

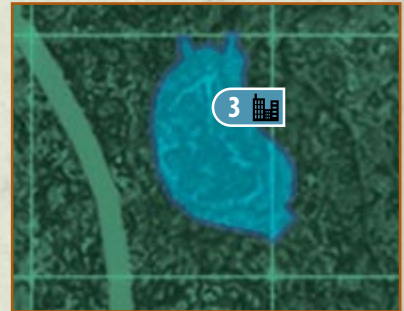


Following in His Footsteps



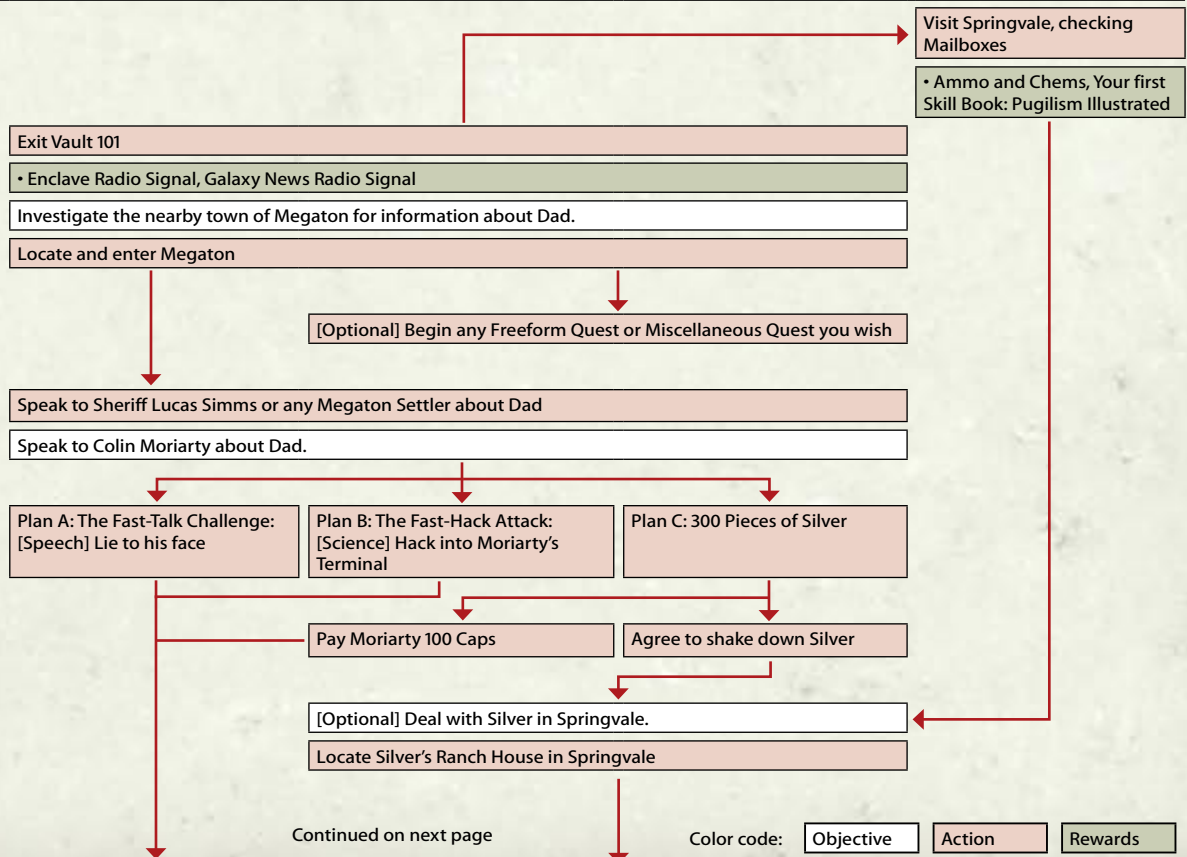
You've escaped from **Vault 101 [8.01]**, and must track down your fugitive father across a massive and terrifying Wasteland! You need to plan ahead. Surviving out in the Wasteland, especially with darkness falling, isn't easy. The Overseer's Terminal notes mentioned the nearby town of **Megaton [8.03]**. Head into town, and speak to the inhabitants: they point you to a speakeasy called Moriarty's. Inside the saloon, seek out the proprietor himself; Moriarty tells you your father was headed into the ruins of Washington D.C., seeking out a DJ named Three Dog who is sympathetic to his cause. Travel there yourself, either via Ghoul-filled underground tunnels that were once the city subway, or over ground, avoiding pockets of vicious entities, mercenaries, and mutations. Once you near the **Galaxy News Radio [10.03]** station where Three Dog broadcasts from, you meet a haughty band of well-equipped humans clad in impressive Power Armor. These are the Brotherhood of Steel, and you embark on a hard-fought street-by-street cleansing, all the way to the G.N.R. Plaza, ridding the area of Super Mutants! Only then will the Wasteland's last DJ beckon you in to fight the Good Fight for the pockets of human resistance, trying to survive against these overwhelming odds....

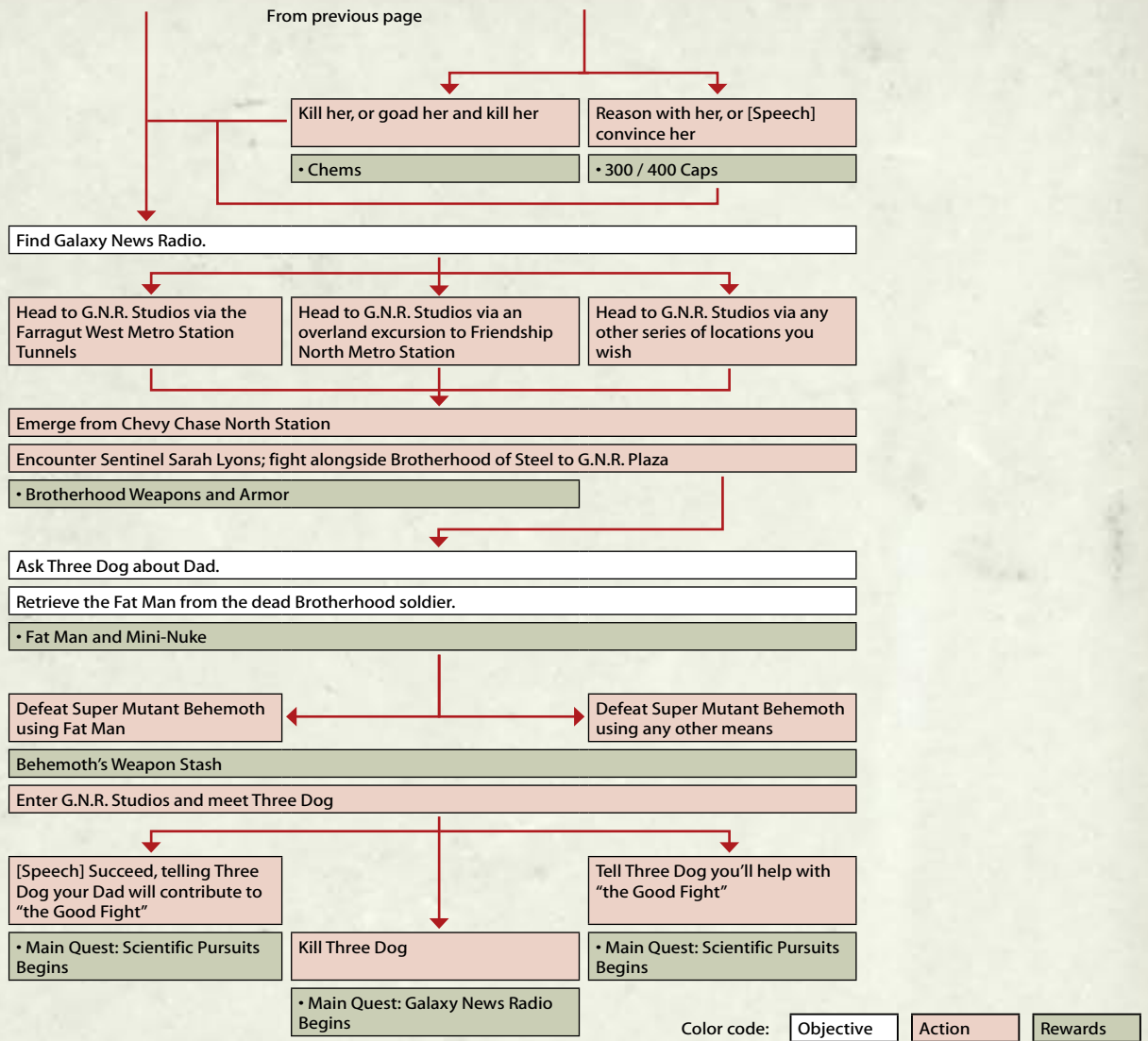
Megaton



QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH 1
Main Characters	President John Henry Eden, Three Dog, Sheriff Lucas Simms, Nova, "Gob" Gobtholemew, Moriarty, Silver, Sentinel Sarah Lyons	Moriarty, Silver
Locations	Silverlake, Megaton, Farragut West Metro Station, Friendship Health Metro Station, Chevy Chase North Metro Station, Galaxy News Radio	Megaton, Silverlake
Adv. Items/Abilities	Lockpick, Repair, Science, Speech, Sneak	Speech
Possible enemies	Enclave Eyebot, Protectron, Mole Rat, Ghoul Genus, Super Mutant Genus, Radroach, Raider, Deathclaw, Robot Genus, Talon Company Mercenary, Brotherhood of Steel, Centaur, Super Mutant Behemoth	
Karma Influence	Neutral	Neutral





WELCOME TO THE WASTELAND

As soon as you step from Vault 101 into the late afternoon sun, you're likely to reach Level 2. Consult the Character Development chapter (page 27) for examples of how and why to allocate points to your skills. Immediately, a new quest begins; you're tasked with reaching the nearby town of Megaton to investigate where your father might have gone. Step to the scenic overlook, and you can actually see Megaton; it's the large mound of tin and rusting metal glinting to the southeast.



