



SWAMPFOLK

Although Point Lookout did not suffer a direct hit during the Great War, the radioactive fallout can be seen in the indigenous population that have slowly devolved over the decades, and now sport the "Point Lookout look." Sporting sinewy, pockmarked bodies oozing with strength and pus, the Swampfolk are a violent and stupid bunch, and they don't take well to strangers. They have a rudimentary belief system, and mark their territory (which is everywhere north and west of Point Lookout Township) with fetishes: straw dolls hanging from trees and bone totems. Anthropologists have speculated the Swampfolk have a belief in the occult, and some postulate they pray to a hitherto unknown entity named Ug-Qualthoth. Frighteningly strong, and ferociously territorial, they are among the most dangerous adversaries you may face.



TRIBALS

These cultists firmly believe in the power of the Punga plant, and worship it when not trading it with outside forces such as Tobar the Ferryman. Tribals wish to concentrate on leaving their mortal bodies to travel into the astral plane, and Jackson, the leader of the Tribals, has traveled farther than most. Normally peace-loving, the Tribals have recently begun to assault the old Calvert Mansion, apparently under orders from Jackson himself. However, he's not the one pulling the strings. Aside from attacks on the Mansion, Tribals are mainly confined to the Ark & Dove Cathedral, where they grow Refined Punga Plants and seek enlightenment through the power of the Punga.

Point Lookout: The Bestiary— Human Foes with Higher Functions

Since you woke from your ferry-boat ride, you can begin to explore the wilds of Point Lookout, and run into these two types of enemies that attack using a mixture of strategy and high-brain functions.

SMUGGLER

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Smuggler	1	7	80	17	19	58	58	Leather	Brass Knuckles, Police Baton, Spiked Knuckles, Frag Grenades	20
Smuggler	8	7	105	17	19	71	71	Merc, Combat Armor	Knife, Tire Iron, Switchblade, Frag Grenades	30
Smuggler	12	7	135	17	19	84	84	Merc, Combat Armor	Combat Knife, Sledgehammer, Lead Pipe, Frag Grenades	50
Smuggler	20	7	170	17	19	92	92	Combat Armor, Merc	Super Sledge, Sledgehammer, Plasma Grenades	50
Smuggler	23	7	195	17	19	100	100	Combat Armor, Merc	Super Sledge, Ripper, Power Fist, Plasma Grenades	0
Smuggler	1	7	75	15	60	17	58	Leather	10mm Pistol, .32 Pistol	20
Smuggler	8	7	100	15	73	17	71	Merc, Combat Armor	10mm Submachine Gun, Sawed-Off Shotgun, Hunting Rifle	30
Smuggler	12	7	130	15	86	17	84	Merc, Combat Armor	Assault Rifle, Chinese Assault Rifle, Combat Shotgun	50
Smuggler	15	7	165	15	92	17	92	Combat Armor, Merc	Laser Rifle, Sniper Rifle	50
Smuggler	20	7	215	15	100	17	100	Combat Armor, Merc	Laser Rifle, Sniper Rifle	0



Think of Smugglers as battle-tested Raiders, with the same cunning attack patterns and group offensive maneuvering. Seek cover, rather than facing them on a sandy beach with only the wind to stand near. Instead use building corners, coaxing toughened troops into single combat. Any of your favored tactics work on these ne'er-do-wells.

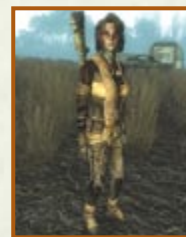
TRIBAL

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPON(S)	XP
Tribal	1	5	95	15	15	29	27	Tribal Garb	Combat Knife	20
Tribal	8	5	165	15	15	73	71	Tribal Garb	Combat Knife	30



Tribal (continued)

NAME	LEVEL	PERCEPTION	HEALTH	BIG GUNS	ENERGY WEAPONS	MELEE WEAPONS	SMALL GUNS	ARMOR	PRIMARY WEAPONS	XP
Tribal*	12	5	230	15	15	86	84	Tribal Garb	Axe, Combat Knife	50
Tribal*	20	5	290	15	15	94	96	Tribal Garb	Axe	50
Tribal*	23	5	415	15	15	100	100	Tribal Garb	Axe, Combat Knife	50
Tribal	1	7	120	13	19	58	58	Tribal Garb	Hunting Rifle	20
Tribal	8	7	160	13	19	71	71	Tribal Garb	Hunting Rifle	30
Tribal*	12	7	225	13	19	84	84	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50
Tribal*	20	7	285	13	19	92	92	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50
Tribal*	23	7	410	13	19	100	100	Tribal Garb	Lever-Action Rifle, Double-Barrel Shotgun, Hunting Rifle	50



* + 35 Damage Against Player

Even with Punga on their side, Tribals aren't as tough as the other inhabitants of Point Lookout, and they can be slaughtered using the favored techniques you've learned when striking down Raiders, Mercs, or the Enclave during previous altercations. Tribals can also be friendly, so only attack them if you've "accidentally" slaughtered their leader, or another Tribal in front of others.

Point Lookout: The Bestiary— Creatures and Wild Abominations

Those with lower brain functionality and/or sporting the infamous Point Lookout "look" cannot be reasoned with. They employ limited tactical planning, usually a gruff roar, a charge, and additional spittle-filled yelling.

