1
- Player learns of Reservation dissenters and their names
- Medium XP

- **Journal Entries –**

- 21. Normal
- 22. Dumb

12. Colonel Green's Quest; or "How the hell do I get into the Sub-levels" quest.

- **Initiator** – Colonel Green
- **Importance (Critical)**
- **Scope** – Large

Description – This is a critical, multi-tiered quest. When the player first meets Colonel Green, he will seem like any other ghoul in regards to Willem Clark. However, Green is one of a few ghouls with independent thought and would like the player to find out in depth information about Willem's true plans for the Reservation's future. As it turns out, Green does not see eye-to-eye with Willem when it comes to contact with outside human communities. Green would prefer the ghouls remain somewhat isolationists and build up a formidable defense just in case anyone decides to attack the Reservation. Willem, on the other hand, wants to establish friendly contact with well developed outside human communities, or at least that is what Willem wants everyone topside to believe. What's fishy about this "friendly" scenario is that Green has always known Willem to despise smooth skins and has looked for ways to ensure the ghouls take over as the predominant sentient species on Earth. If, as Green suspects, Willem is being deceitful and looking for ways to take the battle to the outside communities, Green would like to find out about it and then try to stop it. His reasoning is that to attack an outside community would only set that community up as a martyr and earn the Reservation the wrath of all smooth skins. All out war is not what Green wants and he will try to convince the player to find out if that is Willem's true intent.

The first phase of Green's quest is for the player to "volunteer" to be the Reservation's ambassador of good faith. The player can find out about this position from Measles, Willem, and/or Green. In a nut shell, Willem needs a smooth skin liaison to communicate to the well established outside human communities about the Reservation's desire to build a rail system to further trade and quicken travel. Willem will offer trade in ammo, firearms, radiation removal, etc. If the player accepts the position, it is his job to convey these wishes to either Hoover Dam or New Canaan – the two most established human communities. Should either say yes (and they probably should), the player will return to inform Willem about the success. Next, Willem will ask the player to find a heavy duty lift cable so the lift at the Reservation can be made functional again (he'll actually convey the request for the cable at the same time the player accepts the ambassador gig). Doing these two things will grant the player access to Sub-Levels 1 & 2 so the player can have a radiation proof area to rest (level 1) and a place to modify weapons and make ammo (level 2).

Phase two entails finding dissenters to help the player gather information about Willem's plans. Two contacts are Marty, the chem. lab ghoul who's running side

drug trafficking, and Fred, the oldest living slave in the Reservation. Both contacts will give hints as to dirty bomb research, a “super” cannon of some sort (Nuclear Nellie), and the procreation experiments. The player will be expected to convey this information to Colonel Green. The more dissenters the player can uncover and then tell Green, the better Green will feel about trying to later take over.

Stage three involves getting the player into Sub-level 3; the level where all the confirmative information rests. The best way is after the player returns the last prisoner to Tibbets Prison and learns of Fort Abandon being the central headquarters for the NCR troops, the player has the option of telling Willem about the NCR threat. Willem, concerned and intrigued with this new information, will invite the player to a personal meeting on Sub-Level 3, Willem’s office. Here the player can try to convince Willem to use the dirty bomb on Fort Abandon, provided the player is convincing enough about the NCR danger (Persuade > 85). Willem is pretty hard to convince since he thinks an established community like Hoover Dam or New Canaan is a bigger, long term threat. Also, Willem is curious as to how the player found out about Nuclear Nellie and will insist on knowing how the player acquired the information. If the player spills the beans about Marty and Fred, Willem will show his thanks by allowing the player to live, but he will have to leave the Reservation and not look back. If the player includes Colonel Green in the tattle-tale, Willem will be most appreciative and agree to take out Fort Abandon before hitting either New Canaan or Hoover Dam.

The most optimum outcome for using Nuclear Nellie on Fort Abandon is for the player to first tell Colonel Green about the NCR threat at Fort Abandon – this is contingent on if the player already did stage one and two of this quest. Colonel Green would instantly know that the NCR at Fort Abandon is a threat to all ghouls and smooth skins and would then muster up the courage to overthrow Willem Clark. Green will ask the player if he would like to help in the upcoming battle and promises, if they are victorious, to use Nuclear Nellie on Fort Abandon as soon as possible. Colonel Green’s men are extremely loyal to Green, so the player will have a formidable force to help with the battle against Willem Clark.

The battle between Green and Clark will start in the Town at the main elevator. Green will convey through floats that the Trading Post was already taken over by the gattling gun operators who were loyalists to Green, so the player needn’t worry about that area. The elevator battle should be fairly short and sweet, with a handful of armed Clark loyalists shooting at the player and Green’s men. The regular ghoul civilians will cower in their shanty tents, except maybe a handful of extremist zealots.

After the Town battle, the player’s troops will go to Sub-Level 1 and get the occupants there to surrender after the four or five Clark loyal guards get shot in the eyes (or whatever other attack kills them). From there, the Green brigade will head down to Sub-level 2 and finish off the guards there. Once the last guard is wasted, Green will override the Sub-level 3 elevator and head down with the PC. There, Green, his men, and the PC will be met with more Clark guards in addition to two other born ghouls and Measles & Belle. If Measles is part of the PC’s group, Measles will turn on the player at this time (what, you thought Measles would let the PC beat on daddy?). If the PC slept with Belle, she will not be in the battle. Instead, she will be hiding out in one of the shanty shacks awaiting the outcome of the battle (hey, we need that ghoul junior slide show for the end of the game).

Once the epic combat is over, the PC not only can get the full story about Nuclear Nellie, but also the whole ghoulish procreation process. Also, since the PC accompanied Green in the battle and earned Green's respect, all the human slaves will be freed and given the necessary equipment to traverse the radioactive wasteland safely. The player may then access Willem's computer to get the launch codes for Hermes XIII, since Willem never locked out his computer. Lastly, Green will make good on his promise of firing Nuclear Nellie on Fort Abandon, and may even conduct actual friendly trade with the other human communities – for reals!

Now, if by some chance the player has a yellow streak down his back and does not accompany Colonel Green in the battle, Green will still win the fight, but all the slaves will not be freed, and two of the non-speaking Born Ghouls will have escaped the battle to meet the player in a later "random" encounter (cue sinister music). The player will still have access to Willem's computer, but will not have any bargaining power to negotiate the slaves' freedom. Also, Green will fire Nuclear Nellie on Fort Abandon, but he will resort to his original plan of isolationism for the Reservation ghouls.

If the player does not want to deal with all the above crap, he can choose the [Commando](#) approach. Of course, the player will have to be VERY high level to waste all these well trained ghouls – a level that would coincide with the second half of the game, close to or after the player returns all the prisoners to Tibbet's Prison.

- **Character type completion breakdown –**
 1. **Combat Boy** – Just agree to work with Green. If the player hasn't shot any Reservation ghouls in the face, the offer will come up.
 2. **Diplomacy Boy** – Not much beyond what is described in the Description. Green might give up his motivations a bit quicker than average.
 3. **Stealth Boy** – If the player sneaks into Town and stumbles upon Colonel Green and his men, Colonel Green will make demands on the PC in exchange for the PC's life. Green wants the PC to "volunteer" himself as a good will ambassador for the ghouls. Willem Clark wants to supposedly establish friendly contact with the more established human communities in the wasteland, and Colonel Green will think the player a perfect fit. The catch is that Green also wants the player to discover any secret plans Willem may have devised. Green will sweeten the deal with less expensive, but much better weapons, armor, ammo, and of course MONEY! See Description for the rest
 4. **Science Boy** – Same as combat boy.
- **Quest flags – "Greens_Quest"; "**
 - 0 = not started
 - 1 = Knows of Greens terms
 - 2 = Accepts Green's terms
 - 3 = Rejects Green's terms (legitimate entrance)
 - 4 = Rejects Green's Terms (sneaky)
 - 5 = Made deal with Hoover
 - 6 = Made deal with New Canaan
 - 7 = Returned with lift cable
 - 8 = Access to Sub-levels 1 & 2

9 = Turn in Green to Willem (end quest)

10 = Agree to help Green in battle

11 = Defeat Willem w/ Green

“Ambassador”

0 = Do not know about Ambassador gig

1 = heard/considering gig

2 = Accept Ambassador gig

3 = Hoover Dam agrees to trade and rail system

4 = New Canaan agrees to trade and rail system

• **Rewards –**

- Weapons, armor, ammo are much cheaper and better quality than regular stores at the reservation.
- Average XP (during stage 1 and 2)
- Major XP (during stage 3)
- Sub-level access
- Political intrigue
- Bitchin’ team combat
- Loot
- Promotes chest hair growth
- Women will like you and think you’re sexy

Journal Entries –

23. Normal

24. Dumb

13. Smooch dealer

- **Initiator** – Marty
- **Importance (Intermediate)**
- **Scope** – Large

Description – Marty loves his chemical experiments and usage. In fact, his greatest addition to the world of recreational drugs is “smooch” - think of smooch as a sticky, jelly-like version of marijuana, but ten times more powerful than Hawaiian Gold (not that I would know about such things). Smooch can be smoked, cooked into bread-like substances, or eaten raw – though the taste of raw smooch has been known to make even ghouls puke. The effects render the user in an ambivalent state of bliss and tired merriment. Not much work gets done when someone is flying on smooch, but they won’t care, and feel damn good about it. The effects are the same for ghoul and human alike, except with humans the effects tend to last longer and humans become addicted to smooch almost twice as fast – which is a fine side effect as far as Marty is concerned.

Marty wants a distributor for his precious smooch. Currently, he does his own distribution in the Reservation town, but he would like to expand the popularity of his product to outside communities. So Marty will offer an exchange; he will give the player tidbits about what is going on in the sub-levels of the Reservation and in return, the player will need to establish smooch footholds in outside, preferably human communities. The player won’t have to go back and forth every month to keep the supplies up because a little bit of smooch can go a long way, but Marty will

ask if the player can make smooch runs every few months (basically whenever the player decides to head back to the Reservation after a three month wait) just so he does not lose his new clients. Marty will also throw in the added incentive of money – a 25% cut in the profits. Every time the player comes back to the Reservation to re-supply smooch to his customers (every few months, remember), Marty will give the player his cut of cash.

- **Character type completion breakdown –**
 1. **Combat Boy** – Just say yes
 2. **Diplomacy Boy** – Just say yes
 3. **Stealth Boy** – Just say yes
 4. **Science Boy** – Just say yes

- **Quest flags – “Smooch_Dealer”**

0 = not started

1 = Considering dealer offer

2 = Accepts dealer offer

- **Quest flags – “Smooch_Dealer_HD”**

0 = Not Dealing with Hoover Dam

1 = Dealing with Hoover Dam

- **Quest flags – “Smooch_Dealer_NC”**

0 = Not Dealing with New Canaan

1 = Dealing with New Canaan

- **Quest flags – “Smooch_Dealer_J”**

0 = Not Dealing with Jericho

1 = Dealing with Jericho

- **Quest flags – “Smooch_Dealer_MB”**

0 = Not Dealing with Maxson

1 = Dealing with Maxson

- **Rewards –**

- Regular income
- Minor XP for each contact
- Info about sub-levels
- Das much smooch as da PC carez ta smoke, mon (limited by supply).

Journal Entries –

25. Normal

26. Dumb

14. Blackmail Marty

14_Reservation

- **Initiator** – Marty, Florence
- **Importance (Intermediate)**
- **Scope** – Small

Description – Aside from an interesting drug source the player can capitalize on and distribute to outside sources, Marty is also not so keen on Willem Clark's plans. Perhaps a byproduct of smoking too much smooch, Marty would like to have more interaction with friendly humans, and he is convinced if he had the opportunity to spread smooch around to the human settlements, the humans would become more accepting of the ghouls.

After the player learns of Marty's dissenting feelings, the player may use this information to his advantage and threaten to tell Willem about not only Marty's drug racket within the Reservation Town, but also his intentions of establishing a drug cartel with outside communities and risk exposing the Reservation and it's operations (Persuade of Deceive > 50). This should scare the hell out of Marty and get him to spill the beans about what he knows is going on in Sub-level 3. However, this will also leave bad feelings between the player and Marty, and any chance of dealing smooch to outside customers would be thrown out the door. That is, unless the player builds up his Persuade (> 75) and then begs Marty for a second chance. Marty is pretty forgiving, so he'll let the player deal his junk if the player wishes to make amends

However, if the PC lacks the Deceive or Persuade prowess necessary, then Marty will blow off the PC and tell him to get bent. The PC may then speak to Measles to initiate tattling with Willem, but Measles and Willem will not believe Marty is capable of such actions, and dismiss the PC's claims.

- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the skills, then he's in. If not, then get bent.
 2. **Diplomacy Boy** – If Dip-boy here does not have either skill, then he's a sad dip.
 3. **Stealth Boy** – Same as combat boy
 4. **Science Boy** – Same as combat boy
- **Quest flags** – "Blackmail_Marty"
 - 0 = not started
 - 1 = Threatening Marty
 - 2 = Success
 - 3 = Second chance with Marty
 - 4 = Failure
- **Rewards** –
 - Quick and dirty way to get info about Sub-level 3 from Marty
 - Medium XP

Journal Entries –

- 27. Normal
- 28. Dumb

15. Fetch the cable for the heavy lift

- **Initiator** – Willem Clark

- **Importance (Major)**
- **Scope** – Medium

Description – The heavy lift for the equipment elevator on Sub-Level 3 is not working because it needs a new cable. Willem will request that the PC try and find a replacement cable for the elevator as a side to establishing friendly liaisons with outside human communities. The player may find this cable in Denver or Hoover Dam.

Yep, this is a fetch quest, but it is optional, and has far reaching repercussions. Retrieving the cable will allow Nuclear Nellie to be transported to the surface and mounted to the flatbed car for future use (see [Colonel Green's Quest](#)).

- **Character type completion breakdown** –
 1. **Combat Boy** – Simple fetch quest.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Ditto
 4. **Science Boy** – Ditto
- **Quest flags** – “Get_Cable”
 - 0 = not started
 - 1 = Know about cable
 - 2 = Accepted cable quest
 - 3 = Refused cable quest
 - 4 = Retrieved cable, give XP, close
- **Rewards** –
 - Earn Willem's trust.
 - Big XP

Journal Entries –

- 29. Normal
- 30. Dumb

16. Get Hermes XIII launch codes

- **Initiator** – Mission Control Computer @ Bloomfield, Bear, Willem Clark
 - **Importance (Critical)**
 - **Scope** – Large
- Description** – At some point in the game, particularly the second section of the game, the player will need to acquire the launch codes for the Hermes XIII space rocket. The only place these codes exist is in Dr. Willem Clark's warped head, and his personal computer in his office located on Sub-Level 3 in the Reservation. As with Colonel Green's quest, there are several ways to go about getting these codes.

The first is for the player to complete [Colonel Green's quest](#). Doing so will allow the player free access to Dr. Willem Clark's personal computer. No pass codes are necessary to access the computer at this time since Willem did not think anyone would be able to get to it – ever!

If by some strange chance the player has never been to the Reservation by the time the second part of the game has started (all the prisoners have been returned to Tibbets and Odysseus has contacted B.O.M.B.-001), the PC can learn of the launch codes' whereabouts from the Mission Control computer at Bloomfield (once power is restored, the player will have free access to the Mission Control computers), or get

the information from Bear. Once the player has this information, the PC may then explain to Measles, upon arriving at the Reservation, that all communities in the wasteland are at risk of destruction if the player does not get the codes. This intrigues Measles and he will let the PC speak with Willem through a computer terminal. The simple fact that the player speaks about B.O.M.B.-001 and the Hermes XIII gets Willem to perk up and listen. To verify the PC's claim, Willem will ask the player to take Measles with and go to Fort Abandon. This is purely a recon mission and Willem will stress to the player he only wants visual verification on the NCR troops before he turns over the launch codes (if the player has the room, Measles will join as a companion. If not, then Measles is a tag along who does his own thing and only follows the PC's group). Willem will not give the codes unless the PC agrees to show Measles Fort Abandon and the NCR troops.

Once the player arrives at Fort Abandon, Measles will ask the player to wait while he (Measles) sneaks to get a closer look. Fade out, fade in, Measles will return, confirm what he saw, and ask to go back to the Reservation. Once back, Measles will convey what he saw and Willem will give up the Hermes XIII launch codes. If the PC already has Measles as a companion at this point, he will remain as a companion if the PC chooses.

The above scenario can be done even if the player has been to the Reservation previously. The only catch is that the player must still be in good standing with Willem et al. Completing the prisoner quest is the trigger for the above option(s).

- **Character type completion breakdown –**
 1. **Combat Boy** – The PC has the option of gunning down everything at the Reservation in order to get the launch codes. By the time the player has returned all the prisoners to Tibbets, he should be high enough level to lay waste to a small nation. Good tactics will, of course, play a factor. Once Willem and his wackos are dead, the player will have access to Willem's computer.
 2. **Diplomacy Boy** – It's a bit easier to convince Willem about the NCR threat at Fort Abandon. The bonus here is that if the PC has a Persuade skill > 130, he can skip leading Measles to Fort Abandon to prove his point.
 3. **Stealth Boy** – Nothing really, here. Colonel Green's quest is probably the best route for stealth boy. Though any PC can do the scenario in the above description.
 4. **Science Boy** – This boy can get a few bonuses similar to Diplomacy boy. With a Science skill > 140, this boy can spout out laws of probability, hypothetical explosion theories, etc., etc., and impress the hell out of Willem. Again, Willem will forgo the whole checking out Fort Abandon thing and just give the codes to the PC.
- **Quest flags – "Get_HXIII_Codes"**
 - 0 = not started
 - 1 = Know about codes
 - 2 = Prisoner quest done, open Fort Abandon option
 - 3 = Retrieved codes
- **Rewards –**
 - Gain ability to launch Hermes XIII
 - Big XP

Journal Entries –

- 31. Normal
- 32. Dumb

17. Fix air filtration device

- **Initiator** – Milt, Fred
- **Importance (Minor)**
- **Scope** – Medium

Description – Aside from the extremely poor conditions the slaves of the Reservation must endure, the area with which the humans must breathe in is filled with toxic fumes and soot. Rarely does a slave live longer than a couple of years (Fred being the freakish exception). The ghouls are particularly unconcerned since the fumes do not affect them and human slaves are easily replaceable.

However, the player can find out from Fred about the misery the slaves go through and when a few die, it puts a huge burden on the surviving slaves until the dead ones are replaced. Production goes down, to put it coldly. So, the player may speak with the shop foreman, Milt. If the player explains to Milt that putting in an air filtration system might lessen the frequent deaths of the slaves, then the shops would not frequently fall behind and they could even save money and resources not having to buy and train new slaves. Milt is reasonable when it comes to business sense, sort of, and will give the PC the go ahead to try and find a way to get the filtration working. Evidently, there are air vents in each workshop which lead to a central fan unit that is located in the armor smithing facility, buried under piles of coal. If the player is feeling ambitious, he can use a shovel on the pile and clear out the area around the fan motor. Next, he can tinker with it to get it running again. The fan runs power from the facility itself, so power is not an issue. With a Mechanic skill > 60, the player can get the fan working again and the bad air will be sucked out and run through a filtration system somewhere inaccessible. In other words, it'll work and the player will not have to figure out why or how it works.

- **Character type completion breakdown –**
 - 1. **Combat Boy** – If he's got the skills, then he's in. If not, then get bent.
 - 2. **Diplomacy Boy** – If Dip-boy here does not have either skill, then he's a sad dip.
 - 3. **Stealth Boy** – Same as combat boy
 - 4. **Science Boy** – Same as combat boy
- **Quest flags** – "Air_Filter"
 - 0 = not started
 - 1 = Know about problem
 - 2 = Agree to help
 - 3 = Fixed air problem
- **Rewards –**
 - Milt's prices will go down by 15%
 - Free ammo of choice (one time only, # of rounds TBD)
 - Medium XP

Journal Entries –

- 33. Normal
- 34. Dumb

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
The Reservation								
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Learn Gibberish	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Teach Scaven- pickers to make their own Rad-X	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Learn Powpapa	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp	Learn Shinkpapa	Foletto						
Map 1: Trading Post & Map 2: Town	Eliminate the Scaven- pickers	Foletto						
Map 1: Trading Post or Random Encounter – Scaven-picker Camp Map 3: Living Quarters	Sell smooch to the Scaven- pickers	Foletto						
Map 1: Trading Post & Map 2: Town	Gain entrance to Reservation Town	Foletto						
Map 1: Trading Post	Hook up Betty and Hank	Foletto						
Map 1: Trading Post	Acquire Jillian	Foletto						
Map 1: Trading Post	Acquire Measles companion	Foletto						
Map 2: Town	Trouble with Florence	Foletto						
Map 2: Town	Colonel Green's Quest	Foletto						
Map 3: Living Quarters	Smooch Dealer	Foletto						
Map 3: Living Quarters	Blackmail Marty	Foletto						
Map 1: Trading Post & Map 2: Town	Fetch the cable for the heavy lift	Foletto						

Map 5: Sub-level 3	Get Hermes XIII launch Codes	Foletto						
Map 4: Sub-Level 2	Fix air filtration device							

SCRIPTING

GENERAL

- **Ghoul Commoners**
 - o 8 am to 6 pm the ghouls commoners do the ghouls shuffle outside of the shanty-shacks.
 - o 6 pm to 8 pm the ghouls commoners shuffle back into their respective shack and mull around inside.
 - o 8 pm to 8 am the ghouls commoners will sleep in their crappy shanty beds.

TOWN-SPECIFIC

- **Trading Post**
 - o 8 am to 6 pm Betty, Hank, the guards, and Horatio will walk to their respective posts and open for business.
 - o Scaven-pickers come every 3 days between the hours of 8 am and 6 pm. They will walk around from person to person yelling weirdness, and then scurry off to the next victim.
 - o Caesar's slave traders come once every month (choose a date) to trade slave with Horatio. They show up at 8 am and leave at 6 pm. Should the player waste the Slaver Caravan in the Slaver Caravan random encounter, Caius and friends will never show up again to sell slaves. This will concern Horatio, but he will not lose sleep over it since there are other slavers in the wasteland.

DUNGEON-SPECIFIC

CUT SCENE

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

- Music theme similar in feel to “Radiation Storm,” track #13 of the Fallout soundtrack.

AREA	SOUND REQUIREMENTS
MAP 1: Trading Post	MUSIC DESCRIPTION
	City of the Dead: Track 8 from the Fallout soundtrack
	BASIC SFX
	Very mild dust storm. Tarp and thin metal flapping in the wind. The occasional creak of an old metal door.
	WALLA SFX
MAP 2: Town	Very slight mumblings
	MUSIC DESCRIPTION
	City of the Dead: Track 8 from the Fallout soundtrack
	BASIC SFX
	Mild, hot breeze. Tarp and thin metal flapping in the wind. The occasional creak of an old metal door. A distant rock or two falling down over a hillside. When near a ghoul citizen, the occasional butt-scratch sound.
MAP 3: Sub-Level 1	WALLA SFX
	Deathly silent when it comes to walla
	MUSIC DESCRIPTION
	City of the Dead: Track 8 from the Fallout soundtrack
	BASIC SFX
MAP 4: Sub-Level 2	The beeps and boops from a computer in the center of the room. Floor clicks like a metal floor with each footstep.
	WALLA SFX
	None. This is a place for rest.
	MUSIC DESCRIPTION
	Second Chance: Track 9 from the Fallout soundtrack.
MAP 5: Sub-Level 3	BASIC SFX
	Each smith chamber has very loud sounds of hot furnaces burning, hammers being pounded against anvils, white hot metal sizzling in cool water, shovels digging deep into coal piles.
	WALLA SFX
	Every once in a while, someone is barking orders at the slaves. Slaves will occasionally groan in tired agony.
	MUSIC DESCRIPTION
	Follower's Credo: Track 12 from the Fallout soundtrack.
	BASIC SFX
	Quiet hum of force fields, the occasional water droplet falls from condensation. Otherwise, nothing.
	WALLA SFX
	Again, nothing. Eerily quiet area.

14_Reservation

ROOM FOR IMPROVEMENT

Also be sure to include hooks for "room for improvement." This section may change depending on how Ferret thinks it should be organized.

Room for Improvement:

- **Trading Post**
 - If the player helped Colonel Green defeat Willem.
 - Slaves will no longer be in the area.
 - Horatio and his slave tent will be gone
 - A couple more merchant tents will be in the Trading Post where Horatio's tent once was.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Horatio and his slave tent will still be in the Trading Post
 - Slaves will continue to be around.
 - If the player helped Willem.
 - Nothing will change.
 - If the player blew the shit out of everyone and everything.
 - Trading Post will be empty of all life except for the occasional giant cockroach or rad-scorpion.
- **Town**
 - If the player helped Colonel Green defeat Willem.
 - The shanty-town shacks will be replaced by sturdy, adobe styled huts.
 - The run down office building will have been rebuilt, but with an obvious difference in construction technique between the offices' original construction and the big adobe style repairs/add-ons.
 - The destroyed hangers and the accompanying debris has been basically cleaned away. The fallen concrete from the hangers were just some of the materials used to rebuild the office building and the adobe shacks.
 - The broken up roads are eventually stripped away and left with dirt roads.
 - The tracks and train running through the Town is in shiny shape.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Not much changes except the broken up roads are cleared for dirt roads, the section of office building that was caved in is removed and the offices that are not exposed to the elements are used. Offices with one side exposed to the elements have metal sheets nailed to them.
 - Shanty shacks are spruced up a little bit with sturdier metal paneling.
 - The collapsed hangers are still collapsed, but do not have the amount of debris as before Greene took power. However, it is not as clean as the option where the player helped Green take on Willem.
 - If the player helped Willem.
 - There are a few more shanty shacks in the shanty town area.
 - Colonel Green's tent is gone – burned to the ground.
 - Some more ghouls are shuffling about.
 - The rail way and the train are just as beat up looking as ever, but they still work.
 - If the player blew the shit out of everyone and everything.
 - Ghost town. Nothing roaming around this area except giant bugs.

14_Reservation

- **Sub-Level 1**
 - If the player helped Colonel Green defeat Willem.
 - Not much has changed. This area was always clean, and it still is after Green takes over.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Soldiers instead of lab techs and workers occupy this area.
 - If the player helped Willem.
 - There are a few more shanty shacks in the shanty town area.
 - Colonel Green's tent is gone – burned to the ground.
 - Some more ghouls are shuffling about.
 - The rail way and the train are just as beat up looking as ever, but they still work.
 - If the player blew the shit out of everyone and everything.
 - Nothing there. Completely empty and devoid of life. This goes for the rest of the sub-levels as well.
- **Sub-Level 2**
 - If the player helped Colonel Green defeat Willem.
 - Again, not much has changed. However, there are no more slave workers, but there are more ghoul workers.
 - If the player fixed the air filtration system, then the soot in the area is gone. If not, the soot remains.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Nothing at all changes, unless the player fixed the air filtration system, then the soot is gone.
 - If the player helped Willem.
 - Still the same hell.
 - If the player blew the shit out of everyone and everything.
 - Nothing there. Completely empty and devoid of life. This goes for the rest of the sub-levels as well.
- **Sub-Level 3**
 - If the player helped Colonel Green defeat Willem.
 - Colonel Green and some of his men have moved into this floor. Nothing is sealed off with force fields, so the player may wander. The area is mostly used for storage and sleeping quarters for Green and his men.
 - If the player did not help Colonel Green defeat Willem and waited until the fighting was over.
 - Same as above, except weapons research continues in the big room where the nuclear missiles were stored. Plenty of boxes filled with guns and ammo are stored, as well as crates marked "Top Secret."
 - If the player helped Willem.
 - Still the same hell.
 - If the player blew the shit out of everyone and everything.
 - Nothing there. Completely empty and devoid of life. This goes for the rest of the sub-levels as well.

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.
- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

Note: Over the course of the project, you may wish to collect art that may be appropriate for an end movie slideshow and just keep it stored in a folder on the server or locally.

A quick example is provided below:

WHERE TO GO CONDITIONS

The player killed everyone in the Reservation	Goto 1
The player had the satellite fire on the Reservation	Goto 2
Colonel Green overthrows Willem with the player's help	Goto 3
Kyle the Hook remains leader of the Rusty Hooks	Goto 4
Player helps Willem	Goto 5

1. EVERYONE DEAD! (WTG)

The dead shall wake no more. Dr. Willem Clark's prophesy of delivering the Promised Earth to the Children of the Wasteland fell into the realm of forgotten lore, carrying with it one of the last vestiges of nuclear research and development, and the last hope for ghouls procreation and evolution.

Show an empty Trading Post and the front gate leading into an abandoned, dilapidated military base that used to be the Reservation.

2. SATELLITE DESTROYS THE RESERVATION! (WTG)

Once the supplier of the tools for nuclear fire and the home for the Children of the Wasteland, the Los Alamos Nuclear Testing Facility, also known as the Reservation, is wiped away from the pock-marked wasteland by B.O.M.B.-001.

Show a smoldering crater.

3. COLONEL GREEN OVERTHROWS WILLEM WITH THE PC'S HELP (WTG)

Thanks to the help of a tenacious human with overthrowing Dr. Willem Clark, Colonel Green not only brought the ghouls of the Reservation into a new age of enlightenment, but he also reached out to the outlying human communities, establishing trade and commerce that profited all.

Show the Reservation town with adobe housing instead of shanty shacks, the office building rebuilt with an adobe front end, and ghouls intermixing with happy humans in environmental suits.

4. COLONEL GREEN OVERTHROWS WILLEM WHILE THE PC SITS OUT ON THE BATTLE (WTG)

Though Colonel Green's trust of humans never blossomed, he never made any overt, aggressive moves on the outlying human communities. Still, Colonel Green knew that one day the humans would try to destroy him and his ghouls, so he made certain his men and equipment were always in top fighting order. In addition, the Colonel continued research and development for advanced weaponry in preparation for that fateful day when the humans made their move against the Reservation.

Show Colonel Green and his ghouls arming themselves with high powered rifles, with a backdrop of stacked crates marked "Top Secret" and a couple of odd, futuristic looking rocket type weapons propped up against a far wall.

5. PLAYER HELPS DR. WILLEM CLARK (WTG)

No good deed shall go unpunished, nor shall any bad deed. With the help of a human stranger, Dr. Willem Clark was able to take his Nuclear Nellie and fire its radioactive ordnance on a populated human community. This act united all the humans within the region, and they launched a retaliation attack on the Reservation itself. Though the battle was bloody for both sides, the humans won the day, leaving any evidence of the ghouls from the Reservation buried under broken rock and concrete.

Show Dr. Willem Clark's body impaled on a flag pole in front of the main gate to the Town.

RANDOM NOTES

APPENDIX

14_Reservation

14_Reservation

14_Reservation



BLOOMFIELD SPACE CENTER

Version 1.0

10/15/2003 5:56:00 PM



"Man's need to explore is only rivaled by his need to expand; but all that is trivial compared to his need to kill and subjugate."

-[Bear](#)

OVERVIEW

Bloomfield Space Center, surprisingly enough, survived the atomic war – well, for the most part. Thanks to its very remote location in southwest Arizona, the only real damage that the space center received was from time and weather – and also the current occupants.

The current occupants in question are the Rusty Hooks, as they like to be called. Comprised of two-dozen raiders, the Rusty Hooks came upon the remains of the Bloomfield Space Center about one year ago, drawn to the sight by tall, pointed structures (two space rockets) that could be seen on the horizon (however, by the time the PC arrives at Bloomfield, Dr. Presper and his NCR guys have already taken the other space rocket to B.O.M.B.-001). The leader, [Kyle “the Hook,”](#) knew they found a special location and decreed among his faithful that this facility would be their permanent residence and base of operations. The raiders then took up occupancy in the building that was once used for flight operations and communications. From there they managed to get the sub-reactor working (barely) to power the building and the rest of the grounds. However, the Rusty Hooks found out the hard way that the five high powered turrets surrounding the [launch pad and the space rockets](#) were active and had no connection to the sub-reactor they worked on (two of the Rusty Hooks found out the bloody way that the turrets were active and deadly). Suffice it to say that the members of the Rusty Hooks kept a respectful distance from the launch pad and the well preserved, twin space rockets, but that situation didn’t bother them. All they needed was located right in the building they called home; a healthy weapons and ammo cache² stored in the security block of the [Operations and Communications](#) building.

The Rusty Hooks are known to make regular raids on caravans from the tribes in the area – the area being pretty much all of Arizona. Raids have been known to last upwards of a month or so. Just about anything is fair game to them, and they are willing to trade with anyone who does not have a problem with where they get their merchandise – though very few people in the wasteland know about the Bloomfield Space Center or how to get there. However, the Launch Pad and the twin space rockets are very visible from the horizon, so those who have seen it usually wander to Bloomfield in curiosity. Unfortunately, those who do happen to find the facility rarely lives long enough to go and tell anyone else, thanks to the turrets guarding the Launch Pad’s perimeter. Should someone be lucky enough to live after finding the Bloomfield Space Center, they would find that there is a touch of dissent within the ranks. [Bear](#), [Kyle’s](#) super mutant bodyguard and right-hand man, seems obviously more intelligent than Kyle and seems to be the one who dishes out better ideas to help the Rusty Hooks. However, Bear also seems somewhat content being the voice behind the man in power, and no one else would dare to usurp Kyle’s authority with Bear backing him up.

If the player has completed his quest of returning all the prisoners to the Big MT, then by the time the player arrives at Bloomfield, Dr. Presper and some of his NCR buddies have taken the other space rocket, Hermes-14, and launched to dock with B.O.M.B.-001. [Four NCR guys](#) stayed behind to guard the remaining space rocket, in addition to coming to an agreement with the Rusty Hooks. The Rusty Hooks would stay away from the launch pad and the NCR guards wouldn’t kill them. Also, the Rusty Hooks would provide them with food and such and the NCR guys would provide additional protection should the need arise (NCR tech is much higher than the Rusty Hooks).

² Nothing fancy, just shotguns and 9mm hand guns.



The Area is composed of three maps

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Entrance	Full Party		Small	Desert Plain, 2 Buildings, walkway
2: Control Center	Full Party		Medium	Desert Plain, 4 Buildings, walkways
3: Launch Pad	Full Party		Medium	Desert Plain, Rocket Launch Pad Super-Structure, 5 Turrets, 1 Space Rocket

1. **Entrance:** (Small Map) A broken asphalt road leads to an almost entirely collapsed multi-level parking structure. A beaten path leads through the debris, but this path is riddled with traps of various primitive make. Some traps are nothing more than deep holes covered with tarp and dirt, some are spears attached to bent rebar waiting to be released, while others are grenades attached to trip wires. A player with a good trap skill could find and disable the myriad traps.

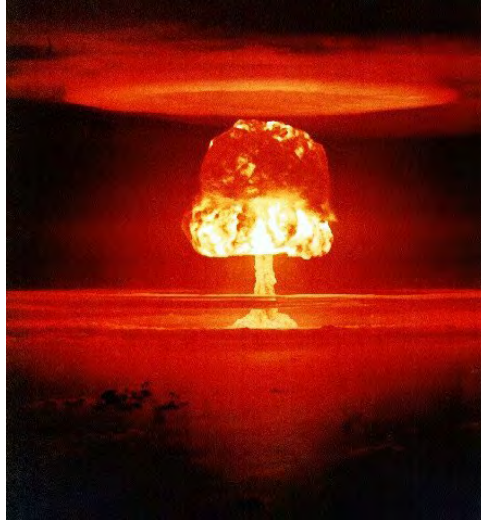
Passed the parking structure and to the west is a weather beaten sidewalk that leads to an oval, one-story building with a main entrance facing the parking structure. This oval building is the [Bloomfield Space Museum](#), housing broken objects of a space program long forgotten. Here the player will meet up with four Rusty Hooks. Dialogues would ensue and results may vary depending upon player attitude. The player may also get a bit of space history from the broken museum objects and one or two functional holo-dics (the Rusty Hooks are too ignorant to know how to use the holo-disc). There is an exit from the museum that leads to the northern exit grid.

2. **Control Center:** (Medium Map) The entrance to this map is smack dab in the middle of the rocket transport road – a seventy-five foot wide road used to transport a completed space rocket to the [launch pad](#) – and directly east of the [Rocket Assembly Building](#). The player will find a smattering of Rusty Hooks guards walking to and fro outside of the building. Inside the Rocket Assembly Building the player will find [Sid](#), the Rusty Hooks' best version of a mechanic/scientist/Mr. Fixit. I say "best" version because their original mechanic-type was abducted less than a year ago by a prison security robot. [Jillian McKinley](#), one of the escaped prisoners from the Big MT, and one of the escaped prisoners the player must take back to the Big MT, is a member of the Rusty Hooks and was their very competent mechanic/weapons smith during her years with the raiders. However, during her absence, Sid was elected new mechanic/weapons smith expert, whether he had skill or not (more not).

The player will find [Sid](#) shuffling through the vast deposits of parts and debris littering the building's spacious work floor – a floor that resembles the inside of a large airplane hanger. He is trying to put together parts to make weapons, vehicles, traps, and what-not to not only help his tribe of raiders, but further solidify his worth. It seems that [Kyle the Hook](#) is getting tired of Sid always barely making things work (which always, eventually, breaks down), and would like to find someone a bit more mechanically inclined. Kyle has given Sid a deadline to get the area's sub-reactor working at a higher efficiency, as well as figure out how to turn off the turrets guarding the Space Rocket (not to mention eliminate the four patrolling security robots and NCR guards on the Launch Pad). If Sid fails, Kyle will volunteer Sid as a target practice dummy.

As the player heads north from the [Rocket Assembly Building](#), he will pass a very large [satellite dish](#) to his left and a small, caved-in [observation building](#) to his right. Straight ahead, the player will run into the [Operations and Communications Building](#). However, about [halfway upon approach](#) to the Operations and Communications Building, two sentry security bots will activate from their previously dormant state and attack the player (latent robot attack). These will be pretty tough, bipedal [security bots](#) equipped with twin gatling guns for arms. The Rusty Hooks will get freaked out by the bots all-of-a-sudden coming to life and help the player destroy the bots. The completion of this scene will bring [Bear](#), [Kyle's](#) super mutant bodyguard and second in command, up to the player to thank the player for helping destroy the bots (it's not apparent that the player is the target since the bots will respond to other threats shooting at them). This dialogue will put the player in the position of gaining information about the Rusty Hooks, the growing dissent in the ranks, what, exactly, [Sid](#) has been able to fix/activate, and launch the player into figuring out how to get the remaining [Space Rocket](#) working. In addition, the player could figure out how to get the communications satellite dish working to further his cause. Also, the player may get the opportunity to not only participate in raids against caravans, but possibly get [Bear](#) to overtake [Kyle](#), or have the player overtake and control the Rusty Hooks (the player would get the opportunity to rename the raiders to whatever he wants and the raiders would refer to themselves by that new name).

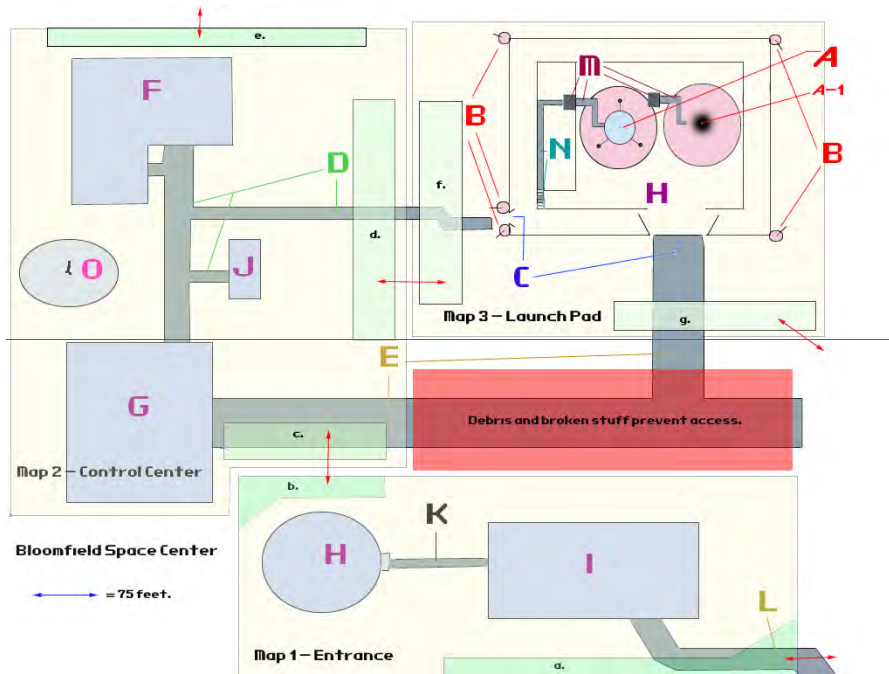
3. [Launch Pad](#): (Medium Map) This bad boy is the WOW! factor of the area. It is comprised of a very large [launch platform](#) superstructure with a very tall [space rocket](#) in the center. Surrounding the launch platform is a tall barbed wire fence and five very large, and active, [gatling gun turrets](#) at each corner of the wall, as well as two at the main, gated entrance. Since the gatling guns are active, there is not a living thing in this area. The player must secure the security codes, or [deactivate through hacking](#) (or some other means), to disable the gun turrets. Once that is accomplished, the player may access the catwalk which leads to the platform elevator. The elevator will take the player to the top of the space rocket where the [cockpit](#) is. The door to the cockpit is locked and requires an access code, or the player may use a very high lock pick skill combined with an electronic lock pick. Inside the cockpit the player will see seats for four passengers. Playing around with the controls will do nothing since the interior needs to be activated from [mission control](#), thus creating the need of someone competent calling the shots at the mission control terminals (BOS scientist type, NCR scientist type, Reservation scientist type, Dr. Huxley, or a scientific CNPC). Since the space rocket's navigation is automated, all the player needs to do is sit back and enjoy the ride (BITCHIN' LAUNCH CUT-SCENE CGI MOVIE THING – ZOOM! POW! BANG!). Next stop; B.O.M.B.-001 nuclear missile satellite (of course this comes VERY late in the game since this is pretty much part of the end-game scenario – Hey let's rain down nuclear death on everyone! YAY!).