In the distance are skeletons of the Capital Building and Washington Monument. Southeast lies a corrugated junk-town named Megaton.



Tip

Bring up your Pip-Boy, and enter the Data > World Map screen. Megaton is already located on your map as an arrow point. This arrow point also appears under your on-screen compass, giving you an instant idea where to travel.



Note

At this point, you can literally go anywhere and do anything you want! As there are infinite numbers of routes to and from the various locations across the Wasteland, the following routes are simply the optimal paths to take.



The rocket's red glare: Begin to remember certain landmarks, such as the Red Rocket Gas Stations.

NEW OBJECTIVE

"Investigate the nearby town of Megaton for information about Dad" begins.



The easiest way to Megaton is to travel east along the remains of the tarmac road. As you head out into the open, two new radio signals are picked up through your Pip-Boy. The first is the Enclave Radio Signal, which is an official transmission from President Eden. A mixture of patriotic tunes of the ancients and information on creating a brave new world. The second is a broadcast from Galaxy News Radio in the D.C. Ruins; tunes are spun and rants are recorded by your DJ Three Dog. Both give clues to your adventure ahead. Switch one of them on by accessing the Data > Radio menu.



Enclave Radio Signal



Galaxy News Radio Signal

Head down into the ruins of a small development called Springvale. Check the mailbox for some hidden items. This should clue you in that everywhere in town might contain useful items and objects. Some are junk, some can be sold, some can be combined to make customized weapons, and some augment your abilities, health, or skills. For now, make a quick sweep of the area. Also floating around here is an Enclave Eyebot, a recon droid that relays the Enclave Radio Signal and isn't harmful unless you fire at it. Move to the Red Rocket Gas Station where a corrugated sign points toward Megaton.



Ammunition



Chems



Tip

There's a junkie named Silver who fled from her "care-giver" in Megaton, and she lives just north of here in a small ranch house. You can't know this information yet, but you might wish to investigate her abode to save a back-and-forth visit later. Skip to "Conversing with Moriarty: Plan C" if you want to know more.

When you've finished rummaging around, follow the road south out of town and up a rocky path. To the south is an airplane tail rudder and other metal sections pointing skyward. This is Megaton, and you should head to the front gate immediately. Lower your weapon, or simply don't fire it. The Protectron guarding the gate—Deputy Weld—is a friendly sort. Solomon the sniper sits in a nest above the gate too. As the diagonal metal slats grind upward, head inside this hold-out town of Wastelanders, weirdos, and human flotsam and jetsam.



Howdy partner, and welcome to Megaton. Don't shoot the Protectron Deputy!



Note

You may pass or interact with a thirsty man named Mickey, or one of a few Traders that traverse the Wasteland with a bodyguard and Brahmin in tow. For information on how to interact with these people, part of a series of tasks known as Freeform Quests, turn to the Tour of the Wasteland chapter, beginning on page 253.

MEGATON AND MORIARTY'S: THE RECONNOITER

Enter the ramshackle outpost called Megaton, and head south down the main pathway. Speak with, and remain civil to, the man with the cowboy hat; that's Sheriff Lucas Simms, and he's the law in these parts. At this point, you can begin **Miscellaneous Quest: The Power of the Atom** if you wish. However, you should definitely ask him if he has any information about the whereabouts of your father. If you agree to disarm the bomb, he directs you to a saloon on the southern "balcony" overlooking the town, a place called Moriarty's.

NEW OBJECTIVE

"Speak to Colin Moriarty about Dad" begins.

Now make a thorough exploration of the town, gaining backstory on the settlement about the different inhabitants. When you're done, head toward Moriarty's Saloon, ideally via the rusting ramp and over the roof of the clinic, past the Craterside Supplies store (where you can begin **Miscellaneous Quest: The Wasteland Survival Guide**, and around to the "top of the town." You can't miss Moriarty's Saloon! Enter via the front door; it's a lot more practical and safer than trying to Lockpick the back door.



Caution

Just for fun, try grabbing a bottle of whiskey that doesn't belong to you (the information appears in red) from the bar. The inhabitants turn on you, and the situation quickly gets out of control, violent, and actually rather entertaining! However, in this case, you'll get no clues about where to look for your father and you must simply stumble across the information on your own. This happens if you accidentally shoot anyone or threaten them.

Step into the gloomy interior of Moriarty's, and you have a host of inhabitants to quiz. The two most relevant to your quest are just to your right (southwest). A redhead named Nova doesn't take kindly to unpleasant dialog, but if you're civil, she can point you to the barkeep, Gob, who might know more about your dad. It looks like Gob's seen better days, but his amazing skin conditions are the results of the background radiation; he's a Ghoul, and they're usually treated like second-class citizens.

Also seated to your right is Lucy West. She has a sealed envelope she'd like you to deliver to a town called Arefu. Accept, and you begin **Miscellaneous Quest: Blood Ties**.



Buck this trend, and speak to him with politeness. He offers you cut-price drinks as a result!



Continue to be polite, and ask about your father. If you succeed with your **Speech** challenge, Gob reveals that Moriarty has a computer terminal in the back of his office, which has all the goings-on in town.

If you fail the Speech challenge, you're simply pointed in the direction of Colin Moriarty.



Tip This is possibly the first time outside of Vault 101 that you've had chance to perform a Speech challenge. If you want to succeed every time (and the same rule applies to Lockpicking), simply save your game before you begin the conversation. If the Speech challenge fails, reload the game and try again. Or, simply face the consequences instead.

CONVERSING WITH COLIN MORIARTY

There are three separate ways you can glean information about your father's whereabouts from Moriarty.

PLAN A: THE FAST-TALK CHALLENGE



He's a brutal bar-owner with a no-nonsense attitude. Fight Moriarty's falsehoods with your own lies!

This plan quickly and succinctly resolves the problem of learning what Moriarty knows. Step up to the salt-and-pepper haired man with the swarthy complexion, and ask him about your father. Moriarty blusters on about you staying with him here, as a baby, and your dad's Brotherhood of Steel friend. Could this be true? You can't remember.



However, when you get the chance, lie to his face, and say that Dad talked about him all the time. Succeed with your **Speech**, and Moriarty is slightly taken aback, and explains your dad headed southeast, into the city. He said he needed information from "the loonies" at Galaxy News Radio. A Pip-Boy Map Marker is placed, and you can leave Megaton and begin "Coming in from the Countryside" right away.

NEW OBJECTIVE

"Find Galaxy News Radio" begins.

PLAN B: THE FAST-HACK ATTACK

You can try his plan if you fail the Speech challenge, or don't want to complete Plan C, although it is more dangerous. Step into Moriarty's back room, just behind Gob, and make sure no one is in the room with you.



Side up to Moriarty's Terminal, and use **Science** to hack into it. Once at the Server Menu, there are three sub-menus to read through; Residents, Visitors, and Tabs. The first two are of most interest to you:



Residents:

Jericho: He has some dirt on the "Jenny incident." Perhaps you can use this on Jericho, too!

Leo Stahl: He's a junkie, and part of the Stahl clan with Andy and Jenny.

Andy Stahl: Hated for opening up a rival bar in town. Fortunately, Moriarty still has the best draw around for customers looking for a good time, and it isn't Gob.

Billy Creel: He swigs Nuka-Cola and looks after little orphan Maggie. Moriarty is suspicious of his motives.

Doc Church: The town quack has a secret: he used to tend the wounds of the hated Slavers at Paradise Falls.

Visitors:

Mr. Burke: Some weirdo in a sharp suit staying at the saloon, waiting for an "opportunist."

James (Vault 101): He made contact! He's heading to Galaxy News Radio. Shockingly, he met Moriarty 20 years ago, then sought out and entered Vault 101. You thought he'd been here all his life! Exit the terminal, and leave town. You can follow the Pip-Boy's Map Marker directions, and begin "Coming in from the Countryside."

NEW OBJECTIVE

"Find Galaxy News Radio" begins.



Tip When you're hacking, time stands still, so you can take as long as you like to read the information on a terminal. When you're choosing phrases as a password, and you're down to your last attempt, quit out and start again.