SWAMPFOLK

TYPE 1: SCRAPPER

NAME	LEVEL	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPONS	DAMAGE	WEAPON NOTES	XP
Scrapper	1	3	150	5	Baseball Bat	See Weapon*	* +35 Damage Against Player	10
Scrapper	1	3	150	5	Hunting Rifle, BB Gun	See Weapon*	* +35 Damage Against Player	10



TYPE 2: BRAWLER

NAME	LEVEL	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPONS	DAMAGE	WEAPON NOTES	XP
Brawler	8	3	250	5	Combat Knife, Baseball Bat	See Weapon*	* +35 Damage Against Player	25
Brawler	8	3	250	5	Lever-Action Rifle, Double-Barrel Shotgun	See Weapon*	* +35 Damage Against Player	25



TYPE 3: CREEPER

NAME	LEVEL	PERCEPTION	HEALTH	DAMAGE	SPECIAL WEAPONS	DAMAGE	WEAPON NOTES	XP
Creeper	12	3	400	5	Shovel, Axe, Tire Iron	See Weapon*	* +35 Damage Against Player	50
Creeper	12	3	400	5	Double-Barrel Shotgun, Lever-Action Rifle	See Weapon*	* +35 Damage Against Player	50





Chapter 2

BROKEN STEEL



Death from Above



Project Purity must be completed! And once it is, and your tales of adventure become the stuff of legend, you wake up a fortnight later, safe in the Citadel, with a smiling Elder Lyons welcoming you back into consciousness. A lot has happened since you blacked out; the Brotherhood has routed the Enclave and is building a transportation network of free water—known as Aqua Pura—from the Tidal Basin (the area around the Jefferson Memorial and the Citadel). However, the Enclave is still a threat, and you're tasked with clearing a recently discovered Satellite Relay Station of remaining Enclave foes. Fortunately, you're being accompanied by the most patriotically violent robot ever. With firepower like that, what could possibly go wrong? Plenty.

Satellite Relay Station [LAT -30 / LONG -16]



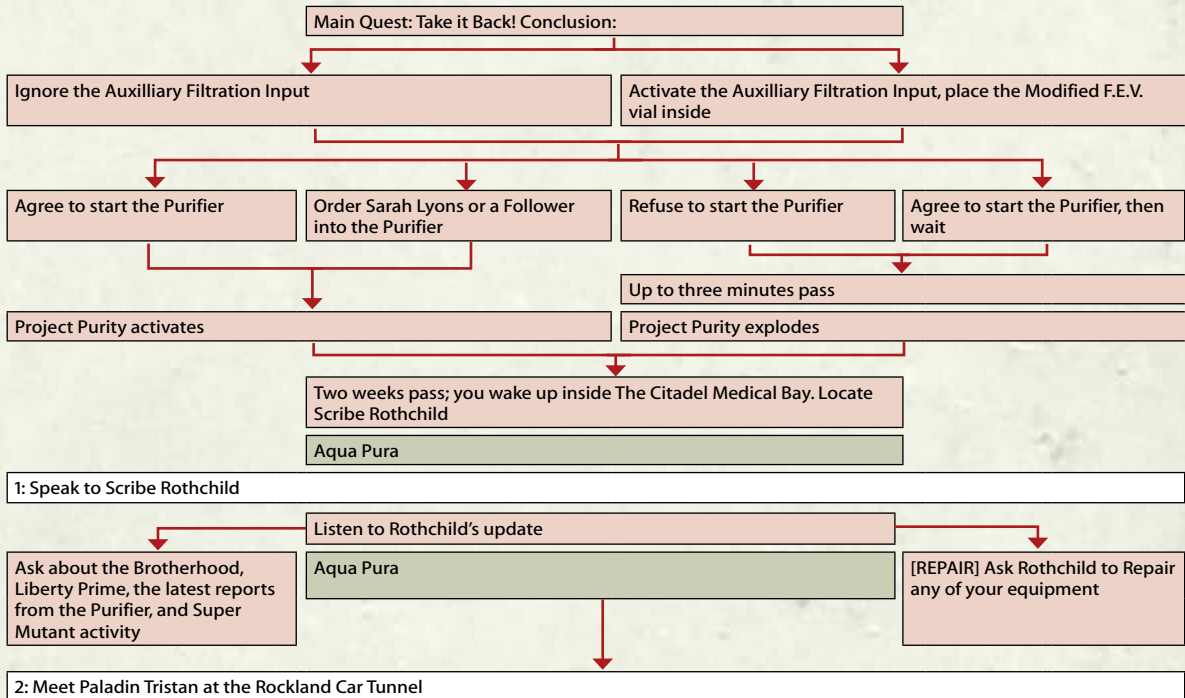
Note

This quest begins at the very end of Main Quest: Take It Back! You must have reached this quest, but not completed it, to access this additional adventure.