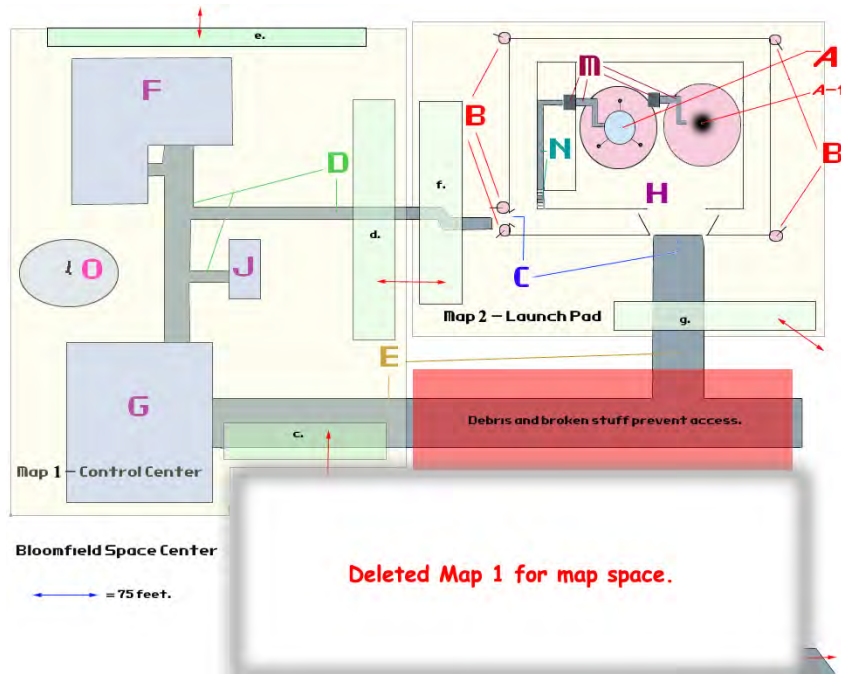
15_Bloomfield_Space_Center

MAP FLOWCHART & LAYOUT FOR BLOOMFIELD SPACE CENTER

15_Bloomfield_Space_Center



15_Bloomfield_Space_Center



Legend

A – 1 st Launch Pad w/Space Rocket	H – Bloomfield Space Museum	O – Satellite Communications Dish
A-1 – 2 nd Launch Pad w/o Space Rocket (scorch marks from previous launch)	I – Collapsed Parking Structure	
B – Gatling Gun Turrets	J – Observation Building	a. – Map 1 World Map Entrance/Exit Grid
C – Rocket Transport Road	K – Sidewalk	b. – Map 1 Entrance/Exit Grid to Map 2 c. Entrance/Exit Grid
D – Beat up sidewalks	L – Entrance Grid to World Map	c. - Map 2 Entrance/Exit grid to ~~Map 1 Entrance/Exit Grid to World Map.~~
E – Rocket Transport Road	M – Launch Platform Catwalk Elevator	d. Map 2 Entrance/Exit Grid to Map 3 f. Entrance/Exit Grid
F – Operations and Communications Building	N – Stairs leading up to 1 st level catwalk	e.& g. – Map 2 & Map 3 (respectively) ~~grid to World Map Entrance/Exit Grid to World Map~~
G – Rocket Assembly Building		f. Map 3 Entrance/Exit Grid to Map 2 d. Entrance/Exit Grid

AREA BACKGROUND

2073 was a turbulent year. Nuclear proliferation reached an all time high. As a reaction to possible nuclear threats, the U.S. government completed a space station/satellite that housed two-dozen nuclear missiles each carrying four warheads. Named the Ballistic Orbital Missile Base, or the B.O.M.B.-001, it was considered the ultimate offensive weapon. The only things missing were the main power reactor and launch instructions and codes. However, since all other space and rocket facilities already used up their resources constructing the missiles for the station, and launching the cargo rockets to carry them to the base, the U.S. needed to scramble to get the much needed codes and a power reactor to the station. Their answer was to use the new Bloomfield Space Center, which was in the process of building a rocket that would go to Mars, and convert the Mars rocket into the vehicle that would carry the codes and reactor to the base. The conversion started in 2074.

So, in August, 2076, the [Hermes-13](#) space rocket was completed and ready to launch at Bloomfield. Unfortunately, by October, 2076, funding for the rocket and Bloomfield had to be drastically cut and diverted to vault technology, thanks in large part to the rising world tensions and imminent threat of nuclear war – the launch of Hermes-13 had to be put on hold. All personnel, except for a skeleton maintenance crew, were reassigned to other locations. Bloomfield, B.O.M.B.-001, and Hermes-13 were essentially mothballed. In November, 2076, the Enclave seized control of Bloomfield Space Center. They knew nuclear war was just around the corner, so they tried to refit the Hermes-13 and convert it into a vehicle that would take selected personnel (mainly themselves) off-planet, destination yet to be determined.

Unfortunately for the Enclave, the bombs started dropping less than a year later. All were either relocated to “hot-spots,” or took cover away from Bloomfield. The last people to leave shut down the sub-reactor to Bloomfield and abandoned the facility, letting Hermes-13 and Bloomfield to brave the elements. For whatever reason, the facility never succumbed to nuclear attack. Only time and weather beat on the facility for almost two-hundred years, and neither was very kind. However, Hermes-13 managed to stand proud through the centuries, perhaps in hope that one day it would be allowed to carry out its mission.

The ruined grounds, dark, cold, and dirty buildings, and rusted [launch platform](#) super-structure might have laid dormant forever if it weren’t for the wandering and greedy spirits of the Rusty Hooks; a band of raiders who wandered the wasteland. In the scorching summer heat of 2252, the Rusty Hooks came upon the remote base of Bloomfield. [Kyle the Hook](#), the raider leader, knew they had stumbled upon a great potential home. There were plenty of defensible areas, a potential for a rich cache of materials, and that giant pointy thing (Hermes-13) must be a source of great power. With the eloquence of a junior-high drama student pretending to know and quote the great works of Shakespeare, Kyle declared the Bloomfield Space Center the Rusty Hooks’ new base of operations.

One of the first things Kyle wanted to do was find out if the facility had a power source. He ordered Sid, the apprehensive mechanic/scientist of the group, to seek out and find a power source, and find a way to get power running. After about two weeks of swearing, threats on [Sid’s](#) life, and a few deep bruises, Sid managed to not only find the sub-reactor, but he got the thing running – albeit at only forty-five percent efficiency. However, even by bringing this sub-reactor online, the [turrets](#) surrounding Hermes-13 ended up killing two Rusty Hooks who ventured too close. It seems the turrets were running on a different [power source and operations computer](#). It was bad enough that no one in the group could cut through the titanium fencing surrounding the Launch Pad, or climb over ten feet of titanium barb wire, but the gattling [turrets](#) mounted high on thorned posts exacerbated the giant pointy thing’s (Hermes-13) inaccessibility. Kyle ordered that the power be shut down so they could figure out a way to disable the turrets (not really being able to figure out that the turrets were on a different [power source and computer](#) – I told you he wasn’t that smart), but it seems that once power was turned back on, even if it was not at full efficiency, it could not be turned off without using the proper “security access codes” - whatever those things might be. So, in a flood of cascading wisdom, Kyle decreed the area near the giant pointy thing off limits.

Since then, [Kyle](#) and his band organized several raids on caravans throughout Arizona, as well as doing some trade with assorted scum of the wastelands. [Sid](#) was tasked with figuring out a way to make the sub-reactor more efficient, as well as scavenge the grounds and create something useful – what that something could be, no one ever explained to poor Sid.

TIMELINE

YEAR	EVENT	
2073, August	The Ballistic Orbital Missile Base, or B.O.M.B.-001, is completed and partially functional (for security and maintenance bots) using a temporary onboard generator. The only thing more the base needs are the manually inputted final launch instructions and codes, and the main power reactor.	
2074, July	The new Bloomfield Space Center completes construction. The facility's first task is to complete the space rocket Hermes-13 to fly to B.O.M.B.-001 (originally slated for a Mars mission before new orders arrived). The mission: have the crew deliver and install the base's main power reactor, manually enter final launch instructions, manual check for safety nets and protocols, and do a manual inspection of the station.	
2076, August	Hermes-13 & 14 are completed and await final funding and the orders to launch.	
2076 October	Due to the seriousness of world events and the threat of nuclear war, launch is postponed while funds are routed to vault technology. Launch is rescheduled for 2077.	
2076 November	Enclave personnel seize control of Bloomfield Space Center and begin researching and developing a way to convert Hermes-13 into a personnel transport to transport important individuals off-planet.	
2077	Bombs drop. All Enclave personnel leave Bloomfield to either take cover or maintain "hot spots." Sub-reactor is turned off. Bloomfield, B.O.M.B.-001, and Hermes-13 & 14 are completely forgotten.	
2251, May 10	Jillian McKinley is apprehended by Ulysses' robots. The Rusty Hooks lose their best and only mechanic/weapons smith. Sid is "volunteered" to take her place.	
2252 June 15	Kyle the Hook and his Rusty Hooks discover Bloomfield Space Center and declare it their home.	
2252 June 30	Sid figures out how to fire up the sub-reactor. Bloomfield has power once more, but sub-reactor is only operating at 45% efficiency.	
2253, October 23	Sentry robots at Bloomfield become semi-active – not moving, but the optical lenses and sensors turn on and start surveying for escaped prisoners from the Big MT. The robots ignore the Rusty Hooks.	F3 Begins
2253, October, sometime later	Dr. Presper and his NCR buddies find security overrides for the turrets and security bots at Bloomfield, as well as the space rockets' launch codes. They invade Kyle's beloved Bloomfield – Kyle and his men do not resist Dr. Presper, mostly due to the recommendation from Bear , and his technically more advanced brigade – and launch themselves into space to dock with B.O.M.B.-001. Four NCR guys stay behind with the remaining rocket to prevent anyone from launching the second rocket. The Rusty Hooks keep clear of the launch pad and form an "understanding" with the NCR guards.	

EMOTIONAL PORN



DRAMA

- **Freeing Jillian from the Reservation and returning to Bloomfield:**

If the player frees [Jillian](#) from her slavery at the Reservation and brings her back to Bloomfield before bringing her back to the prison, it will be a devil of a time trying to convince [Bear](#) to let her leave again to go back to the prison. Aside from Jillian being an excellent mechanic and weapons smith, Bear has very much infatuated with Jillian. He does not let this be known since he knows he's a super mutant and that someone as hot as Jillian would never go for him. However, he will exhibit a strong, protective posture to anyone he thinks might be threatening her well being. Even Jillian, who is fairly headstrong herself, will not be able to convince Bear to let her go back to the prison (she won't show resistance if the player explains why she needs to temporarily go back). A Charisma Boy would be able to explain the circumstances of Jillian needing to go back to the prison and convince Bear to let her go, but anyone else would have to earn Bear's trust before he will allow his secret love to brave the wasteland without him. And even after that point, Bear will insist on going along (he won't be forced on the player to be a CNPC, but he will make it known that he would feel a lot better if he went along).

- **[Sid's](#) insecurity and the growing guilt:**

Sid already is a mountain of insecurity thanks to his obvious ineptitude at mechanics. The funny thing is, Sid is better at mechanics than anyone else in the Rusty Hooks (save for Jillian, but she's not around). But this fact completely escapes Sid since Kyle hits Sid with daily insults about his homeliness and lack of worth. Not a day goes by that Kyle does not tell Sid that he could be easily replaced, and it might be fun to use Sid as a target practice dummy. If this was not bad enough, Sid also carries a great, festering guilt. When Kyle created Bear's heart bomb, he ordered Sid to insert it. The dirty deed was done well out of sight of any other Rusty Hooks – the less witnesses, the more plausible the ruse of Bear blindly following Kyle. Kyle told Sid that should he ever utter one word about Bear's heart bomb and the radio trigger, he would make sure Sid gets tied up and thrown into a den of hag snakes. Naturally, Sid agreed never to say anything, but Sid's big problem is that he actually likes Bear, and each day he sees Bear he is reminded of the terrible deed of implanting the heart bomb. One gets the impression from Sid that it would not take much to send him over the edge.

- **The pieces to a second B.O.M.B. rotting away in the Rocket Assembly Building (foreshadowing):**

Inside the Rocket Assembly Building, where Sid is slaving away at trying to make something useful, are major pieces to a large vehicle of some sort. There are three cylindrical pieces, each roughly twenty-five feet in length, fifteen feet high and wide, hollow, and slightly curved. It looks like if there were several of these pieces, and if one linked them all together, they would form a perfect circle. Inside each cylinder are empty compartments that look like pieces of machinery could fit (computers, actually). Two of the cylinders have what looks like windows carved out of them, but there is no glass. One of the cylinders, what looks like the most completed version, has a computer terminal installed. The computer is not working, though it is plugged into a line that, presumably, links to the sub-reactor (it turns out that the reactor is not putting out enough power to fuel non-essential equipment like this computer). Lastly, on the side of the more complete cylinder is the acronym B.O.M.B.-003.

In order to find out what the deal is with the cylinders, the player will need to restore the sub-reactor to sixty-percent efficiency. This will bring the main computer online. However, to get the information in the computer, the PC will need the proper access code (One person who has this code is Willem Clark, the leader of the Reservation), or the PC could try to hack the computer, but he will need a fairly high computer skill (over 50%). Once inside, the PC will find the story about the Hermes-13 & 14 rockets, the existence of the B.O.M.B.-001 and 002 (the remains of which can be found in the Grand Canyon), and the effort to construct a third B.O.M.B. If the PC wants to take a rocket ride, he will need to get official launch codes and authorizations. However, since Hermes-13's launch codes were never delivered to Bloomfield, the PC will need to find the official launch codes, figure out a way to get Hermes-13 running, launch enabled, and almost most importantly, get the turrets protecting it disabled.

- **Kyle, Sid, and Bear's dirty little secret:**

It's no secret that Bear is far more competent than Kyle the Hook when it comes to leadership of the Rusty Hooks. But Kyle has an odd hold on Bear, one that prevents him from ever acting against Kyle. Bear does make it known that he considers the Rusty Hooks his family, but even though he shows loyalty to Kyle, there is an air of dissent in his eyes. The player will come to find out, after a bit of investigation, that Bear has a small heart bomb imbedded in his chest. It seems that Kyle is quite proficient with demolitions and created a small, radio controlled C4 device that he had Sid secretly implant into Bear when he was severely injured.

Several years ago, just after Kyle took over the Rusty Hooks, Kyle and some of his raider mates were out on a raid when they came across Bear. Bear was the caravan protection leader and proved to be the most fearsome fighter of the caravan's bunch. So good, in fact, that Bear ended up killing six raiders before succumbing to his plethora of bullet wounds. Kyle instantly saw the potential of having a fierce super mutant like Bear under his command, so he created the heart bomb. Sid, the Rusty Hooks' part time medic and full time slacker, inserted the heart bomb for Kyle, persuaded by a .44 pointed at his skull. After secretly placing the bomb and stitching Bear up away from prying eyes, Kyle told Sid that if he ever mentioned this device to anyone, he would make sure Sid was tied up and thrown into a den of hag snakes. Later, after Bear awoke and not wanting to die just yet, he figured that protecting the little human, Kyle, would not be such a bad gig and thus did not show any resistance. However, in the back of Bear's mind brews the desire to be free of the heart bomb and lead his life as he saw fit; maybe even taking over the Rusty Hooks.

NPC ALLY DRAMA

MORAL DILEMMAS

- **One way trip into space.** Part of the big dilemma with the player going into space and going to B.O.M.B.-001 is that it will be well known that the flight is a one-way trip since there is only enough fuel for launching and docking. If the player wants to go to the space base to enable the station, to disable the station, to destroy it, or let the missiles fly, he will do it under the assumption that he won't be coming back. Of course there is a way back, via the escape pods, but it will not be apparent before launch.
- **Which CNPC gets to go with the PC?** The player may also choose which CNPC goes with him into space – the one-way ticket into space. Since there is only room for six passengers, someone might get left behind, while others might have to be convinced to go. Basically, the player will have to ask/order which CNPC wants to die a slow, agonizing death in the cold reaches of space (not knowing that there are escape pods).
- **Should the player help the Rusty Hooks or destroy them?** The Rusty Hooks are not inherently evil. They perform raids and such as a basis of survival. When they do their raids, it is not dogma to kill everyone they see. In fact, they rarely fire their weapons at anyone. They just will steal supplies and rations from caravans solely for the purpose of helping their own; their family, so to speak. Some would look at this as evil just on the basis of the fact that the Rusty Hooks steal other's livelihood. Others might just see the Rusty Hooks doing what they feel is necessary to survive. It's up to the player to decide the "proper" morality of the Rusty Hooks and try to either fix it (sway them from stealing, or encourage them to do it more), or destroy the Rusty Hooks altogether.
- **Help Sid overcome his festering guilt, or talk him into committing suicide.** Sid's secret of implanting Bear's heart bomb eats at his soul on a daily basis. Each time Sid sees Bear, he is reminded of his crime. Sid considers Bear a genuinely good person, despite being a super mutant, and Bear is pretty much the only Rusty Hook who treats him with respect. Because of this, Sid is either always depressed, angry, or a combination of both. The PC has the opportunity to help Sid clear his conscience by helping Bear rid himself of the heart bomb through a series of actions, and the PC could try to get some help from Sid. Having Sid help begins to alleviate some of the guilt, but not all of it. A good Charisma Boy could try to counsel Sid and make him come to grips with what he did, thus getting over it, or Charisma Boy can be an evil bastard and talk Sid into committing suicide.

OTHER ROLE-PLAYING TESTS AND EPITHETS

- Player can play "devil in one's ear" and try to convince Bear that Kyle needs to be replaced (**Instigator**).
- Player could talk Sid into committing suicide (**Devil's Proxy**) May get **Devil's Tongue** perk (+5% to **Deception**)
- Player may take of the Rusty Hooks and turn it into a prosperous community, leaving behind a life of crime (**Born Leader**).
- Player may take over Rusty Hooks and increase their crime abilities and make them a force to reckon with, especially considering the potential control of Hermes-13 and B.O.M.B.-001 (**Kingpin** or **Criminal Mastermind**).
- Seeing how Sid is a zero in almost anything he touches or does, the player may help him with his problems and move him up on the self esteem ladder (**Therapist**). May get the perk **Guidance Counselor** (+5% to **Persuade**).
- Player may discover Bear's infatuation with Jillian and get the two "hooked up" (**Cupid**).
- Player can figure a way to disable or remove Bear's heart bomb, thus freeing Bear (**Samaritan**).

- Player can figure out a way to control Bear’s heart bomb and make him his very own slave (**Slaver**).
- Player can rewire Kyle’s radio trigger watch to explode and blow off his lone good hand (**Angel of Vengeance**).
- Player beats Bear in a legitimate fight (did not work out a deal to have Bear take a fall), gets **Sting Like a Bee** perk (+5% to critical with Unarmed only).

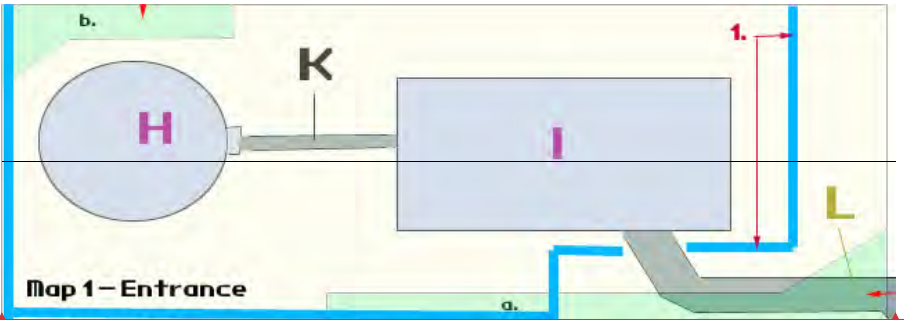
TIES TO OVERALL GAME THEMES

- Ignorance is bliss: The Rusty Hooks do not know what the real purpose of the Hermes-13 is (except for [Bear](#)), and they are happier for not knowing that the Hermes-13 could be the key to another nuclear Armageddon.
- Fear of the unknown: Everything about this place is pretty much unknown. What’s the big rocket do? Why is it here? What’s its purpose? What is the B.O.M.B.?
- Power corrupts: Winning control of Bloomfield by either usurping Kyle the Hook, or bringing in another faction, will grant the player with a lot of power, especially after he figures out the whole story behind Hermes-13 and B.O.M.B.-001. Controlling that much nuclear weaponry (or the potential of controlling it) could cause the player to become very heavy handed.

NPC COMPANION USES

LOCATIONS

~~MAP 1 – ENTRANCE DELETE~~



1. = Electrical fence | K = Sidewalk | L = Entrance Grid to World Map | a. & b. = exit grids

Parking Structure (I)

The parking structure did not fare well in the hardships of time. The once proud, four-story building is now a crumbled mess of debris, towering, broken concrete walls, bent, rusted girders, and empty husks that used to be automobiles — though there are few. Since an electrically charged fence surrounds all of Bloomfield Space Center, the only way to actually enter the complex is through the almost destroyed parking structure, unless the PC is an efficient Science Boy, then he has a chance of bypassing the electrical charge and cutting through the fence (the fence can be

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deactivated within the Operations and Communications Building so the player does not have to go through this each time he comes to Bloomfield). Within the mess of debris, concrete, and girders can be found a trail of sorts, seemingly carved out by “someone.” The trail splinters in different directions, with visible paths blocked by broken walls and debris. Some paths are harmless, while others hide deadly traps for the unsuspecting traveler (or intruder—depends on the perspective). The optimal path will eventually lead out. PC’s with a good outdoorsman skill will have a better time negotiating the proper route, and will avoid physical harm if their trap skill is above average.

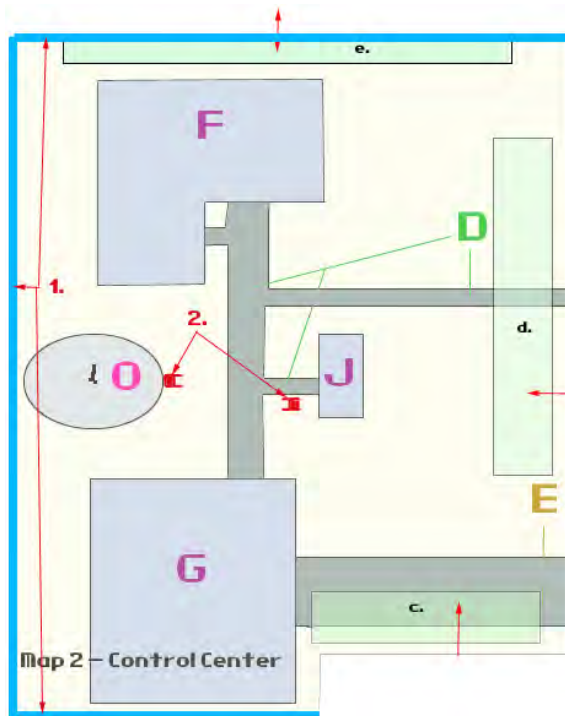
Bloomfield Space Museum (H)

This small, oval building is almost completely intact. Approaching the front entrance facing the parking structure, the player will meet with two Rusty Hooks guards brandishing assault rifles. They will be very terse and ask the player what he or she is doing there. If the player is very charismatic and is a good speaker, he may convince the guards that he is there to trade special items and information. However, if the player is not very charismatic, or is just a dick, the guards will tell him to fuck off and give the player ten seconds to leave before they open fire on his mangy ass.

If Jillian is with the player, the guards will respond nicely and let the player through stating that he should meet with Bear when they get to the control center just north of the museum. Or, if the player freed Jillian, took her back to the prison, go the whole prison quest done and the prisoners went free afterwards, Jillian will leave a good word about the player with the same guards after she returns.

In any event, passing through the museum, the player will see large, broken models of ancient flying machines and space capsules. There are terminals here and there, but none are working except for a terminal that is located on a desk in a small room to the northwest. Using this computer, the player will discover that the power to Bloomfield is only running at forty-percent and that all non-essential equipment is either in stand-by or turned off. Once power is restored to sixty-percent efficiency (eighty-five percent for the really talented), the player may fire up some of the terminals next to the dilapidated exhibits and learn about the ancient flying machines, especially the Hermes series of rockets.

15_Bloomfield_Space_Center

MAP 2-1 – CONTROL CENTER

1. = Electrical fence | e. c. d. = Exit grids 2. = Security Robots

Rocket Assembly Building (G)

This is a very tall and wide hanger, similar to size and shape as the Tustin Air Base hangers on Barranca, just north of Interplay, but not quite as long and the west end of the hanger has collapsed. Inside the still standing section are three cylindrical pieces, each roughly twenty-five feet in length, fifteen feet high and wide, hollow, and slightly curved. It looks like if there were several of these pieces, and if someone linked them all together, they would form a perfect circle. Essentially these are three pieces of a second B.O.M.B., which never got completed.

Also inside the hanger, the player will find a toppled over rocket engine mounted sideways on what looks like a very large wagon made out of a full size truck bed. Behind and attached to the rocket engine is a large fuel tank equal to the size of the engine. Attached to the fuel tank is a set

of controls and levers. The player will later find out from Sid that this is a giant flamer to be used against a large attacking force. Sid will also admit that he is not certain of its reliability since a prototype was never made or tested. Since there was only one available engine, and Kyle the Hook is not a patient man, Sid is willing to take the chance that his giant flamer will work.

There is more scattered debris and half-complete projects all over the hanger floor, as well as tool chests wheeled to each project. Basically this is homage to an ancient tech long forgotten and recently cannibalized by Sid and the Rusty Hooks to make other objects. A savvy player could create improvements to his armor and weapons with the materials present in the hanger. And, if the player is feeling a bit generous, he may help Sid complete a few of his projects, especially getting the sub-reactor to run at a higher efficiency.

Operations and Communications Building (F)



This is the heart of the Bloomfield Space Center. The Operations and Communications Building is remarkably intact, standing two stories and being half as long as the hanger. Upon entering the building from the front, main entrance, the player will come into contact with the reception area, now dirty and littered with empty and broken bottles, smashed furniture, and huge graffiti over what used to be the receptionist's desk reading, "Rusty Hooks." The player will find assorted offices with similar scattered debris, as well as smashed computers with evidence of pieces being literally ripped out of the CPU cases. There is also a stairway that leads down to a small basement level where the player will find the sub-reactor, which is usually locked behind two large, concrete doors. Other than that, the first floor certainly seems like a ghost town.

The second story is a different matter. Each office houses a member or two of the Rusty Hooks. These offices are relatively clean and hold the best furniture. One of the offices in the southeast end is noticeably larger than the other offices. This office is marked as the CEO's office and is the domicile of Kyle the Hook and his bimbo of the month. At the same end of the building on the second floor, and facing the launch pad in the distance, is mission control. This very large room is filled with computers which are largely untouched, save for the randomly smashed monitors from drunken arms shooting. Power to the computers is minimal, allowing the player to get just the bare facts about Bloomfield. If the player wants more in-depth information, or is interested in launching Hermes-13, the sub-reactor needs to be at sixty-percent efficiency. Really good Science Boys could get the reactor to eighty-five percent efficiency, thus giving even more computers to get information from.

This building is where the player may do the better part of his dialogues, as well as tinker with the computers, fix the sub-reactor, and launch Hermes-13.

Satellite Communications Dish (O)



This is an inactive dish that is roughly the same diameter as the Operations and Communications Building. There is a small power room at its base which the player may access. This room houses the dish positioning controls, a computer, as well as the power breakers. Since power at Bloomfield is not running at full, the dish is out of commission. The player may restore power by having the sub-reactor's efficiency being restored, but accessing the computer will take a bit of hacking, or the codes from someone who was familiar with the B.O.M.B. project.

Observation Building (J)

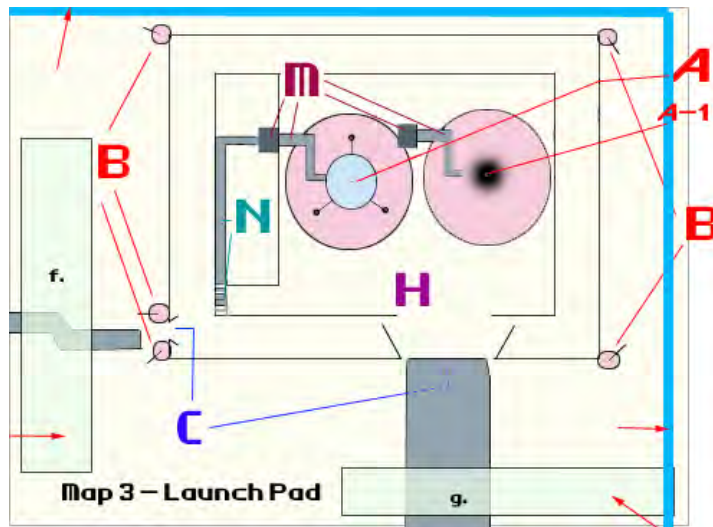
As the name states, this building was originally designed to view the launch of the Hermes-13. However, it is completely caved-in and inaccessible.

Sidewalk in Between the Rocket Assembly Building and the Operations and Communications Building (D, west side connecting F and G)



On the way from the Rocket Assembly Building and to the Operations and Communications Building, the player will be greeted by two large, well armed security robots. These robots were pretty much dormant the whole time the Rusty Hooks occupied Bloomfield, but went into passive sensor mode once the player escaped from prison. Since that time, the robots have been quietly waiting for the player to arrive. Once within fighting range, the robots will wheel themselves to face the player and open fire. Armed with two gattling guns for arms, the robots should make for a tough opponent. Luckily for the player, the Rusty Hooks will freak out at the sight of the robots firing their weapons and inadvertently help the player destroy the mechanical beasts.

MAP 3-2 - LAUNCH PLATFORM



1. = Electrical fence | f. g. = Exit grids | B = Turrets | 3. = Barbed wire fence

Launch Platform (H)



This impressive structure houses the identical Hermes-13 and Hermes-14 space rockets (pre completing the “return all the prisoners” quest for the Big MT). Even though the space rockets and structure have been exposed to the elements for nearly two-hundred years, they have held up quite well. However, if the player has returned all the prisoners to the Big MT (quest complete), then to the east of Hermes-13 is a second launch pad scorched by what looks like a recent launch (the Hermes-14 will have launched and not be there). The player will later find out that a group of NCR guys, led by Dr. Presper, commandeered Hereme-14 and launched into space. Currently, rust and creeks can be found all over the launch pad, but it seems that the foundation and structure are still intact. The only things keeping anyone from getting a closer look are the five high powered gattling turrets surrounding the structure, the four NCR guards, and the four security robots patrolling the launch pad. Everything on Bloomfield is powered by the sub-reactor in the Operations and Communications Building, except the turrets. The turrets are powered by their own sub-reactor underneath the center of the Launch Platform as well as its own computer control

system. Accessibility is nearly impossible, except for a very well trained stealthy type (read: 100% + Sneak, 100% + Science). All others will need the access override codes which can be found either in the Boulder Dome or the Reservation. Doing so (or a successful hack) would allow the player to either shut down the turrets, or reprogram them to attack the four security robots and NCR guards.

After disabling the turrets, the player may follow the first level catwalk to the elevator. This elevator leads to the cockpit level and accessing catwalk.

2nd Level Catwalk and Cockpit (M)

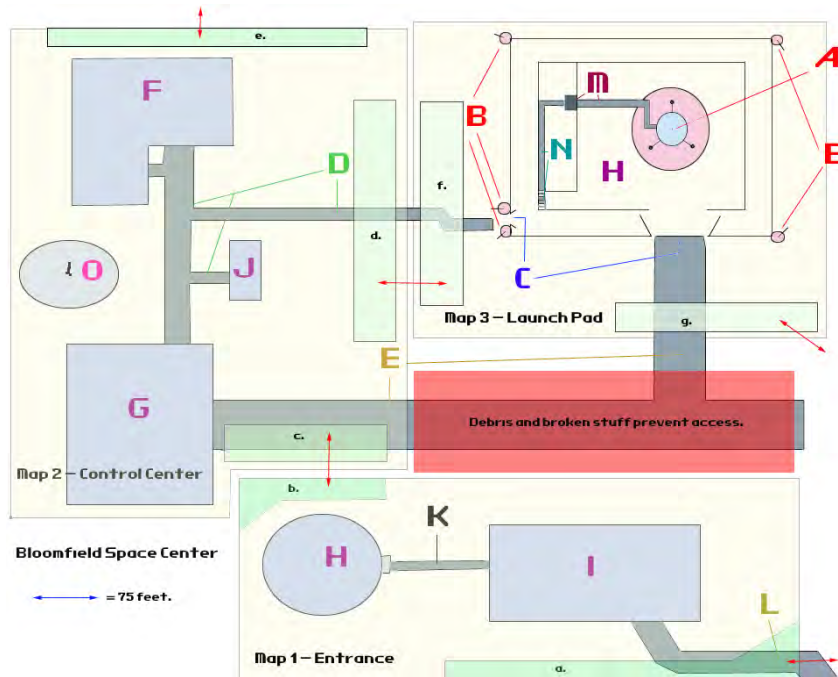


Not much happens on the catwalk to the cockpit of the space rocket. The door to enter the space rocket's cockpit can only be opened with the same code that enables launch (acquired from either Boulder Dome or the Reservation - maybe). Once inside, there is enough room for six passengers (the player may bring CNPC's). Everything about the launch and flight are automatically taken care of via the onboard computer and mission control. All the player needs to do is sit down and enjoy the ride.

Turret Control Computer Room

Should the player be super-stealth boy, there is door that leads to a room under the launch platform that controls the five turrets. This room houses the min-sub-reactor which powers the turrets as well as a computer that controls the turrets. Should the player have the required high skills, he may opt to power down the mini-sub-reactor to disable the turrets, reprogram the turrets to take out any perusing or potential enemies (the Rusty Hooks, Robots, NCR Guards, or any other threat that manages to follow the player into the range of the turrets), or just hack the computer to shut the turrets down.

ART REQUIREMENTS



*A – Space Rocket Meta-tile	*H – Bloomfield Space Museum Meta-tile	*O – Satellite Communications Dish Meta-tile
*B – Gattling Gun Turrets Dynamic	*I – Collapsed Parking Structure Meta-tile	a. – Map 1 World Map Entrance/ Exit Grid
*C – Rocket Transport Road Tile	*J – Observation Building Meta-Tile	b. – Map 1 Entrance/Exit Grid to Map 2 c. Entrance/Exit Grid
*D – Beat up sidewalks Tile	*K – Sidewalk Tile	c. - Map 2 Entrance/Exit grid to Map 1 Entrance/Exit Grid
*E – Rocket Transport Road Tile	L – Entrance Grid to World Map	d. Map 2 Entrance/Exit Grid to Map 3 f. Entrance/Exit Grid
*F – Operations and Communications Building Meta-tile	*M – Launch Platform Catwalk Elevator Meta-tile	e.& g. – Map 2 & Map 3 (respectively) Entrance/Exit Grid to World Map
G – Rocket Assembly Building Meta-tile	N – Stairs leading up to 1 st level catwalk Meta-tile	f. Map 3 Entrance/Exit Grid to Map 2 d. Entrance/Exit Grid

- On Map-2, the Rocket transport road (E), I would like a broken down rocket crawler-transporter machine (i.e. thrashed). It should not block the player's access to the other building in the area, but it should block any access to taking the road directly east (red area on map should be inaccessible because of debris and broken machinery).



- Big CGI movie! Will need a CGI movie of the Heremes-13 launching, with a similar cinematic feel as the launch scene in Apollo 13. After launch, need to see the Heremes-13 leaving Earth's atmosphere, slow, 2001 type of earth fly-over, and then see the Heremes-13 approach the B.O.M.B. (the Ballistic Orbital Missile Base). Lastly, see the Heremes-13 clamp and dock with B.O.M.B. and open the air lock.
- Big CGI Movie #2! Will need another CGI movie of an escape pod ejecting from the space station, making it's way through the upper atmosphere, parachutes opening once passed the upper atmosphere, and "soft" landing in a desert field near Bloomfield.

CAST OF CHARACTERS

GENERIC NPCS

Kyle "The Hook" (Male – Human)

Importance - Intermediate



Level - 12

STATS

ST - 05

PE - 08

EN - 05

CH - 03

IN - 04

AG - 07

LK - 06

Traits – Finesse, One Hander

Perks – Demolition Expert, Tag!

Tag Skills – Deception (90%), Traps (110%), Firearms (105%), Persuasion (70%)

Some people are born leaders. These people possess the dynamic personality to guide and influence others through great words and actions. They rise above mediocrity to champion their cause and give meaning to the lives of those who follow. Great and memorable things happen when born leaders set about a task, and often become the thing of legends. Kyle “The Hook” is not that person.

Kyle was the guy with the gun. Five years ago, Kyle was just a cog in a greasy, unkempt machine. He was one of a handful of raiders who decided to go out on his own. Unfortunately, Kyle had zero influence on his colleagues around him, possessed a pointy stick, and had a rusty meat hook for a left hand to brave the hazards of the wastes. But Kyle devised a plan in that cavern he called a mind. He decided he would steal the gun of his raider leader (it was the only gun in the raider camp), kill him, and command any who opposes him to leave at once or face death (no one said it was a good plan).

Well, there’s a god with a great sense of humor floating around in the brown haze known as the sky, because Kyle was able to pull off his “genius” plan. After a late night rotgut fest, the leader of the raiders ended up passing out in-between Kyle’s tent and the tent of some other guy whose name is not important. Kyle wisely chose not to drink as much as everyone else in camp and made his move when he thought no one was awake enough to notice (or care). Kyle snagged his leader’s gun (a .44 caliber hand gun), pointed it at his leader’s head, and pulled the trigger. In the bloody, chunky mess that used to be his leader’s head, Kyle declared himself the new leader. No one was sober enough to care. However, the following morning, after Kyle retrieved the rest of his former leader’s ammunition, Kyle roused his fellow raiders and re-declared himself the leader of the raider camp and decided to name his band of raiders the Rusty Hooks. About half of the raiders decided to stay, figuring Kyle could do no worse, and the other half gave Kyle the finger and left camp. From that point on, Kyle ruled with an “iron fist,” so to speak, but was surprisingly fair. His band of raiders were rather loyal to Kyle, especially after Bear became his second in command ([Bear](#) commanded a lot of respect among his raider-mates, especially since he was a super mutant). Over the years, Kyle’s Rusty Hooks grew to accept Kyle as their leader, mostly due to the fact he was the guy with the gun. What pretty much sealed the deal for Kyle was when he found Bloomfield Space Center. It is because of this great find that the Rusty Hooks increased their loyalty to Kyle and that they still consider him their leader, even though Kyle is no longer the only guy with a gun (thanks to the weapons cache in the security room in Bloomfield).

Kyle is an average built guy in his late thirties with shoulder length, grungy hair, and sun burned, leathery skin. Surprisingly enough, he still has most of his teeth which can be seen through all its plaque filled glory behind his half-assed beard and mustache. As alluded to earlier, Kyle is also not a very smart man, though he fancies himself a veritable genius. He will often make up long, polysyllabic words that almost sound real, just to give the impression he is quite intelligent and learned. Nothing could be further from the truth, though no one in the Rusty Hooks seems to mind, save for maybe [Sid](#), the resident mechanic.