PLAN C: FREEFORM QUEST: 300 PIECES OF SILVER



A ramshackle ranch house on the northwest side of town is where Silver the junkie shoots up.

Try this plan if you fail your Speech challenge. It takes a while and involves a short search of Springvale, but nets a few Caps. Speak with Moriarty, and keep asking for information on your father. Finally, Moriarty agrees to let you know where

he went...for 100 Caps! You have three options:

You can find your own way to your father, and locate Galaxy News Radio without it being pinpointed on your World Map. Simply locate Galaxy News Radio from the guide map, manually pinpoint it, and leave town without paying this snake!

You can pay him 100 Caps, and he pinpoints Galaxy News Radio on your map. Begin "Coming in from the Countryside."

If you have less than 100 Caps, Moriarty has a proposition for you. A "junkie bitch" named Silver borrowed some Caps from Moriarty, promising to funnel Jet and Psycho for a good price. Agree, and Moriarty instantly raises the price to 300 Caps! With little to bargain with, grudgingly accept the proposal, and head out of town.

NEW OBJECTIVE [OPTIONAL]

"Deal with Silver in Springvale" begins.



Silver is an ex-prostitute, current junkie, and thief. She's the most pitiful (and only) resident of Springvale.

Head north out of Megaton, passing the Red Rocket Gas Station as you reach Springvale, and continue northward up the road, until you spot the small ranch house on your left (northwest). Either entrance allows access to the residence. Silver

of the Super-Duper Mart. Head to a small bridge to the northeast. However, instead of running along the top of the bridge, drop under it. It's safer, and on the far side is a booby-trapped Ammo Box, usually filled with Grenades.



To reach it, move toward the prepped Frag Mine, and quickly disarm it. The larger your **Repair** skill is, the more time you have to react. Claim the loot, then continue northeast.



Ammunition



Tip

You now have two main options:

Going Underground: Locate the Galaxy News Radio offices via the fastest route through the linked Underground Metro Tunnels (recommended).

Finding Friendship: Continue overland, looking for the Friendship North Metro Station.

There's a third option of course: trek on one of an infinite number of routes, exploring the city. This is recommended only if you aren't worried about completing this quest.

The former plan is slightly shorter and safer, and it begins to unlock the labyrinth of sewers, passages, and train tracks that still exist under the D.C. Ruins, allowing you to Fast Travel to these destinations in the future.

wants to know what you're doing in her home.



You can simply kill her, ransack her home, and return to Moriarty.



You can goad her into attacking you, and then kill her, then return to Moriarty. With either of the first two choices, you can grab Jet and Psycho, plus Health and Chems from a First Aid Box.

You can reason with her, and ask her to give you enough Caps to pay off Moriarty (300), so she can live in peace. Well, until her next hit, anyway.



Or, you can use **Speech** to convince her to hand over what she owes, and you'll convince Moriarty she left town. She agrees, and hands over 400 Caps. Things are looking up! Return to Moriarty, and speak with him again. You only need give him 100 Caps and tell him Silver has left town. In return, he tells you where your father went: to the Galaxy News Radio offices in the city.



Caps (300)
If you reasoned with Silver.



Caps (400)
If you Speech challenged Silver.



Tip

Plan C is actually the best of the bunch, as you can net 300 Caps in a few minutes!

NEW OBJECTIVE

"Find Galaxy News Radio" begins.

COMING IN FROM THE COUNTRYSIDE

With concrete evidence of your father's trail, you can now leave Megaton. However, before you go, you should visit Craterside Supplies, and speak with Moira Brown. You can optionally begin **Miscellaneous Quest: The Wasteland Survival Guide** during your conversation, but the main reason you're here is to sell and buy items, and use her Work Bench if you want to begin to customize your weaponry. Depending on how much other exploring you've done, you may have enough versions of the same weapon to Repair it. Refer to the Weapons Training section (page 33) for a complete understanding. When you've tooled up with a good-size arsenal of two or three good quality weapons, some ammunition, and a set of sturdy armor, head out of town.

Leave the relative safety of Megaton, and travel roughly east-northeast over the rocky outcrops, until the land becomes a more gentle slope of dead grass and rusting outbuildings. Pass the low fence, keep left of the water tower, and move to the left (north) side

GOING UNDERGROUND

PART A: DIRECT PATH TO CHEVY CHASE



Head down here if you're more agoraphobic than claustrophobic!

From the bridge, turn slightly more southeast, prep your weapon for possible combat, and move under the remains of the freeway overpass. Unless you're Sneaking, you may encounter a few Raiders in this area; especially if

you continue past the Metro Station entrance into the flat, riverside courtyard just beyond. Attack them if you wish, but your best bet is to locate Farragut West Metro Station quickly and nonviolently. Enter the chain gate, and head into the underground. Immediately enter the metal door marked "Authorized Personnel Only" if you want to thoroughly search the station.

Enter the small office area, and begin a quick search for items inside the lockers, filing cabinets, and desks. You should find some Caps and Ammo in small quantities. Of more interest is a Metro Security Terminal, mounted to one of the walls.



Use your **Science** skill to hack into the terminal. Here, you can Activate Metro Protectron (the other choices are offline). This boots up the Protectron standing in the nearby pod. It starts off neutral but becomes hostile if you fire your weapon. There's no other reason to activate this, other than to destroy it for XP and Energy Cell ammunition.

When you're done here, move down the entrance concourse to the turnstiles, and begin dropping Mole Rats exiting from a doorway to your right (northwest). Ransack this office, then locate the maintenance tunnel entrance on the northwest wall.

Head northeast down the tunnel steps, blasting Mole Rats as you go. Pass the flaming barrel, enter the generator pit area, and climb the metal stairs to the top. To the northwest is a mesh gate with some disgusting-looking humanoid







Enjoy melee combat? Then open the gates, and begin the Ghoul bludgeoning! Otherwise, try a more cunning plan....

roaming around. Ignore them for the moment, and open the metal door to the southeast. Inside this office there's a First Aid Box on the desk, next to a terminal, and a safe on the floor. Ransack the First Aid Box for a Metro Utility Gate Key.

Activate the MDCTA Service Access Terminal (no hacking or Science skill is needed), and stop the gas flow test. This shuts off escaping gas farther into this tunnel structure, which means you can fire weapons without the surrounding area exploding! You can unlock the floor safe from this terminal, too.

Or if you have enough Bobby Pins, you can use **Lockpick** on the safe for a small XP boost.

The safe contains various items (such as Caps and weaponry), plus a few interesting objects:

-  **First Aid Box Health and Chems**
-  **Utility Gate Key**
-  **Holotape: DCTA Laser Firearms Protocol**
Notes about firing Laser Weapons near flammable pipes.
-  **Nikola Tesla and You**
+1 Energy Weapons (when read)

Head northwest, toward the utility gate, and unlock it using the key you just found. If you didn't find the key, try your Lockpick skill. The moment the gates swing open, four unsavory characters race in to maul you. These are "Feral" Ghouls, once-humans driven mad by radiation. Naturally, you can wade in, get mauled, and hopefully survive. Or, you can shut the gate, and pop their skulls from safety (just make sure you're on the right side of the gate!). Or, you can shoot out the generators to your right, catching the Ghouls in the explosion, and severely weakening them.

Note
"Flaming barrels" usually direct you to the correct route, so look out for them!
Also note, Ghouls vary in strength and type depending on your Player Level. Hostile entities with different "versions" display this, and are referenced as "Genus" in the Hostiles Overview at the beginning of this quest.










Not only can you continue your Coffee Mug collection, but there's a host of valuable ordnance in here, too!

With the threat of drooling lumpyskins abated, stop and check out this chamber. Stairs heading down from the gantry end at a door in the southwest wall, under your feet. Descend there.

If you can, jimmy open the hatch door using your **Lockpick** skill. Inside is a treasure trove of armaments. Ignore the Coffee Mugs (they simply add to your encumbrance unless you have room to spare and can sell them quickly), and instead open up the four Ammo Boxes, grab Missiles, take the U.S. Army: 30 Handy Flamethrower Recipes, Assault Rifle, 10mm Pistol, Baseball Bat, and Frag Grenades.

Then head up the stairs to the metal door in the northwest wall, use Lockpicking or the Utility Gate Key to open it, and ascend the stairs. At the top, open the Door to Tenleytown/Friendship Station.

-  **Ammo Box Ammunition (4)**
-  **Missiles**
-  **U.S. Army: 30 Handy Flamethrower Recipes +1 Big Guns (when read)**
-  **Assault Rifle**
-  **10mm Pistol**
-  **Baseball Bat**
-  **Frag Grenades**

Step onto the train tracks, and look east. There's a carriage in the distant gloom, and the tunnel curves around and continues (for information on this route, check out Part B: Indirect Path to Chevy Chase, below), but your preferred direction is to head south into the connecting tunnel. Note the daubed graffiti on the left corner of the wall, near the Nuka-Cola machine; this points the way to the G.N.R. Building. Head past the machine, and make a right, moving west. You're on the Red Line, heading toward the Tenleytown Station.

