WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- altered vision
- loss of awareness
- any involuntary movement
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-ventilated area and keep as far away as possible from the television screen.
- Avoid using the DUALSHOCK®3 wireless controller motion sensor function when using the television screen.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: light-headedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object.

Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Limited Warranty

Bethesda Softworks LLC, a ZeniMax Media company (“Bethesda Softworks”) warrants to you, the original purchaser of this disc and the game software encoded therein ("Game"), that under normal use the Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of purchase ("Warranty Period"). This Limited Warranty (a) does not apply if the Game is used for a business or commercial purpose; and (b) is void if failure of the Game has resulted from accident, abuse, or misapplication.

Exclusion of Remedy and Limitation of Liability

Warranty claims must be made to the retailer from whom you purchased the Game. You must return the Game to your retailer during the Warranty Period, together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer may either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original Warranty Period or 30 days, whichever is longer. Bethesda Softworks’ and its licensees’ and suppliers’ entire liability and your exclusive remedy shall be, at the retailer’s option, the repair or replacement of the Game that does not meet this Limited Warranty and is properly returned to the retailer. Outside the United States, neither of these remedies nor any product support services are available without proof of purchase from an authorized international source.

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For technical and customer support, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays or visit www.bethsoft.com. If you are outside the United States, send your Game disc to Bethesda Softworks, 1370 Piccard Drive, Suite 130, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.

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GETTING STARTED

PLAYSTATION®3 system

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Fallout 3: Game of the Year disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system’s home menu, and then press the button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

Hint: To remove a disc, touch the eject button after quitting the game.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.

CONTROLS

L2 button .................................................. Toggle 1st/3rd Person
L1 Button .................................................. Aim/Block
SELECT button ......................................... Wait
START button ........................................... Pause
R2 button .................................................. Enter V.A.T.S. Mode
R1 button .................................................. Attack
△ button .................................................... Jump
O button .................................................... Open/Close Pip-Boy 3000
□ button .................................................... Exit V.A.T.S.
Reload
Left stick .................................................... Move
Right stick .................................................. Look/Turn
R3 button .................................................. Click Down to Pick Up/Drop Items

V.A.T.S. Controls

R2 button .................................................. Enter V.A.T.S. Mode
R1 button .................................................. Select Target
Right stick ................................................. Switch Between Targets
Left stick ................................................... Target Specific Body Parts
△ button .................................................... Accept V.A.T.S. Targeting
O button .................................................... Exit V.A.T.S.
Cancel Queued Attacks
INTRODUCTION TO FALLOUT 3

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

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

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

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

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

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

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

- The Fallout 3 Team

PLAYING THE ADDITIONAL CONTENT

To play Fallout 3: Game of the Year Edition, insert the game disc. The additional content is integrated with the original game so there is no extra step required to play it. If you’ve already played Fallout 3, you will see your saves in the Load/Save menus, so you can continue with an existing character.

If you are starting a new game, you must exit Vault 101 (character generation) first before receiving the downloadable content messages.

OPERATION: ANCHORAGE

For Operation: Anchorage, a new radio signal will appear which adds a new map marker and a new quest objective, “Investigate the Outcast Radio Signal.”

THE PITT

For The Pitt, a new radio signal will appear which adds a new map marker and a new quest objective, “Wernher’s Distress Signal.”

BROKEN STEEL

With Fallout 3: Game of the Year, the Level Cap is increased to 30. In order to experience the new Broken Steel quests and storyline, you’ll need to complete the Main Quest of Fallout 3.

POINT LOOKOUT

For Point Lookout, a quest message will notify you that a new shipment of fruit is being sold from a boat near Rivet City along with a new map marker and quest objective, “Investigate the source of the Punga fruit.”

MOTHERSHIP ZETA

For Mothership Zeta, a new radio signal will appear notifying the player to checkout an unintelligible radio broadcast, with a new map marker and quest objective, “Investigate the strange radio signal coming from the wasteland.”
MAIN MENU

CONTINUE
Continue playing from your most recent saved game.

NEW
Starts a new game of Fallout 3.