QUEST FLOWCHART

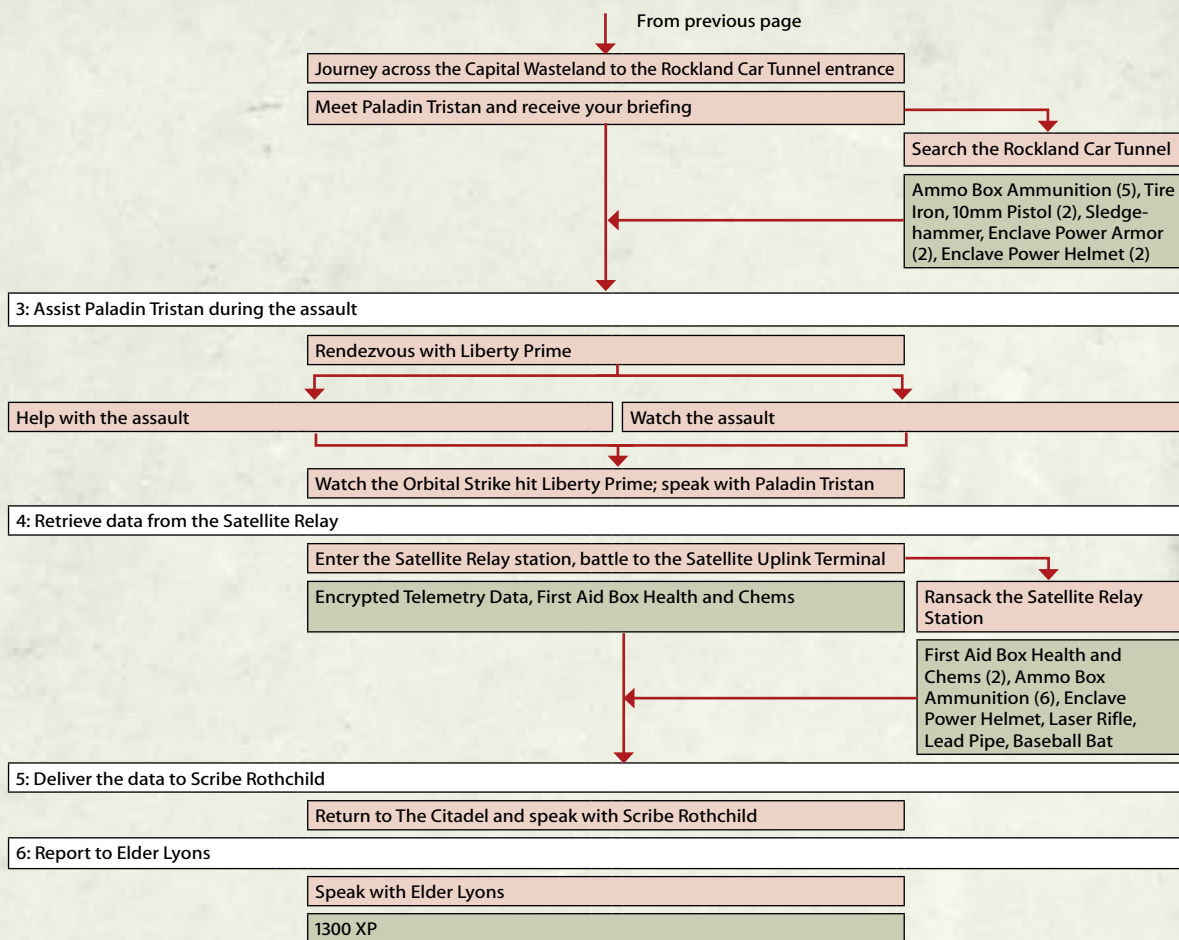
MAIN PATH

Main Characters	Sentinel Sarah Lyons, Elder Owyn Lyons, Sawbones, Scribe Rothchild, Paladin Tristan, Liberty Prime
Locations	Jefferson Memorial, The Citadel, Rockland Car Tunnel, Satellite Relay Station, Satellite Relay Station Cliff Entrance
Adv. Items/Abilities	—
Possible Enemies	Enclave Soldiers

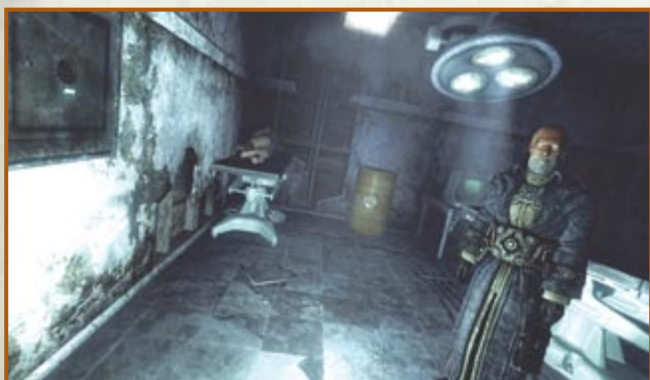


Color code: Objective Action Rewards

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A NEW EDEN



Wakey, wakey! A lot has happened in the two weeks since you sacrificed yourself (or your Super Mutant buddy, robot pal, or Ghoul friend).

Your Main Quest adventuring is about to conclude. We rejoin the action just after you've defeated Colonel Autumn, and you're seeking a heroic figure to head into the Purifier and risk almost certain death. You have various options:

You can follow President Eden's edict and insert the agent into the water supply. This adds modified F.E.V. into the Project Purity water supply, but the effects aren't noticeable until after you recover from this venture.

You can persuade Sentinel Lyons to take one for the team, and switch on the Purifier herself.

You can chat to one of your followers, urging and then ordering them to make a possibly supreme sacrifice. Naturally, Dogmeat isn't going to be able to input the correct code, so your choice of Followers is limited to Fawkes, Charon, or RL-3.