Continue along the tunnel as it bends around to the south, into a station mezzanine. Expect both Ghouls and a huge, eight-foot-tall hulking Super Mutant to be waiting for you here. If possible, stay away so the Ghouls and Super Mutant attack each other, and mop up survivors. The other tunnels here are blocked, so ascend one of the broken escalators, pass the ticket booth, and head east, then blast (or ignore) the Radroach problem. Follow the exit tunnel left (north), all the way to the metal gates; note the next "G.N.R. graffiti" daubed on the floor.



PART B: INDIRECT PATH TO CHEVY CHASE (VIA FRIENDSHIP STATION)



Ghouls have gruesome, elongated fingernails and a persistent attack. Try Hunting Rifle headshots at range to avoid close-up blasting.

Return to the spot where you spotted the first G.N.R. graffiti, and check out the tunnel to the east that you haven't visited before. This allows you to pinpoint another station on your map, so you can Fast Travel to it later. Pass the train

carriage, then look right (east), and look out! There's a Ghoul problem in this connecting tunnel. Once you've eradicated the Ghouls, inspect the generator in the alcove. The shelves to the left of it hold a First Aid Box and other items.



First Aid Health and Chems

Then step into the other tunnel, or continue along the one you were in; both emerge into another mezzanine, complete with waiting Ghoul fiends. Then climb up the escalator, pass the Wastelander's burning shack, and head east, then north, out of the underground station. On the way, prepare for at least four more Ghouls and a couple of Radroaches. Grab a few items from a small office to your left (west). Hack into the terminal or use Lockpick skill to open the wall safe for more ammo and some Caps. Now emerge into Friendship Heights station. A small Raider party is camped out behind you; if you want to learn how to deal with them, and what items they're guarding, check out the end of "Finding Friendship." Now return to finish Part A and exit Tenleytown Station, emerging at Chevy Chase North.



Note

Friendship Heights Station allows you access into the Wasteland, and the outskirts of the D.C. Ruins. It's useful for escaping, but is the wrong way to go if you're heading to Galaxy News Radio.

FINDING FRIENDSHIP

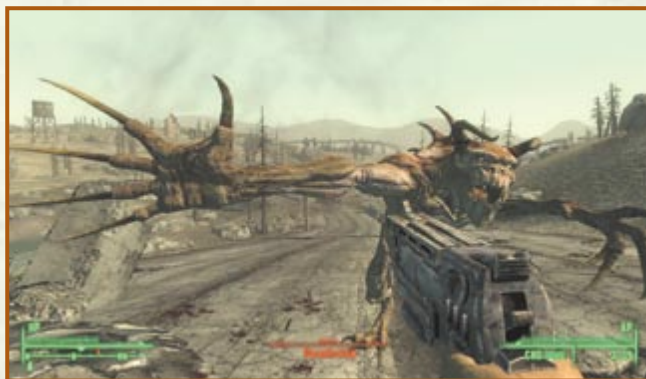


Tip

The following route shows the quickest route to take, heading along the northern outskirts of the D.C. Ruins. Alternately, you can make a very long, looping clockwise semicircle north from the Super-Duper Mart, into the Wasteland wilderness, and then head south directly into Friendship Station, to avoid a high concentration of Super Mutants. Of course, the Wasteland has its own share of beasts to fear!

If you decided to explore the more dangerous "over-ground" around the D.C. Ruins, head up the tarmac road from the bridge near the Super-Duper Mart, and ready yourself for Raider combat as you reach the ruined freeway overpass. Be very careful around here. Sometimes a Deathclaw heads down from the northern wilds of the Wasteland to attack, and if one does, prepare to launch everything you have at it. These are deadly predators! Once immediate

threats have been nullified, continue vaguely eastward, following the tarmac sections of road that remain.



A swipe from one of these monstrosities can cause a real Stimpak shortage; you've been warned!

Up ahead is a parked big-rig truck, and guarding it is a small band of Talon Company Mercenaries, along with a single robot protector. You can head north, skirting this dangerous area, or (if you want to test out your Hunting Rifle), bring down the Talon Merc with your favored gun. A good place to hide is inside the back of the container the truck was attached to. Sidestep out, blast, and then head back to cover. Rummage through the three Ammo Boxes inside the container before you continue.

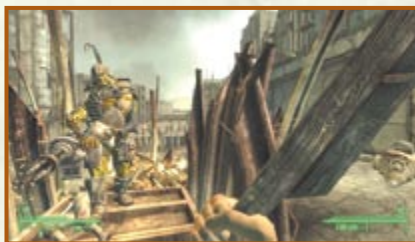


Ammo Box Ammunition (3)



Tip

You may wish to save your game before tackling the eight-foot-tall cannibal Super Mutants roaming this next city block.



Charging a Minigun-wielding Super Mutant, and you're carrying a plank of wood? Not your finest hour...

and bone known as a Centaur. This may be the moment to use the Grenades you found under the bridge earlier. Finish off your trio of mutations with a Hunting Rifle, and finally an Assault Rifle as you reach closer combat.

Complete your Super Mutant execution by continuing east, around the horribly sharp spikes, and enter a Super Mutant "bonfire." A couple of these are scattered around the city, and on a central platform near a fire, a strong Super Mutant lies in wait. Introduce him to a Grenade or two, tearing him apart, and then pick through the corpses of the Super Mutants, and the items stacked by the wall, once you've finishing healing yourself. The following is available, and well worth picking up:



First Aid Box Health and Chems (2)



Ammo Box Ammunition (3)



Mini-Nuke

The way east is blocked, so head north, between the bridge and rubble pile, then turn right (east), and skirt the ruined buildings until you reach a patch of open ground with a Red Rocket Gas Station ahead of you. Pass to the right of the gas station, and continue east-southeast until you spot the signs for the Friendship Heights Station! Unfortunately, you're not welcomed particularly enthusiastically by the small band of Raiders here.

There are around four Raiders here, including one armed with a Flamer: another exciting weapon to add to your collection! First though, you need to get it off the Raider's hands. Try a long-range Hunting Rifle or lob Grenades. Crouch and use the low wall and metal barricades as cover. A great plan is to aim for the motorbike propped up behind the Raiders engaging you. When the motorbike explodes, the splash damage wounds multiple foes at once! When everyone with bondage gear has gasped their last, inspect this Raider camp. They've been busy little collectors—grab any from the following list. You can sleep on a bed inside their tent for a great way to replenish your health without Stimpaks.



Ammo Box Ammunition (2)



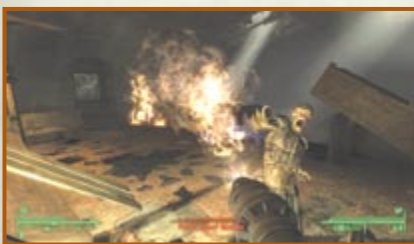
10mm Pistols and Submachine Guns



First Aid Box Health and Chems



Chems



It's official. Flamer fuel works wonders on those fast-moving fiends!

You can now open the metal gate to Tenleytown/Friendship Station. You've arrived at a location linked to during "Going Underground"; for a more thorough exploration, read that section of this quest. For a quick route to Chevy Chase

North, head south and then west, into the station mezzanine, burning Ghouls that race to meet and eat you. Head down the escalator by the burning Wastelander shack, and face south. Run down the train tunnel, following it west as it curves around. Once you reach the connecting tunnel with the graffiti and arrows pointing to the G.N.R. Building, follow them all the way to Chevy Chase North.



Tip

At around this point, you should be able to Fast Travel. Consult the Mapping the Capital Wasteland section (page 31) to read up on the benefits of this, and use it when you can!

ON THE PROWL WITH LYON'S PRIDE



Super Mutants are active near the radio station (note the G.N.R. radio mast). Fortunately, so are the Brotherhood of Steel.

Head up the steps, and turn left (south), walking out into the open and crossing the debris-strewn crossroads, toward a large indentation in the ground. You're close to the G.N.R. Building, but first deal with two lunging Super Mutants attempting to pepper

you with Hunting Rifle fire! Return the favor. As you strike, you should be aware of a group of armored humans aiding you in this battle.

Hold your fire, and move to the flaxen-haired woman and engage her in conversation. This is Sentinel Sarah Lyons, and she isn't taking any crap, especially from the likes of you. You can tag along as she provides back-up to her brethren



The first member of the Brotherhood of Steel is actually a sister: a combat veteran named Sentinel Lyons.

guarding the G.N.R. Building. She can provide more information on the building, but she soon cuts off the conversation. Follow her and Initiate Reddin into a covered passage and around a corner. On a bloody mattress lies Initiate Jennings, the latest casualty of the Brotherhood's battle against the Super Mutants. You can scavenge Energy Cells and Power Armor from her corpse without incurring the Brotherhood's wrath. Unfortunately, you aren't trained in the use of Power Armor yet, so you might wish to discard or sell it until you've visited the Citadel.