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

SETTINGS
Takes you to the Settings Menu where you can adjust your gameplay, display, audio, and control preferences. See pg. 42 for more info.

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

DOWNLOADS
View any Downloadable Content you have obtained for Fallout 3.

THE GAME SCREEN

HIT POINTS (HP)
Your overall health. When your HP are gone, your character dies.

COMPASS
The compass indicates the direction you are heading, as well as enemies, nearby locations, and quest markers. See pg. 8 for more information about your Compass.

ACTION POINTS (AP)
The total number of AP available is based on your character’s agility (See S.P.E.C.I.A.L., pg. 16). Action Points are only used in V.A.T.S. Mode (see pg. 32).

WEAPON CONDITION (CND)
The shorter the bar, the worse the condition of your weapon.

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

ENEMY HEALTH BAR
Shows the current health of the enemy.

RAD METER
Will appear whenever radiation damage is taken.

XP BAR
Will appear whenever experience points are earned.
COMPASS AND ACTIVATION ICONS

△ CLEAR TRIANGLE
Indicates a location that you have not yet discovered.

△ FILLED TRIANGLE
Indicates a location that you have previously discovered.

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

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

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

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

THE PIP-BOY 3000

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

SECTIONS
There are three main menus in your Pip-Boy 3000:
Stats — Information about your characters stats and abilities.
Items — All of the items your character is currently carrying.
Data — Contains your maps, quest info, notes, and access to any radio signals you can pick up.
The Stats Menu has five sections: Status, S.P.E.C.I.A.L., Skills, Perks, General.

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

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

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

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

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

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

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

**S.P.E.C.I.A.L.**
Your seven primary attributes. See page 16 for a description of each attribute. A (−) to the right of the number indicates that attribute is suffering a negative affect, while a (+) indicates it is enjoying a boost. Check the EFF section of your Status Menu for more information.

**SKILLS**
Information on your skills. See page 18 for more information.

**PERKS**

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

---

**ADAPTING TO THE OUTSIDE WORLD**

YOU’VE LEFT THE SAFETY AND COMFORT OF THE VAULT. WHAT NOW?
The moment you exit the vault, you will notice a piercing bright light. Like a creature of the night, your eyes are not accustomed to the bare sun. Make sure to shield the retinas with tinted goggles.
ITEMS MENU

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

WEAPONS
This menu displays all the weapons in your inventory.

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

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

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

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

MENU CONTROLS

- **X** – Equip, unequip or use the selected item.
- **△** – Drop the selected item.
- **△** – Repair the selected item (see Repairing Weapons and Apparel, page 31).
- **R2 button** – Hotkey the selected item (see next page).

ITEM CHARACTERISTICS

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

- **DAM** – How much damage the weapon does (the higher the number, the better).
- **DR** – The percentage of damage resistance the item offers (the higher, the better).
- **WG** – How much the item weighs.
- **VAL** – The item’s value in Bottlecaps.
- **CND** – The current condition of the weapon.
- **EFFECTS** – Any positive/negative effects your character will experience if the item is equipped.

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

HOTKEYS

In the Inventory Menu, press and hold **R2 button** and press a direction on the **Directional buttons**. Then highlight the weapon, apparel, or Aid you want in that slot. Note, you can still change sections and menus in your Pip-Boy with the Hotkeys open, and the item will be assigned when you release the **Directional buttons**.

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

**Harmful Rays**

![Figure 2.1](image1.png)  ![Figure 2.2](image2.png)  ![Figure 2.3](image3.png)

1. 2. 3.

* If protective eye wear is unavailable, press your index fingers and thumbs together and place your hands over your eyebrows in an open and horizontal fashion, thus shielding yourself from the most harmful rays.

* Note that this is not an ideal form of eyeprotection and may not alleviate the threat of blindness.
DATA

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

LOCAL MAP

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

WORLD MAP

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

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

QUESTS

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

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

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

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

NOTES

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

RADIO

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

**STRENGTH**
Strength is a measure of your raw physical power. It affects how much you can carry, and determines the effectiveness of all melee attacks.

**PERCEPTION**
A high Perception grants a bonus to the Explosives, Lockpick and Energy Weapons skills, and determines when red compass markings appear (which indicate threats).