Or you can bolster your courage, and step up to the Purifier yourself, type in the code, and hope for the best.

No matter which choice you make, the Purifier activates, and the sheer force of this engineering marvel and the enormous radiation boost causes you to black out.



Note

Don't despair when the ending screens are shown. This new quest begins once your Main Quest is over, and your saga is recorded and narrated.

Two weeks later, you finally wake up, focusing on the friendly face of Elder Lyons. He gleefully informs you that the boffins over at Rivet City were correct; the Project Purity experiment was a complete success!

If you or a Follower turned on the Purifier at the end of Main Quest: Take It Back, Lyons continues to tell you that although you were both injured, both Sarah and yourself survived, although you've been unconscious for some time. Sarah is still in a medically induced coma, although she's expected to make a full recovery.

If you forced Sarah to turn on the Purifier, her body was not recovered, and she does not appear at any time during this quest.



Speak with Elder Lyons, and he informs you that the Brotherhood of Steel has located and destroyed Raven Rock and President Eden (unless you already did the honors). Recently, an Enclave prisoner revealed the location of an Enclave presence at a Satellite Relay Station deep in the Capital Wasteland. Their reason for being there is unknown, and Lyons doesn't want to take any chances; he needs you to rendezvous with Liberty Prime, join Lyon's Pride, and irradiate the remnants of the Enclave once and for all! Scribe Rothchild will be happy to provide you with further assistance.

NEW OBJECTIVE

"Speak to Scribe Rothchild" begins.

Quickly check the Medical Bay; if you searched it earlier, you'll find it much the same. Sawbones (with his dreadful poetry) is still active, but the inventory has increased during your rest period. There are four bottles of Aqua Pura in this room, plus more inside the wooden crate, and a huge drum of this new elixir too! You'll find this stuff dotted around the Capital Wasteland as the Brotherhood already has its water-replenishment plans in action. Look for these items (although the barrels can't be accessed) for additional sustenance.



If you didn't add the F.E.V. to the Purifier, this elixir has the properties of enhanced Pure Water.



If you added the F.E.V., the elixir also has negative effects, as the virus takes hold.

**Aqua Pura**

WG 1, VAL 6, EFFECTS HP +20

**Aqua Pura (F.E.V. tainted)****Note**

From this point, you can conduct a full inspection of the Citadel. The different chambers, and the characters and items you find in each, are revealed in the Mini-Tour chapter of this tome.



The Capital Wasteland's primary Enclave targets have been tactically neutralized. Untainted water is flowing freely.

When you've rested, or gulped down a few bottles of Aqua Pura, search out Scribe Rothchild, who's usually sitting in one of the rooms of the Mess Hall, down in the lower Laboratory level to the southwest. After agreeing to help, Rothchild beckons you over to the illuminated map of the Capital Wasteland, explaining the routing the Enclave received after the tide (literally) turned. When Rothchild finishes with his briefing, your Pip-Boy updates.

You can also ask Rothchild about the Brotherhood of Steel, how Liberty Prime is holding up, the latest reports from the Purifier, and Super Mutant activity in the area.



If you're not inclined to tinker, you can ask Rothchild to fix any of your equipment that looks a little worse for wear.

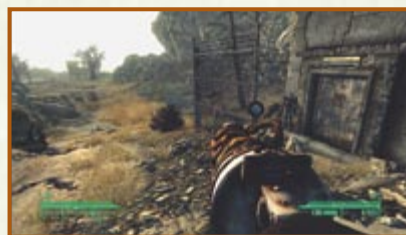
Once you're done, suit up, collect your preferred battle ordnance and armor, and set off for the Rockland Car Tunnel. On the way out, when you reach the Citadel courtyard, you can optionally swig or store a few more bottles of Aqua Pura before leaving.

NEW OBJECTIVE

"Meet Paladin Tristan at the Rockland Car Tunnel" begins.

**Aqua Pura****HIKING TO THE DUNWICH BUILDING AND BEYOND**

Bring your beast-culling equipment to the southwestern corner of the Capital Wasteland; that Yao Guai isn't politely introducing you to the car tunnel.



When you arrive at the entrance to the Rockland Car Tunnel, you can see the eerie Dunwich Building in the distance, and a Brotherhood guard at the entrance.

Set off for the Rockland Car Tunnel. If you want to take in the scenery, the quickest path is to turn right (south) as you exit the Citadel, then move southwest, passing between the Alexandria Arms [LAT 07 / LONG -17] and the Arlington Library [LAT 08 / LONG -19], and clambering over (and facing down) the foes at the Flooded Metro Raider Camp [LAT 04 / LONG -19]. Once you're out of the D.C. Metro Area, follow the road west past Andale [LAT -05 / LONG -17], looking for the distinctive shape of Tenpenny Tower [LAT -16 / LONG -17], and continuing past the Dunwich Building [LAT -26 / LONG -18], fighting off the wild and irradiated animals. The Rockland Car Tunnel [LAT -30 / LONG -19] is close to the southwestern corner of the entire Capital Wasteland. Don't confuse the architecture with the similar-looking Warrington Trainyard; the tunnel ahead is blocked, and there are signs of Brotherhood of Steel crates and a Military Truck as you arrive. Just after the truck is a mesh fence on your left (southwest). Pass the Brotherhood Knight, and open the Door to Rockland Car Tunnel.