Energy Cells



Laser Pistol



Power Armor



Power Helmet

There's little time to pause, because gunfire erupts from the ruins of a school to the west of you, and Lyons orders her pride forward to take over the building. Head west, staying to the left and the cover it affords you, and bring your ordnance to bear on a trio of Super Mutants at the entrance. If you're trying to conserve ammunition, let the Brotherhood do the firing. Then enter the doorway to the remains of the Early Dawn Elementary School, and follow the Brotherhood as they weave through the building.

Stay on the ground floor as you systematically check every room for Super Mutants, and then Ammo Boxes and stashes of items on shelving. Spend some time checking each area, or wait until after the subsequent battle and return here to completely pick the area clean. Or, you can run up the stairs, and use the connecting planks to head south across to the other side of the school, raining hot lead on the Super Mutant scum below.



BRINGING DOWN A BEHEMOTH

Push out into the G.N.R. Building Plaza, where a Super Mutant attack squad is firing on some Brotherhood Knights dug in behind sandbags, guarding the building entrance. Here are a few of many possible tactics:

Wade in and circle-strafe around the biggest "Brute" threat, then move to a subsequent target, and so on. Expect to soak up damage but end the combat quickly.

Stay behind the relative safety of the school wall, either on the ground or upper floor, and snipe at foes using a weapon such as the Hunting Rifle. Mix this up with Grenades lobbed at the feet of the biggest Brutes.

Or, you can simply let the Brotherhood secure the area. This results in more casualties, but you expend less ordnance. Whatever the plan, make sure you search the corpses after this battle is over.



Behold the behemoth! Attacking this monstrosity with small arms fire usually gets you killed.

You have little time to regroup after the last of the Super Mutants falls to your teamwork, when the biggest Super Mutant you've ever seen lumbers into the plaza! This is the fearsome Super Mutant Behemoth, and he's

a grave threat to the surviving members of the Brotherhood. Just before the Behemoth arrives, move to the remains of the fountain at the center of the plaza, and locate the dead Brotherhood soldier. Loot the corpse, and obtain the greatest invention in the history of ordnance: the Fat Man!

NEW OBJECTIVE

"Retrieve the Fat Man from the dead Brotherhood soldier" begins.

NEW OBJECTIVE

"Help defeat the Super Mutant Behemoth" begins.

The Fat Man is a just-portable nuclear bomb launcher that fires Mini-Nukes at its target. Although you can defeat the Behemoth with other weaponry (providing you hide in the school, keep moving, and don't care about Brotherhood casualties), a far more entertaining plan is to retreat at least 20 feet from the Behemoth, and then launch a Mini-Nuke into its leathery, 20-foot-tall hide! Then hit it again to ensure that it goes down. Once the dust has cleared, and you've searched the Behemoth corpse for a huge stash of items, you can speak with Lyons again. She thanks you for your help, and you commiserate about Initiate Reddin's demise, if you weren't fast enough to help out.



Behemoth's Weapon Stash



Note

This Fat Man is one of 9 located in the Capital Wasteland. The Mini-Nuke is one of 71. Consult the Tour of the Wasteland chapter for the locations of these collectible items.

As soon as the Behemoth has been destroyed, you can leave the pride, and move southeast to the main doors at the foot of the G.N.R. Building. Use the intercom to get the Brotherhood Knights to unlock the door for you. Enter the building, and optionally speak with Knight Dillon (he's the one brandishing the Minigun). He tells you that Three Dog is expecting you.

NEW OBJECTIVE

"Ask Three Dog about Dad" begins.



Heya, buddy! It's your friend in the wilderness, now in the flesh! Is he the best in the business? Agatha's fans might disagree....

Climb either set of stairs to the balcony, and optionally loot the empty rooms for the odd Bottle Cap, before moving to the middle corridor. Head east, opening the Door to G.N.R. Studios, and head up the stairs to your right (south). Anything

you loot is now stealing, so keep your fingers out of any cabinets or desks, at least until Three Dog tells you what you want to hear. Head upstairs to meet the man himself!

Three Dog isn't what you'd call self-deprecating, and as long as you can listen through his grand entrance, he mentions that he's talked with your father. Then he impresses on you how vital his services are. After all, people out there are barely making it day-to-day, and a whole host of factions attempt to muscle in on different territories. It's a chaotic mess out there!



At this point, you can mention that Three Dog fights the good fight with his voice and radio station. Your **Intelligence** impresses him more than standard answers.

Keep the conversation civil, and Three Dog tells you that to know more about your Dad's location, you'll have to contribute to the "Good Fight." You have two main choices at this point:



You can use **Speech** to reason with him that once you find your Dad, he can help with the good fight. If successful, Three Dog asks whether he would really help the cause. Answer "I know he will. He's always talked about doing what's right." Three Dog immediately tells you where your father is! This allows you to completely skip the next **Main Quest: Galaxy News Radio**, and move to begin Scientific Pursuits.

If you choose any other conversation, or fail your Speech challenge, or pass the challenge, but choose the other answer, Three Dog begins to tell you exactly how you can help him with the good fight. A signal needs boosting, and you've just volunteered to drag a dish to the top of the biggest structure in the region. **Main Quest: Galaxy News Radio** begins now!

Galaxy News Radio



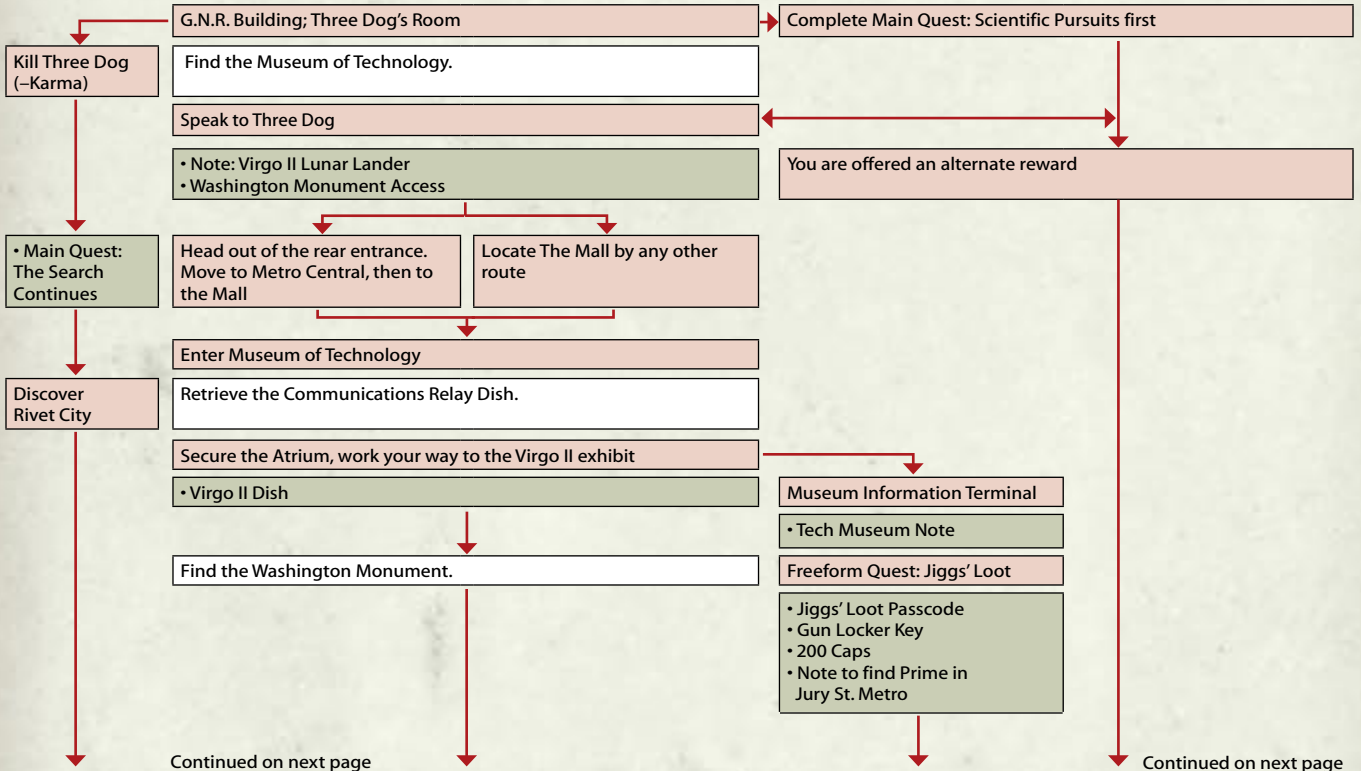
You're currently trying to relax inside the compound of the **Galaxy News Radio [10.03]** station as a guest of Three Dog. He reveals that your father did indeed pass through, and in fact, he'll even reveal where your father went (mentioning a contact called Doctor Li and "Project Purity"). But first you must help Three Dog: a battle for the hearts and minds of the remaining humans fighting to survive in this nightmare. Three Dog's most pressing concern is the satellite booster dish that was attached to the **Washington Monument [17.05]** until it fell off under heavy Super Mutant fire. The dish needs to be replaced so Three Dog can yell at the entire Wasteland. You'll need to embark through the D.C. Ruins interior, remaining calm as you search for a ruined **Metro station [11.05]** that allows you access to **the National Mall [Zone 17]**. Only then can you reach the **Museum of Technology [17.10]**, secure it from Super Mutants, and retrieve a small communications dish. From there, the battle continues across the Mall, to the Washington Monument itself, currently under Brotherhood of Steel protection. Ascend to the top of the monument, and get that radio station up and running!