If the player can find a way to get passed Kyle’s ridiculous self image and peculiar vocabulary, then the player will find a fairly reasonable man, though a ruthless criminal when the need calls. If Kyle is convinced the player has no intention of disrupting his little haven in the wastes, there is plenty of opportunity to work with Kyle and the Rusty Hooks.

Kyle the Hook Personality Outline

- Leader of the raider tribe.
- Left hand is a sharp, rusted meat hook – hence the name.
- Dirty, brash, fair, dumber than he looks.
- Thinks he’s brilliant.

- Will often use big, made up words to sound smart.
- Damn proud he and his cronies found Bloomfield and claimed it as theirs.
- Rules with an iron, er, um, hook.
- Easily miffed, especially if someone calls him on his made up words.

Scripting stuff goes here

Scripting to keep in mind:

- If Kyle and troop become enemy to player, Kyle gives a +5% combat bonus to his buddies. This bonus disappears after he dies.

Sid (Male – Human)

Importance - Intermediate



Level - 7

STATS

ST - 05

PE - 08

EN - 06

CH - 04

IN - 06

AG - 07

LK - 03

Traits – One in a Million; Increased Metabolism

Perks – TBD

Tag Skills – Firearms (90%), Mechanics (75%), Medic (75%)

Sid is not a gifted man in either looks or brains. He was always the guy who hung out in the back, never trying to stand out from the rest of the pack. The only thing that kept Sid from disappearing into obscurity completely was his mechanical and science skills. Now, no one would confuse Sid with a bona fide mechanic/science expert, but he did show an above average skill with such things. If he tinkered with something long enough, he usually figured out how to get it to work – mostly.

For the longest time, Sid was content being the forgotten Rusty Hook. He coasted from one raid to the next, hiding behind the braver (or dumber, depending on how one looked at it) warriors during a fire fight, always assuring himself the minimal respect of at least being in the fray, if not in front of the fray. Sid might have lived his entire life coasting on the coattails of his mates if it were not for the unfortunate abduction of Jillian McKinley, the Rusty Hooks' true mechanic and science expert. When Jillian was hauled away by a security robot during a raid, and was never seen or heard again, Kyle appointed Sid the resident mechanic. That would have been just dandy for Sid if Kyle never found Bloomfield. However, now that Bloomfield was the declared hideout for the Rusty Hooks, Sid actually has to work and show results. This put a hamper on Sid's preferred lifestyle of sloth and mooching, so Sid is none

too pleased with his current predicament – a predicament exacerbated by the fact that Kyle is not pleased Sid only got the sub-reactor to work at 45% efficiency, and has yet to produce anything “useful” from all the shit that’s laying around Bloomfield. Sid knows that his time is limited if he does not produce something for all his work, and is pretty desperate for any help.

Sid will be fairly short with the player at first, but will lighten up if the player shows interest in helping Sid attain either better mechanical skill, finish his little projects, or return Jillian to the Rusty Hooks so Sid can fall back into obscurity.

Sid Personality Outline

- Wannabe electrician and mechanic who monkeyed around with enough things to sorta get them working.
- Has quite a few screws loose.
- Looks like he hasn’t washed in years.
- Has fits of rage if something he’s working on does not go as planned – which is often.
- Player can trade items with him, though his prices seem unusually high.
- If player becomes leader of these raiders, Sid’ prices will drop fifty-percent.

Scripting stuff goes here

Bear (Male – Super Mutant)

Importance - Major



Level - 10

STATS

ST - 08

PE - 05

EN - 08

CH - 03

IN - 07

AG - 07

LK - 05

Traits – Gifted, Bruiser

Perks – Action Boy, More Criticals, Tag!

Tag Skills – Unarmed (120%), Melee Weapons (110%), Firearms (110%), Persuasion (100%)

Some within the ranks of the Rusty Hooks would say Bear is the true leader of the pack. Bear is the uncompromising tactician when it comes to violent caravan raids, the diplomatic liaison when it comes to settling disputes within the gang, and the enforcer of the law within the Rusty Hooks. This is all the more extraordinary considering Bear is a super mutant. Some would even say that the only reason Kyle gets any respect at all is because Bear seems uniquely loyal to him. In fact, Bear's loyalty seems to border on the submissive, like a regularly disciplined dog.

Bear has been with the Rusty Hooks since almost its inception. About a month or so after Kyle the Hook "established" the Rusty Hooks, Bear was found leading a caravan through the wastes. When Kyle and his band attacked the caravan, Bear single-handedly killed six Rusty Hooks with his unusual iron bear claw weapon, before taking several bullets to the chest which rendered him unconscious and nearly dead. When Bear awoke and was pretty much back to normal (seems the bullet wounds were not as fatal as everyone thought thanks to that super mutant hide), he was mysteriously loyal to Kyle; so much so that Bear beat the living shit out of a few "possible" dissenters as a message to anyone who might even think of betraying Kyle. Since that time, Bear has been very close to Kyle the Hook, as well as offering advice to Kyle, which kept Kyle in power.

The big "mystery" as to why Bear is so loyal to Kyle is that Kyle, despite all his dumbness, is actually quite the expert at demolitions – almost idiot savant-like. Kyle instantly saw the potential of having a fierce super mutant like Bear under his command, so he created the heart bomb. Sid, the Rusty Hooks' part time medic and full time slacker, inserted the heart bomb for Kyle, persuaded by a .44 pointed at his skull. After secretly placing the bomb and stitching Bear up away from prying eyes, Kyle told Sid that if he ever mentioned this device to anyone, he would make sure Sid was tied up and thrown into a den of hag snakes. Kyle then made it known to Bear that he would always be in control of him as long as that device was nestled safely next to Bear's heart. Should Bear decide to break out on his own, he would become scorpion food. As long as Bear remained loyal, he would be treated as a second in command, especially since he showed such great physical and combat prowess. Bear, not being a stupid man, agreed to Kyle's terms in the secret hope that one day he could regain control of his own life and squash Kyle. That thought is Bear's driving force and which allows him to wake up each morning with hope.

Bear is a huge, standing over 7'6" and weighing in at a muscular 440 lbs. He is a master of hand-to-hand combat, melee weapons, and large guns - though he rarely uses guns. In fact, he's so good at beating things up, that legend has it that Bear once beat the shit out of two super mutants with nothing more than his bare fists. However, despite Bear's physical and combat prowess, he is also very smart and well spoken. He conveys his thoughts intelligently and does not seek to belittle anyone who does not have the extra brain power that he so obviously has. He is fairly easy to reason with and will happily help the player, should the player figure out Kyle's weird control over Bear. If the player is able to free Bear from his predicament, Bear will be very grateful and perhaps become a CNPC. In addition, Bear actually knows all about Bloomfield and what the Hermes-13 was designed for and where it is programmed to go. He keeps this information secret because he does not think anyone in the Rusty Hooks is intelligent or responsible enough to know. He knows this information because he is one of the surviving super mutants from the Master's army. He is well versed in NCR's undertakings, as well as the BOS and Enclave, and is a good source of information, once the PC earns Bear's trust.

Bear's Personality Outline

- Kyle's body guard.
- Super Mutant
- Huge – 7' 6" 440 lbs.
- Over the top, homemade wasteland armor – droppable.
- Actually very smart and philosophical.
- Unique melee weapon – iron bear claw glove – also droppable.
- Hanging around these losers because Kyle has some mysterious hold on him.
- Very knowledgeable about NCR, BOS, and the Enclave.

Scripting stuff goes here

Scripting to keep in mind:

- If Bear and troop become enemy to player, Bear gives a +5% combat bonus to his buddies. This bonus disappears after he dies.

Jillian McKinley (Female, Human)

Importance - Intermediate



Level - 11

STATS

ST - 05

PE - 07

EN - 05

CH - 07

IN - 08

AG - 07

LK - 05

Traits – TBD

Perks – Gifted,

Tag Skills – Firearms (110%), Mechanics (120%), Science (110%)

Jillian McKinley² is one of the vital escaped prisoners. Like many of her escapee comrades, she carries one of the New Plague mutations – a piece in a large and lethal puzzle that the player needs, and the same virus that inhabits player's own body.

Jillian is a striking woman in her late thirties, despite her unkempt, "wasteland" look when the player finds her. Her looks are only exceeded by her intelligence and skill with

² Jillian McKinley is originally found as a slave at the Reservation. The player must get Jillian to come with him since she is a vital part of the "fetch the prisoners" quest(s).

mechanics and science (it's rumored that her family came from an actual vault, which explains her high mechanical and science knowledge, but she never talks about her family – possible PC dialogue quest). It is because of this intelligence, and her enviable skill with all things mechanical, that her life was spared the ghoul procreation process; a process that is usually fatal to humans. The ghouls found her ability with tools and cognitive thinking both refreshing and useful, almost to the point of making her an “honorary” ghoul. So, the ghouls charged her with gun smithing under the direct supervision of Hank, the ghoul gun and ammo smith. Jillian made no protest since the alternative was probably a grotesque and horrifying death.

Jillian was abducted by a retrieval robot not long after the Rusty Hooks found Bloomfield. Like many of her fellow prisoners, she headed out in a direction she was somewhat familiar. Day and night she braved the wastelands, evading creatures of nightmarish size and grotesqueness. She thought she might actually make it to her home, Bloomfield. However, a few days before she reached her beloved home, Jillian was captured by a ghoul patrol and taken to The Reservation as a slave and potential procreation catalyst. Luckily for her, the ghouls discovered her high intelligence and skills in mechanics, and decided to make her a slave.

The player will find Jillian sweating away in a radiation suit in the little trade area on the surface of The Reservation. It will be made clear that the player may not speak to any slaves. However, the player may inquire about purchasing Jillian from Hank, though it will take a very charismatic person with a high speech skill to even get Hank interested in selling Jillian (Hank is far too fond of Jillian, and even shows a bit of affection towards her, mostly because of her skill, which he admires and respects). Other options of acquiring Jillian is proving to the ghouls that the player can be trusted by freeing Harold from his capture and returning him to The Reservation, by foiling a trade scam that a human trader is conducting on the ghouls, by talking the guards into taking the player to meet Willem by saying that the player knows about a hi-tech launch platform that is fairly functional, or by blowing the shit out of the ghouls, though the last option would be very tough due to the sheer number of ghouls and their formidable equipment.

As far as Sid is concerned with Jillian, she couldn't return sooner. He will be ecstatic if the player brings Jillian back to Bloomfield so he can return to his life of background obscurity.

Jillian's Personality Outline

- Headstrong, independent.
- Exceptionally smart.
- Excellent mechanic and science skills
- Will steal and kill to help herself and the ones she cares about.
- Carries New Plague and one of the prisoners who needs to be returned.

Scripting stuff goes here

COMPANIONS!

Bear



Level - 8

STATS

ST - 08

PE - 06

EN - 08

CH - 04

IN - 07

AG - 07

LK - 05

Traits – Gifted, Bruiser

Perks – Action Boy, More Criticals

Tag Skills – Unarmed, Melee, Firearms

Some within the ranks of the Rusty Hooks would say Bear is the true leader of the pack. Bear is the uncompromising tactician when it comes to violent caravan raids, the diplomatic liaison when it comes to settling disputes within the gang, and the enforcer of the law within the Rusty Hooks. This is all the more extraordinary considering Bear is a super mutant. Some would even say that the only reason Kyle gets any respect at all is because Bear seems uniquely loyal to him. In fact, Bear's loyalty seems to boarder on the submissive, like a regularly disciplined dog.

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Bear will become a companion if:

- Player figures out Kyle's mysterious hold in Bear and disables the C4 implant.
 1. The device may be removed if the player has a high medic and science skill, and a good quality doctor's bag.
- Player is able to get the trust and support of the Rusty Hooks and becomes their leader.
 1. By fixing everything Kyle wants fixed, by defeating the turrets, and showing better leadership skills by exposing Kyle's elevated stupidity.
 2. By openly challenging Kyle to combat for the leadership of the Rusty Hooks. Kyle will choose Bear as his champion. If player can beat Bear into submission via unarmed or melee combat (player's choice), Kyle would be forced to let player become leader – it is their way!
 3. Same as above, but the player can work out a deal with Bear in which Bear takes a fall. Player will have to fight pretty effectively (Deception) in order to fool Kyle into thinking fight is real. If player succeeds, player gets the Rusty Hooks and can free Bear by demanding control of the radio detonator.
- Player figures out a way to get radio control device that detonated Bear's heart bomb. Bear will become player's slave.
 1. Fun note: heart bomb may explode if it comes in contact with electricity, like from a pulse rifle shot and hitting Bear in the chest. Result – pretty big BOOM!

Scripting stuff goes here

MONSTER ROSTER

Rusty Hooks - #~22, Lvl: 6-8



The Rusty Hooks are pretty typical when it comes to raider types. They are all human and are pretty evenly distributed between male and female. All of them are proficient in small guns, rifles, and melee weapons. They will not respawn. They will attack with their best available weapon if the PC attacks them or triggers something to piss them off.

NCR Guards - #~4, Lvl: 15-20



These are the NCR soldiers who accompanied Dr. Presper and helped launch the Doc and his men to B.O.M.B.-001. They hover around the launch pad making sure no one messes with the space rocket, the turrets, and the security robots. Over a small amount of time, they established an "understanding" of sorts with the Rusty Hooks. The NCR would let them live at the base in peace and the Rusty Hooks would not bother the NCR guards. In addition, the Rusty Hooks would try to prevent anyone from accessing the facilities and the NCR guards would help the Rusty Hooks if anyone tried to overtake them.

The NCR Guards are armed with high powered rifles, grenades, and combat armor.

Security Robots - #~6, Lvl: 8



These security robots are bad news. They are treaded beasts with a tall, thick torso and two gattling laser arms. Two of the robots are dormant in the Operations and Communications map. They will become active and attack once the PC gets within visual of them. The remaining four robots are patrolling the Launch Pad map and will shoot at anything that moves. These robots do not respawn.

Laser Turrets - #~5, Lvl: 8

These laser turrets are along the fenced off area around the Launch Pad. They will fire at anything that moves, besides the security robots.

Hag Snakes - #~5, Lvl: 1-3 (For Random Encounters)

Radioactively evolved from the hag fish³, these nasty critters grow to seven feet, have slimy, purple & green leathery skin, small, red eyes, and a large, round mouth filled with serrated teeth ideal for burrowing into flesh. They will strike its victim much like a rattle snake strikes, but the hag snake will try to latch and hold onto its prey. If its attack is a critical success, it will lay an egg in its victim after it has feasted for a couple of rounds. The egg will gestate for two months before hatching, in which case the young hag snake will dine on its host from within until the host is dead (this could take an additional week).

A decent medic skill, along with a doctor's bag, will get rid of the egg. The player will know something is amiss because his EN (Endurance) is lowered by one while the hag snake egg is still impregnating its host. If the hag snake egg hatches, the player's EN will go down by three. However, a PC with an egg implanted in his body can walk freely among hag snakes without worrying about being attacked.

S.O.R. -1000 Gamma (For One-Time Random Encounter)

This little fellow recently escaped from the B.O.M.B.-001. He crash landed on the Earth via an escape pod. Thanks to the impact, he's feeling a bit discombobulated. He looks pretty much like a typical brain bot, but instead of two arms, he's got four; two for maintenance work and two for laser guns (not holding laser pistols, but his additional arms are actually laser guns). He gets around on two tractor treads, similar to the larger security bots.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Hag Snakes Minor Encounter

A small nest (~ 4 – 6) of hag snakes are mucking around a nearly dried up stream. They will seek to attack the player at first sight, unless the player is already impregnated with a hag snake egg, in which case they will ignore the player.

Hag Snakes Major Encounter

This has a larger body of water coming from a cave. A few hag snakes are meandering around the cave opening. If the player ventures into the cave, he will find a small nest of hag snakes with incapacitated hosts lying about. Some of the host are still alive, but in some sort of coma, while others are hollowed out husks. There are about a dozen hag snakes going about in the cave, with one really big one (about 14 feet) nestled at the far end. There seems to be more bodies around this hag snake than the others. Happy hunting!

Rusty Hooks Patrol

A few of the Rusty Hooks are out on patrol in the area. When they come across the PC they will say that it is advisable that he/she clear out and find somewhere else to snoop around. The PC can try his speech skill on the speaker to try and find out about the area, tell them he has some good loot to trade (depending on the speech skill will decide if the Rusty Hooks will try and mug the PC), or shoot them in the face. Basic raider encounter,

³ A primitive, eel like species of fish with serrated, round jaws that allow the hag fish to burrow into the flesh of its victim so it may consume the tissues from within.

in other words. Fighting these guys will lower the PC's karma with the Rusty Hooks by a point or two.

Rusty Hooks Showdown

Here the player will drop in on a firefight between the Rusty Hooks and a rival band of raiders. If the player helps the Rusty Hooks defeat the invading raiders, the player's reputation with the Rusty Hooks is raised by one point. If the player fights the Rusty Hooks, the player's reputation with the Rusty Hooks goes down by one point. If the player just sits and watches the show, his reputation is unaffected.

Rusty Hooks and Hag Snakes

Here the player will drop in on a firefight between the Rusty Hooks and some hag snakes. If the player helps the Rusty Hooks defeat the hag snakes, the player's karma with the Rusty Hooks is raised by one point. If the player fights the Rusty Hooks, the player's karma with the Rusty Hooks goes down by one point. If the player just sits and watches the show, his karma is unaffected.

B.O.M.B.-001 EPB (Escape Pod Beta)

This encounter will drop the player into a small desert field with an escape pod from the B.O.M.B.-001. It looks as if the escape pod had a rough landing because of the impact slide and crater. There is a lot of debris from the pod lying around, but the pod is still pretty much intact, and the markings B.O.M.B.-001-EPB is still clearly written on its side. A bit more investigation will reveal robot treads around the area, but there is no robot to be found. All onboard electronics are not functioning, but there are a few medical supplies still onboard and waiting for the player to happily take.

S.O.R. -1000 Gamma

This is the former occupant from the Escape Pod Beta encounter. This robot is a S.O.R.-1000 security and operations robot from the B.O.M.B.-001. When the player arrives in this run down rocky area, the S.O.R.-1000 Gamma (its designation) is treading along erratically, making beeps and whirr sounds. Every once in a while, it will blurt out, "No one is left, need new program parameters." If the player approaches the little robot, it will wig out and attack, saying, "Intruder alert! Sterilize intruders!" Killing this little fellow and searching him will garner a holo-disk giving a bit of information about the B.O.M.B.-001 and its function.

QUESTS



MAIN QUESTS

1. Restore Sub-Reactor from 45% Efficiency to 60%-85% Efficiency
 - **Initiator** – Sid or Kyle the Hook
 - **Importance (Critical)** – allows Mission Control to operate, which in turn initiates the guidance and navigations systems of the Hermes-13, and will let the player input the Hermes-13 launch codes.
 - **Scope** – Small
 - **Description** - The sub-reactor for the Control Center map is only working at 45% efficiency, thanks to Sid's customary half-assedness. The sub-reactor, located in a small basement accessible from a stairway on the first floor of the Operations and Communications building, is what powers everything useful on this map, and has some direct input control on the Hermes-13. Running at 45%, there is not enough power to operate Mission Control computers, or any computers, except for a couple of general maintenance computers. Restoring the power output to 60% will get the necessary computers back online to control the basics of Mission Control, and is the player's first step in getting the Hermes-13 launched. A really good science boy can get the sub-reactor to 75%, and even 85%, which will allow the PC to access more information and grounds control.
 - **Character type completion breakdown** –
 1. **Combat Boy** - If this character type does not have his Mechanics skill over 50%, then his next option to complete this quest is to bring back Jillian McKinley and have her fix it (which she will more than happily do if her raider buddies are still alive). However, if Combat Boy has gone Rambo on everyone here first, Jillian will not be very cooperative. In this case, Combat Boy may choose to learn mechanics by buying books, or get taught by the ghouls at the Reservation (if he makes nice there, he can learn Mechanics from certain ghouls), or he can get a CNPC with Mechanic skill and have them take care of it.

2. **Diplomacy Boy** – Pretty much the same options as Combat Boy, here, though I suspect Diplomacy Boy is less likely to go Rambo on the raiders, thus allowing for more civilized conversations and acquiring help from Jillian.
 3. **Science Boy** – No-duh, here. It's a safe bet that Science Boy will have the right stuff to fix the sub-reactor. The bonus here is that the player can teach good ol' Sid a trick or two and make him a better mechanic.
 4. **Stealth Boy** – Pretty much in the same boat as Diplomacy Boy and Combat Boy.
- **Quest flags** – “15_Restore_OC_Power”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player restored full power
 - 4 = player got reward
 - **Rewards** –
 1. Beau Coup XP (2,000-ish)
 2. +2 Reputation with Rusty Hooks (provided they are not already dead).
 3. All computers in the Control Center map are now fully functional.
 4. Allows continuation of other, related quests.
 - **Journal Entries** –
 1. Good
 2. Bad
 3. Normal
 4. Dumb
2. [Convince Rusty Hook Guards to Allow Passage](#)
 - **Initiator** – Rusty Hook Guards
 - **Importance (Minor)** – Lets the player go into Bloomfield without bloodshed.
 - **Scope** – Small
 - **Description** – After getting through the parking structure, these guards will approach the player and initiate dialogue. If the player has not yet freed Jillian from the Reservation and completed the prisoner retrieval quests, the guards will basically say to get the hell out of here. If the player is a good Charisma Boy, then he should be able to get some information out of the guards pertaining to what the Rusty Hooks are and that they are always interested in some trading as long as the trader does not care where the loot came from. If this is acceptable to the player, they will let him pass and tell him to meet Bear in the main walkway between the workshop (Rocket Assembly Building) and the homestead (Operations and Communications building). They will also insist that the player keeps his weapon holstered.
 - **Character type completion breakdown** –
 1. **Combat Boy** – If the player has completed the prisoner retrieval quests, and the player had not killed Jillian, then the guards will let

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the player pass with honors. If the quest has not been completed, then the guards will tell the player to piss off. Should the player refuse, or if his speech/persuade is not adequate, the player may choose to mow the guards down. Since gunfire is loud, more Rusty Hooks will pour into the area (~10 to 15) accompanied by four NCR guys with high powered weapons and combat armor. Good luck.

2. **Diplomacy Boy**— Can talk his way into seeing Bear whether or not he completed the prisoner retrieval quests.
 3. **Science Boy**— Pretty much the same as Combat Boy, except if the player is good at science and mechanics and mentions it to the guards, they will let the player pass and instruct him to meet Bear first, the Sid.
 4. **Stealth Boy**— Straight forward, here. If the player is capable of sneaking passed the guards, he can meander pretty much anywhere. However, if the player fails his sneak and is seen by a Rusty Hook, then there will be hell to pay.
- **Quest flags**— “15_Entrance_Guards”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
 - **Rewards**—
 1. Medium XP for talking way passed guards.
 2. Medium XP for sneaking passed guards.
 3. Medium XP for getting in because of mechanical and science skills.
 4. Minor XP for getting passed guards via finishing the prisoner retrieval quests and Jillian is still alive.
 - **Journal Entries**—
 5. Good
 6. Bad
 7. Normal
 8. Dumb

3. [Make it Through the Parking Structure Unscathed](#)

- **Initiator**— N/A
- **Importance (Minor)**— The player can get through injured, but there is bonus XP for getting through unscathed and setting one trap off.
- **Scope**— Small
- **Description**— If the player is a good Stealth Boy, he can try to get through the Parking Structure's myriad of traps without setting them off. This will be a combination of outdoorsmanship and traps skills. The player can opt to disable traps and discover where traps are, thus avoiding them. Getting through the Parking Structure without setting off a trap will result in bonus XP.
- **Character type completion breakdown**—

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1. **Combat Boy** — It's possible for combat boy to get through unscathed as long as his traps and/or outdoorsman skills are good. If not, he's going to take a few cuts and bruises through the structure. The traps are not lethal by themselves, but they can be accumulatively.
2. **Diplomacy Boy** — Can't talk your way through traps; they won't listen. Same situation as Combat boy.
3. **Science Boy** — Ditto
4. **Stealth Boy** — This is Stealth Boy's shining area. Make sure he has good trap and/or outdoors skills.

• **Quest flags** — "15_Parking_Traps"

- 0 = not started
- 1 = player knows about it
- 2 = player accepted quest
- 3 = player completed quest
- 4 = player got reward

• **Rewards** —

1. Minor XP Bonus.

• **Journal Entries** —

9. Good
10. Bad
11. Normal
12. Dumb

4. Help Sid Complete the Mega-Flamer

- **Initiator** — Sid, Bear, or Kyle.
- **Importance (Major)** — Helping Sid to complete the Mega-flamer will boost Sid's confidence and status within the Rusty Hooks. This in turn will lower Sid's prices.
- **Scope** — Small
- **Description** — Sid has been struggling with completing his many projects. One of the most important project, other than restoring efficiency to the sub-reactor, is the completion of the Mega-flamer — a rocket engine mounted to a detached pickup truck bed, which is then mounted to a large fuel tank and some controls. If the PC is mechanically inclined, he can help Sid figure out how to complete the Mega-flamer. If the PC finishes it himself and gives Sid the credit, Sid's prices will drop 30%. If the player helps Sid, by guiding him through the process, Sid's prices will drop 15%. Lastly, if the player does most of the work, takes credit for it, but gives Sid some degree of credit, Sid will lower his prices 5%. Should the player take all the credit, no matter how much the player helped (it's not too difficult to convince Kyle that the player did most of the work), then Sid will get a bullet through his head and the player will become the new mechanic for the Rusty Hooks.
- **Character type completion breakdown** —
 1. **Combat Boy** — Combat boy can be errand boy for Sid, if Combat Boy has minimal mechanical skill.
 2. **Diplomacy Boy** — Can make it seem that player did a lot of work by bullshitting his way through the process.
 3. **Science Boy** — Up to the player how much he wants to contribute to the completion of the Mega-flamer.
 4. **Stealth Boy** — In the same boat as Combat Boy.
- **Quest flags** — "15_Mega_Flamer"

- 0 = not started
- 1 = player knows about it
- 2 = player accepted quest
- 3 = player completed quest
- 4 = player got reward

- **Rewards** –
 - 1. Medium XP
 - 2. Price drops for Sid's store (30%, 15%, 5%)
- **Journal Entries** –
 - 13. Good
 - 14. Bad
 - 15. Normal
 - 16. Dumb

5. Use the Mega-Flamer to Eliminate the Rusty Hooks

- **Initiator** – Completion of the Mega-flamer.
- **Importance (Minor)** – If the player just does not want to deal with the Rusty Hooks, this option wipes them out.
- **Scope** – Small
- **Description** – After completing the Mega-flamer, and if the player is good at his persuade skill, he can gather the Rusty Hooks for a demonstration of the Mega-flamer. When everyone is gathered in front of the Mega-flamer (aided in direction by the PC), the player can fire up the Mega-flamer and turn the Rusty Hooks into smoldering piles of ash. Good fun for the whole family.
- **Character type completion breakdown** –
 - 1. **Combat Boy** – Will need a bit of the Persuade skill to convince the Rusty Hooks to “participate” in the demo. Otherwise, the Rusty Hooks will be on to the player's intentions. They will like the PC a bit less.
 - 2. **Diplomacy Boy** – Time to shine. Good Persuade skill gets the optimum outcome – BBQ Rusty Hooks.
 - 3. **Science Boy** – Same as Combat Boy
 - 4. **Stealth Boy** – Same as Combat Boy
- **Quest flags** – “15_MFlamer_Kill_Hooks”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 - 1. Medium XP
 - 2. Any loot the ashes may have that wasn't charred.
- **Journal Entries** –
 - 17. Good
 - 18. Bad
 - 19. Normal
 - 20. Dumb

6. Get Sid to tell PC about Bear's Heart Bomb and Kyle's Radio Trigger

- **Initiator** – Sid
- **Importance (Minor)** – This gives the PC vital information about how Kyle controls Bear.
- **Scope** – Small
- **Description** – The player can dig into Sid's guilt and get information about Bear's heart bomb and Kyle's radio trigger. A really good Charisma Guy can get Sid to confess about him implanting the heart bomb into Bear's chest.
- **Character type completion breakdown** –
 1. **Combat Boy** – Will need a bit of the Persuade skill to get Sid to give details about the heart bomb and radio trigger. Being Sid's errand boy may eventually get Sid to give out a hint or two about the heart bomb and radio trigger.
 2. **Diplomacy Boy** – Time to shine. Good Persuade skill gets the optimum outcome – Confess thy sins, Sid!
 3. **Science Boy** – Through helping Sid complete his assigned tasks, Sid may lighten up and divulge a bit about the heart bomb and radio trigger. Each task quest makes Sid trust the PC a bit more.
 4. **Stealth Boy** – Same as Combat Boy, although Deception could play a role in getting Sid to talk.
- **Quest flags** – "15_Sid_Confess"
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 3. Minor – Medium XP
 4. Unlocks Bear's Heart Bomb Quests
 5. **BONUS!** If player gets Sid to confess about installing the heart bomb, PC gets bonus XP and a half-way finished radio signal jammer (PC must get the jammer to work).
- **Journal Entries** –
 21. Good
 22. Bad
 23. Normal
 24. Dumb

7. Disable Bear's C4 Heart Bomb

- **Initiator** – Bear
- **Importance (Major)** – Doing so will allow Bear to be a CNPC.
- **Scope** – Small
- **Description** – A medic and science savvy PC can offer to disable Bear's C4 heart bomb. If the player is successful, then Bear will not only kick the shit out of Kyle, but also volunteer to be a CNPC.
- **Character type completion breakdown** –

1. **Combat Boy** – Unless he has good science and medic skill, he can't do much.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Made for the Science Boy, as long as there is some degree of Medic skill (it does not have to be very high).
 4. **Stealth Boy** – Same as Combat Boy (other option is linked to Get Control of Bear's C4 Heart Bomb radio trigger).
- **Quest flags** – "15_Disable_HBomb"
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
 - **Rewards** –
 1. Medium XP
 2. Get Bear as CNPC
 - **Journal Entries** –
 25. Good
 26. Bad
 27. Normal
 28. Dumb
8. **Get Control of Bear's C4 Heart Bomb**
- **Initiator** – Bear
 - **Importance (Major)** – Doing so will allow the player to choose whether he gives Bear his freedom, or takes control of Bear.
 - **Scope** – Small
 - **Description** – If the player is somewhat stealthy and is pretty good at stealing things, he can try to steal the radio control trigger for Bear's C4 heart bomb. Kyle has the radio trigger on a secret item on his person. The player will have to figure out that the item in question is Kyle's gaudy watch which has never worked in telling time (first clue). The player can then try to steal Kyle's watch while he sleeps, which would take quite a bit of high sneaking ability. However, the player could try to get Kyle very drunk and then try to steal the watch after he passes out, thus lowering the risk of getting caught considerably. Either way, when the player has control of the trigger, it's up to him if he wants to free Bear from the device, or take control of Bear.
 - **Character type completion breakdown** –
 1. **Combat Boy** – Pretty much anyone can talk Kyle into getting drunk, especially if the PC brings quite a bit of booze. This will increase any class type's chances of stealing Kyle's watch trigger.
 2. **Diplomacy Boy** – Diplomacy Boy will have an easier time figuring out what controls Bear by talking to Kyle. Getting Kyle drunk makes Kyle talk too much, which will reveal his secret.
 3. **Science Boy** – Science Boy would have a pretty good chance of figuring out that Kyle's watch is being used for something other than telling time. At that discovery, Science Boy can go the drunk/pass out route to get the watch.

4. **Stealth Boy** – Once the player figures out what's what, he should have no trouble sneaking up on a sleeping Kyle and stealing the watch.
 - **Quest flags** – "15_Watch_Control"
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
 - **Rewards** –
 1. Medium XP
 2. Get Bear as CNPC
 - **Journal Entries** –
 29. Good
 30. Bad
 31. Normal
 32. Dumb
9. **Disable Trigger of Bear's C4 Heart Bomb**
- **Initiator** – Bear
 - **Importance (Minor)** – Enables player to give Bear his freedom.
 - **Scope** – Small
 - **Description** – Instead of actually stealing the trigger watch from Kyle, the player could devise a way of disabling the trigger. One way is to sneak up on Kyle when he's sleeping and use the mechanic skill on the trigger to disable it, thus not risking waking Kyle while trying to remove the watch. Another way is to use the science skill to devise a way of rendering the signal in the trigger watch useless – some kind of frequency jammer made from the parts found in the Rocket Assembly Building. Either solution would allow the player to grant Bear freedom, clear the path for either Bear or the PC to become leader, and/or make Bear a CNPC.
 - **Character type completion breakdown** –
 1. **Combat Boy** – All boils down to whether or not the player has put enough points into mechanic or science. If not, then a possible alternative is to get Jillian to disable the trigger, provided the prisoner retrieval quests are done and the player didn't piss her off.
 2. **Diplomacy Boy** – Same as Combat Boy, but player has the option to try and talk Sid into doing the deed.
 3. **Science Boy** – Another shining moment for Science Boy. The skills are his, make good use of them.
 4. **Stealth Boy** – This would help when sneaking up on the sleeping Kyle, but after that, it depends on how much was put into mechanics or science.
 - **Quest flags** – "15_Disable_HTrigger"
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward

- **Rewards –**
 1. Medium XP
 2. Bear becomes CNPC
- **Journal Entries –**
 33. Good
 34. Bad
 35. Normal
 36. Dumb

10. Rewire Trigger of Bear's C4 Heart Bomb to Explode

- **Initiator –** Bear
- **Importance (Major) –** Enables player to give Bear his freedom.
- **Scope –** Small
- **Description –** If the player has a high mechanic skill, he can sneak up on Kyle while he's sleeping (preferably after he passed out from being drunk) and rewire his watch trigger to explode when used. So, the next day when the player tells Bear to be defiant to Kyle and Kyle pressed the radio trigger, it explodes and blows off his lone good hand.
- **Character type completion breakdown –**
 1. **Combat Boy** – All boils down to whether or not the player has put enough points into mechanic. If not, then a possible alternative is to get Jillian to rewire the trigger, provided the prisoner retrieval quests are done and the player didn't piss her off.
 2. **Diplomacy Boy** – Same as Combat Boy, but player has the option to try and talk Sid into doing the deed.
 3. **Science Boy** – Another shining moment for Science Boy. The skills are his, make good use of them.
 4. **Stealth Boy** – This would help when sneaking up on the sleeping Kyle, but after that, it depends on how much was put into mechanics.
- **Quest flags – "15_Rewire_HTrigger"**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards –**
 1. Medium XP
 3. Bear becomes CNPC
- **Journal Entries –**
 37. Good
 38. Bad
 39. Normal
 40. Dumb

11. Build Sid's Self-Esteem

- **Initiator –** Sid, Bear
- **Importance (Major) –**

- **Scope** – Medium
- **Description** – Helping Sid with the Mega-flamer, the sub-reactor, and whatever else he's working on, and actively teaching him, will make Sid feel better about himself.
- **Character type completion breakdown** –
 1. **Combat Boy** – Basically boils down to a Combat Boy being Sid's errand boy and listening to him bitch. If the player gives all the credit to Sid and is not condescending to him, Sid will feel like he accomplished a lot and feel better about himself.
 2. **Diplomacy Boy** – The player has a chance to be Dr. Phil. A good speech skill of any category can lead Sid into the realm of self forgiveness and esteem.
 3. **Science Boy** – If the player ends up doing most of the work but gives Sid all the credit, then Sid will earn some of Kyle's respect, which in turn makes Sid feel better.
 4. **Stealth Boy** – Same as Combat Boy.
- **Quest flags** – "15_Sid_Feelgood"
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 1. Medium XP
 2. Lower prices on Sid's stuff
 3. Advanced Tool Kit
- **Journal Entries** –
 41. Good
 42. Bad
 43. Normal
 44. Dumb

12. Convince Sid to Kill Himself

- **Initiator** – Sid
- **Importance (Minor)** –
- **Scope** – small
- **Description** – If the player discovers Sid's festering guilt about implanting the heart bomb in Bear, the Charisma Boy may try to get Sid to kill himself. A really good Charisma Boy can talk Sid into strapping some C4 onto his chest, run up to Kyle, and take him out, too.
- **Character type completion breakdown** –
 1. **Combat Boy** – Unless the player has a really good speech skill, it ain't gonna happen.
 2. **Diplomacy Boy** – This was made for him. Any good speech skill (besides Barter, of course) will get the optimum outcome. A great speech skill will get the bonus "suicide bomber" attack on Kyle.
 3. **Science Boy** – Same as Combat Boy.
 4. **Stealth Boy** – Same as Combat Boy.
- **Quest flags** – "15_Sid_Suicide"
 - 0 = not started

- 1 = player knows about it
- 2 = player accepted quest
- 3 = player completed quest
- 4 = player got reward

- **Rewards –**

- 1. Medium XP
- 2. (If suicide bomber) Makes Bear a CNPC (provided he does not find out that the PC talked Sid into killing himself)
- 3. Player gets to loot Sid's stuff

- **Journal Entries –**

- 45. Good
- 46. Bad
- 47. Normal
- 48. Dumb

13. Challenge Kyle to Fight for Rusty Hooks' Leadership

- **Initiator** – Kyle, Sid, Bear
- **Importance (Minor)** –
- **Scope** – Small
- **Description** – After getting to know the Rusty Hooks for a bit, the player can find out that he can challenge the current leader (in this case, Kyle) to a fight (unarmed only) and whoever wins becomes the new leader of the Rusty Hooks. The one caveat of the current leader is that he may choose anyone to be his “champion,” and Kyle will always choose his favorite super mutant, Bear. After the challenge, the fight begins. Good luck! If the player wins the fight, he is the new leader of the Rusty Hooks. However, Kyle might be so pissed after Bear losing the fight that he triggers Bear's heart bomb – hopefully the player is not too close.
- **Character type completion breakdown –**
 - 1. **Combat Boy** – Straight up and fight. One thing the player can do to improve his chances is to speak to Bear first, work up a rapport, and ask him to take a fall. He will tell the player about his heart bomb and will refuse to take a dive until he can be assured that the heart bomb won't go off if he loses. See other quests, 7, 9, 10. If he is assured the heart bomb won't go off, he will take the fall, no finagling required.
 - 2. **Diplomacy Boy** – Ditto
 - 3. **Science Boy** – Ditto
 - 4. **Stealth Boy** – Werd.
- **Quest flags – “15_Bear_Dives”**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards –**
- **Journal Entries –**

- 49. Good
- 50. Bad
- 51. Normal
- 52. Dumb

14. Convince Bear to Try and Take Over Rusty Hooks

- **Initiator** – Bear, Sid
- **Importance (Major)** – Convincing Bear to take over the Rusty Hooks gives the player the chance to redeem them – i.e. make them a legitimate, non-raiding group.
- **Scope** – Medium
- **Description** – If the player can do any of the non-lethal disabling the heart bomb quests, then the player can convince Bear to take over the Rusty Hooks. Bear will not attempt a takeover if he knows his heart bomb is still functional and Kyle has control of it. Having Bear as the leader of the Rusty Hooks gives the player the opportunity to convert the raiders from a criminal organization to a legitimate organization. With all the materials present at Bloomfield, the Rusty Hooks could make out pretty well as a major manufacturer of metal goods and establish important trade routes.
- **Character type completion breakdown** –
 1. **Combat Boy** – As long as Bear is safe from his heart bomb, it's pretty easy to talk him into it.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Werd
- **Quest flags** – “15_Bear_Leader”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 1. Medium XP
 2. Chance to establish trade routes
- **Journal Entries** –
 - 53. Good
 - 54. Bad
 - 55. Normal
 - 56. Dumb

15. Sneak Passed Launch Pad Turrets, Security Bots, and NCR Guards, and Gain Access to Computer Control Room

- **Initiator** – PC
- **Importance (Minor)** – Successfully sneaking passed these security things gives the player free reign to do with the power source and computer what he wishes.
- **Scope** – Small
- **Description** – The player may attempt to sneak passed the Launch Pad turrets, security bots, and NCR guards and gain access to the underground power generator and security computer. Since the turrets, security bots, and NCR guys follow a

specific patrol pattern, it is possible for a savvy player to sneak through the blind spots without a very good Sneak skill.