**ENDURANCE**
Endurance is a measure of your overall physical fitness. A high Endurance gives bonuses to health, environmental resistances, and the Big Guns and Unarmed skills.

**CHARISMA**
Having a high Charisma will improve people’s disposition toward you, and give bonuses to both the Barter and Speech skills.

**INTELLIGENCE**
Intelligence affects the Science, Repair and Medicine skills. The higher your Intelligence, the more Skill Points you’ll be able to distribute when you level up.

**AGILITY**
Agility affects your Small Guns and Sneak skills, and the number of Action Points available for V.A.T.S.

**LUCK**
Raising your Luck will raise all of your skills a little. Having a high Luck will also improve your critical chance with all weapons.

---

**BLENDING IN**

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

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

Barter
The Barter skill affects the prices you get for buying and selling items. In general, the higher your Barter skill, the lower your prices on purchased items.
Related S.P.E.C.I.A.L.: Charisma

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

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

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

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

Medicine
The Medicine skill determines how many Hit Points you’ll replenish upon using a Stimpak, and the effectiveness of Rad-X and RadAway.
Related S.P.E.C.I.A.L.: Intelligence

Melee Weapons
The Melee Weapons skill determines your effectiveness with any melee weapon, from the simple lead pipe all the way up to the high-tech Super Sledge.
Related S.P.E.C.I.A.L.: Strength

Repair
The Repair skill allows you to maintain any weapons and apparel. In addition, the higher your Repair skill, the better the starting condition of any custom-made weapons.
Related S.P.E.C.I.A.L.: Intelligence

Science
The Science skill represents your combined scientific knowledge, and is primarily used to hack restricted computer terminals.
Related S.P.E.C.I.A.L.: Intelligence

Small Guns
Small Guns determines your effectiveness with all conventional projectile weapons, such as the 10mm pistol, BB Gun, Assault Rifle, and Combat Shotgun.
Related S.P.E.C.I.A.L.: Agility

Sneak
The higher your Sneak skill, the easier it is to remain undetected, steal an item, or pick someone’s pocket. Successfully attacking while undetected grants an automatic critical hit.
Related S.P.E.C.I.A.L.: Agility

Speech
The Speech skill governs how much you can influence someone through dialogue, and gain access to information they might otherwise not want to share.
Related S.P.E.C.I.A.L.: Charisma

Unarmed
The Unarmed skill is used for fighting without a weapon, or with the few weapons specifically designed for hand-to-hand combat, like Brass Knuckles or the Power Fist.
PERKS

LEVEL 2

Black Widow/ Lady Killer
Ranks Available: 1
Requirements: None
In combat, you do +10% damage against male (Black Widow) or female (Lady Killer) opponents. Outside of combat, you'll sometimes have access to unique dialogue options when dealing with the opposite sex.

Daddy's Boy/ Daddy's Girl
Ranks Available: 3
Requirements: Intelligence 4
Just like dear old Dad, you've devoted your time to intellectual pursuits. You gain an additional 5 points to both the Science and Medicine skills.

Gun Nut
Ranks Available: 3
Requirements: Agility 4, Intelligence 4
You're obsessed with using and maintaining a wide variety of conventional firearms. With each rank of the Gun Nut perk, you gain an additional 5 points to the Small Guns and Repair skills.

Intense Training
Ranks: 10
Requirements: None
With the Intense Training Perk, you can put a single point into any of your S.P.E.C.I.A.L attributes.

Little Leaguer
Ranks Available: 3
Requirements: Strength 4
Years as the Vault little league MVP have honed your hitting and throwing. With every rank, you gain 5 points of Melee Weapons skill and 5 points of Explosives skill.

Swift Learner
Ranks Available: 3
Requirements: Intelligence 4
With each rank in the Swift Learner perk, you gain an additional 10% to total Experience Points whenever Experience Points are earned.

Thief
Ranks Available: 3
Requirements: Agility 4, Perception 4
With each rank in the Thief perk, you gain an immediate bonus of 5 points to both the Sneak and Lockpick skills.