Tip
The faster path here involves Fast Traveling from the Citadel to the Primary Location closest to the tunnel, ideally the Dunwich Building or the F. Scott Key Trail & Campground.



Paladin Tristan is temporarily in charge of Lyon's Pride while Sarah recuperates, or permanently in charge if Sarah died.

Enter the connecting passageway, and make a quick stop at the open storeroom on your left, gathering what you need from the list below. A second chamber contains a small generator but is devoid of items except a Nuka-Cola. Step out into the inky blackness of the tunnel itself, turning left (north) and passing the Brotherhood crates, and stepping around the turret defenses. Access two Enclave Crates as you move into the tunnel defenses, seeking out the rather stern-looking Paladin in the center.

Although you can question him about the tactical situation if you wish, the meeting is brief and to the point; you're needed for an assault on an Enclave stronghold in a Satellite Relay Station. After the conversation ends, Paladin Tristan departs. Follow him or spend some time checking out the tunnel. A Scribe is checking the body of an Enclave Soldier; you can grab some Enclave armor if you need it. There are more bodies on a trash heap to the north. You can eavesdrop on a conversation between a Scribe and Brotherhood soldier, too. When you're ready, head northeast to a new connecting passage, and move to the Door to Satellite Relay Station.



Ammo Box Ammunition (5)



Tire Iron



10mm Pistol (2)



Sledgehammer



Enclave Power Armor (2)



Enclave Power Helmet (2)

NEW OBJECTIVE

"Assist Paladin Tristan during the assault" begins.

NOT READY FOR PRIME'S TIME

"Death is a preferable alternative to Communism!" It would take a low orbit missile shower of gigantic proportions to stop this metal mountain!



You emerge into a previously unexplored Satellite Relay Station, and a moment later, an Enclave Vertibird is blown out of the sky by an advancing Liberty Prime! This robot is leading the push into this

Enclave stronghold, and you can edge forward around an energy wall, watching as Prime systematically destroys the generators powering the walls, allowing Lyon's Pride infantry to pass unimpeded. Liberty Prime is unloading its full arsenal of ordnance on the Enclave barricades, lobbing a giant Nuke Bomb and cutting through another Vertibird with its head-mounted laser. You can optionally join the fight, cutting down any Enclave Soldiers you spot, although your teammates can handle this, allowing you to save your ammunition.



Tactical assessment: Liberty Prime is struck by a missile shower of gigantic proportions from low orbit. Ah, crap.

Prime continues its rampage, analyzing the weakness in the Satellite Relay Station's outer wall, before lobbing another Nuke Bomb and cutting a swath through the troops behind. The station has been breached, allowing your forces inside. After demolishing a nearby exterior barrier, Prime intercepts an uplink transmission while scanning the station's tower, and reports that an orbital strike is imminent! All personnel need to reach minimum safe distance immediately! Step back, staying away from Prime as he's caught in a massive shower of missile explosions, which shears the robot in half!

When the smoke clears, Prime crawls away from the station before his head blows off, coming to rest in the irradiated grass. You can speak to the head before Prime's power cell fades...this isn't the explosive conclusion Paladin Tristan was hoping for.... Quickly speak with Tristan. He's less than pleased with the current situation and orders you to find the source of this transmission before any other targets are acquired. Don't dilly-dally; the Enclave could be preparing an attack on your position...or even the Citadel! Move up to the hole in the side of the concrete wall that Liberty Prime punched through, stepping over (and searching) the bodies of the Enclave Soldiers, and open the Door to Satellite Facility.

NEW OBJECTIVE

"Retrieve data from the Satellite Relay" begins.

Chapter 3

POINT LOOKOUT



The Local Flavor



As you continue your Wasteland wandering, an interesting blip appears on your Pip-Boy's World Map, along with a new note. It seems the *Duchess Gambit* has moored off the Tidal Basin near the Jefferson Memorial. Head over there, and you're greeted by an anxious mother and a laid-back ferryman who regales you with fancy talk about sunken treasures off the coast of what was once Maryland. Board the *Gambit* for new lands of fun and adventure, and you wake with a start as the steamboat pulls into a misty, rundown hellhole, rife with inbred mutants, stiff sea-breezes, and a frightening Ghoul inside a lonely, mist-shrouded mansion. Perfect! The Ghoul seems to be having particular trouble with some unwanted houseguests. Can you help?

Duchess Gambit [LAT 11 / LONG -18]