- **Character type completion breakdown –**
 1. **Combat Boy** – Since the turrets, security bots, and NCR guys follow a specific patrol pattern, it is possible for a savvy player to sneak through the blind spots without a very good Sneak skill.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – This should be the highlight of Stealth Boy's visit to Bloomfield. If the Sneak is high, he'll fly by.
- **Quest flags – "15_Sneak_LPTurrets"**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards –**
 1. Medium XP
 2. Safe access to power generator and security computer
- **Journal Entries –**
 - 57. Good
 - 58. Bad
 - 59. Normal
 - 60. Dumb

16. Hack into Launch Pad Security Computer

- **Initiator** – PC
- **Importance (Minor)** – Hacking into the computer allows the player to either shut down the turrets or reprogram them to fire upon the security bots and NCR guards.
- **Scope** – Small
- **Description** – If the player successfully hacks into the security computer (based on Science skill), he can try to reprogram the turrets to fire on the security robots and NCR guards. This saves the player the hassle of taking on the powerful bots and NCR guards himself.
- **Character type completion breakdown –**
 1. **Combat Boy** – Unless the player invested a lot in Science, it ain't gonna happen.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – This was made for Science Boy. Of course Science Boy would have had to sneak into this room, but it is possible.
 4. **Stealth Boy** – See Combat Boy, above.
- **Quest flags – "15_Hack_SComputer"**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest

4 = player got reward

- **Rewards** –
- **Journal Entries** –
 61. Good
 62. Bad
 63. Normal
 64. Dumb

17. Disable Launch Pad Security Turrets Via Security Computer

- **Initiator** – PC
- **Importance (Minor)** – Makes it so the player has five less adversaries to worry about.
- **Scope** – Small
- **Description** – If the player has an adequate Science skill (equal to quest #16), he can disable the turrets, taking five gatling guns out of the picture should he choose to fight it out with the bots and NCR.
- **Character type completion breakdown** –
 1. **Combat Boy** – If the player got this far with Combat Boy, he can disable the turrets.
 2. **Diplomacy Boy** – Nothing to talk to, here, but the same holds true as the Combat Boy.
 3. **Science Boy** – Science Boy can opt to take this route, but if he is above the Science norm (which he should be to be a Science Boy), then he might want to opt for quest # 19.
 4. **Stealth Boy** – Same as Combat boy.
- **Quest flags** – “15_Disable_Turrets”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 1. Minor XP
 2. Don’t have to worry about turrets shooting you butt off.
- **Journal Entries** –
 65. Good
 66. Bad
 67. Normal
 68. Dumb

18. Disable Launch Pad Security Turrets Via Destroying Power Generator

- **Initiator** – PC
- **Importance (Minor)** – Won’t have to worry about turrets anymore.
- **Scope** – Small
- **Description** – If the player manages to get down to the underground power generator and security computer room, but does not have the Science skill to hack the

computer, he can opt to blow up the turrets' power source. Destroying the power generator will do the same thing as quest # 17, but with the added effect of not ever being able to reprogram the security computer. But hey, the turrets are down!

- **Character type completion breakdown –**
 1. **Combat Boy** – This is probably the best solution for the non-scientific Combat Boy – blow things up.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Not the best choice for a Science Boy, but he can do it if he wants.
 4. **Stealth Boy** – Same as Combat Boy.
 - **Quest flags – “15_Kill_PGenerator”**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
 - **Rewards –**
 1. Minor XP
 2. 5 less turrets to worry about.
 - **Journal Entries –**
 - 69. Good
 - 70. Bad
 - 71. Normal
 - 72. Dumb
19. Reprogram Security Turrets to Fire upon Security Bots & NCR Guards.
- **Initiator** – PC
 - **Importance (Minor)** – This eliminates all the threats in the Launch Pad area without the player firing one shot or risk to his hp.
 - **Scope** – Small
 - **Description** – If the player is the total Science skill wiz, he can reprogram the security computer (provided he can successfully sneak into the underground room) to fire on the security bots and NCR guards. This saves the PC from having to face and fight the well armed and well armored security bots, turrets, and NCR guards.
 - **Character type completion breakdown –**
 1. **Combat Boy** – If he has the Science skill, then this option will reap the most XP.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – This is the best path for Science Boy.
 4. **Stealth Boy** – Same as Combat Boy.
 - **Quest flags – “15_Reprogram_SComp”**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
 - **Rewards –**

1. Medium XP + Bonus XP
2. Any loot the security bots and NCR guards may have on them.

- **Journal Entries –**

73. Good
74. Bad
75. Normal
76. Dumb

20. Destroy Launch Pad Security Bots via More Conventional Means

- **Initiator** – PC
- **Importance (Minor)** – Clear out the threats that would prevent access to the Launch Pad.
- **Scope** – Small
- **Description** – If the PC is Butch enough, he can try to go head-on with all the firepower at the Launch Pad. If successful, the player will have free access to everything on the Launch Pad, provided he can find the proper codes and such. He'll also get good loot from the NCR guards and the bots.
- **Character type completion breakdown –**
 1. **Combat Boy** – This is why the player created the Combat Boy.
 2. **Diplomacy Boy** – Not advisable unless really good with weapons and have really good armor.
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Werd
- **Quest flags – "15_LPAll_Dead"**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards –**
 1. Minor XP
 2. Get XP from killing the baddies
 3. Loot
- **Journal Entries –**
 77. Good
 78. Bad
 79. Normal
 80. Dumb

21. Hack Mission Control Computer Access Codes

- **Initiator** – PC et al
- **Importance (Critical)** – Getting control of Mission Control is critical to launching Hermes-13, but still need actual launch codes to get the bird to fly.
- **Scope** – Small

- **Description** – If the PC is good at Science, he can hack into the computers at Mission Control and see what he needs to launch Hermes-13.
- **Character type completion breakdown** –
 1. **Combat Boy** – Unless the PC has a good Science skill, not gonna happen.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Made for the brainiac.
 4. **Stealth Boy** – Like Combat Boy
- **Quest flags** – “15_Hack_MControl”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 1. Medium XP
 2. Advances story
 3. Access to Hermes-13 launch requirements.
- **Journal Entries** –
 81. Good
 82. Bad
 83. Normal
 84. Dumb

22. Input Legit Mission Control Computer Access Codes

- **Initiator** – PC et al
- **Importance (Critical)** – Getting control of Mission Control is critical to launching Hermes-13, but still need actual launch codes to get the bird to fly.
- **Scope** – Large
- **Description** – When the PC enters the Mission Control Access codes, he will be able to see what is needed to launch Hermes-13, as well as have the ability to launch once the right launch codes are entered. (Thinking the Access codes will be at Boulder and the Launch codes will be deep inside the Reservation)
- **Character type completion breakdown** –
 1. **Combat Boy** – Anyone can enter the codes once they have them.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Uh-huh.
- **Quest flags** – “15_Enter_MControl”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards** –
 4. Medium XP
 5. Advances story

6. Access to Hermes-13 launch requirements.

- **Journal Entries –**

- 85. Good
- 86. Bad
- 87. Normal
- 88. Dumb

23. Enter Legitimate Mission Control Launch Codes

- **Initiator** – PC et al
- **Importance (Critical)** – Doing this will launch the PC into space and dock with B.O.M.B.-001. Start cut-scene.
- **Scope** – Large
- **Description** – Once the PC has the proper Launch codes and enters them, the game will go to cut-scene and show the PC entering into the Hermes-13 and launching into space to dock with B.O.M.B.-001.
- **Character type completion breakdown –**
 - 1. **Combat Boy** - Anyone can enter the codes once they have them.
 - 2. **Diplomacy Boy** – Ditto
 - 3. **Science Boy** – Ditto
 - 4. **Stealth Boy** – Yep
- **Quest flags** – “15_Hermes_Launch”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player accepted quest
 - 3 = player completed quest
 - 4 = player got reward
- **Rewards –**
 - 1. Large XP
 - 2. Cut Scene
 - 3. Advances story
- **Journal Entries –**
 - 89. Good
 - 90. Bad
 - 91. Normal
 - 92. Dumb

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Bloomfield Space Center								
Map 1: Entrance	Convince Rusty Hook Guards to Allow Passage	Foletto						

Map 1: Entrance	Made it Through the Parking Structure Unscathed	Foletto						
Map 1: Entrance	Convince Rusty Hook Guards to Allow Passage	Foletto						
Map 2: Control Center	Restore Sub Reactor	Foletto						
Map 2: Control Center	Help Sid Complete the Mega-Flamer	Foletto						
Map 2: Control Center	Use Mega-flamer to Eliminate Rusty Hooks	Foletto						
Map 2: Control Center	Get Sid to Tell about Bear's Heart Bomb and Kyle's Radio Trigger	Foletto						
Map 2: Control Center	Disable Bear's C4 Heart Bomb	Foletto						
Map 2: Control Center	Get Control of Bear's C4 Heart Bomb	Foletto						
Map 2: Control Center	Disable Radio Controlled Trigger of Bear's C4 Heart Bomb	Foletto						
Map 2: Control Center	Rewire Radio Controlled Trigger to Explode When Used	Foletto						
Map 2: Control Center	Build Sid's Self Esteem	Foletto						
Map 2: Control Center	Challenge Kyle to a Fight for Rusty Hooks' Leadership	Foletto						
Map 2: Control Center	Convince Bear to Try and Take Over Rusty Hooks	Foletto						
Map 2: Control Center	Hack Mission Control Computer Access Codes	Foletto						

Map 2: Control Center	Enter Legit Mission Control Computer Access Codes							
Map 2: Control Center	Enter Legitimate Mission Control Launch Codes	Foletto						
Map 3: Launch Pad	Sneak Passed Launch Pad Turrets, Security Bots, and NCR and Gain Access to Computer Control Room	Foletto						
Map 3: Launch Pad	Hack into Launch Pad Security Computer	Foletto						
Map 3: Launch Pad	Disable Launch Pad Turrets via Computer Hacking	Foletto						
Map 3: Launch Pad	Reprogram Launch Pad Security Computer to have Turrets Fire on Bots and NCR	Foletto						
Map 3: Launch Pad	Disable Turrets via Destroying Power Generator	Foletto						
Map 3: Launch Pad	Destroy Turrets, Bots, and NCR via Conventional Means	Foletto						

SCRIPTING

GENERAL

TOWN-SPECIFIC

There are some important things to consider for towns...

- Traps in the Parking Structure reset after 24 game hours.

- If [Bear](#) and the Rusty Hooks become enemy to player, Bear gives a +5% combat bonus to his buddies. This bonus disappears after he dies. This bonus is cumulative with Kyle unless Bear is allied with [Kyle](#), in which case Bear does not give a bonus to the Rusty Hooks
- If Kyle and troop become enemy to player, Kyle gives a +5% combat bonus to his buddies. This bonus disappears after he dies. This bonus is cumulative with Kyle unless Bear is allied with Kyle, in which case Bear does not give a bonus to the Rusty Hooks
- If the player has yet to complete retrieving all the prisoners and returning them to the Big MT (the New Plague quest the player gets when he escapes the Big MT), then [Hermes-14](#) is still on the second launch platform.
- If the player has finished the prisoner retrieval quest, then Herme-14 will not be on the launch platform. Instead, there should be a large scorch mark on the ground where the space rocket used to be on the second launch pad. In addition, the catwalk that used to connect to the pilot area should be a wreck and partially littering the ground. Hermes-13 is unchanged.
- After the player takes off in Hermes-13, there should be an empty launch pad similar to the one Hermes-14 left when after it took off. So if the player wanders back after returning to Earth, he'll find that both space rockets are gone.
- If the player has finished the prisoner retrieval quest and Jillian McKinley is still alive, she will be at Bloomfield Command Central with Bear.
- If player gets into a fight with any of the Rusty Hooks and that fight contains gun fire, then all the Rusty Hooks will come to investigate no matter what map.
- Rusty Hooks will not know what the player breaks into unless one of them actually sees the player do it. If a Rusty Hooks catches the player breaking into something (chest, desk, etc.), they will float a warning. If the player proceeds with the break-in, the Rusty Hooks will call for help and attack the player.

DUNGEON-SPECIFIC

CUT SCENE

- [Hermes-13 Launch](#) After the player enters the proper launch codes and checks "Begin Countdown," the screen should fade to black and start the CGI movie of the Heremes-13 launching with a similar cinematic feel as the launch scene in Apollo 13. After launch, need to see the Hermes-13 leaving Earth's atmosphere, go into a slow, 2001 type of earth fly-over, and then see the Heremes-13 approach the B.O.M.B. (the Ballistic Orbital Missile Base). Lastly, see the Heremes-13 clamp and dock with B.O.M.B. and open the air lock. *It's important to note that the Hermes-13 is a 1950's one piece space rocket and not a multi-stage rocket like NASA used in the Apollo lunar launches*

COOL SHIT

- Hermes-13 and becoming the *Rocket Man*.

The player can not only find a really neat looking 1950's style space rocket (maybe two, depending if the player finished the prisoner retrieval quests or not), but he will end up taking a ride on the rocket. Doing so will set forth a CGI cut scene a la "Apollo-13."

- **Getting Bear as a CNPC.**

Being the only Super Mutant in the game as a joinable CNPC (and being one of a very, VERY small handful of Super Mutants), this guy will give the player a solid tank to help fend off the bad guys with either his unique bear claw weapons or a really big gun.

- **Mega-flamer!**

The daddy of all flamers, this is a rocket engine turned on its side to offer a wide spread field of super-heated death. Why kill one piece of scum when you can kill twenty with one flip of a switch?

- **Equipment upgrades potential.**

Thanks to a well equipped mechanic's lab in the Rocket Assembly Building, the player with the talent can make good use of the materials and tools there to improve his wasteland equipment. Potential upgrades could go to armor, guns, melee weapons, etc.

- **Advancing the storyline.**

This area is vital to advancing the Fallout 3 story line. The main focus is getting Herme-13 launched and sending the PC into space to dock with B.O.M.B.-001.

- **Take over the Rusty Hooks.**

Why follow when you can rule? The player has several opportunities to take over the Rusty Hooks and either turn them from their evil ways by utilizing the resources available at the resource rich Bloomfield Space center, or enhance the Rusty Hooks' ability to raid caravans. Either way, the player will stand to ear a profit from the coinage collected. It's similar to having a stronghold in BG2, particularly the Thieves Guild.

- **Epithet possibilities.** [See here.](#)

- **Things to come back to.**

Not everything can be done on the first visit. Several quests will unlock other quests, which in turn unlock other areas and events. For example, the player would have to build up his abilities if he wants to fix the sub-reactor and investigate further what the Hermes-13 is and find out about B.O.M.B.-001. Also, launching Hermes-13 will require the launch codes, but they can only be found at the Reservation or Boulder Dome; which both require several quests before they will be dealt out.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

- Music theme similar in feel to “Radiation Storm,” track #13 of the Fallout soundtrack.

BASIC SFX

An area's going to need sound to make it come alive. Some basics:

Note: If a sound needs to be scripted, include the ID of the sound here - check with Chad if you don't know what I'm babbling about.

Environmental Sounds: Mild, dry heat wind for day and night.

Item-Specific Sounds:

- **Mission Control Room** - Once [Mission Control](#) is up and running, it needs to sound like a radio signal is trying to get in on an old speaker – i.e. static, then silence, then static again. Maybe every once in a while there is a voice that can barely be heard saying something like “check!”
- **Sub-reactor basement** – At first, the sub-reactor makes a low humming noise (60% of full volume). Once 60% power is restored, the humming increases 20%. If the sub-reactor is restored to 80%, then the humming increases another 20%.
- **Electrical Fence** – There is an electrical fence that surrounds the perimeter of the entire complex (see area maps in [Locations](#)). The static charge can be heard from about ten feet away, with the static crackling sound getting louder as the player gets closer. This fence will deactivate if the player turns it off via the [security terminal](#) under the Launch Pad.
- **Launch Pad** – There are a lot of tension wire and girders creaking and squeaking in this area from the old catwalks and space rocket support structures.
- **Rocket Assembly Building** – The interior of this building should sound like a mechanic's shop, complete with impact wrenches whirring and metal tools falling on concrete floors. Also, there should be the occasional sound of a blow torch firing up.
- **Parking Structure** – The occasional falling piece of small concrete can be heard, as well as a hollow, dry breeze.

"WALLA" SFX

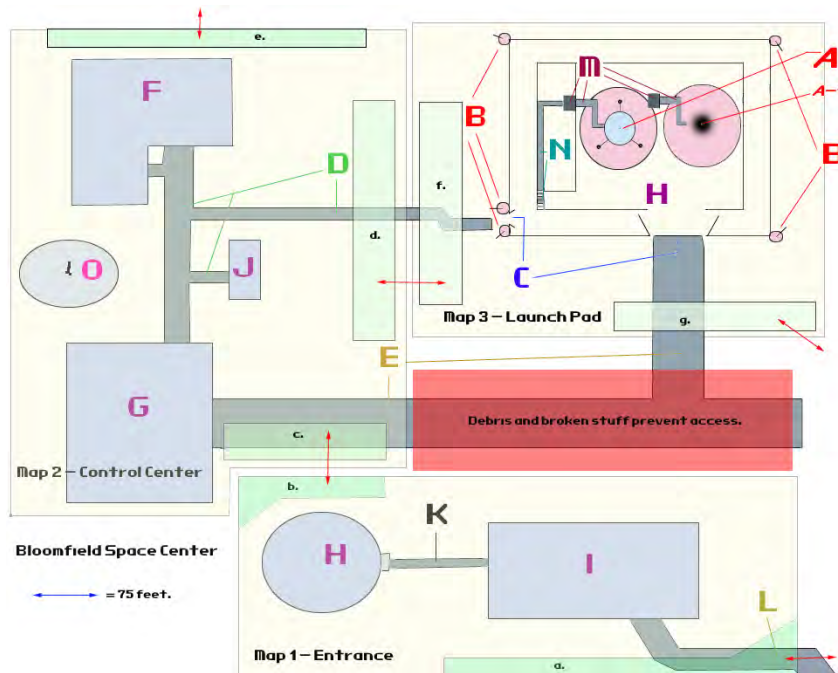
- **Bear and PC fight for Leadership** – If the PC challenges Kyle to a fight to rule the Rusty Hooks, the game will fade out and fade in for a brawl between the PC and Bear (Bear is Kyle's champion). A crowd has gathered to form a fighting ring around the combatants. Around the ring can be heard the screams, cheers, and boos from two-dozen spectators. Every once in a while one of the spectators will blurt out a desire to see someone's body part(s) torn off.

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
MAP 1: Entrance	MUSIC DESCRIPTION
	Music theme similar in feel to “Radiation Storm,” track #13 of the Fallout soundtrack.
	BASIC SFX
	The occasional falling piece of small concrete can be heard, as well as a hollow, dry breeze.
	WALLA SFX
	None

MAP 2: Control Center	MUSIC DESCRIPTION
	Music theme similar in feel to "Radiation Storm," track #13 of the Fallout soundtrack.
	BASIC SFX
	The occasional falling piece of small concrete can be heard, as well as a hollow, dry breeze. Also, the faint noise of impact wrenches whirring and metal tools falling on concrete floors.
MAP 3: Launch Platform	WALLA SFX
	During the day, general smattering of conversation between Rusty Hooks. During the night, nothing.
	MUSIC DESCRIPTION
	Music theme similar in feel to "Radiation Storm," track #13 of the Fallout soundtrack.
	BASIC SFX
	There are a lot of tension wire and girders creaking and squeaking in this area from the old catwalks and space rocket support structures. Also, a hollow, dry breeze.
	WALLA SFX
	During the day, general smattering of conversation between Rusty Hooks. During the night, nothing.

MAP AND MAP KEY



Legend

A – 1 st Launch Pad w/Space Rocket A-1 – 2 nd Launch Pad w/o Space Rocket (scorch marks from previous launch)	H – Bloomfield Space Museum	O – Satellite Communications Dish
B – Gattling Gun Turrets	I – Collapsed Parking Structure	a. – Map 1 World Map Entrance/Exit Grid
C – Rocket Transport Road	J – Observation Building	b. – Map 1 Entrance/Exit Grid to Map 2 c. Entrance/Exit Grid
D – Beat up sidewalks	K – Sidewalk	c. - Map 2 Entrance/Exit grid to Map 1 Entrance/Exit Grid
E – Rocket Transport Road	L – Entrance Grid to World Map	d. Map 2 Entrance/Exit Grid to Map 3 f. Entrance/Exit Grid
F – Operations and Communications Building	M – Launch Platform Catwalk Elevator	e.& g. – Map 2 & Map 3 (respectively) Entrance/Exit Grid to World Map
G – Rocket Assembly Building	N – Stairs leading up to 1 st level catwalk	f. Map 3 Entrance/Exit Grid to Map 2 d. Entrance/Exit Grid

Economics: Bloomfield is rich with materials that can be used for trade of manufacturing. The best source of income for the Rusty Hooks, however, is from the “long-trade-n-raids.” When supplies start to get low, Kyle assembles a group of Rusty Hooks and creates a team of raiders who will venture into the wasteland to find caravans to raid. Since Bloomfield is so remote, the raids usually take a little over a month to complete, hence the term, “long-trade-n-raids.” Sometimes trade routes are included in these ventures, since the Rusty Hooks can get good trades from the metal materials lying around Bloomfield.

Food: Good hunting around Bloomfield. Since no nukes went off near Bloomfield, the area has natural wildlife to hunt.

Tie to Another Area 1: Bloomfield is very remote. The only ties are what the player develops through adventuring. The launch codes for Hermes-13 are in the Reservation and (presumably) in Boulder Dome. Player may be able to establish trade routes with other areas, but they won’t be regular trade routes due to Bloomfield’s relative isolation.

ROOM FOR IMPROVEMENT

Also be sure to include hooks for “room for improvement.” This section may change depending on how Ferret thinks it should be organized.

Room for Improvement:

- [Getting the sub-reactor efficiency up:](#)
 - o The Control Center’s flood lights will all work (those that are not broken) during night time.
 - o All Mission Control computers will be on.
- [Get Bear to take over Rusty Hooks:](#)
 - o After one month, all traps in the Parking Structure are gone.
 - o After two months, the observation building ruins in the Control Center are cleared away and the dirt is being prepared for farming.
 - o After six months, all buildings are cleaned of graffiti and the interiors of the buildings (Operations and Communications Building) are clean, including all the

offices, which now look like clean apartments (as clean as can be in the wasteland). Also, crops are growing on the farmland.

- If Kyle the Hook is left in control of the Rusty Hooks:
 - o After three months, trash begins to litter the courtyard of the Control Center.
 - o After six months, Bloomfield is abandoned, with several dead bodies strewn here and there. Kyle's head is stuck on a post.

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.
- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

Note: Over the course of the project, you may wish to collect art that may be appropriate for an end movie slideshow and just keep it stored in a folder on the server or locally.

WHERE TO GO CONDITIONS

The player killed everyone in Bloomfield	Goto 1
The player had the satellite fire on Bloomfield	Goto 2
Bear becomes leader of the Rusty Hooks	Goto 3
Kyle the Hook remains leader of the Rusty Hooks	Goto 4

1. EVERYONE DEAD! (WTG)

Isolated within the wasteland, Bloomfield Space Center once again is a lifeless shell. It now stands as an empty homage to a time when technology held the future of mankind's expansion... and demise.

Show an abandoned, ghost town looking Bloomfield. At the center of the Control Center, show Kyle's head hanging by his own hook nailed to a post.

2. SATELLITE DESTROYS Bloomfield! (WTG)

Though the war forgot about Bloomfield Space Center, B.O.M.B.-001 did not. Those who knew of its existence became a smoldering, forgotten memory; as forgotten as the base itself.

Show a smoldering crater.

3. BEAR BECOMES LEADER OF THE RUSTY HOOKS (WTG)

No one would have thought a super mutant could bring life and prosperity to a community, but Bear did. The Rusty Hooks flourished under the leadership of Bear, harvesting fruitful farms, building and rebuilding the structures of Bloomfield Space Center, and even creating machines that helped maintain the community.

Show Bear and several earthy people tending crops in the middle of a clean, built up Bloomfield.

4. KYLE IS LEFT IN CONTROL OF RUSTY HOOKS (WTG)

Even though he found the sanctuary of Bloomfield Space Center, Kyle the Hook couldn't maintain the confidence of his Rusty Hooks. His lack of leadership and his inability to organize left the Rusty Hooks vulnerable to attack by rival, more organized raiders. Those who survived took their chances in the wasteland. Those who didn't, joined their former leader as a decoration on top of a post.

At the center of the Control Center, show Kyle's head hanging by his own hook nailed to a post.

RANDOM NOTES

APPENDIX

1. Map 1 deleted for map space.

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15_Bloomfield_Space_Center

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15_Bloomfield_Space_Center

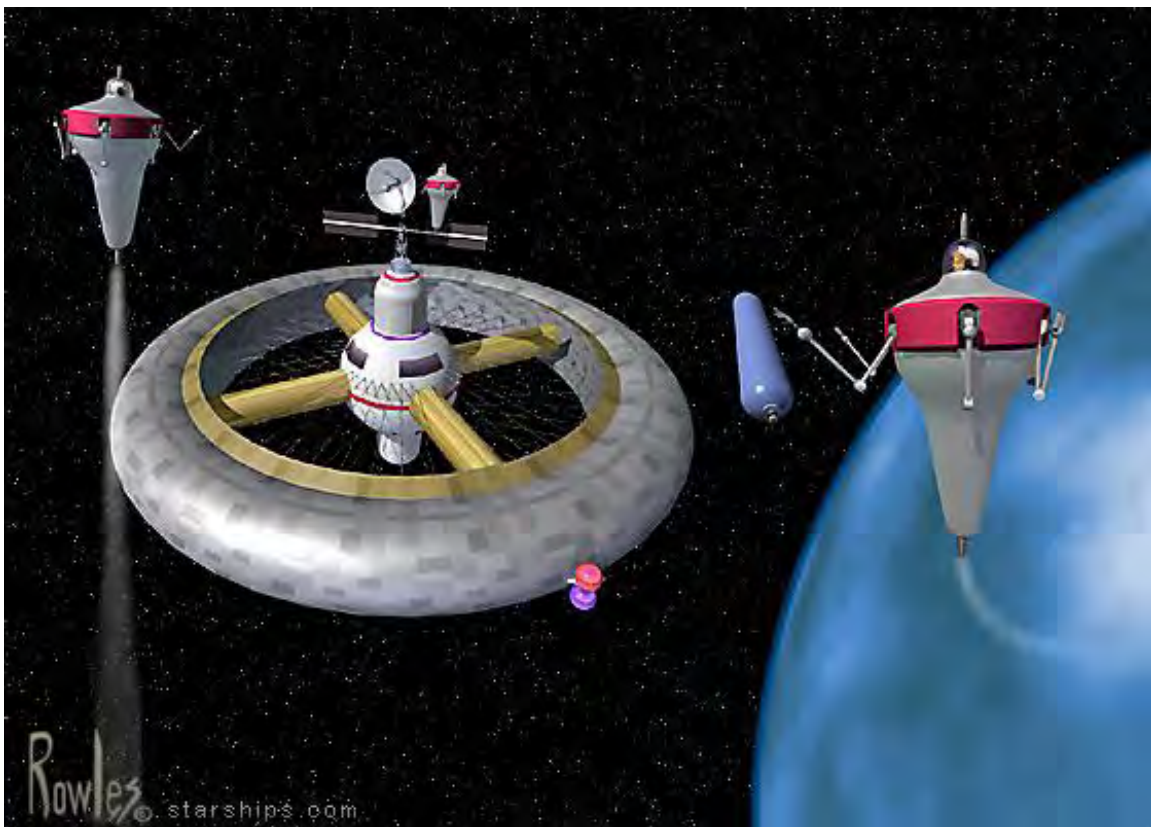


B.O.M.B. – 001

(Ballistic Orbital Missile Base – 001)

Version 1.0

8/21/2003 5:55:00 PM



*"To preserve the Great American Way and secure a safe future for our children."
-Plaque on the airlock access wall.*

OVERVIEW

B.O.M.B.-001: A sentinel watches the wastelands from high above. It is cold and uncaring, silently waiting to one day fulfill its destiny. It was once considered a protector; providing supposed security to naive children thinking they were invincible as long as their sentinel watched over them. Should any enemies threaten those the sentinel was supposed to protect, it would rain down exacting punishment. But once the enemies did threaten, the sentinel could not respond. It needed permission from its creators to exact its punishment, but that permission never came. So the sentinel watched, coldly, as the children it was supposed to protect were incinerated in the mushroom clouds. When it was over, the sentinel, known as the Ballistic Orbital Missile Base 001, or B.O.M.B.-001, merely continued its observation of the charred planet below, waiting for the day when it would get permission to exact its designed punishment.

B.O.M.B.-001 is the final destination of the game. It is a large, doughnut shaped space station capable of firing twenty-four nuclear missiles, though it is currently only loaded with eight. It is capable of housing six people, with an area designated for living, recreation, and medical treatment, and a separate area for the true meat of the station; missile control and launch. From here the player may set targets to nuke, or try to avert targets from being nuked. However, either way, something is going to be nuked before the player leaves B.O.M.B.-001 – if he leaves...

Over the course of its two-hundred year wait, the B.O.M.B.-001 sustained a bit of damage. Its circular outer hull remained intact, except for damage to the (what could be called) northern section. A stray communications satellite impacted this part of the hull, resulting in severe damage to the interior door mechanism that linked the [Living Quarters](#) to the [Command Center](#). Because of this, the living section and the command section are completely shut off from each other - not that anyone is currently living on the satellite. Should anyone visit B.O.M.B.-001, they would have to perform a space walk with magnetic boots in order to gain access from one section to the other. However, magnetic boots are not needed inside the station since its rotation creates enough artificial gravity for normal, Earth-like movement.

Inside, in the Living Quarters section, the environment is very sterile, with plenty of silver and white paneling all around. Beds fold out from the rounded halls when needed, and fold back into the wall when not in use. The [kitchen](#) is small and utilitarian, providing the bare essentials for two people to maneuver and fix meals. There is one [bathroom](#) facility, able to accommodate two to three people at a time, complete with suction tubes and wash towels. [Entertainment](#) is provided by a now static filled monitor which was originally designed to show movies and television shows. From the looks of the dimly lit, rounded [corridors](#), a half a dozen or so people could have lived on the satellite for an extended period of time. However, the only thing in the frigid living section that vaguely resembles life are the three little brain-bots that scurry about. Their only contact with the Earth below is the array of thick windows that adorn the curved walls along the equally curved corridors.

On the other end of B.O.M.B.-001 is the [Command Center](#). Here lies all the computers and technology necessary to maintain, target, and launch the nuclear missiles. There are several dormant computer stations, and a cut-away map of the earth on the central wall. From this point, someone could calculate targeting solutions and launch the missiles, provided they had the proper launch codes.

When the player arrives at B.O.M.B.-001, he will dock on the [Living Quarters](#) side of the station. Upon entering, he will find that power has been fully activated on the station. Some of the fold away beds look like they have been used recently and there is evidence of use in the kitchen and bathrooms as well, not to mention the loud, audible computer voice announcing the current time until missile launch – “T-minus 120 minutes until missiles launch.” If the player accesses a computer terminal, he will discover that [Dr. Presper](#)

and some of his cronies have come aboard the station and taken control. Several information systems have been unlocked by Presper and the player may freely navigate through some of the information. Some higher level information may need some hacking to obtain. While in the living quarters, the player will meet [S.O.R.-1000 Alpha](#), the brain-bot in charge of the living quarters, provided the player reactivates him. Since Alpha is not hostile, the player may freely converse with it.

Once the player figures out that he needs to do a [space walk](#) in order to get to the [Command Center](#), he will put on one of the half-dozen or so remaining space suits and magnetic boots, and venture out into space via the air-lock. Outside, the player's magnetic boots kick in and he can walk on the station's inner hull to get to the Command Center air-lock. The only things that block his passage are two magnetized [security robots](#) stationed at the satellite's central hub. They start off looking like turrets, but they can detach, seek and destroy an exterior mobile threat (like the player). Once the robots lock onto the player, they will indeed detach and pursue.

Once past the robots and into the Command Center, the player might be greeted by [Coleridge](#) and some [NCR guards](#) (this all depends on whether the player Rambo'd his way through the security bots, or snuck past). On this side of the station, the player will interact with Presper and his merry band of bad-guys (if the player encountered and killed [Pierce](#), [Briggs](#), and [Davidson](#) at the Grand Canyon, they will not be on BOMB-001), as well as the computer systems that set targeting solutions and launch the missiles. Several possibilities may arise in this area, which will be covered in detail later in this document. But suffice it to say, this is the place that allows the player to rain down nuclear death.



The Area is composed of three maps

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: Living Quarters	Full Party		Small	Tile, vault-like interior w/2001 flair
2: Space Walk	Partial Party		Small	Custom exterior, space and crescent Earth background, narrow, tubular walkway
3: Command Center	Partial Party		Small	Tile, vault-like interior w/2001 flair

1. [Living Quarters](#): (Small Map)

By some strange twist of fate (read: design convenience), there is no one actually in the Living Quarters when the player arrives at the station. This is due to the fact that all of [Dr. Presper's](#) lackeys are in the Command Control Center having just started the countdown to missile launch. A very audible countdown can be heard every minute, so the player will know that doomsday is near.

The Living Quarters is the first place the player will enter. After leaving [Airlock 1](#), the player will go into the main [Medical Facility](#) of the station. It is a large room, comparatively to the others, with four hospital beds, a few medical cabinets, and an Auto-Doc. The Auto-Doc can be used anytime by the player. There is also a storage room that can be accessed in the medical facility. Inside, the player will find all kinds of Fallout medical stuff, including the various drugs and stimpacks.

Outside of the Medical Facility is the main living quarters' [hall](#). Along the east side of the hall's wall are a half-dozen foldout beds and footlockers. Four out of five beds are folded out and look like they have been used recently (which they have). On the west wall are three computer terminals, but only one is currently active. Any player, despite their skill, can discover from the computer that a launch countdown has begun. It seems that eight nuclear missiles have been given a targeting solution and will launch in 2 hours. The targets are Hoover Dam, New Canaan, Shady Sands, New Reno, Vault City, Denver, Brotherhood Main Bunker, and Maxson's Bunker. The player will also discover that there is only time to manually disable five of the eight launches (if that is what he chooses to do) – two launches will happen no matter what the player does (for neat end-game stuff). However, the player may program different targeting solutions for the missiles, but he will need to do that from the [Command Control Room](#). Even if the player sabotaged the station's [reactor core](#) (via programming or setting off an explosion), the resulting blast would set off the emergency launch protocols¹, drastically accelerating the missile launch countdown. Either way, reactor meltdown would be in two to five minutes – BOOM!

The [Maintenance Room](#), [Rec. Room](#), [Bathroom](#), [Kitchen](#), and [Mini-Med Room](#) all go along the western side of the living quarters' hall, and each room is open and accessible. The Maintenance Room holds a mini-mechanic's lab, as well as several tools, parts for (fill-in-the-blank), a deactivated brain bot, and a couple of work benches. The Rec. Room holds a ping-pong table, two computers used for gaming, a dining table for four, and a large projection TV. The Bathroom has two showers and three toilet stalls. The kitchen comes complete with a packaged-food processor, cutting table, and a freezer. And lastly, the Mini-Med is a simplified version of the Medical Facility, with med kits, drugs, and a few stimpacks.

There is a doorway on the north wall that leads to one of two [Missile Rooms](#). These rooms are locked out unless the player can hack the security codes in the computer(s). If he is able to do that, then he will find a room full of missile silos similar to what can be found in a ballistic nuclear missile submarine, like an [Ohio Class Trident](#) submarine (or the [Typhoon](#) mock-up in the movie [The Hunt for Red October](#)). The silos resemble red pillars that come out from the ground and enter into the ceiling. Each pillar is ten feet across and houses one nuclear missile (each missile holds six nuclear warheads).

Next to the Missile Room door, and to the east, is [Airlock 2](#). Inside, the player will find a half-dozen or so space suits that he can use. This airlock leads to Map 2, the Space Walk. In order to get to Map 3, the Command Center, the player will need to space walk the inner stabilizing hull using magnetic boots (provided).

2. [Space Walk](#): (Small Map)

Using magnetic boots and a space suit, the player can walk across the inner stabilizing hull to get to the Command Center. The center of the inner stabilizing hull is home to two mobile [security robots](#) that, at first, resemble turrets. Once these turrets have sight of the player, they will detach from the center hull and pursue the player. These robots use low caliber firearms so as not to penetrate the station's hull.

¹ If the emergency launch protocol initiates, the missiles will immediately launch. The advantage to this is that since the launch was rushed, the station is not yet in the optimum launching position, which cause the missiles to be only 50% accurate.

Since it does not take much to penetrate a space suit, the robots are more than a match for the player. Once the player gets past the robots, he may enter [Airlock 3](#). This will transition the player to Map 3, the Command Center.

3. [Command Center](#): (Small Map)

This is the pinnacle of the area. When the player first exits Airlock 3, one of two things will happen. If the player is an effective Stealth Boy and managed to sneak by the security bots on map 2, then he will not have to encounter some [NCR guards](#) just outside of the airlock (but, he will be treated to a cut scene which will reveal [Dr. Presper's](#) diabolical plan). It's the same outcome for Science Boy if he used the central computer to disable the two security bots. However, if the player just did battle with the security bots on map 2, then [Coleridge](#) and the NCR guards will be waiting for him. Coleridge will "politely" request that the player holster his weapon (if drawn) and come with him to meet their commander, Dr. Presper in the [Command Control Room](#). Here, the player will find a large monitor on the wall showing a close-up view of the Earth's surface. There are eight red targeting reticules on the map indicating the missiles' targets. Below this monitor is a computer terminal. This terminal handles all targeting solutions, and the countdown for eight missile launches can be clearly seen not only on the small computer monitor hooked up to the targeting terminal, but also on the large monitor overhead.

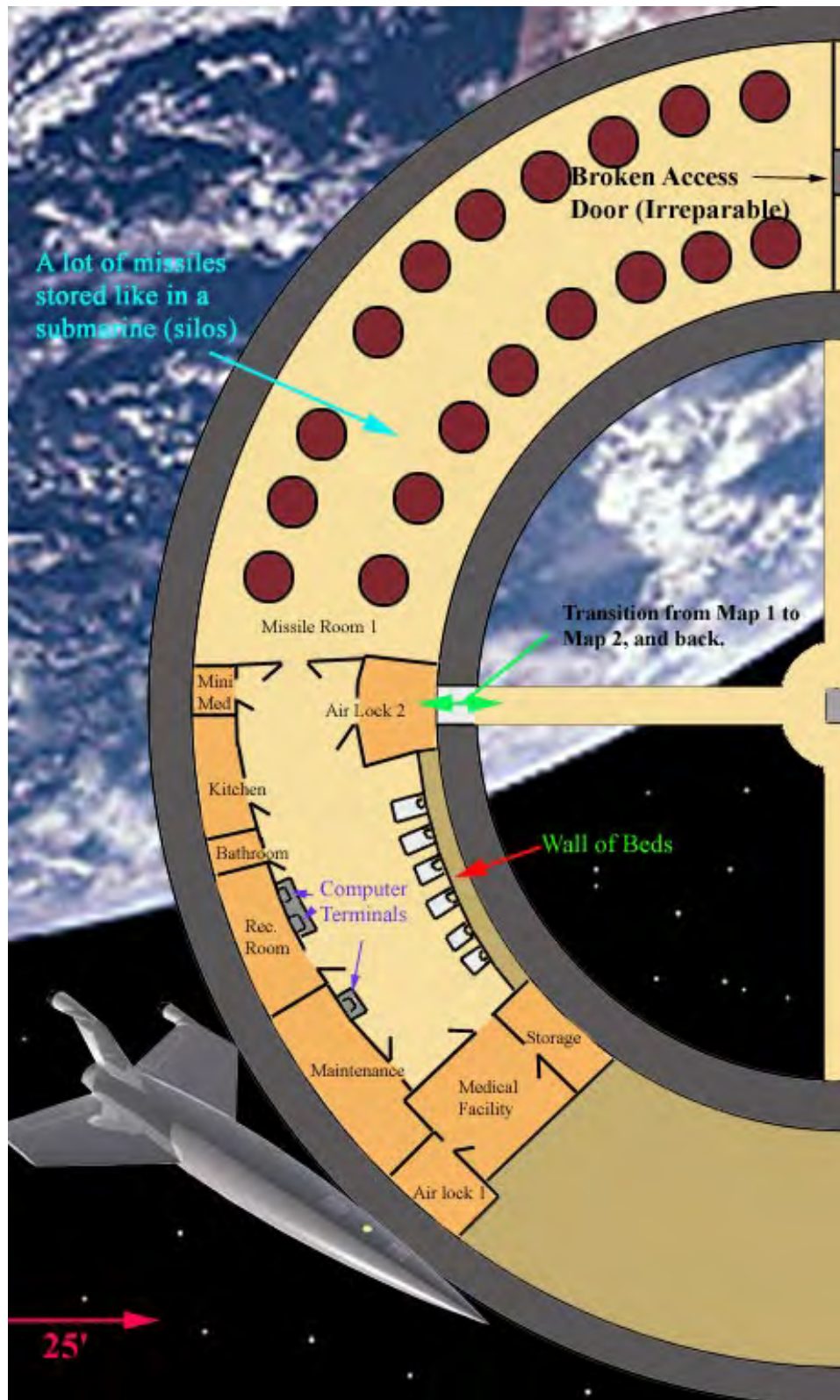
Directly north of the Command Control Room is another [missile silo room](#). It's exactly like the one that can be accessed from the Living Quarters.