LEVEL 4

Child At Heart
Ranks Available: 1
Requirements: Charisma 4
The Child at Heart perk greatly improves your interactions with children, usually in the form of unique dialogue choices.

Comprehension
Ranks Available: 1
Requirements: Intelligence 4
With the Comprehension perk, you gain one additional skill point whenever a skill book is read.

Educated
Ranks Available: 1
Requirements: Intelligence 4
With the Educated perk, you gain three more skill points every time you advance in level. This perk is best taken early on, to maximize its effectiveness.

Entomologist
Ranks Available: 1
Requirements: Intelligence 4, Science 40%
With the Entomologist perk, you do an additional +50% damage every time you attack a mutated insect, like the Radroach, Giant Ant, or Radscorpion.

Iron Fist
Ranks Available: 3
Requirements: Strength 4
With the Iron Fist perk, you do an additional 5 points of Unarmed damage per rank.

Scoundrel
Ranks Available: 3
Requirements: Charisma 4
Take the Scoundrel perk, and you can use your wily charms to influence people -- each rank raises your Speech and Barter skills by 5 points.
LEVEL 6

Bloody Mess
Ranks Available: 1
Requirements: None
With the Bloody Mess perk, characters and creatures you kill will often explode into a red, gut-ridden, eyeball-strewn paste. Fun! Oh, and you’ll do 5% extra damage with all weapons.

Demolition Expert
Ranks Available: 3
Requirements: Explosives 50%
With each rank of this perk, all of your explosive weapons do an additional 20% damage.

Fortune Finder
Ranks Available: 1
Requirements: Luck 5
With the Fortune Finder perk, you’ll find considerably more Nuka-Cola caps in containers than you normally would.

Gunslinger
Ranks Available: 1
Requirements: None
While using a pistol (or similar one-handed weapon), your accuracy in V.A.T.S. is significantly increased.

Lead Belly
Ranks Available: 1
Requirements: Endurance 5
With the Lead Belly perk, you take 50% less radiation every time you drink from an irradiated water source.

Toughness
Ranks Available: 1
Requirements: Endurance 5
With the Toughness perk, you gain +10% to overall Damage Resistance, up to the maximum of 85%.

LEVEL 8

Commando
Ranks Available: 1
Requirements: None
While using a rifle (or similar two-handed weapon), your accuracy in V.A.T.S. is significantly increased.

Impartial Mediation
Ranks Available: 1
Requirements: Charisma 5
With the Impartial Mediation perk, you gain an extra 30 points to Speech... so long as you maintain a Neutral Karma level.

Rod Resistance
Ranks Available: 1
Requirements: Endurance 5
Rod Resistance allows you to -- what else? -- resist radiation. This perk grants an additional 25% to Radiation Resistance.

Scrounger
Ranks Available: 1
Requirements: Luck 5
With the Scrounger perk, you’ll find considerably more ammunition in containers than you normally would.

Size Matters
Ranks Available: 3
Requirements: Endurance 5
You’re obsessed with really big weapons. With each rank of this perk, you gain an additional 1.5 points to the Big Guns skill.

Strong Back
Ranks Available: 1
Requirements: Strength 5, Endurance 5
With the Strong Back perk, you can carry 50 more pounds of equipment.

LEVEL 10
**LEVEL 10**

**Animal Friend**
Ranks Available: 2  
Requirements: Charisma 6  
At the first rank of this perk, animals simply won’t attack. At the second rank, they will eventually come to your aid in combat, but never against another animal. This perk affects the Dog, Yao Guai, Mole Rat, and Brahmin.

**Finesse**
Ranks Available: 1  
Requirements: None  
With the Finesse perk, you have a higher chance to score a critical hit on an opponent in combat, equivalent to 5 extra points of Luck.

**Here and Now**
Ranks Available: 1  
Requirements: None  
The Here and Now perk immediately grants an additional experience level, complete with all the advantages that brings.

**Mister Sandman**
Ranks Available: 1  
Requirements: Sneak 60%  
With the Mister Sandman perk, when you’re in Sneak mode, you gain the option to silently kill any human or Ghoul while they’re sleeping. And, all Mister Sandman kills earn bonus XP.