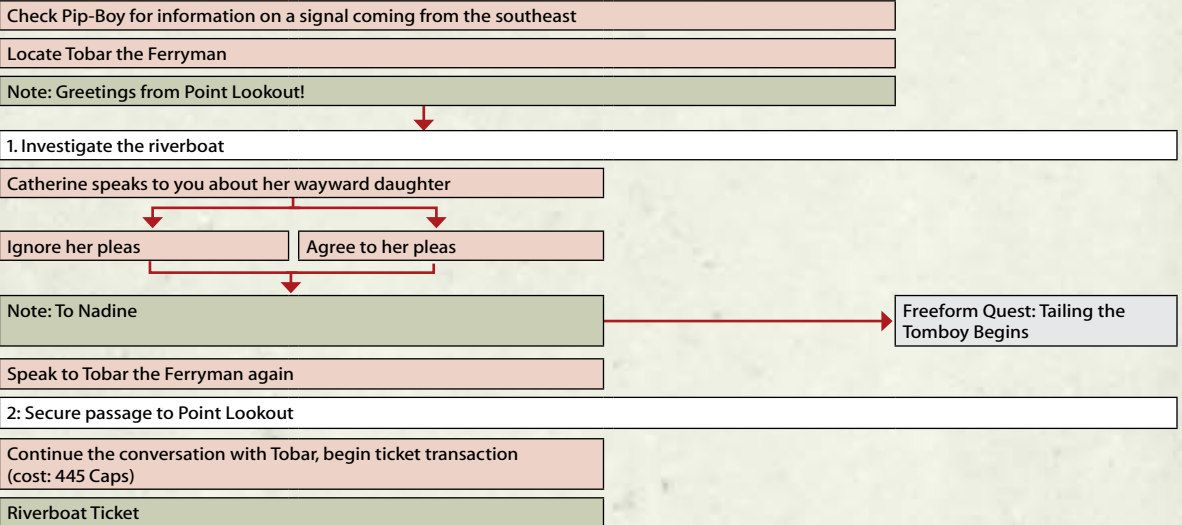
Tip

Other adventurers returning from Point Lookout seem disheveled and forlorn, indicating a new zone rife with toughened locals and fearsome foes. Increase your enjoyment and life-expectancy by embarking on your Point Lookout jaunt midway through your Wasteland experience or later, with plenty of Armor and Repairable weapons, and with a reasonably high Science or Lockpick skill.