Directly south is [Engineering](#). There are a bunch of monitors, computers, and generator looking things humming and whizzing along. Here the player will find a lone engineer fiddling with things. A good science boy could use the engineering computers to figure out a way to disable (read: lock missile doors to keep them from launching) five of the eight missiles (the whole time thing, again), since this is really the heart of station operations.

Lastly, directly south of engineering, is the [Reactor Room](#). This is the main power generator for the station. The player may sabotage this reactor using either explosives or computer skills (Science). Detonating an explosive will cause an instant radiation leak, so the player better have his space suit completely on. Unfortunately, reactor core meltdown will kick in the emergency launch protocols, drastically accelerating the launch countdown of the missiles.

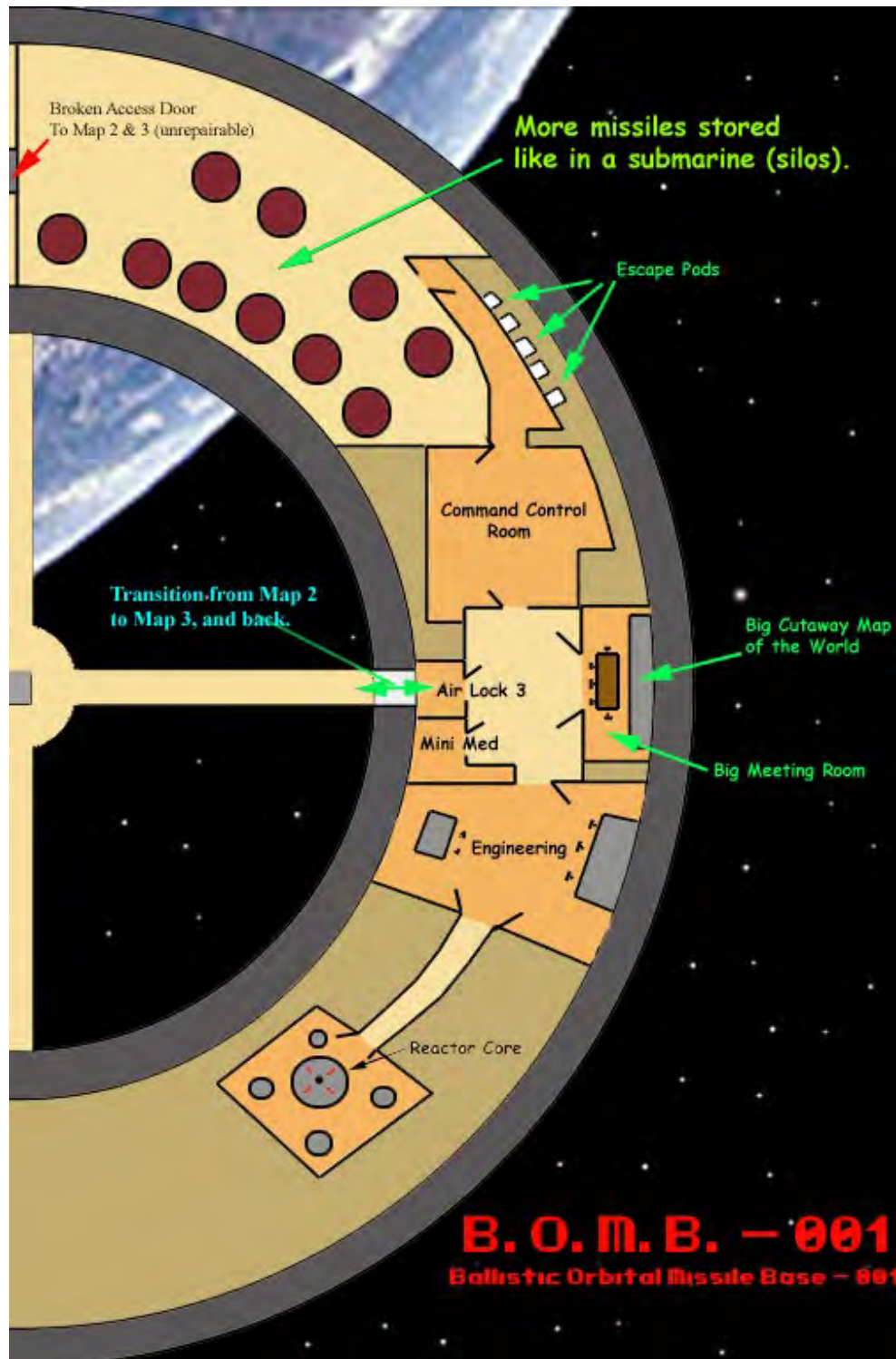
16_B.O.M.B.-001

MAP FLOWCHART & LAYOUT FOR B.O.M.B.-001 LIVING QUARTERS



16_B.O.M.B.-001

MAP FLOWCHART & LAYOUT FOR B.O.M.B.-001 COMMAND CENTER



AREA BACKGROUND

2073 was a turbulent year. Nuclear proliferation reached an all time high. As a reaction to possible nuclear threats, the U.S. government completed a space station/satellite that was supposed to house two-dozen nuclear missiles. Named the Ballistic Orbital Missile Base, or the B.O.M.B., it was considered the ultimate offensive weapon. From orbit, B.O.M.B.-001 could launch missiles to reach any target in the world within minutes. However, as a safety net from accidentally launching nuclear missiles, B.O.M.B.-001 required an onboard crew to launch the missiles. The station was capable of housing eight crew members, but only required one onboard individual to effectively calculate targeting solutions and launch the missiles, as long as that individual had the proper launch codes. Without the proper codes manually entered, the missiles could not be launched, even by accident.

The first two B.O.M.B. missile stations were nearly completed in 2073. Orbiting high above the Earth, all the two B.O.M.B. stations needed were main power reactors to replace the temporary generators that were put in place to maintain the bare, onboard necessities. Unfortunately, the reactors never came. The vessels that were commissioned to take the reactors to the B.O.M.B. stations never left the launch pad at Bloomfield Space Center. By the time the Hermes rockets were complete and loaded with the reactors, nuclear war broke out across the globe. The B.O.M.B. satellites became deadly, yet dormant artifacts of a paranoid age long past.

Over the course of two-hundred years or so, B.O.M.B.-001 remained in Earth's orbit relatively unscathed, except for some minor hull damage at the north end of the station, a result of a communications satellite collision and micro-meteorite impacts. The only thing this affected was the hatch in the missile silo room that linked the living quarters to the Command Center. The impacts permanently damaged the opening mechanism, and any attempt at repairing the door could result in a failure in the structural integrity of the station. Other than this minor foible, B.O.M.B.-001 was still fully functional; well, as functional as can be with just a temporary generator.

B.O.M.B.-002 did not fair as well. Sometime during the two-hundred years of silent orbit, perhaps ten to fifty years before 2253, something big hit B.O.M.B.-002 and sent it crashing down to earth. Pieces can be found in the Grand Canyon, but how big the pieces are, and if there is anything salvageable, remains to be seen.

TIMELINE

YEAR	EVENT
2073, August	The Ballistic Orbital Missile Base, or B.O.M.B.-001, is completed and partially functional (for security and maintenance bots) using a temporary onboard generator. The only thing more the base needs are the manually inputted final launch instructions and codes, and the main power reactor.
2074, July	The new Bloomfield Space Center completes construction. The facility's first task is to complete the space rocket Hermes XIII and 14 to fly to B.O.M.B.-001 and 002 – respectively - (originally slated for a Mars mission before new orders arrived). The mission: have the crew deliver and install the bases' main power reactors, manually enter final launch instructions, manual check for safety nets and protocols, and do a manual inspection of the station.
2076, August	Hermes XIII and XIV are completed, loaded with cargo and placed on the Bloomfield launch platform, awaiting the final funding, and the okay to launch.
2076 October	Due to the seriousness of world events and the threat of nuclear war, launch is postponed while funds are routed to vault technology. Launch is rescheduled for 2077.
2076 November	Enclave personnel seize control of Bloomfield Space Center and begin researching and developing a way to convert Hermes XIII and 14 into a personnel transports to transport important individuals off-planet.

2077	Bombs drop. All Enclave personnel leave Bloomfield to either take cover or maintain “hot spots.” Sub-reactor is turned off. Bloomfield, B.O.M.B.-001 & 002, and Hermes XIII & 14 are completely forgotten.	
2200 – 2252	B.O.M.B.-002 is knocked out of orbit and crashes in the Grand Canyon.	
2252 June 15	Kyle the Hook and his Rusty Hooks discover Bloomfield Space Center and declare it their home.	
2252 June 30	Bloomfield has power once more, but sub-reactor is only operating at 45% efficiency.	
2253, October 23	Sentry robots at Bloomfield become semi-active – not moving, but the optical lenses and sensors turn on and start surveying for escaped prisoners from the Big MT. The robots ignore the Rusty Hooks.	F3 Begins
225?, sometime later	Dr. Presper and his NCR buddies find security overrides for the turrets and security bots at Bloomfield, as well as the space rockets’ launch codes. They invade Kyle’s beloved Bloomfield – Kyle and his men do not resist Dr. Presper and his technically more advanced brigade – and launch themselves into space to dock with B.O.M.B.-001. Four NCR guys stay behind with the remaining rocket to prevent anyone from launching the second rocket. The Rusty Hooks keep clear of the launch pad and form an “understanding” with the NCR guards.	

EMOTIONAL PORN



DRAMA

- Making [Dr. Presper's](#) lackeys aware of the Doctor's deception:
- [S.O.R.-1000 Alpha](#) wants B.O.M.B.-001 to be destroyed, even if that means he goes up with it.
- Audible and visual cues that immediately let the PC know the missiles will launch in two hours.

NPC ALLY DRAMA

MORAL DILEMMAS

- **Determine the fate of the people eking out an existence on the Earth's surface:**

OTHER ROLE-PLAYING TESTS AND EPITHETS

- Player may reveal Dr. Presper's deception to General Coleridge and his men, thus causing strife within the ranks (**Instigator**).
- Player chooses largely populated targets to hit with the nuclear missiles (**Armageddon's Hand**)

TIES TO OVERALL GAME THEMES

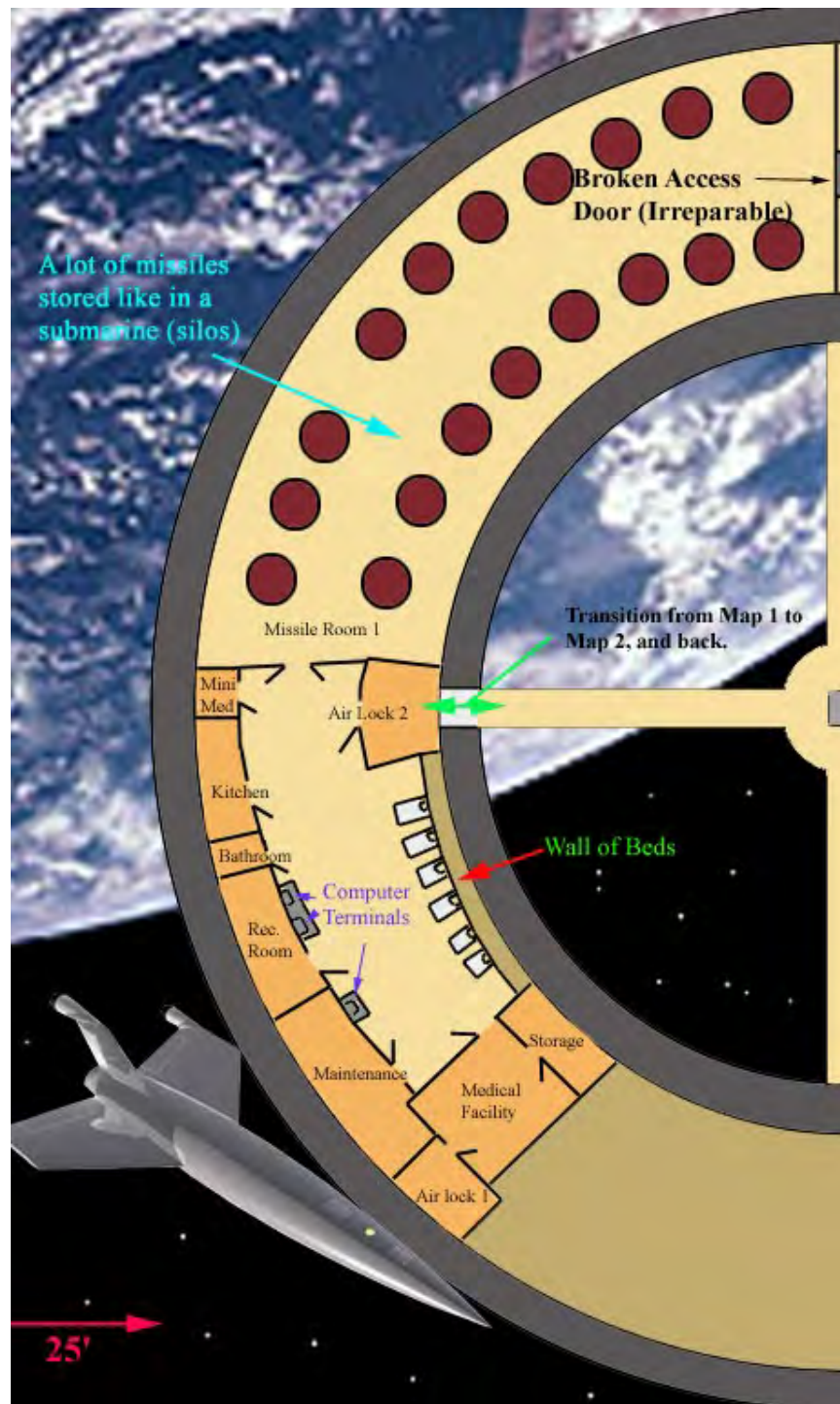
- **War... War never changes:** Discovering Dr. Presper's evil intent on "cleansing" the Earth's surface with a new barrage of nuclear missiles, thus reinforcing the adage that the more things change, the more they stay the same. This is amplified by the fact that at least two nuclear missiles will launch no matter what the player does.
- **Does anyone ever really win:** This is the wasteland – a land of hardship, backstabbing, and death. No matter how well the player does in Fallout 3, someone's going to lose and the player never really "wins." Lives will be ruined, communities will fall, and death will reap its crop.

NPC COMPANION USES

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LOCATIONS

MAP 1 – LIVING QUARTERS



Airlock 1

Exiting from Hermes XIII, this is the PC's first stop. It is a very sterile looking room with an access panel next to the closed door leading into the station itself. No special access codes are needed to open the door, but the player will have to stand in the airlock for at least five seconds so the decontamination spray can hose the PC down. Once that happens, the player may simply click on the access panel and the door will open.

Medical Facility

The Medical Facility is at least twice as large as Airlock-1. It has six beds with three lined up against the south wall and three against the north wall. Smack dab in the center of the room is an Auto-Doc which the player may use at any time. There are also cabinets and shelves along the east and west walls, each holding various med-kits and drugs. If it's in the game, the player may concoct self-enhancing drugs and such in the lab that is placed next to the Auto-Doc. It's not an overly elaborate lab, but it is sufficient to make drugs and med-kits. It is basically one large table with beakers, tubes, and bottles lying about.

Storage

This room simply houses more med-kits, drugs, stim-packs, etc.

Central Hall

Exiting through the north door from the Medical Facility will place the PC in the Central Hall of the Living Quarters. Here the player will find several, recently used, fold-out beds attached to the east wall and three computer terminals attached to the west wall. Two of the three computer monitors are non-operational, but the lone operational central computer will display a countdown. At the top of every minute an audible computer voice will give a countdown status - for example, "T minus 120 minutes and counting to missile launch." This audible warning will continue until T minus 60 seconds, in which case the audio will countdown the seconds to launch.

Also in this hallway, the player will run into two [maintenance/security brain-bots](#). They look similar to the standard brain-bots, with the addition of two extra limbs that are laser guns. The brain-bots will immediately attack the PC on sight. However, the PC may avoid this conflict if he first observes the brain-bots' patrol pattern. There is a window of opportunity for the player to safely run into the Maintenance Room adjacent to the Medical Facility. Inside the Maintenance Room, the player will find another computer terminal that is directly tied into the brain-bots. A bit of hacking will get the PC into the brain-bots' command routines, where the PC may opt to disable the brain-bots. If the PC is not very science savvy, there are also quite a few EMP grenades and ammo for a pulse weapon.

Maintenance Room

The Maintenance Room is a bastion of hi-tech mechanic's delight. There are a couple of mechanic's labs the PC can tool around with, as well as materials to upgrade equipment - time permitting, of course; those missiles will fly soon, you know.

Also in this room are four docking stations for brain-bots. Three of the four are empty, but one has a brain-bot that looks like it has been recently deactivated. The PC can do some investigation on the brain-bot, as well as on the maintenance computer, and discover that the little bot has indeed been recently deactivated. A quick notes entry on the computer states that the brain-bot exhibited unusual actions, and even emotions, such as loneliness, anxiety towards [Dr. Presper](#) and his cronies' arrival, and even an attempt to halt Dr. Presper's plan to nuke the Earth's surface. The PC may opt to reactivate the brain-bot and try to reason with it (it will not take a dedicated Science Boy to reactivate the brain-bot). The brain-bot will first identify itself as S.O.R.-1000 Alpha, and then go into a tirade about how he must stop Presper from destroying the populated areas. The PC may discover through conversing that the brain-bot became "self-aware" about eighty years ago when a minor electrical surge opened up some new neural pathways. Alpha, as he likes to be

called, then began a crusade to learn all he could about what happened to the Earth, why B.O.M.B.-001 was built, and study the burgeoning societies that popped up here and there on the scorched Earth. To make a long story short, Alpha can become a CNPC and help the PC thwart Presper's plans to "cleanse" the Earth. Yes, he is a late level CNPC, but he can be very helpful, especially to a PC who is not Science focused. Plus, Alpha has dual laser guns, baby! Lastly, since Alpha is so late level, he does not count against the PC's companion limit – Alpha's a freebie.

Another fun thing the Mechanic Boy can do in the Maintenance Room is assemble a freeze gun. A bit of investigating in this room will turn up a schematic on a prototype freeze gun which the PC can use to assemble the gun. However, not all the parts for the gun are available in the Maintenance Room, so the PC will need to find viable substitutes for the components. Needed components are; freezer coils (kitchen); water and containers (bathroom); crushed crystal (TV in rec. room); power source (S.O.R.-1000 Beta of Delta). The remainder parts are in the Maintenance room. Once assembled, the gun works great against any armor since it super-freezes joints and moving parts, so the gun is effective against robots as well as the NCR guys. The gun will not necessarily kill a foe, but it will render it immobile, giving the player uncontested turns against the crippled enemy.

Rec. Room

The Rec. Room holds a ping-pong table, two computers used for gaming and information, a dining table for four, and a large projection TV. The PC can play around with the computers and get some information about the early days of the space program, and other miscellaneous stuff. A fun Easter egg might be to put an old Interplay game on one of the computers for the PC/player to play. There has to be something in Interplay's inventory that is really small (compared to today's games) that can be put into an in-game computer.

The PC can break the TV monitor and use the broken crystal for the freeze gun.

Bathroom

The Bathroom has two showers, two sinks, and three toilet stalls. Perfect for cleaning up or relieving one's self. The PC can find water containers to use with making the freeze gun.

Kitchen

The kitchen comes complete with a packaged-food processor, cutting table, and a freezer. The freezer coils can be used to assemble the freeze gun.

Mini-Med

This is a much slimmed down version of the Medical Facility. It basically just has one bed and medical supplies (med-kits, stimpacks, etc.).

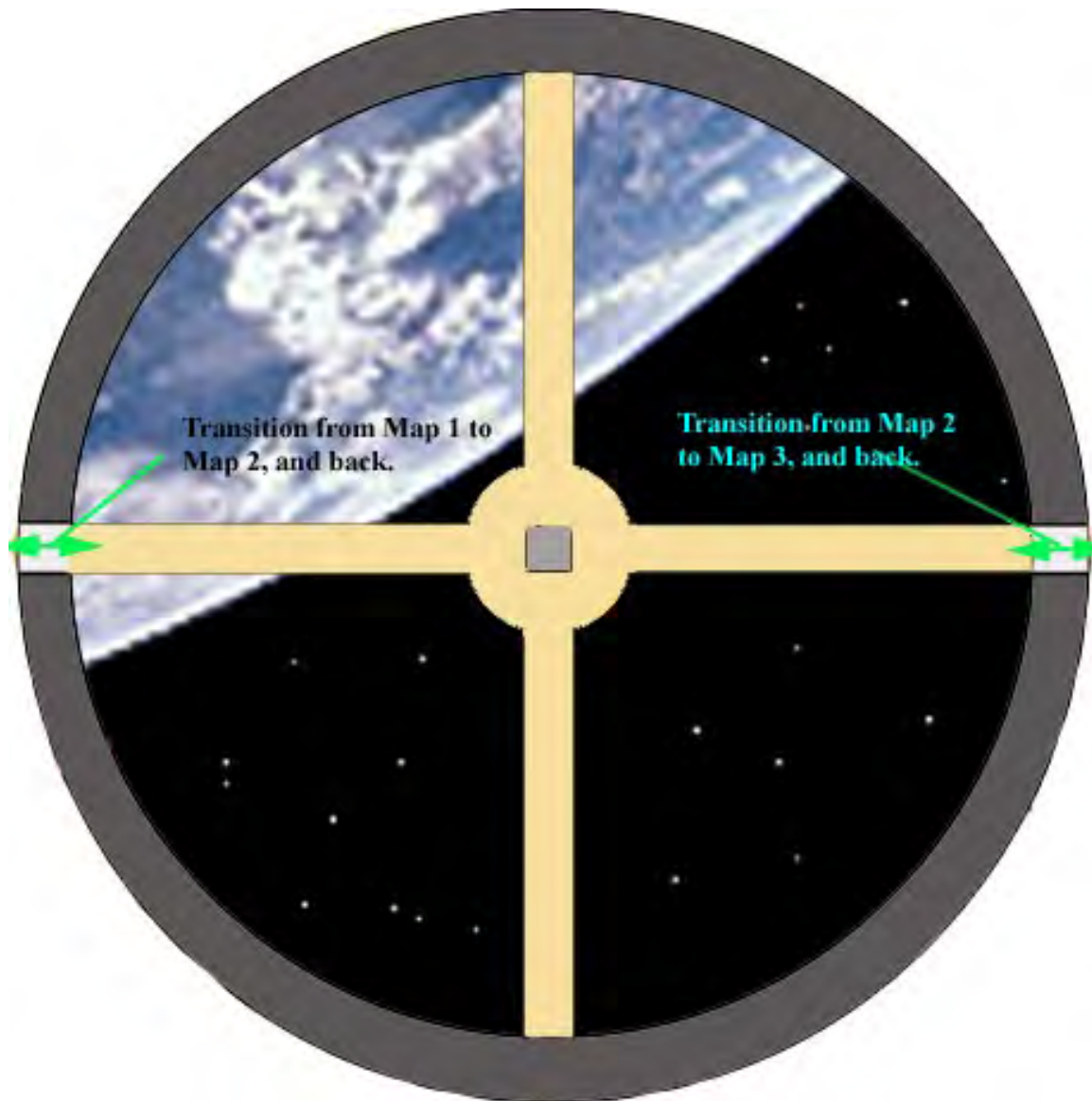
Missile Room 1

This is where five of the eight missiles that are going to be launched are stored. The ten foot thick, red silos come out of the floor and extend into the ceiling and form two rows of eight silos each (more or less, depends what the artist comes up with). The player can access the mini-computers that are attached to each silo and see which silo has a missile in it and which do not. Some of the silos show empty because the U.S. government never got the chance to fully stock B.O.M.B.-001 before the war started. However, for those silos that have a missile in it, the player can try to sabotage the missile launch system on a per silo basis. Unfortunately, this type of Science Boy tactic takes quite a bit of time, and the likelihood of the player sabotaging more than five silos in less than two hours is highly unlikely. But, sabotaging the silos would cause a systems overload, which in turn would cause the station to eventually blow up – like a couple of minutes after the non-sabotaged missiles launched.

Airlock 2

This airlock looks exactly like Airlock 1, but this airlock is a transition from Map 1 to Map 2 and back again. Also, there are six space suits for the PC to use on himself and his companions.

MAP 2 – SPACE WALK

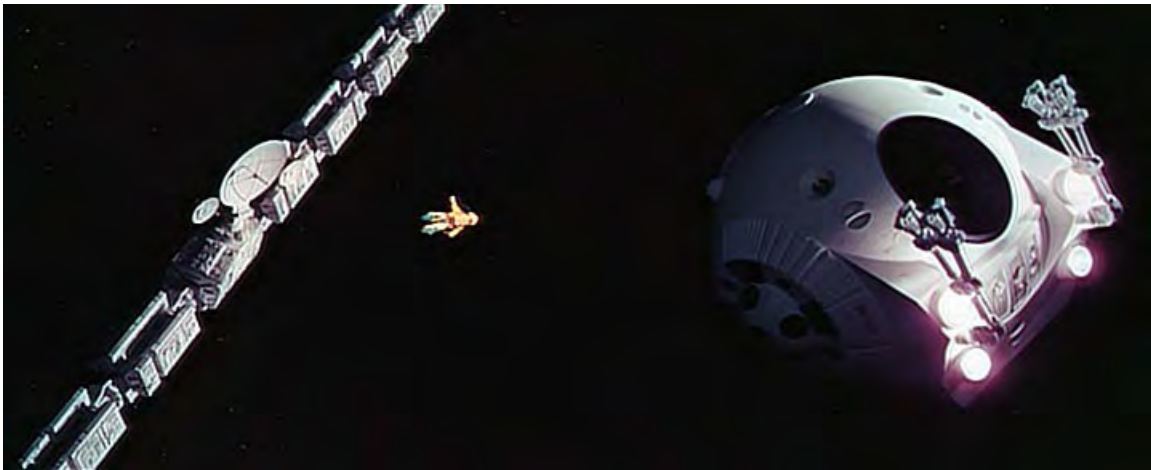


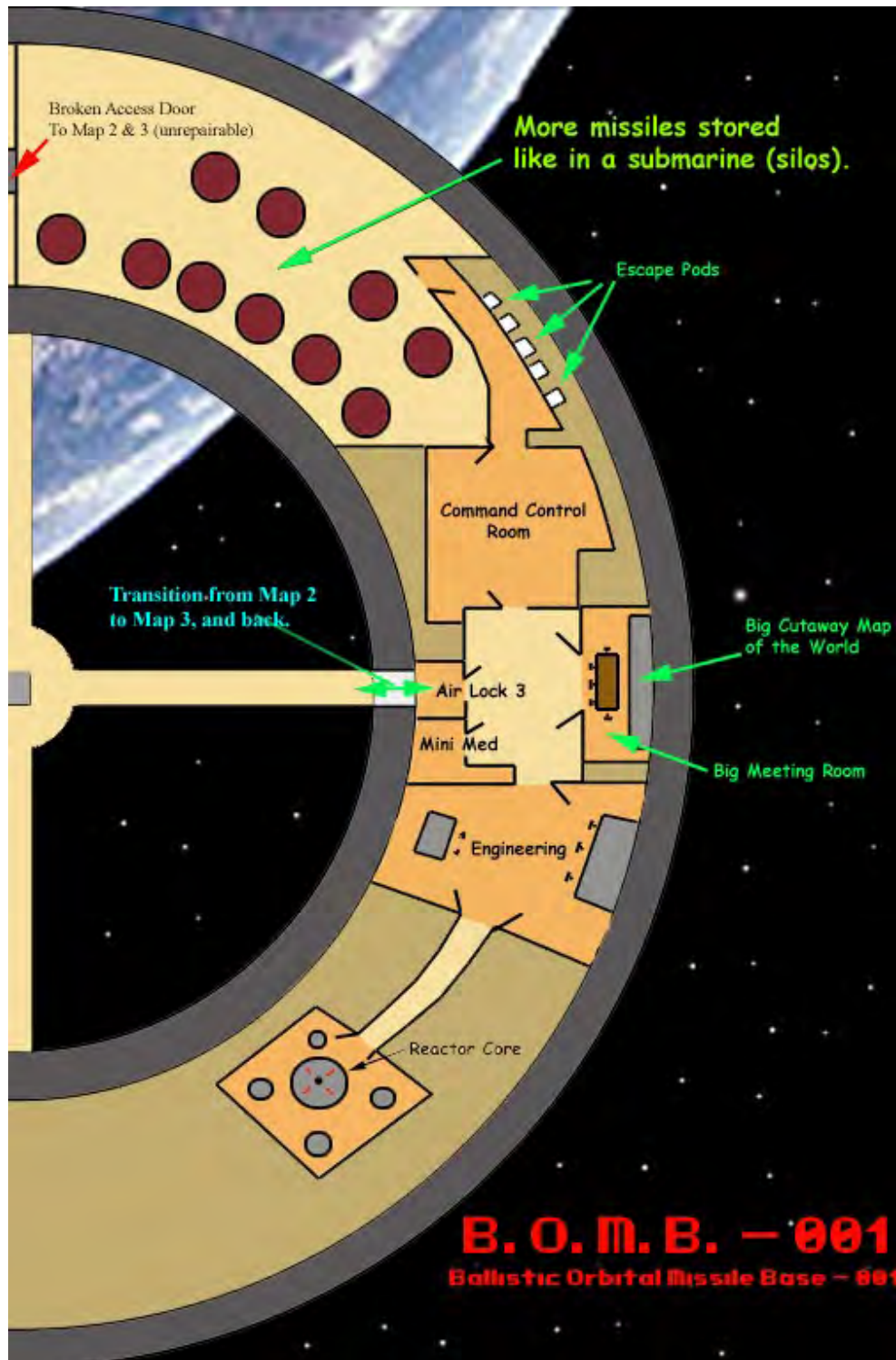
Inner Hull Support

This is a steel reinforced support system that maintains the structural integrity of the round missile station. These are round tubes with a flat walkway in-line with the rest of the station. In order for the PC, or anyone, to walk on the hull support, the PC will need magnetic boots (supplied in Airlock 2, along with the space suits). Going in a straight line, the PC may walk to the east side of the missile station and enter the Command Center through Airlock 3. Of course, the PC must contend with the Security bots on the Central Hub.

Central Hub

The Central Hub is the direct center of the missile station. The platform is large enough to hold a radio antennae dish, a handful of people, and two ill-tempered security bots. The security bots have magnetic treads which allow the security bots to move along the walkway without floating off into space. An adept Stealth Boy may sneak passed the bots, Combat Boy may choose to blow the bots away with a pulse gun or EMP grenades, and the Science Boy may develop a way to depolarize the bots' magnetic treads and have the bots float away harmlessly.



MAP 3 – COMMAND CENTER

Airlock 3

This airlock looks exactly like Airlock 2, but this airlock is a transition from Map 2 to Map 3 and back again. No space suits in this airlock.

Mini-Med

This is a much slimmed down version of the Medical Facility. It basically just has one bed and medical supplies (med-kits, stimpacks, etc.).

Meeting Room

Directly east of Airlock 3 is the station's Meeting Room. A large cut-away map of the world is hung on the east wall with red thumbtacks precariously placed on Midwestern locales. An observant PC (INT > 5) will notice that the thumbtacks are on the same points that the missile targeting solutions are assigned. In the center of the room is a large meeting table and eight chairs all around.

Engineering

Directly south is Engineering. This room has several computer terminals attached to large computer storage banks, similar to the spinning tape storage banks from the fifties. There are also four generator type things evenly spaced on the floor.

Here, the player will also find an NCR engineer. The player has several choices; if the player successfully snuck into the Command Center, he may choose to kill or knock out the engineer, take his armor and helmet (essentially his uniform), and use the PC's Deception skill to try and infiltrate the Command Control Room. Another option is to try and speak to the engineer using Speech skills, thus trying to convince the engineer that Presper has not been entirely honest with them (the whole death virus thing). Another choice is to blow the snot out of the guy and not worry about him.

Reactor Core

In this medium sized room is a large nuclear reactor with four smaller power nodes at each corner of the room. The reactor is very well insulated, but can be sabotaged using more than two dynamites or two C4 explosives (using more will not do any more damage). Using these explosives will breach the plutonium containment and leak a hell of a lot of radiation all over the Command Center. Also, reactor meltdown will commence, which gives the PC exactly five minutes before total meltdown and BOOM! Lastly, causing this type of catastrophe will initiate the emergency missile launch protocol, giving the PC four minutes to set new targeting solutions and one minute to get the hell out of Dodge. The one consolation about the emergency launch protocol is that six out of the eight missiles have a 50% chance of missing their assigned target, so if the PC can only reprogram half the missiles in the four minutes, there is still a chance that all the missiles will miss their targets. It's a gamble, but it's the price one pays for using meathead tactics. The same rules apply if the PC uses science on the reactor and programs it to overload.

Command Control Room

This is the ultimate room where the PC can save the world or help destroy it. There is a large monitor on the east wall that shows a close-up section of the Mid-West as seen from B.O.M.B.-001. Several red targeting reticules highlight different designated targets; Hoover Dam, New Canaan, Shady Sands, New Reno, Vault City, Denver, Brotherhood Main Bunker, and Maxson's Bunker (although the targeting computer uses old, pre-war names for the locations). Directly underneath the large monitor is the targeting computer. This is where the player may reprogram the targeting solutions. If the player chooses to disarm the missiles, he will be able to disarm all but two missiles. Since the computer was programmed to "cleanse" the areas that had been

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exposed to the New Plague, it will refuse to halt all launches and insist that two missiles be launched. The player must choose two targets to hit – empty, uninhabited areas are not an option. If the player does not choose, then the computer will choose the two largest populations. Also, reprogramming targeting solutions takes a fairly long time. Since both the station and the Earth are moving, the computer must calculate for optimal launch trajectory, atmosphere re-entry, target positioning dependant on the Earth's current facing relative to the station, distance, fuel, and weather. All these factors could take some serious calculating time, especially since none of these variables are constant; the core information must be extracted on the fly and then worked into a target solution. It is quite possible that the player will not have time to reprogram all the missiles, so he would have to choose carefully which ones to change first.

Dr. Presper can be found fiddling around another computer that is in the left hand corner of the room. If the player ever decides to muck around this computer, he will find that Presper was using it to calculate explosion scenarios, radioactive fallout disbursement patterns and half-life, and other brainiac calculations. The center of the room holds the computer processing core, a large, metallic object that is shaped like a smaller Zax computer. Two NCR soldiers walk around this thing pushing buttons and such.

Escape Pods

Directly north of the Command Center is the hallway for the Escape Pods. These are accessible at any time and hold two people each. There are five pods total. All the PC needs to do is access the control panel over one of the escape pod doors and accept the emergency escape request.

One of the ideas I was toying with to keep the ending of the game “Fallout,” was that the escape pod does not have a designated landing site. Because of its limitations, the pod will land like a ‘60’s space capsule, parachutes and all, in an unknown, remote area. This way the player will get an end movie CG of having his PC leaving the pod and wandering into the sunset of an unknown land – play sad music and shed a tear. Then roll the “and what happened to...” stills and narratives.

Missile Room 2

This is where three of the eight missiles that are going to be launched are stored. The ten foot thick, red silos come out of the floor and extend into the ceiling and form two rows of six silos each (more or less, depends what the artist comes up with). The player can access the mini-computers that are attached to each silo and see which silo has a missile in it and which do not. Some of the silos show empty because the U.S. government never got the chance to fully stock B.O.M.B.-001 before the war started. However, for those silos that have a missile in them, the player can try to sabotage the missile launch system on a per silo basis. Unfortunately, this type of Science Boy tactic takes quite a bit of time, and the likelihood of the player sabotaging more than five silos in less than two hours is highly unlikely. But, sabotaging the silos would cause a systems overload, which in turn would cause the station to eventually blow up – like a couple of minutes after the non-sabotaged missiles launched.

ART REQUIREMENTS

- Map 1: Living Quarters – vault tiles
- Missile rooms 1 & 2 – meta tile
- Map 2: Space Walk – meta-tile
- Map 3: Command Center – vault tiles

CAST OF CHARACTERS

GENERIC NPCS

Dr. Victor Presper (EPIC VILLAIN: SCIENCE BOY: 30)

Importance - Epic

ST	4	FAIR	Hit Points: 179 Hit Points
PE	10	HEROIC	(29 + 5*30)
EN	5	AVRG	AC: 7%
CH	4	FAIR	AP: 8+2 (10 AP)
IN	10	HEROIC	Melee Damage: 1
AG	7	VERY GOOD	Damage Resistance: 0
LK	8	GREAT	Sequence: 20
			Critical Chance: 8%

Shtick: Presper is a "quiet" mad scientist, and he is considered to be an end-game-level-threat on par with the Master from Fallout 1, and his stats reflect this. **He is the smartest man on Earth except for possibly the player.**

Karma: Presper is at 0 Karma.

Equipment: *Super PIP Boy* monitors his health, acts as a motion sensor, and has a programming attachment built in that allows him to instantly create and download his own programs. *Needler Pistol:* (4 AP, 2-12+12 with Penetration that cuts Armor in Half), with 3 HN Piston-Propelled Needles in the chamber filled with tranquilizer darts. He also carries a Multi-Tool, a Radio, and a Flashbulb Projector with a Bulb that has six flashes remaining, with the command: HALT action loaded into the punch card.

Presper would much prefer to spar with words than with bullets.

Skills: 75% Small Arms, 5% Big Guns, 25% Melee, 25% Unarmed, 45% Missiles, **All Sciences** 250% (or whatever the % mechanism is), 250% Game Theory.



Traits: All science traits. I mean, all of them. - Presper accrues double the fatigue as if on half-rations, because he is fighting sleep all the time. He is secretly afraid of being asleep, and he will do anything to prevent being tranquilized or knocked out. **(3) Multi-Tasking** - as long as two separate tasks are within reach, Presper can proceed to do both at half his normal skill percentage with independent hands. He could code two computer programs, for example, or work out a math theorem in his head while shooting someone with his tranquilizer gun.

Perks (5): Cinematic Epic Bonus Perk: Smartest Man on Earth Except for PCs that, well, makes Presper the smartest man on Earth except for potentially the PCs, **Mad Scientist** which allows Presper direct input from the GM to perform his twisted actions, **Action Boy (2)** gives him a +2 AP on all actions, **Inventor** (+25% to all invention rolls), **Master of Sciences**, and all other Science-related perks

Prisoner 31.1: “Dr. Victor Presper”

Dr. Presper has a simple dream; to preserve the master race – humans.

The good doctor was born and raised in the area formally known as Shady Sands, now known as NCR. He spent many of his years as a scientific advisor to President Tandi before his disillusionment settled in – a disillusionment fueled by the Caravan houses that ate away at NCR. When his breaking point finally came, Presper became determined to find a way to rid the world of chaos and human impurities, and discovered his savior in Limit 115. Through extensive research, Presper discovered the history of Limit 115 and its genocidal potency, and also discovered a viable means to cleanse the world. Using Ulysses, the quarantine prison, and a ballistic satellite known as B.O.M.B.-001, the way to human planetary domination and order became clear. He needed to get to B.O.M.B.-001 and use the nuclear weapons to clean the filth and wretch that currently occupied the surface.

Presper and his followers released the New Virus in the remote areas near Boulder and Denver. It was close enough to the quarantine prison to spur ULYSSES into action, but not near enough to huge populations to start a general panic. Once enough people were infected and ULYSSES “arrested” enough people to just about fill up the prison, Presper infected himself, Coleridge, and a handful of loyal soldiers so they too could be taken into the prison. Once there, the rest of Presper’s men, who were not infected, would stage an attack on the prison which would allow everyone to escape. This event would start a countdown of sorts for missile launch on B.O.M.B.-001. ULYSSES would assess the viral spread, try to gather up the escaped prisoners, and once 90% of the prisoners had been retrieved, launch nuclear missiles to “clean & prevent” any further infection. By the time this happened, Presper had planned to be on, and in full control of, B.O.M.B.-001, and reprogramming targeting solutions to clean the areas *he* wanted. Humans of his choosing would wait out the second nuclear holocaust in the Boulder Dome, until the day came where he declared the Earth safe for pure blood humans once more. The only thing that really was a time consuming factor for his plan was figuring out the launch codes on the satellite. But Presper knew he was more than intelligent enough to eventually figure it out. After all, he was far more intelligent than the monkeys who originally programmed the launch computers on B.O.M.B.-001, or so he thought.

GENERAL COLERIDGE (EPIC COMBAT 15, DIPLOMAT 5)

Importance - Epic

ST	6	GOOD	Hit Points: 155 Hit Points	Critical Chance: 5%
PE	7	VERY GOOD	(35 + 6*20)	
EN	7	VERY GOOD	AC: 7%	
CH	10	HEROIC	AP: 10	
IN	6	GOOD	Melee Damage: 1	
AG	7	VERY GOOD	Damage Resistance: 0	
LK	5	AVRG	Sequence: 14	

Theme Music: *Minstrel Boy* - Black Hawk Down.