**Mysterious Stranger**
Ranks Available: 1  
Requirements: Luck 6  
You’ve gained your own personal guardian angel... armed with a fully loaded .44 Magnum. With this perk, the Mysterious Stranger will appear occasionally in V.A.T.S. mode to lend a hand, with deadly efficiency.

**Nerd Rage!**
Ranks Available: 1  
Requirements: Intelligence 5, Science 50%  
You’ve been pushed around long enough! With the Nerd Rage! perk, your Strength is raised to 10 and you gain 50% to damage resistance whenever your Health drops to 20% or below.

**Night Person**
Ranks Available: 1  
Requirements: None  
When the sun is down, a Night Person gains +2 to both Intelligence and Perception (up to a maximum of 10). This perk directly affects your “internal clock” and remains active both inside and outside.

**LEVEL 12**

**Cannibal**
Ranks Available: 1  
Requirements: None  
With the Cannibal perk, when you’re in Sneak mode, you gain the option to eat a corpse to regain Health. But every time you feed, you lose Karma, and if the act is witnessed, it is considered a crime against nature.

**Fast Metabolism**
Ranks Available: 1  
Requirements: None  
With the Fast Metabolism perk, you gain a 20% Health bonus when using Stimpaks.

**Life Giver**
Ranks Available: 1  
Requirements: Endurance 6  
With the Life Giver perk, you gain an additional 30 Hit Points.

**Pyromaniac**
Ranks Available: 1  
Requirements: Explosives 60%  
With the Pyromaniac perk, you do +50% damage with fire-based weapons, like the Flamer and Shishkebab.

**Robotics Expert**
Ranks Available: 1  
Requirements: Science 50%  
With the Robotics perk, you do an additional 25% damage to any robot. But, even better, sneaking up on a hostile robot undetected and activating it will put that robot into a permanent shutdown state.

**Silent Running**
Ranks Available: 1  
Requirements: Agility 6, Sneak 50%  
With the Silent Running perk, you gain an additional 10 points to Sneak, and running no longer factors into a successful sneak attempt.

**Sniper**
Ranks Available: 1  
Requirements: Perception 6, Agility 6  
With the Sniper perk, your chance to hit an opponent’s head in V.A.T.S. is significantly increased.
**LEVEL 14**

**Adamantium Skeleton**

Ranks Available: 1  
Requirements: None

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

**Chemist**

Ranks Available: 1  
Requirement: Medicine 60%

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

**Contract Killer**

Ranks Available: 1  
Requirements: None

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

**Cyborg**

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

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

**Lawbringer**

Ranks Available: 1  
Requirements: None

Once you have the Lawbringer perk, any evil character you kill will have a finger on their corpse. This finger can then be sold to a certain person (whose identity is disclosed when you take the perk) for caps and positive Karma.

**Light Step**

Ranks Available: 1  
Requirements: Agility 6, Perception 6

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

**Master Trader**

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

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

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**LEVEL 16**

**Action Boy**

Ranks Available: 1  
Requirements: Agility 6

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

**Better Criticals**

Ranks Available: 1  
Requirements: Perception 6, Luck 6

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

**Chem Resistant**

Ranks Available: 1  
Requirement: Medicine 60%

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

**Tag!**

Ranks Available: 1  
Requirements: None

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

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**LEVEL 18**

**Concentrated Fire**

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

With Concentrated Fire, your accuracy to hit any body part in V.A.T.S. increases slightly with each subsequent hit on that body part.

**Computer Whiz**

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

Fail a hack attempt and get locked out of a computer? Not if you’re a Computer Whiz! With this perk, you can attempt to re-hack any computer you were previously locked out of.
**Infiltrator**

Ranks Available: 1  
Requirements: Perception 7, Lockpick 70%

With Infiltrator, if a lock is broken, and can’t normally be picked again, you can attempt to pick it again one more time. This includes locks previously broken by a “Force Lock” attempt.

**Paralyzing Palm**

Ranks Available: 1  
Requirements: Unarmed 70%

With Paralyzing Palm, you will sometimes perform a S.P.E.C.I.A.L. V.A.T.S. palm strike that paralyzes your opponent for 30 seconds. Note that in order to perform the Paralyzing Palm, you must be completely unarmed.