QUEST FLOWCHART

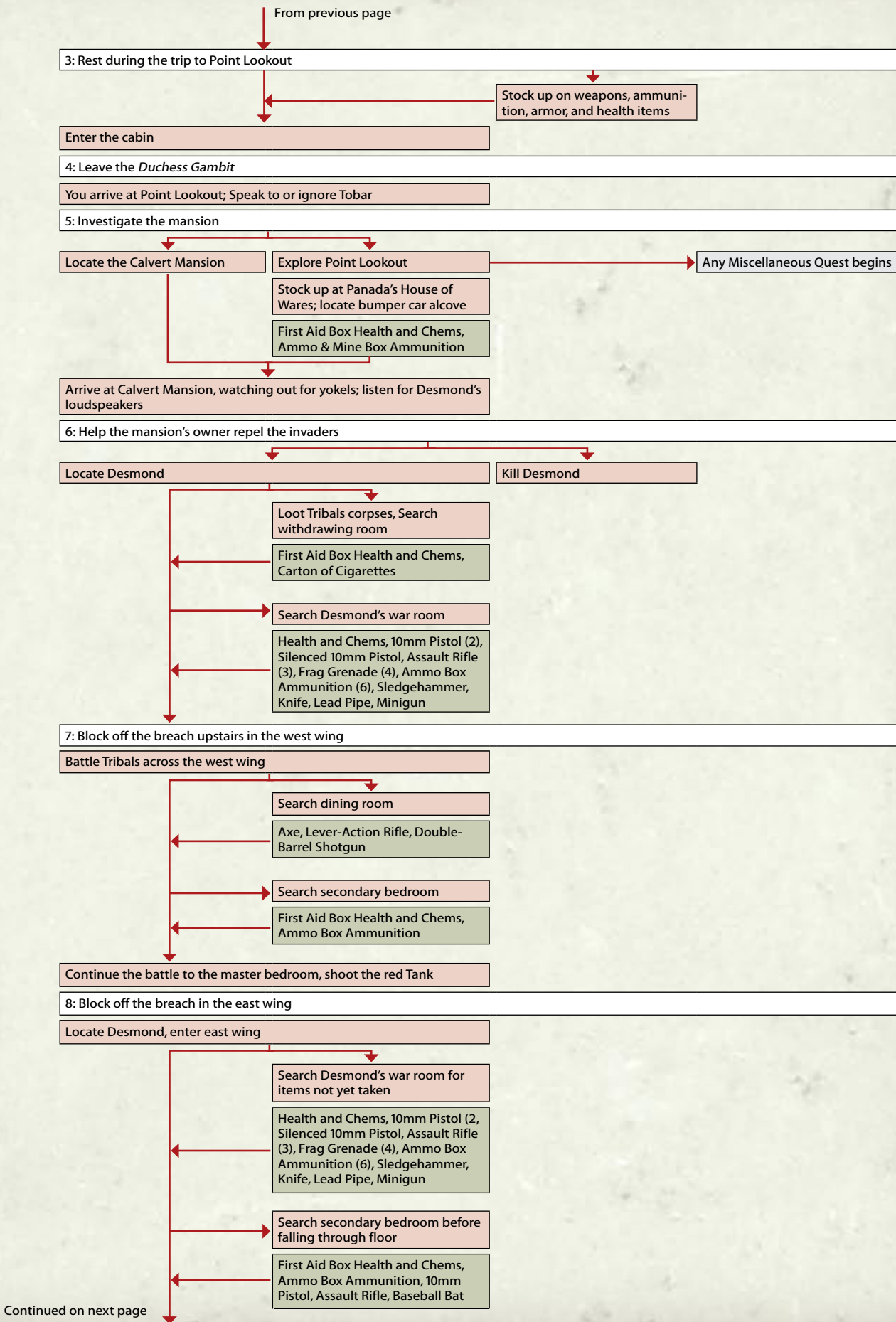
MAIN PATH

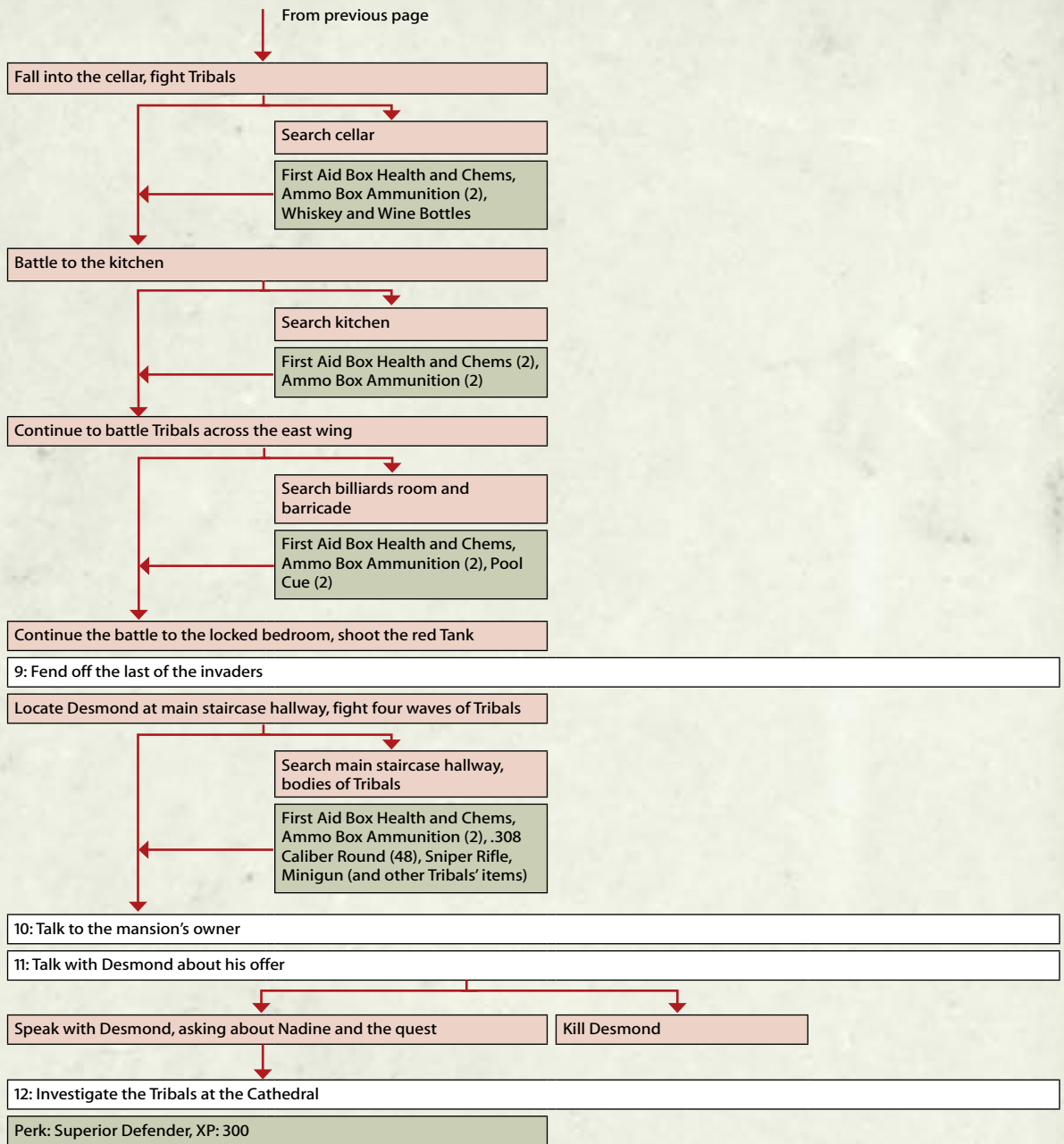
Main Characters	Tobar the Ferryman, Catherine, Panada, Geri, Freki, Desmond
Locations	Capital Wasteland: Mirelurk Jetty, The <i>Duchess Gambit</i> ; Point Lookout: The <i>Duchess Gambit</i> , Panada's House of Wares, The Calvert Mansion
Adv. Items/Abilities	445 Caps
Possible enemies	Brawler, Bruiser, Creeper, Scrapper, Tracker, Tribals



Continued on next page

Color code: Objective Action Rewards Other Quest







TAKING A GANDER AT THE GAMBIT



Gamble on the *Duchess Gambit*, a grand ol' gal, taking you on a meandering cruise to parts unknown.

Your Pip-Boy updates with an interesting message. It has picked up a signal from the Wasteland's southeast corner, close to the Jefferson Memorial. Read the message appearing on your screen before accessing the Data > Notes inside your Pip-Boy, and select "Point Lookout." The Note from Tobar the Ferryman makes for an enticing read: He has returned from a land of "warm beaches and luscious wetlands," piloting the *Duchess Gambit*. He brings "the hearty Punga Fruit," apparently "the most refreshing meal in the world." You can purchase this delicacy from merchants, or straight from the source himself. As a "special bonus," Tobar can take adventurers to this "land of mystery." This sounds both highly rewarding and suspicious....