Galaxy News Radio

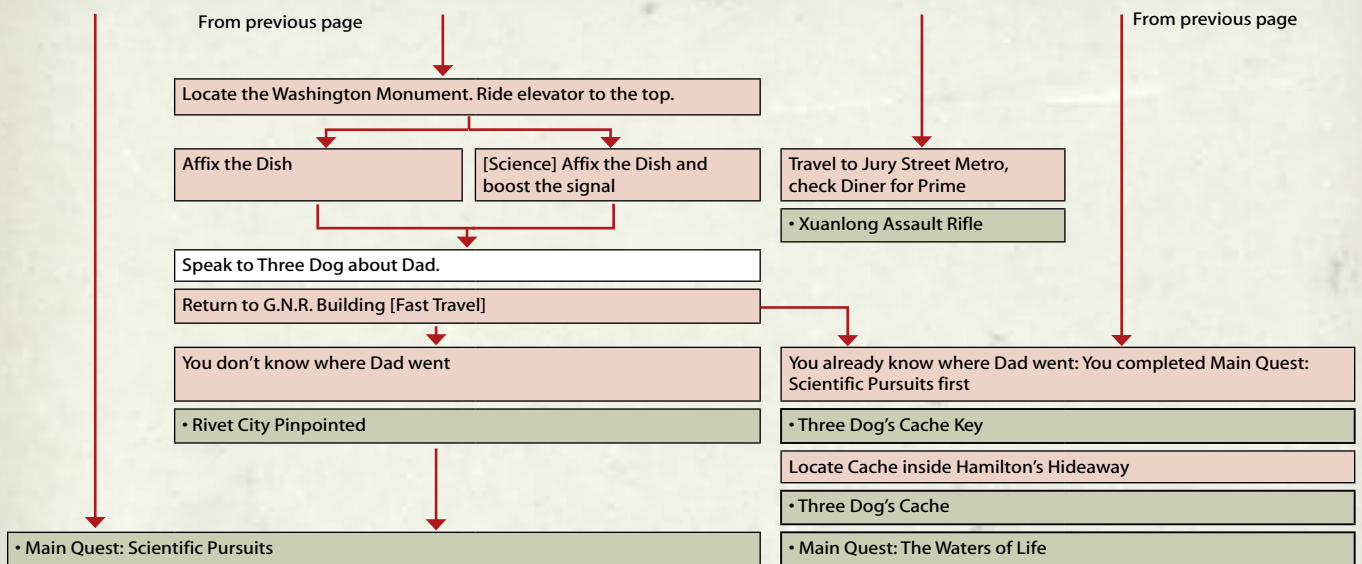


QUEST FLOWCHART

	MAIN PATH	OPTIONAL PATH
Main Characters	Three Dog, Brotherhood of Steel	Three Dog, Brotherhood of Steel
Locations	Galaxy News Radio, Collapsed Car Tunnel, Dupont Circle Station, Museum Station, Museum of Technology, The Washington Monument	Galaxy News Radio, Collapsed Car Tunnel, Dupont Circle Station, Museum Station, Museum of Technology, The Washington Monument, Hamilton's Hideaway
Adv. Items/Abilities	Lockpick, Science, Small Guns	Lockpick, Science, Small Guns
Possible enemies	Ghoul Genus, Raider, Vicious Dog, Super Mutant Genus	Ghoul Genus, Raider, Vicious Dog, Super Mutant Genus
Karma Influence	Positive	Neutral



Color code: Objective Action Rewards



DODGING GHOULS NEAR DUPONT CIRCLE



If this isn't your view as you leave Galaxy News Radio, you're going the wrong way!

Conclude your conversation with Three Dog. If you failed your previous Speech challenge, or decided to stay and fight the "Good Fight," Three Dog has a mission for you. Some Super Mutant scum recently

took a potshot at Three Dog's broadcast relay, mounted high atop the Washington Monument. Without this relay, Three Dog can be heard only in the D.C. Ruins area. A Brotherhood soldier mentioned that he saw a dish in one of D.C.'s old museums. Three Dog wants you to find this dish, bring it to the top of the Washington Monument, and jerry-rig it so Three Dog's banter can be heard across the entire Wasteland!

NEW OBJECTIVE

"Find the Museum of Technology" begins.

You're now given two notes. One is a password ("Renfield") allowing you into the Washington Monument, while the other gives you photograph of the dish you're stealing; it's from the Virgo II Lunar Lander. You also receive a Map Marker showing the route to take to reach the museum. Head out of the rear entrance, go north down the stairs to the wooden door, then down the stairs to the Door to Dupont Circle.



Caution

Three Dog is your friend, and it's not advisable to piss him off, especially because he's friendly with the three Brotherhood of Steel Paladins who rush in to his aid; good luck with your impending slaughter! If you do kill Three Dog, even though he doesn't have much to steal, you begin a quest called The Search Continues. This ends once you discover Rivet City.



Note: Virgo II Lunar Lander



Washington Monument Access

Aside from Fast Travel to a nearby Mall building or station you may have previously visited, there are dozens of different routes from here to the Mall, where the Museum of Technology is located. However, the following route is optimal. Follow the route closely, because it's very easy to get lost in the rabbit warren of underground tunnels!



If you kill Three Dog, you won't be given any clues and must chance upon your dad's location, or follow the directions in this guide!

Carefully drop from the ledge, onto the rubble, and peer down to the lower ground area below. There's no way back to the G.N.R. Building door, so the only way is onward. Head down to the sloping dirt near a walkway overpass. To the east is a station entrance down to Metro Junction. Do not take this route! Instead, ignore the overpass, and prepare for combat with around three Ghouls prowling the remains of a sunken roadway.

You can try to Sneak, shoot each Ghoul with a favored weapon, or aim for the rusting coach liner, causing it to explode and hit all three Ghouls with a shockwave of splash damage! This causes nearby vehicles to catch fire and explode in a chain reaction; make sure you're away from the explosions! Pick through the rubble-strewn sunken roadway until you reach the metal door with a "Mall Outpost" graffiti sign daubed next to it. Dupont Circle is just ahead (south) of you, but you can't climb up the rubble to reach it (although the circle itself isn't necessary to investigate). A detour is called for: open the Door to Collapsed Car Tunnel.

After a short connecting tunnel, the chamber opens up into a large tunnel with concrete debris and mangled beams jutting everywhere. Of the two exit doors here, the optimal one to run to is southwest, behind sandbags. Or, you can turn south, and venture farther into the Collapsed Car Tunnel.



Try **Sneaking** along the western edge of the tunnel, without attracting the attention of any nearby Ghouls. There's a First Aid Box on the wall to open, too. Continue until you reach the door on the western wall, at the tunnel's far end.

Or, you can begin to slaughter the quartet of Ghouls roaming this tunnel. However, you must be extremely careful with your gunfire. One stray bullet can hit any of the rusting vehicles, causing them to burn and explode, usually killing you if you're not out of the blast radius. Try using V.A.T.S. to pinpoint your foes.

Or, you can remain at the tunnel entrance, blast the nearest car, stand well back, and let the entire tunnel explode before you pick through the debris and mop up any surviving Ghouls.



First Aid Box Health and Chems

Two doors lead out. The southern one leads to a set of steps (watch for a waiting Ghoul!), and a Door to Dupont Circle. Exit this, and you're out in the open again, at the base of the escalators leading up to Dupont Circle itself. Although you can head across here—investigating a Raider encampment in the circle's center and nearby ruined homes, and then locating Foggy Bottom Station entrance to the west—this is a much longer and more dangerous route. Instead, immediately turn right, and enter Dupont Circle Station.



A pair of fearsome mutations await you in Dupont Circle Station. Use the nearby office filing cabinets as cover.

Assuming you took the northern of the two doors, head down a short passage to a metal door that opens to Dupont Circle Station. A graffiti daub signifies that you're on the right track. Stride through the connecting office, pausing only to rifle through some filing cabinets for the odd Cap or two, and optionally release a Protectron using the security terminal. It may distract the two Super Mutants in the station concourse; shoot them down or flee in fear. Locate the alcove in the southwest wall, and open the metal door to flee to the maintenance tunnel and beyond. Onward and downward!

UTILITY CAVERN TO METRO CENTRAL

Descend the maintenance tunnel steps to the hatch door, and step into a train tunnel. Head left (south), but immediately turn right and cross onto the other tracks, turning north to investigate a small alcove with metal barricades propped up. If you're quick, you can

startle a Raider awake, and kill the fool while he or she sleeps. Loot the corpse and the shelves near the bed for some Ammo and other items. Then continue south to the door with the red light near it. Step into a connecting chamber, heading down the steps to slay another Raider, then look right (north) and grab more items (including Blood Pack and Chems) from a small alcove stash.