**LEVEL 20**

**Explorer**

Ranks Available: 1  
Requirements: None

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

**Grim Reaper’s Sprint**

Ranks Available: 1  
Requirements: None

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

**Ninja**

Ranks Available: 1  
Requirements: Sneak 80%, Melee Weapons 80%

The Ninja perk grants you the power of the fabled shadow warriors. When attacking with either Melee or Unarmed, you gain a +1.5% critical chance on every strike. Sneak attack criticals do 25% more damage than normal.

**Solar Powered**

Ranks Available: 1  
Requirements: Endurance 7

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

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**XP AND LEVELING UP**

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

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

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**DON’T LEARN THE HARD WAY**

**THERE WILL BE HIDDEN DANGER**

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

**WEAPONS**

There are several different kinds of weapons in Fallout 3, but they generally fall into five basic categories: ranged weapons, melee weapons, unarmed weapons, grenades, and mines. Your effectiveness with any weapon depends on your character’s skills, the condition of the weapon, and the Damage Resistance of any opponents. When using any weapon, aim with your crosshair and pull the R1 button to attack. When using an automatic weapon, holding down the R1 button will continuously fire as fast as it is able. Your character will automatically reload a weapon when you use up your current rounds, provided you have additional ammo available. To reload at any time, you can tap the V button.

Your accuracy and damage in combat is determined by your skill level with the type of weapon you are using (i.e., Big Guns, Energy Weapons). Weapon condition also affects how much damage is done, as well as the chance the gun jams when it’s reloaded. Repairing weapons can increase the amount of damage they do (see “Repairing Weapons and Apparel” below) and reduce the chance of your weapon jamming. Holding the L1 button will allow you to aim and fire more accurately, but move slowly.

When you are sneaking (L3 button) your character will move slowly but has a chance of a sneak attack bonus on any target that has not detected you. For more information on Stealth mode, see pg. 35.

**MELEE AND UNARMED ATTACKS**

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

- R1 button: Performs a melee attack. Hold to do a power attack that does double damage.
- L1 button: Block. Blocking incoming melee attacks provides a large bonus to your Damage Resistance.

**ARMOR/APPAREL**

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

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

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

**REPAIRING WEAPONS AND APPAREL**

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

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

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

**OTHER COMBAT SITUATIONS**

**EXPLOSIVE OBJECTS**

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

**GETTING KNOCKED DOWN**

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

**YIELDING**

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

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

**PERCENT (%)**

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

**LIMB CONDITION**

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

**AP (ACTION POINTS)**

This bar will deplete as you queue up attacks. The flashing part is the amount of AP needed to do an attack. Hold **L1 button** to see how many you need for another attack if your AP is low.

**ENEMY HEALTH**

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

Pressing and holding **R2 button** will pause the game and scan the area for targets.

To zoom in on an enemy, simply select it and release **R2 button**. You are now able to target the individual body parts of that enemy.

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

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

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

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

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

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

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

**ASSESSING THE SITUATION**

**USE THE RIGHT TOOL FOR THE JOB**

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

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**V.A.T.S. Controls**

- **R2 button**: Enter V.A.T.S. Mode
- **R1 button**: Select Target
- **X button**: Accept V.A.T.S. Targeting
- **Z button**: Exit V.A.T.S.
- **Left stick**: Target Specific Body Parts
- **Right stick**: Switch Between Targets

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**Figure 6.1**

**V.A.T.S.**

**PERCENT (%)**

**LIMB CONDITION**

**ACTION POINTS (AP)**

**ENEMY HEALTH**

---

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AID

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

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

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

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

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

STEALTH

Your stealth state is displayed when you crouch ($\text{L3 button}$). [HIDDEN] means nobody detects you. [DETECTED] means someone sees you, but is not currently an enemy. [CAUTION] means someone is searching for you. [DANGER] means you have been detected by an enemy.