Greetings from Point Lookout!



Note

The note is correct. From this point on, you can locate any Wasteland merchant that sells food, and search through their inventory for a new (and randomly occurring) item: the Punga Fruit. Although some say its spores may have hallucinogenic properties, this plump gourd is valuable because it reduces Radiation and increases Hit Points. Find Tobar and journey to Point Lookout for a more comprehensive taste test.



Refined Punga Fruit

WG 1, VAL 30, Rads -15, HP +15



Wild Punga Fruit

WG 1, VAL 10, Rads -5, HP +10

NEW OBJECTIVE

"Investigate the riverboat" begins.

Once you've decided to visit the *Duchess Gambit*, check your Pip-Boy's (or this guide's) World Map. The riverboat is moored at the end of the Mirelurk Jetty [LAT 11 / LONG -18]. Fortunately, Tobar appears to have cleared any Mirelurks in the vicinity. Approach by heading south down the river, toward the Jefferson Memorial; the *Gambit* is on the opposite shore.



Catherine's tearaway daughter Nadine has escaped to Point Lookout. That's Tobar, looking on knowingly.

Approach the jetty, and attempt to board the boat. A slightly disheveled and distraught woman waylays you, pleading for your help. Catherine tells you her daughter Nadine stowed away on the *Duchess Gambit* a few weeks ago, and she's been worried sick since then. You can:

Refuse, completely ignoring her pleas.

Agree to this plan, or remark that Nadine might be dead already. Either way, she produces a Note to Nadine, which she hands to you.

In addition, you can ask Catherine about Point Lookout (it's the place Tobar makes his Punga fortune from, and apparently the place is full of "swamps and killer plants"), and specifics about her daughter (she's headstrong, both mentally and in hair color; the girl has bright orange locks, making her easy to spot). Now board the riverboat.



Note to Nadine

FREEFORM QUEST

Tailing the Tomboy begins.



Tobar's executive cabin inside the *Duchess* features all mod cons, from the broken coffee maker to the Molerat-skin rug. How enchanting!

Perhaps it's the moustache, but there's something not quite on-the-level about Tobar the Ferryman, the only occupant of the *Duchess Gambit*. Speak to him anyway, and he offers you a ride to Point Lookout. You can:

Refuse. Come back again when you decide you want to take the trip.



Primary Locations

1.01: SACRED BOG ENTRANCE (LAT 01 / LONG 04)



- Main Quest: Walking with Spirits
- Threat Level: 4
- Tribals
- Area Is Locked
- Interior Exploration
- Sleep Mattress

Sacred Bog Entrance



South of the Ruined House [1.G] and at the far western edge of the winding swamp trails that links many of this zone's Primary Locations is a rickety alcove entrance to a hidden bog sacred to the Tribals. You can enter this place during **Main Quest: Walking with Spirits**. Check the front entrance for a straw bed and the following:

- Wild Punga
- First Aid Box Health and Chems
- Sack Items

MOTHER PUNGA

This enormous "seed" is part of a huge wild bloom of the Punga fruit. The seeds nestle on a pod in the recessed part of the fruit. The plant shudders and releases a puff of pollen, said to cause vivid hallucinations.

BOG ENTRANCE

- A** Door to Point Lookout
- 1** Skeleton
 - Axe
 - Wild Punga
- B** Door to Sacred Bog

SACRED BOG

- C** Door to Bog Entrance
- 2** Swamplurk's Alcove
 - Beer and Pork N' Beans
 - Stimpak
- 3** Warning! Bear Traps



4 Mirelurk Egg Clutch

- Hatchling Mirelurk Meat

5 Mother Punga

The hallucinations begin as soon as you gather her seeds. The remaining locations can be ignored, but the "Bubbleheads" can be picked up. They do not survive the Mister Break's bomb explosion.

- Wild Punga

6 7 8 11 12 14 Bubblehead Encounters (Hallucination)

- Bubblehead: Intelligence
- Bubblehead: Strength
- Bubblehead: Endurance
- Bubblehead: Agility
- Bubblehead: Perception
- Bubblehead: Charisma

9 Giant Surgical Saw (Hallucination)

10 Falling Quantums (Hallucination starts)

13 Giant Stitching Needle (Hallucination)

15 Floating Friends

16 Mister Break and his Atom Bomb

Whether or not you encounter Mister Break, the hallucination ends with you slipping into unconsciousness and waking up with a splitting headache. Unbeknownst to you, Tobar the Ferryman has removed a small piece of your brain between the time the hallucination ended and when you woke up

on the straw bed just outside the Sacred Bog Entrance.

- Bubblehead: Luck

1.02: BLACKHALL MANOR (LAT 02 / LONG 07)



- Miscellaneous Quest: The Dark Heart of Blackhall
- Threat Level: 2
- Swampfolk
- Guns and Ammunition
- Area Is Locked
- Interior Exploration

The Blackhall family was deeply involved in the commercialization of Point Lookout in the early 21st century. Constance Blackhall, head of the estate after the New Plague made her an unexpected widow in 2058, cooperated with entrepreneurs from the Isla Negra Realty Company, who had

Fallout 3

GAME ADD-ON PACK

BROKEN STEEL AND POINT LOOKOUT

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