Ammo Box Ammunition (3)



First Aid Box Health and Chems



Your move, punk! Expect crossfire, angry Raiders, and little room to maneuver.

Follow the corridor south and down to a small office that opens up into an underground cavern.



Before you dash into combat, you may wish to employ your **Science** skill to hack into the wall terminal and disarm the turrets.

Now head onto a gantry that winds downward, and stay back while you tag two ceiling turrets and a number of Raiders running about this area. Toss Grenades at the mohawked band of psychopaths ahead or below you. When the coast is clear, continue heading downward, through a low zigzag gantry, to a utility gate at ground level. This leads to a small connecting sewer tunnel, where the remains of Ghoul bodies lie decomposing. Head south to the Door to Metro Central.

METRO CENTRAL TO THE MALL

After a small connecting corridor, step into a subterranean chamber and watch a pitched battle between two Raiders and Ghouls that just keep on coming! Fortunately, you can wait until the Ghouls overpower the Raiders, and then slay the bony fiends yourself, or just mow everything down if time and XP are factors. When the room is cleared (watch for more Ghouls heading your way), inspect the weapon caches here. Then head east, out to a rubble-filled metro tunnel, where radiation levels are higher than normal. Another graffiti daub points out that the Mall is to your right. Continue along either of the parallel tunnels toward the mezzanine section, dropping some isolated Ghouls on the way.



Ammo Box Ammunition (3)



Chems



Frag Grenades



10mm Pistol


Chinese Assault Rifle

Continue pressing southward, ignoring the escalators, and looking for the tunnels marked "Museum Station." Head down the rubble-filled tunnel, to the right of the half-buried carriages, and bring out your canine-killing weaponry as a pack of Vicious Dogs dashes out to bite you. Leave them to fight with a Ghoul, or slay them all. Check the nearby tripod light for some Ammo Boxes, then press on to the tunnel's southern end and the graffiti pointing to a short passageway. This leads to the Door to Museum Station.


Ammo Box Ammunition (3)


A rooftop Raider takedown is easier than looking up, feeling exposed, and getting shot at from foes you can't pinpoint.

Exit the small storage room, and head for the illuminated stairs, attacking a Ghoul in the process. The graffiti on the wall verifies your direction. The top of the stairs are blocked by a trap door that opens upward; activate the electrical switch on the right wall to open the door. This leads to a fancy pool table room, with a Raider keen to keep this area "members only." Slay him, and scabble about looking for items; among the Cherry Bombs and Chems is a comic you might wish to read.


Grogna the Barbarian

+1 Melee Weapons (when read)

Head east, onto more metro tunnel tracks and the Red Line, and ignore the area to the left (north) of you. Cross between the metal columns, continuing up toward the Museum Station mezzanine, killing Raiders as you go. When you reach the escalator area, prepare for a small band of Raiders, including one standing on top of the rusting carriages. Drop down from the mezzanine balcony and slaughter him (as pictured), then take out any remaining Raiders on the escalators. Head east and out the metal gate to the Mall.



Tip Make a mental note that the Museum Station is the one with wooden planks connecting the rusting carriage roofs. The more spatially aware you are, the less confusing your exploration will be.

Head up and out into the Mall. Ahead and in the distance is the Capitol Building, a haven for Super Mutants. To the left are the Mall's grounds, a warren of open trenches with Super Mutant horrors at every corner. You can remain outside, under Super Mutant gunfire, or turn right (southeast) and immediately run to the wooden double doors of the Museum of Technology. Your quest for the Virgo II dish now begins in earnest. Head inside to the main foyer.



The true extent of the damage to the D.C. Ruins is now apparent. Super Mutants rule, and the Capitol is in shambles.

MAYHEM IN THE MUSEUM: SECURING THE ATRIUM

Dive to the left or right as you enter the atrium, and use any of the crumbling columns as cover. There's Super Mutant activity in this zone. Drop the lumbering beast ahead of you, and the one heading down the balcony stairs to your left (east). Once the place is silent, investigate the area, passing the destroyed biplane and the stairs to all the exhibits (where you'll head shortly). In the western corner, read the Research Lead's Terminal for some messages he left to other staff members hundreds of years ago. Then move to the ground floor entrance desk. There's a small amount of food, but all the computers are destroyed. Of more interest is the Museum Information Terminal kiosk, with the curved plastic dome surrounding the terminal. Access this now.

NEW OBJECTIVE

"Retrieve the Communications Relay Dish" begins.

FREEFORM QUEST

Jiggs' Loot (Part 1 of 4)



The Museum Information Terminal has background data on all the exhibits, a list of forthcoming lectures (now cancelled indefinitely), and an odd little menu item marked

"#000." There's a strange message from a person named Prime to a compadre called Jigg. Apparently, Prime left a series of clues to unlock a weapons cache somewhere in this building! Return to the main menu, and item has now changed to "#001." Select this, and you're presented with a little brain-teaser. There are four additional numbers to choose from. Pick the one you think is correct.


Tech Museum Note



Tip If you're having trouble figuring out the puzzle, check the answer in the spoiler alert later in the quest walkthrough.

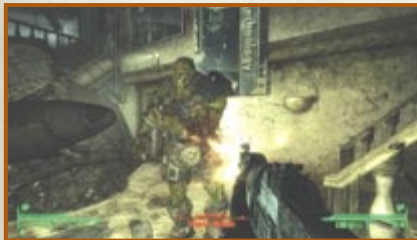
Continue your sweep for goods by entering the doorway in the northwest corner. Spin around and open the First Aid Box on the wall, then ignore the two bathrooms, unless you're determined to collect every plunger in the Wasteland! You can now head up the stairs to a small security room, where two terminals can be accessed (the wall terminal requires hacking). You can activate or deactivate the museum's turrets (the latter being the best option), and read more on the workings of the museum back in 2077. With the atrium ground floor fully explored, head up the stairs to the exhibits. The double doors on the eastern wall lead to two Halls of Today. These are blocked by rubble. Pass the two terminal kiosks (there are no odd numbers to access in these), and head into the corridor to the Vault tour. The remainder of the balcony is impassible.



First Aid Box Health and Chems

Head south, and begin your Vault-Tec-approved official tour! Much of the exhibit is still functioning, so take the tour, stepping through the Vault door, listening to the narrator extol the virtues of this fantastic survival bunker! Continue south, down the stairs, and press the interactive buttons on the walls. Exit the exhibit and you're now back on the atrium balcony, across from the rubble you couldn't navigate past. Open the Door to Museum of Technology West Wing.

MAYHEM IN THE MUSEUM: THE WEST WING



View your compass and investigate everywhere thoroughly. There's usually a Super Mutant to tag, too.

Step into a large balcony area. Ahead (to the west), through the collapsed ceiling and rubble pile, you can make out the Virgo II Lunar Lander, but the debris prevents you from reaching it. The model of the

Enclave VTOL vehicle to your left is adjacent to a short hallway leading to the Delta IX exhibit. If you don't have competent Lockpick or Science skills, this is the place to head to, once you sweep the area for items and information. Expect to cut down another couple of Super Mutants in this area.

FREEFORM QUEST

Jiggs' Loot (Part 2 of 4)



Before you continue, access the Museum Information Terminal kiosk on this balcony. The relevant terminal is on the right. The menus are familiar to you, but there's an "#002" to

access. You're presented with four numbers. Choose the correct one, and continue. If you choose incorrectly, the puzzle resets and you have to return to the first kiosk and begin again.

Now begin a thorough search of the area. Below you is a desk with four terminals, and the functioning ones give you the same series of Far Out Space Facts! Check the doorway in the northwest corner. This leads to the planetarium. This automatically whirs into action, displaying a spectacular view of the night sky. Two Super Mutants will try to ambush you, relying on the darkness and the noise of the looped narration to confuse you. Take them out, and continue exploring.

To the east is a planetarium office area, complete with two terminals and a locked gun cabinet. "Mayhem in the Museum: Dish of the Day" reveals what's contained in the cabinet (although you can unlock it now if you've poured most of your points into Lockpick, or if you've already solved Prime's puzzle and collected the key). There is a Nuka-Cola Quantum, a delicious (but irradiated and collectible) drink on a high shelf in this chamber, as well. Save this if you're going to attempt **Miscellaneous Quest: The Nuka-Cola Challenge**.



With a modicum of hacking (**Science**), you can access the wall terminal, and unlock the planetarium exit on the opposite (western) side of the chamber. This allows you to quickly reach the Virgo II Lunar Lander exhibit after a quick run down a narrow passageway, passing a metal door on your right (west). "Dish of the Day" also reveals what's through this metal door



Or, you can try picking the planetarium exit door; the effect is the same.



Tip To complete Freeform Quest: Jiggs' Loot, don't take this shortcut; move to the Delta IX exhibit instead.



Nuka-Cola Quantum †

† Collectible: Consult Appendix 6 (page 458) for all locations.