Karma: Coleridge has Positive Karma for the purposes of Intuition. He doesn't believe in killing anyone unless his life is threatened, and he believes solely in his holy crusade to take back NCR from Lt. Gov Dodge.

Equipment: Super Stimpack, 3 normal Stimpacks, Full Fort Combat Armor Mark 2, Gas Mask, 10mm Pistol with a full magazine, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 3 Tear Gas, 3 Flash Grenades, Combat Knife, Assault Rifle with Scope, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

Frag Grenades: (20-35; 3-18 +17, 3 Hexes) - See Combat, **Tear Gas:** (7-12+6) - See Combat

Assault Rifle: Single Shot (5 AP, 8-16), Burst: 8 Shots (6 AP), Range: 45/38. Has a full clip of 24 bullets.

10mm Colt Autoloader Pistol: Single Shot (4 AP, 5-12 + 2 for **Perk**), 12 Shots with a Range of 25.

Combat Knife: Stab (3 AP, 3-10 + 2).

Traits: Gifted (+1 to all Stats), Skilled (Normalizes Skill Points)

Perks (5): Cinematic Epic Bonus Perk: Born Leader: Anyone within Coleridge's zone of influence gains +2 to Sequence, +10% to all skill rolls, and +1 AG. **Cult of Personality:** Coleridge gains positive reactions from everyone, whether they are good Karmic or Bad Karmic, **Detect Lies:** Coleridge can detect lies easily by watching someone, and **Action Boy (2)** gives Coleridge +2 Action Points.

Weapons Skills

125% Marksman
93% Melee
113% Unarmed

Science Skills

75% Medic

CAPTAIN DAVIDSON (COMBAT 25)

Importance - Minor

Will only be at B.O.M.B.-001 if not killed in Grand Canyon.

ST 9 GREAT
PE 10 HEROIC



EN 10 HEROIC
CH 5 AVRG
IN 4 FAIR
AG 10 HEROIC
LK 8 GREAT

Hit Points: 244 Hit Points
(44 + 8*25)
AC: 10%
AP: 12 (10+2 Action Boy,
+2 Movement)

Melee Damage: 4
Damage Resistance: 10%
PR (+10% to all
Resistances when < 25%
HP)

Sequence: 20
Critical Chance: 8% +5%
for Perk (13%)

Theme Music: *Running Gun Blues, Veteran of the Psychic Wars, Fight Club: Who is Tyler Durden? (Track 1) or What is Fight Club? (Track 3)*

Karma: Davidson has 0 Karma. He is a super soldier who follows orders, and he has no will of his own - everything he does is for Coleridge.

Equipment: 1 Super Stimpack, 3 Normal Stimpacks, Full Fort Leavenworth Combat Armor Mark 2, Gas Mask, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 3 Tear Gas, 3 Flash Grenades, Super Charged Riot Prod, 14mm Pistol with 6 bullets, Combat Knife, Assault Rifle, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

Frag Grenades: (4 AP, 20-35; 3-18 +17, 3 Hexes) - See Combat, *Tear Gas:* (7-12+6) - See Combat

14mm Pistol: Single Shot (AP 4, 2-12+10, Range: 24, 6 14mm shells)

Assault Rifle: Single Shot (5 AP, 8-16), Burst: 8 Shots (6 AP), Range: 45/38. Has a full clip of 24 bullets.

Cattle Prod: Thrust (4 AP, 20-32; 6-18+14, or just 3-18+14 for simplicity, has 9 charges of a small energy cell). **Super Mutants and Ghouls** are not as resistant to this.

Combat Knife: Stab (3 AP, 3-10 + 4).

Traits: Gifted (+1 to all Stats, slower Perk Rate), Strong, Silent Type (+1 ST, +1 EN)

Perks (5): Cinematic Bonus Perk: Born Killer? Not sure what this Perk would do, except that he's designed to kill people. **More Criticals (1)** (+5% to all criticals), **Die Hard** (below 25%, gives 10% to all resistances), **Toughness** (+10% to all Resistances), **Action Boy (2)** gives Davidson +2 Action Points, and **Bonus Move +1** gives him +2 Bonus movement APs.

Weapons Skills

150% Marksman

150% Melee

150% Unarmed

Science Skills

75% Medic

93% Outdoorsman

CAPTAIN PIERCE (COMBAT 12)

Importance - Minor

Will only be at B.O.M.B.-001 if not killed in Grand Canyon.

ST 7 VERY GOOD
PE 8 GREAT

EN 7 VERY GOOD
CH 4 FAIR



IN 6 FAIR
AG 10 HEROIC
LK 8 GREAT

Hit Points: 108 Hit Points
(36 + 6*12)
AC: 10%
AP: 12 (10+2 Action Boy,
+2 Movement)
Melee Damage: 2
Damage Resistance: 0
Sequence: 16
Critical Chance: 13% (8%
+ 5% Perk)

Theme Music: *Trip Like I Do* (Filter + Chemical Brothers)

Karma: Pierce is a bad person.

Equipment: 2 Stimpacks, Full Fort Leavenworth Combat Armor Mark 2, Afterburner Gum, and possibly Buffouts, Gas Mask, 2 Flares, Night Vision Goggles, 2 Frag Grenades, 3 Flash Grenades, Holdout 10mm Pistol with a full 12 bullet magazine, Combat Knife, Sniper Rifle, with an additional 24 .223 FMJ rounds, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

2 Frag Grenades: (20-35; 3-18 +17, 3 Hexes) - *See Combat, Tear Gas:* (7-12+6) - *See Combat*

Sniper Rifle: Single Shot (6 AP, 14-34; 1-20 +14 +2 for **Perk**), Burst: 6 Shots of .223, Range: 50. Has a full clip of 6 .223 FMJ bullets.

10mm Colt Autoloader Pistol: Single Shot (4 AP, 5-12 + 2 for **Perk**), 12 Shots with a Range of 25.

Combat Knife: Stab (3 AP, 3-10 + 4).

Traits: **Gifted** (+1 to all Stats, slower Perk Rate), **Finesse** (Attacks do -30% Damage, but he has a +10% chance to cause criticals).

Perks (4): **More Criticals (1)** (6: +5% to all criticals), **Martial Artist** (1, +1 Melee Dam, +1 DT HTH, and -5% to hit), **Bonus Ranged Damage** (+2 to all Ranged Damage Attacks).

Skills:

Weapons Skills

125% Marksman

95% Melee

95% Unarmed

Science Skills

75% Medic

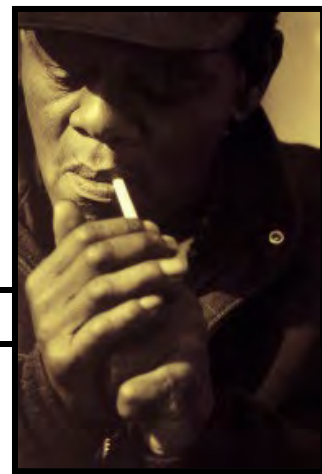
MAJOR "BORDER" BRIGGS (COMBAT 12)

Importance - Minor

Will only be at B.O.M.B.-001 if not killed in Grand Canyon.

ST 8 GREAT
PE 5 AVRG

EN 8 GREAT
CH 5 AVRG



IN 5 AVRG
AG 7 (8) VERY GOOD
LK 4 FAIR

Hit Points: 123 Hit Points
(39 + 7*12)
AC: 7% (8%)
AP: 9 (10) (8 + 1 for Action
Boy +1 for Coleridge)
Melee Damage: 3
Damage Resistance: 0
Sequence: 10
Critical Chance: 4%

Theme Music: *Save Yourself* (Stabbing Westward or the clip from *Pulp Fiction*)

Karma: Briggs has 0 Karma. Time and the player's influence, will tell whether he is bad or good.

Equipment: 1 Stimpack, Full Fort Leavenworth Combat Armor Mark 2, Gas Mask, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 1 Tear Gas (used 2 against Rico), 3 Flash Grenades, Riot Stick, 10mm Pistol, Shotgun with 2 shells, and 6 12 gauge shells in a side pouch. Combat Knife, Assault Rifle, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Combat Armor: Physical (6/40), Fire (35/3), Explosion (45/9), +20% Radiation Resistance.

Frag Grenades: (20-35; 3-18 +17, 3 Hexes) - See Combat, *Tear Gas:* (7-12+6) - See Combat

Assault Rifle: Single Shot (5 AP, 8-16), Burst: 8 Shots (6 AP), Range: 45/38. Has a full clip of 24 bullets.

Combat Shotgun: +10% to Attack, Single Shot (5 AP, 12-22; 2-12+10), Range: 14. Has 2 shells.

10mm Colt Autoloader Pistol: Single Shot (4 AP, 5-12), 12 Shots with a Range of 25.

Riot Stick: Stab (3 AP, 3-10 + 4).

Combat Knife: Stab (3 AP, 3-10 + 4).

Traits: **Guilty Conscience**, **Perks (5): Action Boy (1)** gives him a +1 AP on all actions, **Demolitions Expert** gives him an additional bonus to Traps skill, **Duck and Cover** (-15% and 2 DT from all Explosions), **Unbreakable** (Brigg's does not get broken bones), and **Forced March** (doubles fatigue time).

Weapons Skills

105% Marksman
85% Melee
85% Unarmed

Science Skills

45% Medic
85% Traps

S.O.R.-1000 Alpha (Combat 15, Science 15)

Importance - Intermediate

ST 7 VERY GOOD
PE 8 GREAT



EN 7 VERY GOOD
CH 4 FAIR
IN 7 GOOD
AG 5 AVRG
LK 5 AVRG

Hit Points: 155 Hit Points (35 + 6*20)

AC: 7%

AP: 10

Melee Damage: 1

Damage Resistance: 0

Sequence: 14

Critical Chance: 5%

Weapons Skills

150% Marksman

100% Melee

Scripting stuff goes here

COMPANIONS!

S.O.R.-1000 Alpha (Combat 15, Science 15)

ST 7 VERY GOOD
PE 8 GREAT
EN 7 VERY GOOD
CH 4 FAIR
IN 7 GOOD
AG 5 AVRG
LK 5 AVRG



Hit Points: 155 Hit Points (35 + 6*20)

AC: 7%

AP: 10

Melee Damage: 1

Damage Resistance: 0

Sequence: 14

Critical Chance: 5%

will become a companion if:

- Player reactivates
- Helps repair damaged limbs

Scripting stuff goes here

MONSTER ROSTER

NCR Guards - #~4, Lvl: 15-20



The NCR Guards are armed with high powered rifles, grenades, and combat armor.

Security Robots - #~2, Lvl: 20



These security robots are bad news. They are treaded beasts with a tall, thick torso and two gattling laser arms.. These robots do not respawn.

S.O.R. -1000 Beta & Delta - #~2, Lvl: 20



Little brainbots with two maintenance arms and two laser gun arms. They patrol the hallway of the Living Quarters and will attack the PC on site.

RANDOM ENCOUNTERS SURROUNDING THE AREA

NONE! Unless the PC gets intercepted by Klingons on the way to B.O.M.B.-001!



QUESTS



MAIN QUESTS

**Special Note – Since this is a timed area, the time it takes the PC to do anything is very important. Two missiles will launch no matter what (though the player will have the option of re-targeting the missiles). It's up to the player to figure out and decide which other missiles launch, or don't launch, and how much time it will take to get to the outcome he would like. The quests below are designed to guide the player to discovering all his options; from the simplest, knuckle-dragging mouth-breather solution, to an optimum outcome which took some brain power. Hopefully these quests are enough to guide the player into the outcome they want.*

1. Disable S.O.R.-1000 Beta and Delta through combat

- **Initiator** – N/A
- **Importance (Minor)** – makes rummaging around the Living Quarters easier.
- **Scope** – Small
- **Description** – After leaving Airlock 1 and the Medical Facility, the player will see two Security and Operations Robots (S.O.R.) patrolling the Living Quarters' hall. The robots are hostile to outside threats – i.e. the PC. The player may choose to attack the robots and eliminate them, thus freeing up exploration of the Living Quarters.
- **Character type completion breakdown** –
 1. **Combat Boy** – This option is ideal for Combat Boy. Would be wise to use either EMP grenades or pulse gun.
 2. **Diplomacy Boy** – Not much negotiation can be done with these little fellows.
 3. **Science Boy** – If the PC has the combat skills, go for it (other options are below).
 4. **Stealth Boy** – Ditto.
- **Quest flags** – “16_SORThreat_Combat”
 - 0 = not started
 - 1 = Dead brainbots
- **Rewards** –
 1. Minor XP
 2. 2 Fuel cells
 3. Parts to make laser gun
- **Journal Entries** –
 1. Good
 2. Bad
 3. Normal
 4. Dumb

2. Disable S.O.R.-1000 Beta and Delta through computer

- **Initiator** – N/A
- **Importance (Minor)** – PC avoids bloodshed (mainly his own), and it makes rummaging around the Living Quarters easier.
- **Scope** – Small
- **Description** - The PC may avoid this conflict if he first observes the brain-bots' patrol pattern. There is a window of opportunity for the player to safely run into the Maintenance Room adjacent to the Medical Facility. Inside the Maintenance Room, the player will find a computer terminal that is directly tied into the brain-bots. A bit of hacking will get the PC into the brain-bots' command routines, where the PC may opt to disable the brain-bots.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Science skills, then go for it – it'll wield a bit more XP than just shooting them.
 2. **Diplomacy Boy** – Ditto – can't reason with the brain-bots.

3. **Science Boy** – Time to shine. Use those Science skills to disable the bots without bloodshed.
 4. **Stealth Boy** – Will make sneaking past the robotic critters a bit easier and not have to rely so much on observing their patrol pattern.
 - **Quest flags** – “16_SORThreat_Computer”
 - 0 = not started
 - 1 = Deactivated brainbots
 - **Rewards** –
 1. Medium XP
 2. 2 Fuel cells
 3. Parts to make laser gun
 - **Journal Entries** –
 5. Good
 6. Bad
 7. Normal
 8. Dumb
3. **Reactivate S.O.R.-1000 Alpha**
- **Initiator** – Maintenance Computer
 - **Importance (Major)** – The player can activate this little fellow and get some good information about what Presper is up to, how to best deal with the situation, and get a freebie companion, if the player wants (Alpha does not add to the PC’s companion limit)
 - **Scope** – Small
 - **Description** – In the Maintenance Room are four docking stations for brain-bots. Three of the four are empty, but one has a brain-bot that looks like it has been recently deactivated. The PC can do some investigation on the brain-bot, as well as on the maintenance computer, and discover that the little bot has indeed been recently deactivated. A quick notes entry on the computer states that the brain-bot exhibited unusual actions, and even emotions, such as loneliness, anxiety towards Dr. Presper and his cronies’ arrival, and even an attempt to halt Dr. Presper’s plan to nuke the Earth’s surface. The PC may opt to reactivate the brain-bot and try to reason with it (it will not take a dedicated Science Boy to reactivate the brain-bot). The brain-bot will first identify itself as S.O.R.-1000 Alpha, and then go into a tirade about how he must stop Presper from destroying the populated areas.
 - **Character type completion breakdown** –
 1. **Combat Boy** – reactivating does not take a dedicated Science Boy, but the PC should have enough INT (> 3 or Science skill > 40) to be able to read what’s on the screen and the keyboard keys.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – No-brainer
 4. **Stealth Boy** – Same as Combat Boy.
 - **Quest flags** – “16_Alpha_React”
 - 0 = not started
 - 1 = player read about it
 - 2 = Alpha activated

- **Rewards –**
 1. Minor XP Bonus.
 2. Possible freebie companion
 - **Journal Entries –**
 9. Good
 10. Bad
 11. Normal
 12. Dumb
4. PC repairs, or helps repair, Alpha's damaged limbs.
- **Initiator –** Alpha
 - **Importance (Minor) –** This will not only please Alpha, thus making it easier to get him to join the PC, but it also makes Alpha a more formidable companion.
 - **Scope –** Small
 - **Description –** After the PC reactivates Alpha, the little brain-bot will let the PC know that his right laser-gun arm and left maintenance arm are damaged. He will ask the player for help to repair the damage. The PC may get the spare parts off the disabled Beta and Delta bots in the hall. Then, using the advanced tool kit in the Maintenance Room, replace Alpha's damaged arms with a good arm from one of the bots. Repairing an arm takes 10 minutes of in-game time.
 - **Character type completion breakdown –**
 1. **Combat Boy** – If he has the Mechanic's skill (> 80), then no worries.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Mechanic skill > 80
 4. **Stealth Boy** – Ditto
 - **Quest flags – "16_Alpha_Repair"**
 - 0 = not started
 - 1 = player knows about it
 - 2 = player repairs right laser gun arm
 - 3 = player helps Alpha repair right laser gun arm
 - 4 = player repairs left maintenance arm
 - 5 = player helps Alpha repair left maintenance arm
 - 6 = Alpha is completely repaired by PC
 - 7 = PC helped Alpha completely repair itself
 - **Rewards –**
 1. Medium XP
 2. Get a more formidable companion
 - **Journal Entries –**
 13. Good
 14. Bad
 15. Normal
 16. Dumb
5. Magnetize Alpha's treads so he can space walk on the inner hull supports.

- **Initiator** – Alpha
- **Importance (Minor)** – This will allow Alpha to accompany the PC to the Command Center of the station. He won't go without magnetized treads.
- **Scope** – Small
- **Description** – If the player wants to bring Alpha along with him to the Command Center, Alpha will inform the PC that he needs magnetized treads in order to effectively go across the inner hull supports. Using the Mechanics skill (> 60) and the Science skill (> 80), the player will need to modify the Auto-doc using refrigerator coils, insulated wires from the disabled brain-bots, advanced tool kit, and "parts" from one of the computers in the hall. Alpha will help the PC figure out what's needed through dialogue, and then give the PC the list of items needed, but the PC will need to have the skills to complete the task. After Alpha's treads are magnetized, the PC may remove the modifications from the Auto-doc, if he so chooses. Magnetizing treads takes 10 minutes of in-game time.
- **Character type completion breakdown** –
 1. **Combat Boy** – If either skill is not high enough (Mechanic or Science), then no-go.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Science Boy should be high enough, if not, then not much of a Science Boy
 4. **Stealth Boy** – Same as Combat Boy.
- **Quest flags** – "16_Alpha_MTreads"
 - 0 = not started
 - 1 = player knows about it
 - 2 = Alpha is magnetized
- **Rewards** –
 1. Medium XP
 2. Alpha may accompany the PC to the Command Center
- **Journal Entries** –
 17. Good
 18. Bad
 19. Normal
 20. Dumb

6. Find schematics for Freeze-gun

- **Initiator** – Maintenance Computer
- **Importance (Minor)** – Gives the PC the recipe to make a Freeze-gun
- **Scope** – Small
- **Description** – Searching the work tables in the Maintenance Room will turn up schematics to build a freeze-gun.
- **Character type completion breakdown** –
 1. **Combat Boy** – Just searching the work tables – not hard.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Werd
 4. **Stealth Boy** – Yep.
- **Quest flags** – "16_FScematic_Find"
 - 0 = not started
 - 1 = player knows about it
 - 2 = Player finds schematics

- **Rewards** –
 1. Minor XP
 2. Opens ability to construct a freeze gun.
 - **Journal Entries** –
 21. Good
 22. Bad
 23. Normal
 24. Dumb
7. **Build a freeze-gun**
- **Initiator** – Bear
 - **Importance (Minor)** – Gives the less combat efficient PC's a weapon that could even up the odds a bit.
 - **Scope** – Small
 - **Description** – A bit of investigating in the Maintenance Room will turn up a schematic of a prototype freeze gun which the PC can use to assemble a gun. However, not all the parts for the gun are available in the Maintenance Room, so the PC will need to find viable substitutes for the components. Needed components are; freezer coils (kitchen); water and containers (bathroom); crushed crystal (TV in rec. room); power source (S.O.R.-1000 Beta of Delta). The remainder parts are in the Maintenance room. Once assembled, the gun works great against most armors since it super-freezes joints and moving parts, so the gun is effective against robots as well as the NCR guys. The gun will not necessarily kill a foe, but it will render it immobile for 1 to 2 rounds, giving the player uncontested turns against the crippled enemy. Assembly takes 20 minutes of in-game time.
 - **Character type completion breakdown** –
 1. **Combat Boy** – Assembling the freeze-gun requires a bit of Mechanics of Science skill (either > 100).
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Should be able to do it.
 4. **Stealth Boy** – The same as Combat Boy.
 - **Quest flags** – “16_Assemble_FGun”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player is unable to assemble
 - 3 = player assembles freeze-gun
 - 4 = player got reward
 - **Rewards** –
 1. Minor XP
 3. Get freeze-gun
 - **Journal Entries** –
 25. Good
 26. Bad
 27. Normal
 28. Dumb
8. **Manually disable 5 out of 8 nuclear missiles (Missile Room 1)**
- **Initiator** – PC, Alpha, Central Computer Terminal in Living Quarters

- **Importance (Major)** – This will set in motion the actual end-game.
- **Scope** – Small
- **Description** – The player has the option of disabling the launch doors for the eight nuclear missiles in Missile Room 1 before meeting up with Presper and his crew. However, the player would need to get the Missile Room 1's access codes before doing so. The player may get the codes from Alpha or the central computer in the Living Quarters. Once inside, the player, using a manual crank, can set the missile doors to "lock," which will prevent the missile doors from opening during launch. Each missile will take about 10 minutes to disable (a lot of cranking – so fade out, fade in)². Once the missiles start launching – the missiles on the Command Center side are the first to launch – an emergency light and alarm will click on giving a warning that the station's structural integrity is collapsing (a result of five missiles firing their engines but have nowhere to go). This gives the PC one minute to get out of Dodge before B.O.M.B.-001 lights up the night sky.

Using explosives³ on the door to open it will get one of two results; the first, if the player uses < 3 explosives on the door, nothing will happen. If the player uses > 2 explosives on the door, it will cause a hull breach, sucking the player into oblivion, then causing the emergency launch protocols to kick in and launch all the missiles – but hey, there's a 50% chance each missile will miss their mark with this scenario.

- **Character type completion breakdown** –
 1. **Combat Boy** – Anyone can do this option.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Ditto too
 - **Quest flags** – "16_MDoors_Disable"
 - 0 = not started
 - 1 = One door disabled
 - 2 = Two doors disabled
 - 3 = Three doors disabled
 - 4 = Four doors disabled
 - 5 = Five doors disabled; activate launch and destruct timer
 - **Rewards** –
 1. High XP
 2. Start end-game stuff
 - **Journal Entries** –
 29. Good
 30. Bad
 31. Normal
 32. Dumb
9. Successfully sneak past S.O.R.-1000 Beta and Delta
- **Initiator** – N/A
 - **Importance (Minor)** –
 - **Scope** – small

² This should eat a lot of time, anyway, and I'd like it so the player only has enough time to figure out a way to escape. So, I was thinking after the player finishes the 5th door, there's automatically only ten minutes until missile launch.

³ Dynamite or C4.

- **Description** – The Stealth Boy can skip everything in the Living Quarters and sneak past the patrolling brain-bots and into Airlock 2 (Sneak > 100).
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Sneak skill, go for it.
 2. **Diplomacy Boy** – Same
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Tailor made for him.
- **Quest flags** – "16_Sneak_BetaDelta"
 - 0 = neither bot is destroyed
 - 1 = entered Airlock 2 without setting off Beta or Delta
- **Rewards** –
 1. Medium XP
- **Journal Entries** –
 33. Good
 34. Bad
 35. Normal
 36. Dumb

10. Disable outside security bots via computer

- **Initiator** – Alpha, central computer
- **Importance (Major)** –
- **Scope** – small
- **Description** – Using the central computer in the Living Quarters, the player may choose to disable the outdoor security bots on the central hub. A Science skill > 80 would be necessary.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Science skill, go for it.
 2. **Diplomacy Boy** – Same
 3. **Science Boy** – Tailor made for him.
 4. **Stealth Boy** – Like Combat Boy.
- **Quest flags** – "16_Disable_HSecurityBots"
 - 0 = PC knows nothing about
 - 1 = found out about
 - 2 = disabled security bots
- **Rewards** –
 2. Medium XP
 3. Will not alert Presper and Coleridge
- **Journal Entries** –
 37. Good
 38. Bad
 39. Normal
 40. Dumb

11. Successfully sneak past security bots on inner hull⁴

⁴ An unsuccessful attempt at sneaking past the security bots, or confronting the bots, results in four NCR soldiers and Coleridge meeting the PC just outside Airlock 3 in the Command Center. From there, dialogue.

- **Initiator** – N/A
- **Importance (Minor)** –
- **Scope** – small
- **Description** – The Stealth Boy can sneak past the sentinel-like security bots that lie in wait on the central hub (Sneak > 100) and enter Airlock 3.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he's got the Sneak skill, go for it.
 2. **Diplomacy Boy** – Same
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Tailor made for him.
- **Quest flags** – "16_Sneak_SecBots"
 - 0 = neither bot is destroyed
 - 1 = entered Airlock 3 without setting off security bots
- **Rewards** –
 4. Medium XP
- **Journal Entries** –
 41. Good
 42. Bad
 43. Normal
 44. Dumb

12. Successfully knock out or kill the engineer without alerting Presper and his men

- **Initiator** – N/A
- **Importance (Major)** – Doing this will allow the PC to steal the engineer's NCR garb, including helmet and shades, put them on, and more easily infiltrate the Command Control Room unmolested (Deception > 60).
- **Scope** – Small
- **Description** – If the player has successfully sneaked past the security bots on the central hub, which in turn does not set off the internal alarms, then the player can try to sneak up on the engineer who is busy fiddling with a computer on the southwest side of the Engineering room. The PC must attack with a quiet weapon (unarmed or un-powered melee) and successfully subdue the engineer before he has a chance to run to the alarm on the opposite wall. The best way to do this is a successful critical hit to the head or eyes. A successful critical will instantly send the engineer to the floor, where the PC may easily finish him off. A hit to the head or eyes that does not cause a critical will cause the engineer to turn around and fight back with a pipe wrench for two rounds before running to the alarm, screaming like a nancy the whole way. If he makes it to the alarm, Coleridge and his boys will storm in, guns a blazing.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he can successfully sneak past the security bots, then this should not pose a problem.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Werd
- **Quest flags** – "16_Engineer_Sneak"
 - 0 = not started
 - 1 = Unsuccessful crit

16_B.O.M.B. - 001

2 = Successful crit

3 = Dead engineer

- **Rewards -**

1. Medium XP
2. NCR uniform/armor

- **Journal Entries -**

45. Good
46. Bad
47. Normal
48. Dumb

13. Overload reactor core

- **Initiator** – PC, Alpha, Central Computer
- **Importance (Major)** – Overloading the reactor core will cause the emergency launch protocol to kick in and five minutes later, the station to blow up.
- **Scope** – Small
- **Description** – The PC can try to access the reactor computer that sits next to the Reactor Core. Once accessed, the player, if his science skill is high enough (> 100), can program the reactor to overload. Once initiated, the emergency launch protocols⁵ initiate and the station will blow up in ten minutes – giving the player time to fight his way out, if he wants.
- **Character type completion breakdown** –
 1. **Combat Boy** – Only if the PC's Science skill is > 100
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – Uh-huh
- **Quest flags** – "16_Reactor_Overload"
 - 0 = not started
 - 1 = player knows about it
 - 2 = Set to overload
- **Rewards -**
 1. High XP
 2. Starts end-game stuff – start 10 minute self-destruct timer
- **Journal Entries -**
 49. Good
 50. Bad
 51. Normal
 52. Dumb

14. Blow up reactor core

- **Initiator** – PC, Alpha, Central Computer

⁵ If the emergency launch protocol initiates, the missiles will immediately launch. The advantage to this is that since the launch was rushed, the station is not yet in the optimum launching position, which causes the missiles to only be 50% accurate.

- **Importance (Major)** – Blowing up the reactor will initiate the emergency launch protocols, flood the Command Center with lethal doses of radiation and coolant gas, and blow up the station in between five and ten minutes⁶.
- **Scope** – Small
- **Description** – All the player needs to do here is set at least three explosives⁷ next to the reactor core and blow it up. Because of the heavy steel and lead insulation, the blast does not immediately blow away the station's hull, but it does blow a good chunk of the uranium and coolant housing away, which causes the Command Center to instantly flood with radiation and coolant gas. A smart player will have his space suit on and at least be in Engineering before the explosives detonate.
- **Character type completion breakdown** –
 1. **Combat Boy** – Anyone can do this.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – Ditto
 4. **Stealth Boy** – See Combat Boy, above.
- **Quest flags** – “16_Reactor_Boom”
 - 0 = not started
 - 1 = player knows about it
 - 2 = player detonates < 3 explosives – unsuccessful
 - 3 = player detonates > 2 explosives – successful – Start 5 minute timer to self-destruct (between 2 to 5 minutes is random detonation)
- **Rewards** –
- **Journal Entries** –
 - 53. Good
 - 54. Bad
 - 55. Normal
 - 56. Dumb

15. Change the targeting solutions on the missiles.

- **Initiator** – PC, Alpha, Coleridge, Presper
- **Importance (Major)** – Missiles fall where the PC wants – within the game world.
- **Scope** – Small
- **Description** – Once the targeting computer is accessed, by whatever means, the player may choose whether or not to change the targeting solutions for the missiles (XP is given once at least one missile is re-targeted – “You have begun the missile re-targeting procedure.”).
- **Character type completion breakdown** –
 1. **Combat Boy** – Any player type can perform this. It's just a matter of getting to the targeting computer.
 2. **Diplomacy Boy** – Ditto
 3. **Science Boy** – La même.
 4. **Stealth Boy** – De même.
- **Quest flags** – “16_Missile_RTarget”
 - 0 = not started
 - 1 = player re-targeted one missile

⁶ Because of the instability from the blast, the exact blow-up time is random after five minutes.

⁷ Dynamite or C4.

- **Rewards –**
 1. Very High XP
 2. Affects end movies and outcomes.
 - **Journal Entries –**
 57. Good
 58. Bad
 59. Normal
 60. Dumb
16. **Convince Coleridge that Presper deceived them.**
- **Initiator –** PC
 - **Importance (Minor) –** Convincing Coleridge that Presper deceived them about the New Plague and instead gave him and his men a virus that would eventually kill Coleridge and his NCR soldiers. This news will get Coleridge to turn on Presper. It also clears the way for the PC to re-target the missiles, if he wants, without opposition.
 - **Scope –** Small
 - **Description –** If the player is captured, walks in on unexpectedly, or is noticed fiddling with the targeting computer, Presper will initiate dialogue and get the ball rolling. If the PC is “persuasive” enough, he can convince Coleridge that Presper was not honest about giving a lighter strain of the New Plague to Coleridge and his men. Instead, Presper injected Coleridge and his men with a virus that would slowly kill Coleridge and his men, guaranteeing neither he, or his men, would ever enjoy the “brave new world” Presper had planned. This information does not sit well with Coleridge, and he will shoot Presper in the face. He will then set B.O.M.B.-001 to self-destruct and exit via the escape pods, giving the PC three minutes to settle affairs (re-target missiles, dance a jig, get in an escape pod, etc.)
 - **Character type completion breakdown –**
 1. **Combat Boy** – Convincing Coleridge will take a bit of the Persuade skill, maybe > 50. Having this skill will present more convincing dialogue options to throw Coleridge’s way.
 2. **Diplomacy Boy** – If he doesn’t have Persuade > 50, then he’s not much of a Diplomacy Boy and needs to be ridiculed incessantly at Duck & Cover.
 3. **Science Boy** – Same as Combat Boy
 4. **Stealth Boy** – Same as Combat Boy.
 - **Quest flags – “16_Coleridge_Persuade”**
 - 0 = not started
 - 1 = trying to convince Coleridge
 - 2 = did not convince Coleridge
 - 3 = convinced Coleridge
 - **Rewards –**
 1. Very High XP
 2. Starts end game stuff & get to see Coleridge shoot Presper in the face.
 - **Journal Entries –**
 61. Good

16_B.O.M.B.-001

- 62. Bad
- 63. Normal
- 64. Dumb

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
B.O.M.B.-001								
Map 1: Living Quarters	Disable SOR-1000 Beta & Delta via combat	Foletto						
Map 1: Living Quarters	Disable SOR-1000 Beta & Delta via computer	Foletto						
Map 1: Living Quarters	Reactivate SOR-1000 Alpha	Foletto						
Map 1: Living Quarters	PC repairs Alpha's limb(s) damage	Foletto						
Map 1: Living Quarters	Magnetize Alpha's treads	Foletto						
Map 1: Living Quarters	Find schematic for freeze gun	Foletto						
Map 1: Living Quarters	Build freeze gun	Foletto						
Map 1: Living Quarters	Manually disable 5 out of 8 nuclear missiles	Foletto						
Map 1: Living Quarters	Disable outside security bots via computer	Foletto						
Map 1: Living Quarters	Successfully sneak past SOR-1000 Beta & Delta	Foletto						
Map 2: Space Walk	Successfully sneak past security bots	Foletto						
Map 3: Command Center	Successfully subdue engineer without alerting others	Foletto						
Map 3: Command Center	Overload reactor core	Foletto						
Map 3: Command Center	Blow up reactor core	Foletto						

Map 3: Command Center	Change targeting solutions on missiles	Foletto						
Map 3: Command Center	Convince Coleridge that Presper deceived them	Foletto						

SCRIPTING

- Brainbots Beta and Delta do a simple patrol in the living quarters. Basically, the tread side by side, going north and south. As they patrol, they give audible cues (via floats) as to what they are doing: “180 degree turn. Proceed forward. Patrol.”
- Movie** – Once the PC leaves the station via an escape pod, the game should go into a CG movie.

The sun is barely cresting over Earth’s horizon when the escape pod launches. The camera pans away from the space station, showing the little escape pod jettison from its launch bay. As it tumbles towards Earth, nuclear flashes and then distant mushroom clouds can be seen erupting from the Earth’s dark surface. The sun crests even more, showing the brown and burning Earth surface in a better light. The little escape pod falls closer to the Earth and begins to glow in the hot upper atmosphere. A few ticks later, B.O.M.B.-001 blows up. A couple more nuclear explosions erupt from the Earth’s surface, and then the screen fades to black. Go into end-game slide show.

COOL SHIT

- Player can get an free, extra companion
- Player can build a freeze gun.
- Multiple ways to thwart Presper’s plans of nuclear missile launch.
- Player can target and hit game areas with nuclear missiles.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

Track 4: Underground Troubles from the Fallout 1 soundtrack.

BASIC SFX

Environmental Sounds: Beeps and boops from computers. Some metal squeaking like the hull of a submarine under too much pressure. Basic thinking here is that when the communications satellite struck the station's hull, some structural integrity was compromised and the station "sounds" a bit delicate since then.

Item-Specific Sounds: Nuclear reactor core has a low hum. The machinery in Engineering hums a little louder and a bit more high pitched.

Wildlife Sounds: The two brainbots patrolling beep and boop a lot.

Any Walla? Mumbling in the Command Control Room.

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
MAP NAME 1	MUSIC DESCRIPTION
	Track 4: Underground Troubles from the Fallout 1 soundtrack.
	BASIC SFX
	Beeps and boops from computers. Some metal squeaking like the hull of a submarine under too much pressure. Basic thinking here is that when the communications satellite struck the station's hull, some structural integrity was compromised and the station "sounds" a bit delicate since then.
	WALLA SFX
	None
MAP NAME 2	MUSIC DESCRIPTION
	Track 4: Underground Troubles from the Fallout 1 soundtrack.
	BASIC SFX
	Beeps and boops from computers. Some metal squeaking like the hull of a submarine under too much pressure. Basic thinking here is that when the communications satellite struck the station's hull, some structural integrity was compromised and the station "sounds" a bit delicate since then.
	WALLA SFX
	Mumbling in the Command Control Room.

MAP AND MAP KEY

See [here](#) and [here](#)

ROOM FOR IMPROVEMENT

Also be sure to include hooks for "room for improvement." This section may change depending on how Ferret thinks it should be organized.

Room for Improvement:

- None. The player will never be back here.

END MOVIES

No slide show for B.O.M.B.-001 because the player will see it blow up in the CG end movie.

- **Movie** – Once the PC leaves the station via an escape pod, the game should go into a CG movie.

The sun is barely cresting over Earth's horizon when the escape pod launches. The camera pans away from the space station, showing the little escape pod jettison from its launch bay. As it tumbles towards Earth, nuclear flashes and then distant mushroom clouds can be seen erupting from the Earth's dark surface. The sun crests even more, showing the brown and burning Earth surface in a better light. The little escape pod falls closer to the Earth and begins to glow in the hot upper atmosphere. A few ticks later, B.O.M.B.-001 blows up. A couple more nuclear explosions erupt from the Earth's surface, and then the screen fades to black. Go into end-game slide show.

RANDOM NOTES

APPENDIX

16_B.O.M.B. - 001

16_B.O.M.B. - 001

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This study is about Fort Abandon, one of the locations of an unfinished Fallout 3 game project marked by Interplay with the Van Buren symbol.

The basis for the compilation of the list were, first of all, publicly available conceptual documents of other locations of the game. They contain only a few references to Fort Abandon, but are a good source of knowledge about the context in which Fort exists, i.e. the mission of Dr. Presper and his supporters, the plague, the railroads, and Caesar's Legion. Information about Fort itself can be found in the statements of the game developers and a person related to them, using qumtaq3 on the No Mutants Allowed forum. A summary of these statements can be found on Wikipedia The Vault. An important supplement to the information directly related to the Van Buren project is the one prepared by J.E. Sawyer, one of the designers of Van Buren, Fallout Role-Playing Game, actually containing information about this Fallout Wiki game. The revealed screenshots and drawings also give some idea about the story of Van Buren.

Since the final version of the plot has been changed many times (a statement by Sean K. Reynolds), the disclosed incomplete concept documents cannot be treated as final. The enormous range of possible plot changes can easily be seen when comparing the differences between the New Canaan and Jericho concept papers. Due to numerous plot changes, the designers' statements are also not an oracle, and due to the unreliability of human memory - they can also be inaccurate. Fallout Role-Playing Game J.E. Sawyer and the Fallout Wiki relating to this game are of course a semican, but compared to previous sources, it provides fairly complete, if concise, information in several areas. During work on Van Buren J.E. Sawyer was the author of the concept papers for New Canaan, Burham Springs, and Ullyses.

Wikipedia The Vault in my opinion is only a useful summary of information from the above sources. Anything that is unsupported by the above sources and may have been recorded there may be an anonymous leak, extrapolation, or confabulation. The Vault does not contain all the available knowledge about Van Buren, and the content of passwords changes not only by extending them, but also shortening them. An additional limitation of this Wikipedia is the (in practice rather ethical) requirement to obtain permission from the copyright owner to post copyrighted material. It can be presumed with a high degree of probability that Van Buren's concept papers fall into this category.

The historical canons for Van Buren are Fallout and Fallout 2, although the latter game - only until the year 2249, when the war with the Brotherhood of Steel began (a game of Fallout 2 may last for 12 years from 2241). Both of these games are obviously a source of knowledge about the appearance of Shady Sands, which Fort Abandon is supposed to

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resemble. Perhaps the visual similarities of weapons to those found in Fallout Tactics and the mention of a Behemoth-type robot in Tibbets may be of some importance.

Not without significance is the knowledge and information about the contemporary United States, an example of which can be the information about prisons in Leavenworth on the website. Here, too, I see the greatest opportunities to supplement my knowledge of Van Buren.

The list of quotes, summaries, and ideas below was inspired by Shamo's Aigam, who announced his intention to make Van Buren's concept papers a game. In contrast, No Mutants Allowed reported that recent documents regarding Van Buren, not including Fort Abandon, have been released.

The missing pieces of the puzzle can, of course, be guessed otherwise. It cannot be ruled out that, however, some more or less complete original description of this location will be revealed, or that we will find something similar in Bethesda.

The list does not contain tables regarding checklists, the appearance of the location, music and the list of tasks. I leave it to other fans.

I will gladly supplement the document based on comments sent to the following address:

dozt@o2.pl

doc

I. Informacje o Fort Abandon

1. Hasła wikipedii *The Vault*

1.1. *Fort Abandon*

Fort Abandon is a rundown New California Republic fort in the American southwest. The railway has a crossroads here. It was originally called Fort Aradesh, and was a major fortification. However, Caesar's Legion attempted to destroy NCR's presence in the east, and actually succeeded in destroying the fort. The name changed after NCR's control of the frontier receded. [...] If the player so chose, he could slowly upgrade the fort into a center of prosperity.