Head through into the Delta IX exhibit, a massive relic from the 21st century, and begin a vicious firefight with the Super Mutants on the multi-floor balcony here. Expect attacks from above and below; hug the wall to avoid most of the gunfire. You can access any of the balcony terminals, which give you a brief history of the exhibit and allow you to fiddle with the lights and other exhibit elements. After you've nullified the Super Mutant threat, thoroughly explore this exhibit room.

You can head down the balcony steps to the base of the rocket. There's scattered food on the balcony. If you're feeling adventurous, you can jump to the chassis of the rocket, and drop down. You might cripple yourself in the process, though! Then move through the double doors, readying your weapon for a firefight up the slight incline corridor, and up into the Virgo II exhibit.



Or, you can head all the way to the top of the Delta IX exhibit chamber, and use **Lockpick** to open the metal door. This leads to small storage alcove and stairs down. Enter the small maintenance office, where you can access previously read notes on a terminal. More importantly, you can open the desk and grab the Custodian Key for Tech Museum from here! Open the nearby door, and head out onto a balcony overlooking the Virgo II exhibit.


Custodian Key for Tech Museum

Note

The key unlocks the metal door at the top of the Delta IX gallery, which provides an optional (but quicker) route back to the gallery when you are returning from the Virgo display.

FREEFORM QUEST
Jiggs' Loot (Part 3 of 4)


Prior to leaving the Delta IX exhibit room, make sure you access the kiosk on the ground floor, near the double doors, for the next part of Prime's puzzle. Choose "#003" and

input the correct number. If you're successful, you receive a new menu option: "#Get Passcode." Choose this, and you're given a congratulatory message from Prime. The loot is stored in the security office, and you'll head there in a moment. Prime mentions that Jiggs should meet him at the Jury Street Metro Station.


Jiggs' Loot Passcode Confirmed

Tip

If you travel to the Jury Street Metro Station (map 8.A, page 372; due west of Vault 101), you may find Prime's remains, along with some interesting items. Check **Freeform Quest: The Jiggs' Up** for details.

**MAYHEM IN THE MUSEUM:
DISH OF THE DAY**

Slay the Super Mutant, grab the dish, and you're almost done.



You should now be in the Virgo II Lunar Lander chamber. You can enter here from one of three areas:

- The planetarium, via the locked metal door.
- The Delta IX exhibit, via the ground floor double doors.
- The Delta IX exhibit, via the upper balcony and maintenance room.

Commence firing on any Super Mutants in the vicinity, and once they're downed, move over to the Virgo II Lunar Lander itself. Take the communications dish from the exhibit at once! You can now exit this building, or stay and secure the loot that Prime left behind.


Virgo II Dish
NEW OBJECTIVE

"Find the Washington Monument" begins.

FREEFORM QUEST
Jiggs' Loot (Part 4 of 4)

The Jiggs is up! Locate the door in the north wall of the Virgo II exhibit that leads to the planetarium. Step into the narrow corridor and enter the metal door to the west. Climb the stairs and enter the security office. Ignore the wall terminal, grab the 10mm Pistol on the counter, then move to the far end, and access the Museum of Tech Security Terminal. If you've completed Prime's puzzle, you can unlock the adjacent wall safe. Grab the items listed below. The Gun Locker Key unlocks the gun cabinet back in the planetarium office, so head there immediately. Use the key, and grab the large selection of Ammo, Assault Rifles, and other ordnance, including a Missile Launcher!


Gun Locker Key

Bottle Caps (200)

Chems

Gun Locker Ammo and Weapons

Spoiler Alert
Numbers Game: Solving Prime's Puzzle

The solution is to choose the prime number each time. The clue is in the puzzle-creator's name! Here's what to input, and where:

TERMINAL NUMBER	NUMBER TO INPUT
#000	Read Menu option
#001	#019
#002	#053
#003	#113
#003	#Get Passcode

Exiting the building is quick and easy if you plan your route. From the planetarium, head south, into the room with the large balcony, and move up the stairs (east) to the Door to Museum of Technology Atrium. Once on the balcony, simply drop down and head north, out to the Mall.

AN EXPRESS ELEVATOR FROM HELL: GOING UP

Expect some gunfire from the Super Mutant warrens in the middle of the Mall grounds as you exit. Turn and head west, passing (but not entering) the Metro Station you used earlier. Try Sneaking if you want to avoid combat.



Unless you're geared up for a supreme struggle in the trenches, ignore the Super Mutants, and head here.

You're heading for the most prominent landmark of all: the giant obelisk known as the Washington Monument. Continue to skirt the trenches, either running from, or engaging and retreating from the Super Mutants. There are numerous enemies here, so you might wish to attempt a tactical withdrawal!

Continue west, and move to the Washington Monument gates, which are guarded by two Brotherhood of Steel soldiers. They help you if Super Mutants are attacking, so head there at once, and access the wall terminal by the gate. You automatically use the passcode that Three Dog gave you earlier (otherwise, this monument is impenetrable), and open the outer security gate. Head west to the Door to the Washington Monument.



Tip For an extra stash of items, check out "Freeform Quest: Caching In with Three Dog" at the end of this section before repairing the radio dish.



Activate the elevator control once you're inside the monument, and step into the elevator. Hit the control again, and look up as you're buffeted slightly and the elevator ascends to the very top! You're actually quite safe up here, so inspect the area around the central elevator. There's Ammo and a bed to sleep on. Once you awake refreshed, move to the Galaxy News Radio Relay. Choose to install the Virgo Dish and activate the relay.



With an impressive **Science** skill, you can boost the signal past the default setting, allowing you to listen to Three Dog from anywhere in the Wasteland. Nice work!

NEW OBJECTIVE

"Speak to Three Dog about Dad" begins.



Tip Stop! Before you go, you can optionally begin either of the Miscellaneous Quests that start in this area, such as Head of State or You Gotta Shoot 'Em in the Head. You can also investigate the Museum of History to locate quest-critical items for Stealing Independence.

Before you descend the elevator again, you can elect to Fast Travel back to the Galaxy News Radio Plaza. This is thoroughly recommended, because you can almost instantly complete this quest. If you don't, you must travel all the way back to Friendship Station or Chevy Chase North. You can't retrace the route you took for this quest, because the rear entrance to G.N.R. you used is inaccessible from the sunken roadway near the Collapsed Car Tunnel.

Back at Three Dog's room, the man is truly impressed at your determination and skill. He reveals that your father was heading to a place called Rivet City, south of here. He pinpoints this on your map. That floating rustbucket moored near the Jefferson Memorial is your next port of call.



Note

Additional: You're Out of Order!

You can grab the dish in the museum without ever having to speak to Three Dog, and you can find out about Dad by "other means" (see below), but you can't get into the Washington Monument without Three Dog's authorization.

FREEFORM QUEST: CACHING IN WITH THREE DOG

If you plan your routes a little differently, you can attempt an exceptionally recommended Freeform Quest. Here's how:

Find out about your dad's progress by visiting a place other than Galaxy News Radio. You have several options:

1. Head to Rivet City and speak with Doctor Li.
2. Head to Vault 112 and enter Tranquility Lane.

Or, agree to complete this quest and obtain the Virgo Lander Dish, but before you repair the dish at the top of the Washington Monument, execute plans 1 and 2 (above). Because Three Dog's "reward" (where your Dad is) is now unimportant, he sweetens the deal. He doesn't want you to leave empty handed, so he offers you the cache as compensation. Head to Hamilton's Hideaway [5.03]. Follow the map and instructions in the Tour chapter, and locate the barred gate. Open it using Three Dog's Cache Key, and stagger out with any or all of the following:



Three Dog's Cache Key



Ammo Box Ammunition (7)



First Aid Box Health and Chems (3)



Frag Grenades (4)



Stealth Boy



Guns and Bullets



Assault Rifle



Mini-Nuke



Note

This is the only way you can retrieve this loot, so plan ahead!

Fallout 3

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Foreword



I've had a long love affair with strategy guides and hintbooks for games. I love flipping through them, seeing all the maps and hidden stuff I never knew about. It's like peering into the soul of a game. A look at what's really in it. And I think there are two great ways to experience *Fallout 3*; one, obviously, is to play the game. The next way is to read this book. Pick a chapter or page at random and start reading. I guarantee you'll see something you didn't know about it. It could be something big, like a reward you missed out on due to your choices, or a hidden weapon.

Over the last four years, the *Fallout 3* team put everything they had into this game. I think it's hard for someone playing the game for the first time to really appreciate how much has gone into it; how many big things there are and just how many small things. In some respects, this book represents the totality of the game—better than the actual game. I love seeing the work of so many passionate and creative people packed into a large tome. It becomes something tangible, a record of all that has been made.

The world of *Fallout* allows so many great ideas, whether they be dramatic, action packed, or darkly humorous, to come together in a new way. The journey in creating all of this has been a shared experience, and one that has proven to be the most fun I've ever had making a game. I hope reading about it is as much.

Todd Howard
 Game Director: *Fallout 3*