Sources: Van Buren leaks at the No Mutants Allowed forum (komentarz *kumquatq3* do wywiadu Duck and Cover z Seanem K. Reynoldsem), No Mutants Allowed interview with Chris Avellone.

1.2. *Caesars Legion*

Comprised mostly of reconditioned tribals and their offspring, Caesar's Legion is a huge slaving organization that used to operate east of the Grand Canyon. Led by the charismatic and cunning "Caesar" (a former Follower of the Apocalypse), the legionnaires are a well-organized fighting force and absolutely merciless in their slavery. [...] Caesar attempted to destroy NCR's presence in the east, and actually succeeded in destroying one of their major fortifications, Fort **Aradesh**. When Caesar attempted to take Hoover Dam, however, the legion was badly defeated. Since that time, Caesar has moved east of Texas, past the legendary cyclones that rage for most of the months of the year. Despite this, packs of his legionnaires still operate in the southwest, collecting tribute from tribes [Blackfoot] in the form of goods and slaves. (cytat z J.E. Sawyer's Fallout role-playing game)

[...]

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Sources: J.E. Sawyer's Fallout role-playing game, Leaks at the No Mutants Allowed forum, Duck and Cover interview with Sean K. Reynolds, No Mutants Allowed interview with Chris Avellone.

1.3. *Hanged Man*

The Hanged Man was intended to be the best combat CNPC in the game. Fists, knives, guns - he was master of them all. [...] The Hanged Man is wrapped from head to toe in bandages because he's pretty much burned all over. The fact that he's still quite mobile and dangerous is a testament to his badassness. When the PC finds him, he's hanging by the neck from a pole at Fort **Abandon**, a central Shady Sands-type area in FO3. He's pissed and very much alive, and will tag along with the PC if the PC cuts him down. Unfortunately, The Hanged Man is also one of the most evil characters around. Rape, murder, robbery - he's done them all. The tribals know his reputation, and having him in the party will make dealing with them **extremely** difficult. Even the civilized areas are somewhat fearful of him because he's the man with a seemingly infinite amount of lives. Little is known about The Hanged Man's history. He'll reveal that he's got a connection to Caesar's Legion, and is particularly ticked off at them.

Źródło: komentarz *kumquatq3* do wywiadu Duck and Cover z Seanem K. Reynoldsem.

2. Excerpt from No Mutants Allowed interview with Chris Avellone - author of the site design

Tell us a little about your role in the making of Fallout 1/2/3 (Van Buren)/Tactics ?

[...] In Fallout 3, I did about three-four years of pre-production, plus I did a pen-and-paper game for about a year and a half (with a second game being run concurrently to the first to cover more ground) and did the overarching original story, along with extensive maps and area design and layouts for Circle Junction, Fort **Abandon** (originally called Fort Aradesh, but the name changed after NCR's control of the frontier receded), the "Big Empty" ("Big Mt" military boot camp, still manned by training robots – get the word twist? Isn't that clever? Ooooooh.), the Daughters of Hecate and Caesar's Legion (the female and male polar opposites of F3, which was supposed to allow the player, depending on gender, to rule either one and use them to build an army), the Denver Salvager Camp (I thought a location that, instead of being underground, was on the top of buildings and skyscrapers would be cool), the abandoned Boulder Dome, an ancient and nearly abandoned super think-tank (a result of watching too much Logan's Run, but all for a good cause), and the second Zax computer, and Leavenworth Prison. I also did the companion characters Corporal Christina Royce (NCR lieutenant CNPC, used to be part of the Vault 15 squatters in F2 as Christy or something, also a tribute to Wasteland), Alkaya (tribal scout from the Circle Junction tribals), Job (Mr. Handy administrative police robot in Denver, tribute to Wasteland), Xian (cute Chinese descendent scientist in Dome), the **Hanged Man** (the first poisonous CNPC to join the party, like having the Jinxed Dog with you), Eddie "Crazy Horse" Galenski (smuggler who drives a Mad Max truck to haul cargo around the wastes), and his "wife," Helen Wheels (truckers, smugglers, tribute to Wasteland), and the rival ex-NCR military PC group that's on the same mission as the players: Gen. Coleridge, Capt. Davidson, Lt. Pierce, Major Briggs, and Matthias "Huxley" (real name: Dr. Presper, co-creator of Zax). Presper is the "bad guy" of the piece (not really, but good enough), a cryogenically frozen scientist who went into hibernation a few days before the nuclear holocaust, woke up in the Boulder Dome, and emerged into the world to discover (to his surprise) how much "civilization" survived, before he wakes up the rest of the scientists frozen beneath the Boulder Dome. Presper, as Scientific Advisor to the pre-war president, is the only person left alive who knows all the passwords and control schemes for the Zax computer and various other super-weapons across the world, and it was intended that the player's actions in the various towns serve to convince Presper whether he should wipe all life from the

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planet before waking up the rest of his colleagues. Of course, the problem becomes that Presper and his crew are carrying the virus that struck to the US shortly before the war broke out (the virus that they had to develop FEV to counteract), so as soon as Presper gets out of the Boulder Dome, the more communities he has contact with, the more people become infected and die.

3. Mentions in the concept papers

Fort Abandon information is missing from the Nursery, New Canaan, BOMB 1, Bloomfield, Boulder, Maxon Bunker, Ouroboros, Tibbest, Twin Mothers, and Hoover Dam concept papers.

3.1. Blackfoot

Drama [...] – This section lists all the drama that could result in this location from the player's actions in this area. For example ("Rescuing the Hanged Criminal from this location will cause all the tribals in the region to be angry with the PCs and blame them for his future evil." Or, "When the tribals show up while the PCs are at Fort **Abandon**, they will accuse the PCs of sacking the Fort and killing their slaves, then demand restitution.")

NPC COMPANION USES Any NPC ally challenges that occur in this area? Or something cool for them to do? For example, "you can hook Jobe into the Fort **Abandon** broken radio tower and use him as a radio transmitter," [...] This could also apply to any NPC drama the ally causes in the location (the Hanged Man may piss off any tribals in an area that he encounters, and he may try to butcher any Twin Mothers tribals he can find).

3.2. Jericho

Alexandra will inform the player that New Canaan once stood where Jericho now stands. She'll be reluctant to help destroy the Hands of Gods once she learns who they really are, despite the fact that she has renounced her religion.

NPCs - Ivan is the escaped plant worker. He is indeed guilty of the crime he was convicted of (theft), but he's not the healthiest of people. Ivan was afraid that he'd die working in the plant before his sentence was up, so he slipped out of the barracks at night and hid in the supply wagon of an caravan bound for Fort **Abandon**. He is still at Fort **Abandon**.

Worker (9) Level 1, ST 6 PE 4 EN 6 CH 4 IN 4 AG 5 LU 4 - Minor characters. This your generic plant worker (male/female humans and two or three male/female ghouls). Only has a hammer or a wrench for a weapon. These NPCs are all indentured servants or criminals convicted of minor crimes. Jericho doesn't like it when outsiders refer to the workers as slaves, even though that's what they pretty much are.

LOCATION CHECKLIST

LOCATION CHECKLIST		
CHARACTER SPECIFIC		
PERKS + TRAITS		
SCIENCE BOY		
Medic	Discover that the ill workers are suffering from radiation poisoning	Experience and knowledge of how to treat the workers' illness
	Discover that the ill workers were all bitten by something	Experience and information

3.3. Burham Springs

LOCATION CHECKLIST

LOCATION CHECKLIST		
CHARACTER SPECIFIC		
PERKS + TRAITS		

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Traits (Any cool Trait mileage?)	Ex: NCR Background	Can get some history on the Fort [...]

(taka sama informacja również w dokumencie koncepcyjnym New Canaan – ten sam autor – J.E. Sawyer oraz w dokumencie koncepcyjnym Boulder – brak nazwiska autora)

Encounter 1: New Canaanites (Unique) - The player encounters a group of New Canaanite merchant-missionaries. There are only four of them: one man, one woman, and two children. They are walking with two brahmin. They are friendly folks, and are willing to trade with people who don't have a horrible reputation. The player can trade with them, escort them to their destination (randomly chosen between Hoover Dam, Fort **Abandon**, and the Ciphers) for karma, bully them into turning over all of their goods, or outright murder them (big karma loss).

Encounter 2: NCR/Powder Gang Standoff (Unique) - Somewhere in the wilderness of Utah, members of the 5th Engineering Company spotted powder gang members prowling for merchant caravans. [...] The PC can talk to the powder gang, sneak around and disarm the majority of the traps, fix a bunch of damaged NCR 9mm submachineguns (the guy carrying them was blown up by a mine), or storm in and kill the gangers. If the player wants to support the gangers, he or she can rally the powder gangers to attack the soldiers, sneak up to the NCR munitions wagon and blow it up (causing huge damage to the soldiers), volunteer to heal up the gangers, or just attack the soldiers outright.

3.4. Denver

Relationships with other Communities: The salvagers [...] could also move to Fort **Abandon** with their loot and set themselves up as rich folks there, which would strengthen FA ...

MERCHANT QUESTS - For some locations, there will be a merchant caravan that travels to and from the city. - Once ties are set up with Hoover Dam or New Canaan, they can trade their salvage stuff to there (even bulky stuff like girders, tires, etc. if you have the big rig or the train) - or to Fort **Abandon**

Train: If you get the train running, you can take it anywhere from Fort **Abandon** to Boulder immediately, but any other place (Hoover Dam, Reservation, New Canaan) requires working to repair the tracks that are out along the way.

3.5. Mesa Verde

Resolve the Alexandra-Blackjack situation - Blackjack is barricaded, hiding out from Alexandra. He doesn't want to have to kill her, but he doesn't want to be shot, either (he's unaware that Alexandra needs him alive). If the player gets Alexandra off Blackjack's back, he'll head over to Hoover Dam to go find some card games, and Alexandra, if still alive, will head over to Fort **Abandon** to hang out. If the PC helps Alexandra capture Blackjack, she'll take him to Denver and give him to the Caesar's Legion slavers before returning to Fort **Abandon**.

I helped Alexandra capture the super mutant. She told me she'd deliver him to her contacts in Denver, and offered to meet me at Fort **Abandon** to split the reward.

3.6. Reservation

Quest 16 - Get Hermes XIII launch codes - The PC may then explain to Measles, upon arriving at the Reservation, that all communities in the wasteland are at risk of destruction if the player does not get the codes. This intrigues Measles and he will let the PC speak with Willem through a computer terminal. The simple fact that the player speaks about B.O.M.B.-001 and the Hermes XIII gets Willem to perk up and listen. To verify the PC's claim, Willem will ask the player to take Measles with and go to Fort **Abandon**. This is

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purely a recon mission and Willem will stress to the player he only wants visual verification on the NCR troops before he turns over the launch codes (if the player has the room, Measles will join as a companion. If not, then Measles is a tag along who does his own thing and only follows the PC's group). Willem will not give the codes unless the PC agrees to show Measles Fort **Abandon** and the NCR troops. Once the player arrives at Fort **Abandon**, Measles will ask the player to wait while he (Measles) sneaks to get a closer look. Fade out, fade in, Measles will return, confirm what he saw, and ask to go back to the Reservation. Once back, Measles will convey what he saw and Willem will give up the Hermes XIII launch codes. If the PC already has Measles as a companion at this point, he will remain as a companion if the PC chooses.

Colonel Green's Quest (12) – [...] after the player returns the last prisoner to Tibbets Prison and learns of Fort **Abandon** being the central headquarters for the NCR troops, the player has the option of telling Willem about the NCR threat. [...] the player can try to convince Willem to use the dirty bomb on Fort **Abandon**, provided the player is convincing enough about the NCR danger [...]. Willem is pretty hard to convince since he thinks an established community like Hoover Dam or New Canaan is a bigger, long term threat. [...] If the player includes Colonel Green in the tattle-tale, Willem will be most appreciative and agree to take out Fort **Abandon** before hitting either New Canaan or Hoover Dam.

The most optimum outcome for using Nuclear Nellie on Fort **Abandon** is for the player to first tell Colonel Green about the NCR threat at Fort **Abandon** [...] Colonel Green would instantly know that the NCR at Fort Abandon is a threat to all ghouls and smooth skins and would then muster up the courage to overthrow Willem Clark. Green will ask the player if he would like to help in the upcoming battle and promises, if they are victorious, to use Nuclear Nellie on Fort **Abandon** as soon as possible.

Once the epic combat is over, the PC not only can get the full story about Nuclear Nellie [...]. The player may then access Willem's computer to get the launch codes for Hermes XIII, since Willem never locked out his computer. Lastly, Green will make good on his promise of firing Nuclear Nellie on Fort **Abandon**[...] Now, if by some chance the player [...] does not accompany Colonel Green in the battle, Green will still win the fight [...] The player will still have access to Willem's computer [...]. Also, Green will fire Nuclear Nellie on Fort **Abandon**[...]

4.1. Comments by Sean K. Reynolds on the No Mutants Allowed forum in connection with his interview with Duck and Cover

FA and PCTOWN are two different things, actually

FA did have its own "PC can help upgrade" options, but not nearly as much as PCTOWN.

4.2. Posted by kumquatq3 on the No Mutants Allowed forum

Fort Abandon is a town you could build up (or break down) in various ways. And I think you can have a mini-base there to store cars and weapons and such. I'd LOVE to hear about Fort Abandon in detail.

Alexandra is an ex-Mormon jack-of-all-trades. Disgusted with the seemingly naive religious way of life at New Canaan, she ran away from home at an early age with one of the caravans headed to Hoover Dam and hasn't looked back since. She's a skilled gunslinger, scout, and doctor. Her diverse skills ensure that she'll pretty much be guaranteed employment wherever she goes. Alexandra is all about the money, but not because she's greedy. To her, money buys security, and a person can never have enough security in the wasteland. Armor, weapons, and safe place to sleep are all expensive. She's not particularly compassionate, either. She was contemptuous of the Mormons for relying on an invisible, supposedly all-powerful God to protect them, and the fact that New

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Canaan was destroyed makes her feel that her contempt was justified. If she feels any sorrow at the loss of her people, she hides it very well.

Alexandra somewhat ruthless nature might lead to conflict between her and the PC. If people come to the PC for help without offering a reward, Alexandra will chime in her disdain. After all, why should anyone help complete strangers without benefiting somehow? To risk your life and spend your valuable resources without getting anything back is both stupid and wasteful, she believes. This is the wasteland - there's no room for mercy or compassion. The Mormons of New Canaan showed lots of mercy and compassion, and it cost them everything in the end.

Unfortunately, Alexandra self-centered lifestyle is beginning to take its toll on her. She's started to feel that her life is going in circles, just one job after another. She keeps telling herself "Just a little more money, then I can settle down", but somehow she never gets to the settling down part. Alexandra needs a cause, for good or for evil, and the PC may be the one to inspire her to such a cause.

II. Addendum 1: Dr. Presper's activities as described in the concept papers

Knowledge of Dr. Presper's activities is essential to complete the knowledge of Fort Abandon because:

- the presence of NCR troops at Fort Abandon is linked to the capture of BOMB 1 by Presper and his military companions,
- The commander of the 5 Engineering Company, still operating in the Burham Springs area, is involved in the takeover of BOMB 1, and there is no information about which unit has manned Fort Abandon.

1. Boulder

Then the war with China began [2066]. The USA annexed Canada [do 2076].[...] When the bombs fell, Cheyenne Mountain (a military facility, home of NORAD) was a primary target. A huge section of the mountains became a great radioactive smoking crater. Coupled with attacks on Denver and the Rocky Mountain Arsenal, Boulder became the center of a triangle of hellish death [2077].

Fast forward 170 years [2236 v 2247]. An NCR scientist named Goddard and his military escort travels through the region, establishing power generators and noting the locations of old-world power facilities. His report to NCR is noticed by Presper, who sends him out again to investigate certain areas in the old America's southwest. After Goddard returns, Presper and a small team of soldiers investigate Boulder dome, finding it in need of repair but containing excellent labs and a fully-functioning ZAX unit. Over the next few years Presper invites or sends scientists and students to the Boulder Dome, where he explains his idea to remake civilization. Those who refuse are put in cold sleep, using technology the original Dome scientists developed to aid space travel. Presper knows he can use the CODE (Challenge, Opportunity, Discipline, Ethics) technology developed there to convince them to help him when the time is right.

Four years ago [2249], when things start to fall apart out in NCR, Presper sent out his last team of scientists and grad students. Agnes, a fellow NCR scientist and frequent diplomat from the scientific community to the government, is the leader of the expedition. Using her skills and a "diplomatic immunity" pass she carried, she makes her way to Hoover Dam. Two days later, the NCR Congress building is destroyed, presumably in a conflict with the BOS. The destruction of the congressional building is a severe upset to NCR and travel becomes difficult. Only by circuitous routes and careful display of her pass is Agnes'

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expedition able to reach Hoover Dam a year later [2250]. She runs into Goddard, a former colleague (they were both scientific advisors to NCR at one point). Goddard knows Eddie Galenski, a long-haul trucker with an armored vehicle, and together the large group makes its way to Boulder Dome. The group includes Agnes and the grad students, Goddard and his military escort, Galenski, his wife Helen, and their children. Though they lose a few students along the way, they eventually reach Boulder Dome and enter using the passcodes Presper gave them. In a strange accident the scientists and grad students are infected with a form of the New Plague and are forced to quarantine themselves from Goddard's soldiers and the trucker family; [...] As of two years ago, things had stabilized [2251].

Coleridge agreed to come here (1) because Presper told him it was a safehouse just in case NCR & BOS went to war, and (2) he needed the satellite if he wanted to wage war on NCR.

Goddard [...] He knows Presper wants the PCs dead. He doesn't trust Presper and suspects that Coleridge may have been responsible for the attack on NCR congress.

In the Near Future: If it's part 1 and you're wandering around, ZAX is also trying to shield himself/you from ODYSSEUS' signals to direct the robo-brain to attack you. He's also trying to stop ODYSSEUS from getting access to the control center of Denver. [...]

ZAX finishes the calculation that Presper needed, reports to Presper, who deletes it, then makes his exit. A hacker can track down some of what he was looking for and maybe the coordinates of where he's going (a pointer toward Bloomfield). When Coleridge leaves, he points out that for about 24 hours after they leave, the Jackals will be distracted by the NCR train leaving, which might make it easier for the PC to leave. When Presper leaves, he makes sure to take as many stimpacks as he can, plus food and nutrient paste.

Purpose of this Area: [...] NCR soldiers are here and they're not nice; hints at their role in the endgame.

DRAMA - Presper: Here's where you meet him for the first time. That bastard is up to something. And it turns out those NCR guys who freed you from Tibbets Prison weren't the good guys after all....

NCP:

- Goddard - Hates Presper. Didn't trust him before, knew something was up when he showed up with NCR deserters and traitors.

To Presper: "How did you know it was going to happen? You knew because you did it, Presper. Don't lie to me. I heard it from Agnes – you told them to leave NCR before the Hall of Congress was destroyed. Why?"

[...] Was a sci advisor to prez Tandi (as was Agnes) for a while but she moved him East to keep him from bothering people and let him study power and establish reactors in the eastern territories. This meant he often traveled with a military escort for safety. When he was ready to retire to a university position he got sent out by Presper to find out more about the power centers in the east. This pissed him off because he wanted to come home and do research. He finally came back to NCR and ran into Agnes again and she needed help getting to Boulder so he used his military guys to help them get there (Presper didn't expect that).

- Trucker/Helen (Combat 2/Sci 1/Dip 1) Level 4, good at Science, Driving, and guns. - Born in New Adytum. Learned about cars (born in a car). Beautiful. Educated by the FOA. Fell in love with Pierce. Former jet addict. Wanted by NCR for hijacking, she was helping Pierce hijack it for drugs. Agreed to be a caravan driver to smuggle the grad students to Boulder. Fell in with Eddie, mainly because of his truck and because he loves her kids. If she sees the PC as a protector, she'll glom onto him.[...]

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- Baggers/Larsen (Leader) - Level 8, combat. [...] Broken Geiger counter. 10 mm pistol. 7 shells. 1 radaway. Radio. Leather armor (NCR uniform). Frag grenade, hunting rifle. [...] **Has 12 men with him**, with decent weapons. Had a criminal past (smuggling drugs) and didn't like NCR but joined the military for a paycheck. [...] He used to guide technicians on repair and salvage ops, which he liked. Got transferred to guard duty at the capital, which he didn't like. Arrogant. Hates college kids. Always hated Goddard. Served with Davidson once or twice.
- ZAX - Can tell what ODYSSEUS' purpose is. Info on the pre-war plague. No cure for it, despite the working on it for 20 years.[...] He told the scientists to give Coleridge what he wanted, and he's been waiting for Presper. He didn't want to see anyone hurt (on Presper's orders). The problem is, when Presper asked him to protect the inhabitants of Boulder, he started going beyond his programming, until he realized that Presper was endangering the people of Boulder with his calculations, so ZAX is quickly becoming schizophrenic.

GENERIC NPCs:

- Baggers: The grunts of Larsen's squadron. These guys are addicted to RadAway, poisoned with rads, probably diseased, and have been eating whatever they can to stay alive. They're desperate and a little trigger-happy, especially when ghouls are around. **Six of them**. Each has a pistol & rifle (almost no ammo) and a shovel.
- NCR Military: Presper's goons, under the command of Pierce and Coleridge. Disciplined, mean. They like to shoot to disable.
- Robobrain: Hostile robobrain, whether controlled by ODYSSEUS, Presper, or by autodefense systems meant to protect ZAX against radioactive contaminants or hostile acts. Standard robobrain activity. On a regular basis (daily) they go to their recharging bays.

Find Out What ZAX is Calculating The Calculation: ZAX is working on: [...] (5) where the original Argus satellite crashed, so that Presper and crew can go it, if they want it – which they do. They need the sig of the black box in order to unlock the codes needed to command the death satellite. #5 has already occurred by the time the PC arrives, as the PC can stumble across the satellite with the NCR guys at it already.~

~ Why cool? [...] You can find out about [...] the BOMB-002 in the Grand Canyon.

Train Station: [...] There may or may not be a one-car military train here (it'll have to be a dynamic object).

The NCR train is here in part 1, but not in part 2 (you can find it moved down an unused spur in the south with a good Luck roll), or maybe they drove it back here after dropping everyone off as close to Bloomfield as they could.

2. Denver

NCR/Butch Mariano - Leader of the NCR explorers. Strict military-man, doesn't talk much except to give orders. Not willing to answer questions, happy to pull out if there's a problem or too much curiosity about what they're doing.

Destroy/Drive Off NCR Military - These are guys who work for Presper. Initiator: PC or Butch

Critical Path: PC [...] finds out about Presper/NCR expatriates/sleeping scientists

Drama:

Tensions between the salvager "factions," the mysterious rival group of salvagers, the Caesar's legion guys, and the small military group that went north to Boulder.

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And there's always the chance that you'll run into some of Presper's flunkies from Boulder who have their own agenda in Denver. If they feel the PC is getting in the way, they might actually use a radio to call ARGOS to their current location, then flee, leaving the PC to either fight ARGOS or flee as well.

3. Bloomfield

2251, May 10	Jillian McKinley is apprehended by Ulysses' robots. The Rusty Hooks lose their best and only mechanic/weapons smith. Sid is "volunteered" to take her place.	
2252 June 15	Kyle the Hook and his Rusty Hooks discover Bloomfield Space Center and declare it their home.	
2252 June 30	Sid figures out how to fire up the sub-reactor. Bloomfield has power once more, but sub-reactor is only operating at 45% efficiency.	
2253, October 23	Sentry robots at Bloomfield become semi-active – not moving, but the optical lenses and sensors turn on and start surveying for escaped prisoners from the Big MT. The robots ignore the Rusty Hooks.	F3 Begins
2253, October, sometime later	Dr. Presper and his NCR buddies find security overrides for the turrets and security bots at Bloomfield, as well as the space rockets' launch codes. They invade Kyle's beloved Bloomfield – Kyle and his men do not resist Dr. Presper, mostly due to the recommendation from Bear, and his technically more advanced brigade – and launch themselves into space to dock with B.O.M.B.-001. Four NCR guys stay behind with the remaining rocket to prevent anyone from launching the second rocket. The Rusty Hooks keep clear of the launch pad and form an "understanding" with the NCR guards.	

If the player has completed his quest of returning all the prisoners to the Big MT, then by the time the player arrives at Bloomfield, Dr. Presper and some of his NCR buddies have taken the other space rocket, Hermes-14, and launched to dock with B.O.M.B.-001. Four NCR guys stayed behind to guard the remaining space rocket, in addition to coming to an agreement with the Rusty Hooks. The Rusty Hooks would stay away from the launch pad and the NCR guards wouldn't kill them. Also, the Rusty Hooks would provide them with food and such and the NCR guys would provide additional protection should the need arise (NCR tech is much higher than the Rusty Hooks).

NCR Guards - #~4, Lvl: 15-20 These are the NCR soldiers who accompanied Dr. Presper and helped launch the Doc and his men to B.O.M.B.-001. The hover around the launch pad making sure no one messes with the space rocket, the turrets, and the security robots. Over a small amount of time, they established an "understanding" of sorts with the Rusty Hooks. The NCR would let them live at the base in peace and the Rusty Hooks would not bother the NCR guards. In addition, the Rusty Hooks would try to prevent anyone from accessing the facilities and the NCR guards would help the Rusty Hooks if anyone tried to overtake them. The NCR Guards are armed with high powered rifles, grenades, and combat armor.

4. BOMB 1

[...] Any player, despite their skill, can discover from the computer that a launch countdown has begun. It seems that eight nuclear missiles have been given a targeting solution and will launch in 2 hours. The targets are Hoover Dam, New Canaan, Shady Sands, New Reno, Vault City, Denver, Brotherhood Main Bunker, and Maxson's Bunker. The player will also discover that there is only time to manually disable five of the eight launches (if that is what he chooses to do) – two launches will happen no matter what the player does (for neat end-game stuff). However, the player may program different targeting solutions for the missiles [...]

Dr Victor Presper – [...] became determined to find a way to rid the world of chaos and human impurities, and discovered his savior in Limit 115. Through extensive research, Presper discovered the history of Limit 115 and its genocidal potency, and also discovered a viable means to cleanse the world. Using Ulysses, the quarantine prison, and a ballistic

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satellite known as B.O.M.B.-001, the way to human planetary domination and order became clear. He needed to get to B.O.M.B.-001 and use the nuclear weapons to clean the filth and wretch that currently occupied the surface.

Presper and his followers released the New Virus in the remote areas near Boulder and Denver. It was close enough to the quarantine prison to spur ULYSSES into action, but not near enough to huge populations to start a general panic. Once enough people were infected and ULYSSES “arrested” enough people to just about fill up the prison, Presper infected himself, Coleridge, and a handful of loyal soldiers so they too could be taken into the prison. Once there, the rest of Presper’s men, who were not infected, would stage an attack on the prison which would allow everyone to escape. This event would start a countdown of sorts for missile launch on B.O.M.B.-001. ULYSSES would assess the viral spread, try to gather up the escaped prisoners, and once 90% of the prisoners had been retrieved, launch nuclear missiles to “clean & prevent” any further infection. By the time this happened, Presper had planned to be on, and in full control of, B.O.M.B.-001, and reprogramming targeting solutions to clean the areas he wanted. Humans of his choosing would wait out the second nuclear holocaust in the Boulder Dome, until the day came where he declared the Earth safe for pure blood humans once more.

Coleridge:

Karma: Coleridge has Positive Karma for the purposes of Intuition. He doesn't believe in killing anyone unless his life is threatened, and he believes solely in his holy crusade to take back NCR from Lt. Gov Dodge.

Equipment: Super Stimpack, 3 normal Stimpacks, Full Fort [Laevenworth] Combat Armor Mark 2, Gas Mask, 10mm Pistol with a full magazine, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 3 Tear Gas, 3 Flash Grenades, Combat Knife, Assault Rifle with Scope, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Davidson:

Karma: Davidson has 0 Karma. He is a super soldier who follows orders, and he has no will of his own - everything he does is for Coleridge.

Equipment: 1 Super Stimpack, 3 Normal Stimpacks, Full Fort Leavenworth Combat Armor Mark 2, Gas Mask, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 3 Tear Gas, 3 Flash Grenades, Super Charged Riot Prod, 14mm Pistol with 6 bullets, Combat Knife, Assault Rifle, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

Pierce:

Karma: Pierce is a bad person.

Equipment: 2 Stimpacks, Full Fort Leavenworth Combat Armor Mark 2, Afterburner Gum, and possibly Buffouts, Gas Mask, 2 Flares, Night Vision Goggles, 2 Frag Grenades, 3 Flash Grenades, Holdout 10mm Pistol with a full 12 bullet magazine, Combat Knife, Sniper Rifle, with an additional 24 .223 FMJ rounds, a tube of nutrient paste, PIPBoy.

Biggs:

Karma: Briggs has 0 Karma. Time and the player's influence, will tell whether he is bad or good.

Equipment: 1 Stimpack, Full Fort Leavenworth Combat Armor Mark 2, Gas Mask, 2 Flares, Night Vision Goggles, 3 Frag Grenades, 1 Tear Gas (used 2 against Rico), 3 Flash Grenades, Riot Stick, 10mm Pistol, Shotgun with 2 shells, and 6 12 gauge shells in a side pouch. Combat Knife, Assault Rifle, with 3 extra 24 Shot 5mm magazines, a tube of nutrient paste, PIPBoy.

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NCR Guards - #~4, Lvl: 15-20 - armed with high powered rifles, grenades, and combat armor.

4. New Canaan

Angela, a former doctor/mortician for NCR, lives here with her husband, Ty, a former NCR Ranger. She and her husband are a good source of information on NCR, Coleridge, Huxley, and New Canaan.

Ty used to be an NCR Ranger, and knows a lot about Pierce and Davison by direct association. He knows a little about Coleridge and the others, like Briggs, from rumor.

III. Addendum 2: Plague and Quarantine

1. Slogan Van Buren (plot) in Wikipedia The Vault

The game would begin with the player in a prison cell. Because of this the player was given a choice. He could be an innocent that was imprisoned because of some misunderstanding, or he could choose to be a criminal and take bonus traits that would bolster some of his skills.

The player would awaken in a prison cell, but not the one he remembered falling asleep in. Suddenly the floor rocks violently from an explosion and the player is knocked unconscious. When he awakens he finds his cell door open and a hole in the wall leading outside. Leaving the prison, he is under attack by some unknown assailant. Deciding that discretion is the better part of valor, the player flees into the night to explore his new world.

Unfortunately, his new found freedom may be short lived. The player is relentlessly pursued by robots who want to return him to the prison. As he explores the world and tries to outwit his pursuers, he begins to uncover an underlying plot. Why was he in a different prison than the one he fell asleep in? Why can't he remember being transferred? What was the attack on the prison about in the first place? Then he finds out about NCR's problems, and a few things don't add up....

Sources: Duck and Cover interview with Sean K. Reynolds, **GameBanshee interview with John Deiley**, No Mutants Allowed interview with Ferret Baudoin, Leaks from the No Mutants Allowed forum.

2. New Plague w dokumentach koncepcyjnych

2.1. Denver

Story/Plot Foreshadowing: Denver is also the location of an outbreak of the New Plague in the War era, so the PC can find some clues about plague, its spread, and what was done to contain it (not the BOMB at this point, just standard quarantine).

Quest: Recover Plague Outbreak & Riot Documents - These can be found in the police station database. Low computer skill means you can get some, higher skill means you can get a lot more. Initiator: PC; Normal Journal: I found some records on the pre-War riots in Denver. Looks like the conflict with China was causing some problems back home. I found some evidence of a plague outbreak in Denver shortly before the War.

2.2. Boulder

Purpose of this Area: [...] Nutrient paste and how it keeps plague victims alive and their symptoms dormant. Keeps the PC from infecting new areas if it's taken at regular intervals.

Plague-combatting research particularly about the New Plague. Many serums and antibiotics were developed but they only seemed to generate a temporary reprieve, as it came back in different forms that affected survivors of the previous outbreak. Much

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propaganda was created about hygiene and inoculations, and that helped slow its progress. Outbreaks occurred in 2053-55, 2062-63, and again in 2077. Can go dormant in the cells, only to break out later, making seemingly "cured" people into carriers. Original versions didn't seem to cause sterility.

ZAX:

[...]Info on the pre-war plague. No cure for it, despite the working on it for 20 years.

[...]If asked about the Blue Flu, he can't answer – he doesn't know it's the same thing as the New Plague.

[...]Presper was using ZAX to run some calculations but accidentally mentioned the plague vector calculation, and ZAX jumped on it because that's what he was originally built for and now he can't stop himself.

2.3. The Nursery

The goal of the area is the following: Possible plague vaccine: [...]The Nursery is currently run by a sophisticated robo-brain that has extensive medical knowledge at her disposal. The player can convince the curator to download this knowledge into his pipboy.

If the player has done well by the Twin Mothers, Diana will be indebted to the player. She will offer him technical/medical help [...] When she discovers that the player is carrying the new plague, she will begin work on finding a possible vaccine, but ask him to leave before he infects the entire Nursery.

Merchant Quests [...] Collect wasteland animal samples worth preserving and bring them to the Nursery. Find plants and animals that are not currently infected with the plague and bring samples to the Nursery for future re-introduction to the world.

3. Quarantine in concept papers

Both the Presper group and the Prisoner (PC) were quarantined in Tibbets.

3.1. Tibbets

Mention of Leavenworth instead of Tibbets in the Boulder, Blackfoot, Mesa Verde, and New Canaan concept papers.

[...] Over time, the prison became more advanced, utilizing robotic wardens and utility robots to maintain the structure, especially as the war with China in the 2070s and the annexation of Canada began to drain personnel from the United States. It was designed to hold 636 prisoners at full capacity. At the beginning of Fallout 3, it holds much more than that - but when the dust and ash settles after the catastrophic attack at the prison, there will be enough prisoners running from the shattered prison walls to pose a threat to the wasteland.

Do any boss battles become harder? Do any spawned creatures change (behemoth robots instead of rad rats suddenly start popping out of the word work)?

Quests: Map 1: Tibbets Get Key to Armory; The Behemoth Robot does not always drop the security pass when it is destroyed by a character using the modified laser pistol.

3.2. Boulder

ZAX – Calculation and Leavenworth: Maybe the calculation has determined it can only save 600, or it needs only 600 people to repopulate the earth. 600 people are the number of people that can survive, that's how many the resources will support, or that's how many people can be taken aboard the space ship to another world. Note that the number of people placed in the Vaults would have been comparable to how many people could fit in the

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starship. Basically, it turns the game world into a huge game - the first 600 people to stay alive and be cured (or not) are the ones that will survive.

PC: What is Ulysses' purpose? ZAX: Duplicate the info from Josh's Ulysses Part 2 here.

Monster Roster - Robobrain: Hostile robobrain, whether controlled by ODYSSEUS, Presper, or by autodefense systems meant to protect ZAX against radioactive contaminants or hostile acts. Standard robobrain activity. On a regular basis (daily) they go to their recharging bays.

3.3. Denver

[...]PC can find some clues about plague [...] (not the BOMB at this point, just standard quarantine). [...]robot police dogs sent to enforce the "quarantine" on the PC.

The Box: A robot manufacturing plant within a façade of a large office building. If activated (such as by forced entry or by activation by ARGOS) it begins building robots to patrol and secure Denver, providing continual respawning of robots until the place is shut down (practically impossible).[...]

The damn dogs, they're everywhere. And then you meet the cyberdogs. If you're lucky, you can reprogram them (such as to drive the other dogs out of the city). If not, fight or run. They're the toughest things in this city and they've been reprogrammed to use lethal force to stop you, Mr. Prisoner. The PC should see the cyberdogs as the smart super-mutants of the dog world, a smaller-scale but similar threat as ARGOS.

CNPC:



CRB-S There's the potential to repair and reprogram a CRB-S unit. However, it would need to remain in Denver in order to be able to recharge in its recharging bay. But you could use it to drive out the dogs, evil salvagers, Caesar's legionnaires, etc.

ST	8
PE	7
EN	10
CH	1
IN	4
AG	10
LK	1
HP	60

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AC	0%
AP	10
Bonus Move AP	2
Melee Dam	1-8
Damage Threshold	10
DR	50%
Laser Res	75%
Fire Res	50%
Plasma Res	20%
Electric Res	50%
Explosion Res	25%
Poi Res	100%
Rad Res	100%
Dis Res	100%
Sequence	16
Heal Rate	0
Crit Chance	1%
Unarmed	100%
Sneak	25%
Program	50%
Electronics	25%
Mechanics	80%
Special	See right.
XP	1111

Details about the CERBERUS Robots is the following:

DISARM: If the player has a weapon in their hands, they will seek to Disarm the player with their attacks.

RADIO CONTROL: They can communicate with each other via radio; this needs to be shut down if the players want to cause the CERBERUS units to start acting blindly.

LIMITED HEALING: They cannot repair in-between battles, and they can't at all if their robot cradles are damaged in the DCPD Canine Division.

WARNING: There will be a crackling for one round before they attack.

SUBUDE: If they are attacked, they will do anything in their power to subdue the first attacker and they will take him to the nearest jail cell.

ATTACKS: They can fire tear gas clouds and canisters, but their housing chambers are empty. Other possible chambers:

Fire Fighting Foam Cannons (Foam, only against flame attacks)

Tear Gas Projectors (Tear Gas Grenades)

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Flash Grenades

Water Cannons (2-20 Water)

Shocking Attacks. (2-20 Electricity)

Monster Roster:

CRB-S units: Three of them, active once the prisoner enters Denver. They patrol the vicinity of the DCPD, with two active and one charging at any one time. If the DCPD is entered and all three CRBS units are still alive, all three activate to surround and attack the intruder. They do not respawn

Floating Eyebots: Only after the Box has been breached. Once that happens, they'll spread out from the Box and monitor a perimeter. Eventually they'll take over nearby areas. Intruders, prisoners, or those who attack them cause them to flee to a safer location and summon aid. They continue to respawn as long as the factory (Box) is operational.

Security Bots/Warbots: Only after the Box has been breached. These are the bigger ones. They are called in by the alarms, or are set guarding key locations. They might be deployed to some other parts of Denver (like City Hall and the DCPD) if given enough time. They continue to respawn as long as the factory (Box) is operational.

Robobrain: Only a few of them, only within the Box, and only after it's been breached. They monitor the area and make sure nothing funny is going on. They continue to respawn as long as the factory (Box) is operational, though there is a fixed number (4?) based on the number of brains in storage within the Box.

RANDOM ENCOUNTERS SURROUNDING THE AREA - Floating Eyebots: Only if the Box has been activated. They patrol all parts of the city, attacking the PC as soon as he's spotted.

Quest - Defeat the CRB-S Units; They'll kill you if you don't.; Initiator: CRB-S; Normal Journal: These crazy giant robot dogs attacked me in Denver.; I managed to kill three of those giant robot dogs.[...] Science Boy can learn more about their weaknesses and tactics through the police database. [...] Reprogram CRB-S as dogcatcher.

3.4. Blackfoot

Quest - Find the Quarantine Robot

In talking to/about Chagas, you hear that he was being chased by a "metal bug" in the wastelands when the tribals found him (he calls it a robot because he spent some time incarcerated and knows what it is, but the other primitives don't). The Blackfoots that saw the pursuit were able to take it out with some lucky shots from their precious zip guns and pipe rifles. It's still sitting out there in the wasteland, and one of the raiders who saw it can lead you there for a price.

CombatBoy can steal ammo from it, ScienceBoy can loot it for parts, or stumble across it accidentally with a high enough Outdoorsman skill. [...]

Initiator: Chagas Importance/Scope: major/medium Rewards: parts from the robot, XP

Normal Journal: Chagas told me that when he was returning to the village a robot chased him and was barely defeated by some lucky shots from a group of Blackfoot slavers. The robot is probably still out there.

I talked to Mary Green-Eyes who saw the robot (she called it a "metal scorpion") chasing Chagas, and he agreed to take me there for the right price.

Mary Green-Eyes took me to the location of the downed robot that followed Chagas.

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Quest - Clear the Rubble In Front of the military Door in Mine Cave 1

Shovels won't do it, but a well-placed charge of explosive can clear all of that rock. Another well-placed charge will let you into the military cache ... and release the robots set there to guard it, who now are tuned to your Prisoner status.

Random Notes - Quests: [...] Find a way to get the Blackfoot to help you round up prisoners from the Big Empty

4. Comment by kumquatq3 on No Mutants Allowed forum in connection with Sean K. Reynolds interview for Duck and Cover

Quote: You find out that returning the other escaped prisoners is the way to get the robots off your back.

Eventually, the prison computer will send out ARGOS, the best of the best, a nearly-unkillable bot of enormous size. The EM field generated by ARGOS is so powerful that it interferes with other electronic devices when it's close by. The player will know this because when he opens up his PIPBoy, he'll get nothing but static.

5. Information about inmates from Tibbets

5.1. Chagas - Blackfoot

[...] With the escape of the prisoners, the younger brother of the old leader (a man called Chagas) has returned to the tribe and is trying to establish a place for himself among his people again, hoping for the leadership position. While he has been in prison for several years and is a little out of touch with his people, he does have pretty good mechanical skills and knows how to make simple one-shot guns.

Chagas, the Returning Prisoner (Major [quest]) - This is the brother of Ramon, the previous leader of the tribe. He's good at guns and tracking. He was captured by some NCR guys during a raid on one of their caravans. The caravan had found one of Presper's infected guys, and ODYSSEUS had the raiders and surviving caravan guys rounded up before they could take Chagas back to NCR for trial and imprisonment. Chagas became infected because of his exposure to the caravan guy and in the prison.

Finding the prisoner here seems a little easy to me, but he could be one of the "easy" prisoners in the game. We'll sort it out. I like the existing complication you have for him, but you might want to spice it up with: Chagas was captured by Kurisu, so she owns him, and she's not going to let him go. Kurisu may have sold Chagas to someone else. The player, when asking about escaped prisoners, gets told about another prisoner instead of Chagas, since the Blackfoot don't consider Chagas to be a prisoner - he's one of the tribe. Once the players realize they're chasing the wrong guy, they may come back to find Chagas sold off or missing.

5.2. Daniel – Denver and New Canaan (or Jericho)

– Denver:

He's the semi-Mormon prisoner from New Canaan

Quest - Use the Big Radio to Signal ARGOS If you want to call ARGOS to your location (for example, if you want a quick trip back to ODYSSEUS), you can use the repaired radio tower to broadcast a call to him. This might be a good way to grab Daniel even if he's unwilling. Initiator: PC Normal Journal: I used the Denver radio tower to transmit a signal to ARGOS, telling it there were escaped prisoners from ODYSSEUS here. ARGOS has appeared in Denver, presumably because of my radio transmission.

Event Stuff:

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Once the Legion guys are discovered in Denver, every month that passes has a 25% chance that they've left to go back to Caesar, including taking all their slaves with them. This means the PC might not be able to grab Daniel.

ARGOS comes by on his rounds, looking for the PC. If Daniel or the other prisoner is there, he grabs them, too.

– New Canaan

2250 Daniel goes to find his six cattle in a storm and is captured by robots from the prison. Also, Bishop Mordecai and five others return to New Canaan as the sole survivors of their attempt to resettle New Jerusalem. They do not acknowledge Jeremiah Rigdon as the living prophet.

Daniel's Place: Daniel, the prisoner who is initially found in Denver, can be found here if he is set free. He has two wives and a whopping five children. He will not come to the prison willingly, so he either has to be killed or forced out by Jeremiah (by telling Jeremiah that Daniel is a big, fat liar).

Daniel - This is the prisoner from Denver that can be found with Caesar's Legion. Though he really does have two wives and many children, Daniel is, in fact, a big fat liar when it comes to keeping promises. If he is allowed to return to New Canaan from Denver (i.e., not killed and dragged back), he must be taken away from here either by force or by convincing Jeremiah that Daniel is a lying bastard. Daniel is of African descent and is in his forties.

– Jericho

Daniel (PRISONER) - One of the prisoners from the Big Empty will be asked to be returned to his wife and kids in New Canaan. Since New Canaan has been destroyed, Daniel will renege on his deal with PC and decide to hang out in Jericho for awhile (really didn't care about his family or his religion after all).

5.3. Jean-Baptiste Cutting

Frieda van Graff - she was born to Tiaret van Graff, and is the brother of prisoner Jean-Baptiste Cutting. She does not know very much about her half-brother, except he turned up missing a few years ago.

5.4. Mallet McBride – Hoover Dam

Prisoner having a ball ballin' hookers and gettin' loaded. Importance: Major

Mallet McBride is not a nice man. In fact, he's a downright asshole. If it weren't for the fact that Mallet was in prison for carrying Limit 115, he would be either in someone else's prison, or dead from a gunshot wound to the head. However, now that he's escaped Tibbit's Prison, he has chosen Hoover Dam as the place to sow his wild oats.

Mallet is a pretty big guy and a very skilled unarmed fighter. He's so good, in fact, that legend has it he once laid out a super mutant with one punch, though that legend has never been tested on Beatrice. Mallet hangs out in Dusty's Desires and whittles the day away getting drunk and boozing it up. He takes the occasional caravan job with Crimson Caravan to earn enough money to continue his boozing and carousing, but he does not have any loyalty to Crimson. Should the player approach Mallet about taking him back to Tibbits, then the player better be ready for a fight. Mallet will not go quietly and will begin to punch the player in the face until he is dead.

5.5. Ginger Flowers – Hoover Dam

Prisoner having a ball watchin' Mallet have a ball. Importance: Major

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If the player approaches Ginger about going back to Tibbits, she will protest and then run to Mallet for protection. Mallet will then try to kick the player's ass. Ginger will not fight because she is a fragile old bag and she knows it.

5.6. Jillian McKinley – Bloomfield i Reservation

– Bloomfield

- 2251, May 10 Jillian McKinley is apprehended by Ulysses' robots. The Rusty Hooks lose their best and only mechanic/weapons smith. Sid is "volunteered" to take her place.
- 2252 June 15 Kyle the Hook and his Rusty Hooks discover Bloomfield Space Center and declare it their home.

2253, October 23	Sentry robots at Bloomfield become semi-active – not moving, but the optical lenses and sensors turn on and start surveying for escaped prisoners from the Big MT. The robots ignore the Rusty Hooks.	F3 Begins

– Reservation Trading Post – Hank's slave and escaped Big MT prisoner.

Jillian McKinley is one of the vital escaped Big Empty prisoners. Like many of her escapee comrades, she carries one of the New Plague mutations – a piece in a large and lethal puzzle that the player needs, and the same virus that inhabits player's own body.

Jillian is a striking woman in her late thirties, despite her unkempt, "wasteland" look when the player finds her. Her looks are only exceeded by her intelligence and skill with mechanics and science (it's rumored that her family came from an actual vault, which explains her high mechanical and science knowledge, but she never talks about her family – possible PC dialogue quest). It is because of this intelligence, and her enviable skill with all things mechanical, that her life was spared the ghoul procreation process; a process that is usually fatal to humans. The ghouls found her ability with tools and cognitive thinking both refreshing and useful, almost to the point of making her an "honorary" ghoul. So, the ghouls charged her with gun smithing under the direct supervision of Hank, the ghoul gun and ammo smith. Jillian made no protest since the alternative was probably a grotesque and horrifying death.

Jillian was abducted by a retrieval robot not long after the Rusty Hooks found Bloomfield. Like many of her fellow prisoners, she headed out in a direction she was somewhat familiar. Day and night she braved the wastelands, evading creatures of nightmarish size and grotesqueness. She thought she might actually make it to her home, Bloomfield. However, a few days before she reached her beloved home, Jillian was captured by a ghoul patrol and taken to The Reservation as a slave and potential procreation catalyst. Luckily for her, the ghouls discovered her high intelligence and skills in mechanics, and decided to make her a slave. [...]

5.7. Blackjack - Mesa Verde (and Hoover Dam)

Blackjack's Cave: Blackjack the super mutant, one of the escaped prisoners from the Big Empty, has barricaded himself inside this cave. He had been running from Alexandra, who'd been on his trail for days, and he didn't realize the canyon didn't go any further. He claims to have a minigun (actually just a bundle of sticks and pipes painted black with charcoal), and hopes Alexandra will eventually give up and go away.

Major character? Male super mutant. Prisoner #21. Normally very easy-going and friendly. He's currently barricaded inside a cave down in the canyon, cornered by Alexandra. She won't go in after him because Blackjack claims he has a minigun: "Of COURSE I have a minigun! I'm a super mutant. We always carry big, powerful weapons. So, uh, don't come any closer!" His "minigun" is actually just a bunch of big sticks and pipes tied together in a bundle and smeared with charcoal to dye them black. He's also got a big pack of supplies, so he'll be able to hang out in the cave for quite some time.

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If the PC helps him escape from Alexandra, he'll disappear from Mesa Verde and reappear at the casino in Hoover Dam. If Alexandra captures him, he'll disappear from Mesa Verde and reappear as a prisoner of Caesar's Legion at Denver.

Quest 14 - Resolve the Alexandra-Blackjack situation.

Blackjack is barricaded, hiding out from Alexandra. He doesn't want to have to kill her, but he doesn't want to be shot, either (he's unaware that Alexandra needs him alive). If the player gets Alexandra off Blackjack's back, he'll head over to Hoover Dam to go find some card games, and Alexandra, if still alive, will head over to Fort Abandon to hang out. If the PC helps Alexandra capture Blackjack, she'll take him to Denver and give him to the Caesar's Legion slavers before returning to Fort Abandon.

Note: if the PC is aware he needs to bring prisoners back to the Big Empty, he can ask Blackjack about it if he helps him out. Blackjack will want to gamble at Hoover Dam first before returning to the prison (this will lead to the problem of actually tearing him away from the card games: "Just one more hand. I can't quit while I'm winning!"). If the PC hasn't helped Blackjack, or Blackjack is a prisoner in Denver because of the PC, he'll tell the player to fuck off.

Initiator: PC, Scope: Medium, Importance: Major

Science Boy, Stealth Boy: After speaking to Alexandra, just tell Blackjack that he's worthless to her dead, and he'll make a break for it.

Combat Boy: Attack Blackjack and take him down using non-lethal methods. If you kill Blackjack, however, you get no reward from Alexandra. You can also knock out or kill Alexandra and help Blackjack escape. He'll be regretful if she's dead, but he won't hold it against you.

Charisma Boy: Offer to compensate Alexandra if she'll let Blackjack go (Barter) or persuade her to tag along with you by promising bigger rewards in the future (Persuasion/Average). You can't persuade Blackjack to give up, but you can trick him into coming out (Deception/Average) if you're helping Alexandra.

Reward: Money and items if you help Alexandra; share of Blackjack's winnings if you help him go to Hoover Dam.

Journal Entry:

I met Blackjack, a super mutant and fellow ex-prisoner. He was cornered in a cave, and he asked me to help him escape from the bounty hunter who'd been chasing him.

I met a bounty hunter named Alexandra. She had trapped a super mutant in a cave, and offered to split the reward for his capture if I helped her out.

I helped Blackjack escape from the bounty hunter. He thanked me, and told me he would be in Hoover Dam if I ever needed him again.

I helped Alexandra capture the super mutant. She told me she'd deliver him to her contacts in Denver, and offered to meet me at Fort Abandon to split the reward.

5.8. Victor Presper & Co

Victor Presper - prisoner 31.1 – sprowokował wszczęcie procedur kwarantanny w USP Tibbets wraz z gen. Goleridgem, mjr. Biggsem, kpt. Davidsonem, kpt. Pierce oraz towarzyszącymi im kilku żołnierzami – NCP scharakteryzowani w dokumencie koncepcyjnym BOMB 1 (uzupełnienie 1).

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4. The advancement of the game measured by the number of prisoners brought to the Tibbets

4.1. Hoover Dam

Room for Improvement: All of Hoover Dam [...]

The Rim - If the player did not broker a peace between Maxson's and Hoover (i.e. ignore the war between the two, or did very little to change things). Less and less people are in the Rim over time. Mid-game is $\frac{3}{4}$ of what was there at PC's first arrival (maybe when 3 prisoners are returned to the pokey). Act II, after prisoners are returned, $\frac{1}{2}$ the original population present at Hoover.

Downtown - If the player did not broker a peace between Maxson's and Hoover (i.e. ignore the war between the two, or did very little to change things). Less and less people are in the Rim over time. Mid-game is $\frac{3}{4}$ of what was there at PC's first arrival (maybe when 3 prisoners are returned to the pokey). Act II, after prisoners are returned, $\frac{1}{2}$ the original population present at Hoover. At $\frac{3}{4}$ population (3 of 6 prisoners returned), Dusty's Desires closes down and $\frac{1}{2}$ less NCR troops are present.

4.2. Reservation

[col. Green quest] Stage three involves getting the player into Sub-level 3; the level where all the confirmative information rests. The best way is after the player returns the last prisoner to Tibbets Prison and learns of Fort Abandon being the central headquarters for the NCR troops [...]

IV. Addendum 3: Caesar's Legion

Caesar's Legion destroyed Fort Aradesh and then left the Mid-East. This allowed the site to be re-occupied by NCR forces. In 2253, Joshua Graham, a former adjutant of Caesar, was hanged at Fort Abandon.

1. Dates

2238 - The missionary Joshua Graham encounters two Followers of the Apocalypse at the Grand Canyon and starts to lead them around the outer north and east edge. One of the Followers goes on to become Caesar (New Canaan concept document),

2249 - A lucrative slave trade is established with Caesar's Legions and the Blackfoot tribe (Concept Document Reservation),

between 2238 and 2241 (no date) - first tribute (in slaves) given to Caesar's Legion (Blackfoot Concept Document),

no later than 2251 - Caesar's Legion attack on Hoover Dam (Hoover Dam concept document).

2. Followers of the Apocalypse password in Fallout Wiki

Dedicated to reeducating and rebuilding the wasteland, the Followers are a group that originally sprung up in the Boneyards of Adytum (former Los Angeles) around the time of the Vault Dweller. The Followers are generally liked where they go, since they teach people valuable medical and agricultural knowledge. However, some governments dislike the Followers, as they are generally liberal thinkers who occasionally plant seditious thoughts in the heads of oppressed citizens. The Followers are also touchy about their connection with Caesar's Legion, a powerful slaver group of the east. It is from their ranks that the original Caesar came.

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3. Caesar's Legion in concept papers

3.1. New Canaan

NPC ALLY DRAMA The Hanged Man will not enter New Canaan. When the party arrives here, he will initiate dialogue with the PC and tell him/her that he has something to take care of. He gives the PC the option of meeting up with him at Burham Springs later on. Talking with Bishop Mordecai may reveal that one of the New Canaanite missionaries, Joshua Graham, was involved in the rise of Caesar. Joshua Graham eventually became Caesar's right hand man, shaming the Mormons. After a failed attack on Hoover Dam, Caesar had Joshua burned and thrown into the Grand Canyon by the tribals who feared and hated him. Joshua Graham is the Hanged Man.

3.2. Hoover Dam

[...] group known as Caesar's Legion tried to invade Hoover Dam. The fighting was fierce, and Governor Dodge still to this day does not understand the motive for the attack, but suffice it to say that Dodge, the NCR troops, and the formidable wall with high powered gun turrets thwarted Caesar's invasion plans. [...] However, thanks to the big victory over Caesar's Legions, it was obvious that both the Rim and Downtown were well taken care of and protected, that is until the war between NCR and BOS began.

Candice Morris is the head of the Hoover Dam chapter of the Followers of the Apocalypse, and she is also the school teacher of the area. She is well versed in a lot of wasteland and recent Hoover history, including the war with Caesar's Legion, and is eager to teach anyone who will listen.

Quest 2 - Successfully Negotiate Peace between NCR and BOS.

Description – As is with most people in Hoover Dam, Governor Dodge is sick of war with the BOS. The war has lasted for almost two years. In the grand scheme of things, two years does not seem like a very long time for war, but with supplies dwindling and equipment failing, not to mention the constant state of high tension around Hoover, two years might as well be two decades. [...] Attacks on the front gate used to come frequently, but have died down to the point of stopping for almost a year. [...]

3.3. Reservation

Centurion Caius Drusus – Slave trader for Caesar's Legion. Pockets of Caesar's Legions are strewn throughout the FO3 region, and one in particular has developed a fairly lucrative slave trade with the Reservation. The leader, or Centurion Drusus as he calls himself, carries himself with the pomp and dignity one would expect from someone who fancies himself a centurion. Caius also has the air of a seasoned warrior, even from under his heavy environmental suit. He is a commanding presence and is not afraid of being confrontational. He does not wield a shotgun like his soldiers, but he does carry a BIG .45 handgun which he is very capable of using.

Human Slave Traders - #~6, At the Trading Post, the player may run into (more than likely) human slave traders dressed in environmental suits and heavily armed with assault rifles.

Slaver Caravan Encounter - The player has a good chance to run into slavers on their way to, or coming from, the Reservation. These slavers are well equipped with assault rifles and environmental suits received through trade with the talented ghouls at the Reservation. They will not attack the player on sight, but they will issue a warning not to interfere.

Caesar's slave traders come once every month (choose a date) to trade slave with Horatio. They show up at 8 am and leave at 6 pm. Should the player waste the Slaver Caravan in the

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Salver Caravan random encounter, Caius and friends will never show up again to sell slaves. This will concern Horatio, but he will not lose sleep over it since there are other slavers in the wasteland.

Hank's little shop specializes in weapons and ammo, and seems to have a very good supply of both. As it turns out, Hank is the master weapons smith of the Reservation and oversees all scavenging of materials, and manufacturing and forging. If Hank doesn't have the conventional weapon the player wants, it might not exist anywhere else in the wasteland.

3.4. Denver

Caesar's Legion Camp - These guys are camped out in a hotel in south Denver with some slaves they've rounded up. Every couple of weeks they send a pair [2] of fast guys out east to see if the radioactive dust storms have subsided for the season. Once they do, they'll head out.

Terrence - Leader of the squad from Caesar's Legion; Generic Legionnaires - Cruz, Wierzbowski, Thunderfoot, Ivory, Marco [5]

Anton - Leader of the "evil" salvagers. Big German-looking guy. Foul-mouthed, domineering, intolerant of strangers and nonhumans. He's from the Midwest, home of the radioactive cyclones, and fled to this area to escape Caesar's Legion and to try and make a life for himself.

3.5. Blackfoot

OVERVIEW - The Blackfoot tribe is a community of primitives who make slave raids on other tribals and pay tribute in slaves to Caesar's Legion.

MORAL DILEMMAS - ~~Spy to Save My Sister: Sharptooth is a spy for Caesar's Legion (only because Caesar holds Sharptooth's sister as a slave), reporting to their agents in Denver. If this becomes known, the other Hangdogs will demand that he and his family be banished to the wasteland. Bares-His-Teeth will have no qualms about doing this. If the PC leads the tribe, he'll face a rebellion if he refuses to banish Sharptooth and family. If he agrees, Sharptooth and family will almost certainly perish. What to do? (Not sure to what extent we'll keep this in, as Caesar's legion is being moved off the map.)~~

Teacher is intended to be a likable figure, which generates emotional porn if Caesar's Legion comes to deal with the Hangdogs for not delivering Blackjack as promised, because all the dogs in the village will be slaughtered, and Teacher will lie dead among them after trying to stop Caesar's men.

Random notes - Quests:

Rescue a New Canaan missionary being held by tribals

Tell other tribals where they can find the Blackfoot (war!)

Get the Blackfoot to break ties with Caesar, or strengthen them

Get the Blackfoot to stop raiding NCR, or increase the raids

3.6. Ouroboros

The Twisted Hair tribe was one of the most domineering tribes in the wasteland. They regularly raided their neighbors for food, supplies, and slaves. They were merciless in their efforts and the other tribes began to fear even the mention of their name.

It was during the reign of the Twisted Hairs that Caesar's Legion rose up. The Legion taught the tribes to fight back and the Twisted Hairs were soon driven from their lands. Weakened and on the retreat, the Twisted Hairs were then set upon by the Legion and destroyed. No one was spared, but one woman did manage to escape.

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Request an audience with Hecate [...] The player can also receive a quest to remove Caesar's Legion agents from various areas in the game.

3.7. Mesa Verde

[Alexandra] just a visitor to Mesa Verde. She's a bounty hunter and she's trying to take Blackjack alive. Caesar's Legion is paying well for live super mutants, and she means to score big with this particular bounty.

4. Statements about Caesar's Legion

4.1. Fragment wywiadu z Chrisem Avellone

[...]I ran a pen-and-paper Fallout campaign with 4-5 guys (which eventually grew into 2 groups, since I wanted to cover more ground in the Fallout universe) to test rules, the story, and try to make the game feel more like a pen-and-paper experience. A lot of bad stuff got dropped as a result of that game, and some extra stuff was added based on player feedback – the first gaming group had already adventured through the Leavenworth Prison, the Circle Junction Train Yards (and fought the first fringe of the slaver band, Caesar's Legion), the Denver Salvager Camp, and the Boulder Dome when we drew it to a close – the second gaming group (whose gaming experiences were in the same world at the same time) got through Leavenworth, Circle Junction and had just gotten to the Big Empty (the Big M.T.) before it drew to a close. Anyway, it was kind of cool had the two groups caused repercussions for each other in the game world (something I've always wanted to do in an RPG) [...]

4.2. Posted by kumquatq3 on the No Mutants Allowed forum

What I have on C.Legion is what I posted, which to say, isn't much. The only other thing I can remember is that there was a PNPC in the game named "The Hanged Man" that was just a complete bad ass. You actually find him while he is being hung from the neck, he is obviously still alive, and if you cut him down he joins you. He has burns and such all over, and is well known for doing all sorts of evil acts and would make it hard to deal with some of the towns. He had some dealings with the Legion, but from what I heard he didn't go to far into the details.

V. Attachment 4: Railway information

Railroads cross at Fort Abandon to (1) Hoover Dam and Grand Canyon, (2) to Burham Springs and New Canaan, (3) to Denver and Boulder, and (4) to Reservation. There could also be a branch of the railroad to the nearby Tibbets Prison.

1. Wikipedia passwords

1.1. Powdergangs w *Fallout* Wiki

When NCR attempted to expand east, they needed railways to carry supplies to distant locations, especially places ripe for colonization. For this task, NCR used criminals from their Black Canyon prison who were approaching the end of their sentences. Unfortunately, when NCR started to have financial problems, payments to the workers started coming up late or short. Eventually, the workers decided to take matters into the own hands, seizing the work stations and all the blasting powder they could find. These packs of criminals became powder gangs, blowing up any and all caravans and railways they came across.

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1.2. Junction Circle i Iron Lines w The Vault

A group of fairly primitive, nomadic tribals, the Iron Lines patrol and chart the railways of the pre-war world. They collect and often use handcarts to make their way across the wilderness. When they travel, they usually form handcart caravans for mutual safety. The Iron Lines resist the Daughters of Hecate and have remained largely immune to the plagues that haunt other tribes who go against Hecate's wishes. However, the Vipers never pass up an opportunity to butcher any Iron Lines they discover. The Iron Lines decorate their bodies with paintings of parallel lines. (cytat z FalloutWiki)

Although they are nomadic, their main headquarters is Circle Junction, which is pretty literal in its naming - it's a circular collection of railways that intersect and go in a number of different directions, located east and south of Denver.

The Iron Lines were intended to be in Van Buren, the cancelled Fallout 3 by Black Isle, but they were cut from the final version of the game.

While they were never referred to as "Iron Lines" during the actual development of the game, J.E. Sawyer later named them Iron Lines because of their body art and general association with the railroads, as he thought it was weird that all of the other tribes had names but they didn't.

2. Kolej w dokumentach koncepcyjnych

2.1. Tibbets

Prisoners and supplies for the prison were handled via a rail line that passed through the prison to unload and load cargo.

2.2. Burham Springs

[...] The town of Burham Springs was established fifteen years ago by Trent Burham, a wealthy NCR mine merchant [2238?]. The community was given a charter by Lt. Gov. Dodge to excavate the existing mines in the region for the production of valuable coal resources [2243?]. [...] With the NCR railroad project moving through the area, everything was safe and secure. [...] Everything went well at Burham Springs until the NCR presence pulled out. The railways were completed, and civil discontent was brewing back west. NCR recommended that the citizens of Burham Springs pack up their things and return with them. Many of the stubborn miners refused to give up what had become a very profitable and familiar way of life. Several were ex-criminals, or "integrated" tribals with no future in the rest of NCR. With no one to protect the community, it became vulnerable to attack by the powder gangs of the wasteland (the powder gangs were old railway workers left jobless and helpless by NCR).

After a powder gang attack between Burham Springs and Hoover Dam left several important NCR political figures dead, the 5th Engineering Company was deployed to track down the responsible gang. The gang, finally afraid of NCR's focused might, retreated to Burham Springs. The NCR's firepower forced the gang to retreat into the mines. The commanding NCR officer, Maj. Robert "Border" Briggs, hastily ordered his men to plant explosives around the mine and detonate them. The massive explosions reached all the way down the mineshafts and hit the powder stockpiles of the gang. A chain reaction occurred. Flames erupted from every mineshaft that didn't collapse. The oil and coal dust on top of the local creek and pond were lit ablaze. A number of partially-tapped veins of coal also ignited, starting an unstoppable blaze that burns and smolders to this day.

2238 NCR explorers discover Eagle Rock and quickly realize that it is a source of energy and some water - albeit a dangerous source. Within the year, NCR miners are there, and more come shortly thereafter. Many of them are dregs/outcasts from other communities.

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- 2245 NCR halts production on the railroad lines. The need for coal diminishes and the powder gangs rise up.
- 2247 NCR 5th Engineering **Division** blows up Burham Mines, causing incredible fires to break out all over the area, even in veins of coal encased in rock. Many die. Many become gehennas. NCR abandons Burham Springs.

Encounter 2: NCR/Powder Gang Standoff (Unique) - Somewhere in the wilderness of Utah, members of the 5th Engineering Company spotted powder gang members prowling for merchant caravans. [...] The PC can talk to the powder gang, sneak around and disarm the majority of the traps, fix a bunch of damaged NCR 9mm submachineguns (the guy carrying them was blown up by a mine), or storm in and kill the gangers. If the player wants to support the gangers, he or she can rally the powder gangers to attack the soldiers, sneak up to the NCR munitions wagon and blow it up (causing huge damage to the soldiers), volunteer to heal up the gangers, or just attack the soldiers outright.

2.3A. New Canaan

AR1003 is where Ogden's Union Station sits, unused. If the player gets the trains up and working, he or she can take the train here pretty rapidly. A few people live near the train tracks, including most of the super mutant and ghoul members of the Mormon faith.

Train Tracks: These train tracks skirt the edge of New Canaan and mark the approach to Ogden's Union Station. This location, specifically, is where the disembarking point was located. It is the main visual feature of the map and also where the train comes to rest if the PC takes it here.

MONSTER ROSTER - Most of the monsters in New Canaan aren't monsters at all, but members of the 215 Rail Line powder gang. They will attack one week after the PC arrives in New Canaan. This is a big concern for many of the people in the community, and they are seriously worried about what is going to happen when the group arrives.

Jackson (1) - This mean-spirited bastard used to be a foreman on the 215 Rail Line for NCR until the contracts dried up and Dodge didn't have the money to pay the workers. It didn't take long for Jackson to say "fuck this shit" and take to the desert with his crew, raiding wherever they found caravans - the groups that they fault for the problem. Over time, though, Jackson has become desperate, and has turned his sights on New Canaan. Not being a tactical mastermind, he has announced when he expects the surrender of the city's goods to him. Jackson wears metal armor and a Kevlar helmet, and he carries a 7.62mm assault rifle, several frag grenades, and a .44 magnum revolver.

Boilermaker (1) - A quiet, evil bastard, Boilermaker worked for the rail lines shoving precious coal into the engines of the trains on their rare trips. However, like the others, he was out of a job when the line work dried up. He suffered a lot of heat and smoke damage to his face, and he wears a welding mask to cover it. He wears football pads on the rest of his body. Boilermaker is huge and really strong, and he carries a flamethrower with plenty of ammo and a hefty baseball bat. Boilermaker looks for the least heavily armored people and beats them with his baseball bat. The rest he burns.

215 Snipers (2) - Two jerks in Jackson's outfit. They're equipped with .223 hunting rifles, combat knives, construction outfits, and motorcycle helmets. They hang back with Jackson and blow away people at long distance. They make a lot of arm and leg shots to disable people.

215 Gunners (3) - Three different jerks in Jackson's outfit. They're all equipped with 9mm submachineguns, lead pipes, leather outfits, and motorcycle helmets. They try to get into mid-range so they can burst large groups. They often flank the field just in case people try to run from the thugs.

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215 Thugs (10) - Ten general assholes in Jackson's outfit. They're all equipped with a variety of melee and thrown weapons: lawnmower blades, switchblades, sledgehammers, lead pipes, fire axes, hatchets, spears, etc. They wear leather armor and construction helmets. As might be expected, they close in to close range and try to "wolf pack" people down.

RANDOM ENCOUNTERS SURROUNDING THE AREA - Encounter 1: Powder Gangsters (4 times max.) - A pack of 5-10 powder gangsters. These jackasses are similar to the 215 Gunners and Thugs in the New Canaan monster roster. The ratio of gunners : thugs is always about 1:3. In groups of 9 or 10, there will also be one equivalent of a 215 Sniper. One of the men is always a gunner "leader" who can be talked with. Successful Barter (moderate), Deception (moderate), or Persuasion (hard) can be used to prevent the group from attacking. Medical aid can be offered in lieu of goods, as can Mechanical aid (fixing weapons and armor).

2.3B. Jericho

Union Station: A large, decaying multi-room train station which has fallen into disrepair. Many of the rooms were looted long ago. It's the current home of a nest of giant wasps.

Train Tracks: If the PC gets a train working, it'll appear here when it arrives at Jericho.

2.4. Boulder

Train Station: A wrecked train station with an intact line of tracks leading to the south.

Jackals are all over the place, trying to figure out what the train is and what it means. If the PC pulls up in their own train and the Jackals are present, they'll attack.

2.5. Denver

Timeline:

-5 years: Back in the West, "the 370 Raid" occurs. Foreman Porter's group try to rob the NCR Storehouse and Bank to seize the payroll to pay his men. They were caught by NCR and ended up "blowing" the vault and totally ruining the future ability to settle the payment problems in the area (exact circumstances are unknown, Porter's group didn't actually steal the money, but it's gone nonetheless). Captured, sold out by Spineless Stan Lowery (a man in the 370 team who didn't participate in the raid because he was afraid they'd be killed trying). Porter still feels guilty about his role in the collapse of the eastern part of NCR, since his actions blew any chance of the economy stabilizing. Porter and his gang arrested and imprisoned in Black Canyon.

-4 years: Member's from Porter's team escape many times, though there's nowhere to run and they are caught or surrender. At least once escape was planned by NCR Lt. Gov Dodge (Dodge hoped that Porter will loop back to pick up the money from the blown vault, but the escape he arranged only resulted in the 308th getting free, not the 370th, and since Porter didn't steal the vault money anyway he wouldn't know where to find it).

-3 years: Porter's gang (the 370th) and the 308th put on work-release to Denver. The work-release also made more room in the prison for some more dangerous prisoners, as the place was getting overcrowded. The prisoners travel with hobos, dodge tribals, lose about half their numbers (from clashes with slavers, tribals, radscorpions, and other monsters), and finally....

-2 years, 1 month: Porter's gang reaches Denver. [...]

Generic NPCS:

Hardin – [...] NCR branded and tortured him into revealing where the other 308 guys were. [...] A traitor salvager. Wants to leave Denver because he feels it's a waste of time. A real

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asshole, but not a bad leader as assholes go (kinda like the punk teen from Karate Kid). Not particularly smart. Big ego. Tends to act impulsively. His minions are Slow Joe, Uncle Jim (who helps spur him on), and Scoby (and technically Bean, too). Knows Lowery's secret (that he narked on the rest of the group) and has been blackmailing him to push Porter to get everyone to leave Denver. 3rd-level Diplomacy. Leather Coveralls (20% DR), Helmet, Binoculars, 2 Molotov Cocktails, 10mm Pistol,, Knife. Has a crowbar within easy reach. Has a flare gun. Doesn't want the PC around ... assumes the PC is in Denver to steal the gold.

D.C. Lowery - Porter's second in command. [...]He has a guilty secret: he tipped off Dodge to the big heist because he felt they wouldn't get paid otherwise. Was arrested along with all the others. He feels that being out here is better than rotting in a prison cell. Fiercely loyal to Porter because he feels guilty and knows that if he goes West they'll find out about it. Hardin is blackmailing him to put pressure on Porter. Lowery would be happy if Hardin got himself killed, though he won't do it himself, and probably wouldn't come right out and ask someone to help him out with this problem. He feels that something is wrong with NCR, else they would have checked in on them by now.

Critical Path: PC [...] PC visits area uses Denver as a source of supplies for later stuff in the game (building a rail, using the salvagers as workers in New Canaan, etc.)

Union Station (Medium Map): A station building, sets of train tracks, a road, and some blasted buildings nearby.

Union Station (train depot) - The downtown train station in Denver. Here's where you can go to figure out where the rail lines run, and might be able to salvage some parts to get a working train (or at least a hand-car) put together. If you get the trains running, this will become an important area and will need some security (to make sure visitors are safe from dogs and raiders).

Special Scenery Objects: train tracks, wrecked wooden staircase, ticket windows, junked cars, train station benches

Quests - Prepare/Fix Union Station - Needs some mechanical work. You can do it yourself or have the salvagers help out.

What keeps the PC coming back? [...] The NCR guys. Working on fixing the train.

Train: If you get the train running, you can take it anywhere from Fort **Abandon** to Boulder immediately, but any other place (Hoover Dam, Reservation, New Canaan) requires working to repair the tracks that are out along the way. [powtórzenie]

Room for Improvement: You can repair stuff at the train station, getting the tracks fixed and the train, after which it's a working train station and can have guests. If you get the connection fixed all the way to NCR and establish trade with them, they'll actually post a small military squad here.

WHERE TO GO CONDITIONS

Reconnected salvagers to NCR in Hoover Dam, no train, dogs Goto 4
eliminated, it's a fort!

Reconnected salvagers to NCR in Hoover Dam, got train running, dogs Goto 6
eliminated, it's a fort!

Reconnected salvagers to NCR in Hoover Dam, got train running, dogs Goto 7
still present, dogs eventually eliminated, it's a fort!

Ghouls take over Denver (if you tell them about it and Denver doesn't at Goto 8
least become a fort)

4. FORT DENVER ESTABLISHED! (WTG)

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With ties reestablished between NCR and its Denver salvagers, and the dog threat eliminated, the salvager camp becomes the foundation for a fortified area in Denver. Over time more salvagers come to the city and establish claims, and the New Camp becomes a true fort. The original salvagers buy off their sentences, sell their claims, and move west, moderately wealthy for their years of hard work.

Show a skyscraper on a major road, surrounded by fortified walls and guarded by frontier guys with guns.

6. FORT DENVER ESTABLISHED! Mk 2 (WTG)

With ties reestablished between NCR and its Denver salvagers, and the dog threat eliminated, the train station becomes the foundation for a fortified area in Denver. Over time more salvagers come to the city and stake claims, and Union Station becomes a fort within the city limits. The original salvagers buy off their sentences, sell their claims, and move west, moderately wealthy for their years of hard work.

Show the train station, surrounded by fortified walls and guarded by frontier guys with guns.

7. FORT DENVER ESTABLISHED! Mk 3 (WTG)

With ties reestablished between NCR and its Denver salvagers, the train station becomes the foundation for a fortified area in Denver. Salvagers and soldiers from Hoover Dam drive back the dog packs, fortify Union Station, and stake claims in the city. The original salvagers buy off their sentences, sell their claims, and move west, moderately wealthy for their years of hard work. In time, Fort Denver becomes an actual town.

Show the train station, surrounded by fortified walls and guarded by frontier guys with guns.

8. GHOUL CITY (WTG)

Without the strong support of NCR, the Denver salvagers fall prey to attacks by the ghouls of the Reservation, hungry for its old-world resources. The ghouls take over Denver, fortify Union Station, and mine its resources to further their agenda in the wasteland.

Show the train station, surrounded by fortified walls and guarded by ghouls with guns.

2.6. Reservation

Railroad and Railcars (R, S, & T) - During the time before the big war, a railway went through the northern most side of the Reservation. The railway was never on any public maps, and no one except the people who worked at the Reservation and top military brass knew about the railway. At the time, this railway was the best way to deliver and pick up large pieces of equipment and vast quantities of supplies. However, the railways went dead after the big war, and the two supply cars waiting on the tracks to be taken to another secret location would never move again.

That is, until Willem Clark got creative and decided to build his own train engine. Using different components from the tank wreckages all over the surface of the Reservation, he and his fellow ghouls built an engine into one of the supply cars. Looking every bit like a Junkyard Wars concoction, the new train engine is functional. The only thing is, it has nowhere to go. But the plan is to eventually find someplace to go; a place that is a perceived threat to the Reservation. Upon the other supply car, Willem will mount his Nuclear Nellie howitzer gun and take it within thirty miles of its intended target. From there, it is his goal to fire a dirty bomb into his enemy's base/town, which will hopefully cause enough havoc as to collapse any organization that might have existed. But again, Willem still needs a destination. The railcars, the tracks, and the access gates are all kept in much better condition than the rest of the surface area of the Reservation.

Art requirements – As described above, a flatbed railcar with a huge tank engine strapped at one end, with cranks and shafts directly connecting the wheels of the railcar to the engine. Should be a dynamic object that has two states; on and off. On has the flywheel turning and black smoke bellowing out from an exhaust, off has it not doing a thing.

Measles' Secret Agenda – Willem Clark, the Ghoul-Jesus-like leader of the Reservation, wants to know about the other settlements in the wasteland; how big, how organized, and

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most importantly, are any of them a threat to the Reservation. Willem will order Measles to go with the PC (if the PC wants him), under the guise of curiosity, exploration, and the hopes of establishing trade through a rail system. Once Measles feels he has learned enough (basically, after visiting Hoover Dam, New Canaan, and as a bonus, the Grand Canyon for its uranium mines), he will request to go back to the Reservation to give a report to Willem Clark.

In a nutshell – Willem has built a “dirty” bomb out of what uranium was left in the nuclear missile labs in the Reservation, and he wants to deliver, via rail and Nuclear Nellie, said dirty bomb to the community he perceives as his biggest threat. The bomb is meant to slow down the community’s progress and hopefully dissipate the people after radiation sickness kicks in.

So, the second hub of Measles’ mission is to establish a rail system, with the PC’s help, between the Reservation and either Hoover Dam or New Canaan. Willem’s preference on which to bomb is TBD. I’m thinking it will depend on how much the PC helped each community to better itself or screw it up. Willem will then bomb the “better off” community – i.e. the community most likely to prosper. Willem will then mount Nuclear Nellie on his makeshift train, park the railcar about thirty miles outside his enemy’s location, and fire his dirty bomb out Nellie’s massive barrel.

Lastly, if the PC has been through the Grand Canyon and discovered the uranium mines, Willem will want a rail system to go there so he can mine more uranium. His ultimate goal; eliminate all possible threats, use the newly mined uranium to make a dirty bomb arsenal – or maybe even a couple of nuclear bombs if there’s enough material – perfect the ghoul procreation process, and wipe out all the smooth skins so the “Children of the Wasteland” may rule the Earth.

Colonel Green’s Quest – The first phase of Green’s quest is for the player to “volunteer” to be the Reservation’s ambassador of good faith. [...] Willem needs a smooth skin liaison to communicate to the well established outside human communities about the Reservation’s desire to build a rail system to further trade and quicken travel. Willem will offer trade in ammo, firearms, radiation removal, etc. If the player accepts the position, it is his job to convey these wishes to either Hoover Dam or New Canaan – the two most established human communities.

Endfilm - 5. PLAYER HELPS DR. WILLEM CLARK (WTG)

No good deed shall go unpunished, nor shall any bad deed. With the help of a human stranger, Dr. Willem Clark was able to take his Nuclear Nellie and fire its radioactive ordnance on a populated human community. This act united all the humans within the region, and they launched a retaliation attack on the Reservation itself. Though the battle was bloody for both sides, the humans won the day, leaving any evidence of the ghouls from the Reservation buried under broken rock and concrete.

Show Dr. Willem Clark’s body impaled on a flag pole in front of the main gate to the Town.

2.7. Hoover Dam

Over the course of several years, contact with the NCR disappeared completely. The supply train that would make infrequent visits to fund the war effort ceased.[...]

2.8. Blackfoot

Random Notes - Quests: [...]Get the Blackfoot to stop messing with the nearby railroad, perhaps.

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The game offered a myriad of new places to discover and explore. It spanned a good portion of Utah, Colorado, and the surrounding areas. The player could repair railways and locomotives for fast travel to distant locales with train stations. Or, he could find and repair several vehicles that allowed access to areas outside the railways. Or... the player could hoof it.

FORT ABANDON, New California Republic v. 1.01**2. Mapa połączeń kolejowych BNSF:**

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3. Mapa połączeń kolejowych Union Pacific

UPRR Common Line Names



4. Interstate 215

Interstate 215 is Utah's only three-digit interstate route, forming a 270° near-loop around Salt Lake City. Although it does not form a complete circle, it is generally referred to as the "Belt Route". Radio and TV traffic reporters further divide the route, using "Westside Belt Route" or "Eastside Belt Route" to distinguish which portion of the loop is being referenced with I-15 serving as the axis.