How stealthy you are is affected by many factors:

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

Attacking while undetected gives you an automatic “sneak” critical.
**LOCKPICKING**

**Right stick:** Apply torque with the screwdriver

**Left stick:** Rotate the bobby pin

□: Force Lock
○: Exit

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

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

**HACKING**

Some terminals are protected, and can’t be accessed without a password. If your Science skill is high enough, you can attempt to hack the terminal.

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

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

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

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

**PANIC**

ROUGHLY ONE IN ONE HUNDRED TEST SUBJECTS HAS BEEN FOUND TO STAY CALM in the face of gnawing fear. The very nature of living aboveground after a widespread nuclear event will create anxiety. It helps to focus on the moment at hand, asking yourself what you can do right now. Do not wander into daydreams of the past or worries about the future.

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

Crimes are divided into two categories: major and minor.

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

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

- **Trespass:** If the owner sees you open a locked door, container, or computer, he will immediately attack you.

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

- **Assault:** Attacking someone without provocation, or fighting back when someone attacks you for a minor crime.

- **Murder:** If there are witnesses who care about the victim, they will become hostile toward you.

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

**Dialogue**

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

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

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

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

**Crime and Punishment (cont.)**

**Watch Your Step**

Negotiate this world with care, as the exposed rebar and damaged stairways of unstable buildings may lead to grievous pain. If you suffer an injury, but can dust yourself off and walk away, consider the experience a lesson learned.

**Secure Your Place in Wasteland Society**

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

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

Your inventory is displayed on the left, the container’s is on the right. You can switch between the two lists using the L1 button and R1 button. Use the Left stick or Directional buttons to filter the lists (All, Weapons, Apparel, Aid, Misc, Ammo).

You can take things from the container, or move them from your inventory into the container, by selecting an item in either list and pressing \[X\]. Scroll up and down in lists with the Left stick or Directional buttons.

Press \[L1\] to take everything from a container. \[O\] closes the container.

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

BARTERING

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

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

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

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

CONSIDER THE SOURCE OF YOUR FOOD

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

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

GAMEPLAY

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

DISPLAY

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

AUDIO

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

CONTROLS

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

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You agree and understand that You are provided with LICENSED RIGHTS; nothing herein shall be deemed to be a transfer of ownership of any software or proprietary materials of Licensor or its licensors. Title to and ownership of the Package, including the Product (and all parts thereof), the Documentation, and patents, trademarks, copyrights and all other intellectual property and other property rights applicable thereto, shall at all times remain solely and exclusively with Licensor and/or its licensors, and You shall not (nor shall You permit any third party to) take any action inconsistent with such title or ownership. The Product, the Documentation, and the other components of the Package are protected by United States copyright and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Licensor and/or its licensors. You may not modify or remove any proprietary rights notices of Licensor or any of its licensors.

3. OTHER RESTRICTIONS:

You may not cause or permit the sale, disclosure, copying, renting, licensing, sublicensing, leasing, disseminating, uploading, downloading, transmitting, or otherwise distributing the Product, the Documentation or any of the other components of the Package by any means or in any form, without the prior written consent of Licensor. You may not (and may not permit any third party to) modify, enhance, supplement, create any derivative works from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the object code form of any software provided to You to human readable form, or use parts of the software product provided as part of the Package independently of the Package or of the Product. You may not (and may not permit any third party to) avoid, circumvent or disable any security mechanism, procedure or protocol, or any copyright protection, provided or included in connection with the Package or any parts thereof.

You shall not create any new materials using any Product content ("New Material") that infringe upon the rights of others, or that are libelous, defama- tory, harassing, or threatening. If You distribute or otherwise make available New Material to others, You automatically grant to Licensor the irrevocable, perpetual, royalty-free, sublicenseable right and license under all applicable copyrights and intellectual property rights laws to use, reproduce, modify, adapt, perform, display, distribute and otherwise exploit and/or dispose of the New Material (or any part of the New Material) in any way Licensor, or its respective designee(s), sees fit. You also waive and agree never to assert against Licensor or its licensees any moral rights or similar rights, however designated, that You may have in or to any of the New Material. As noted below, if You commit any breach of this Agreement, Your license and this Agreement shall automatically terminate, without notice.

Your breach of this Section shall constitute a material breach of this Agreement and/or of applicable copyright and other intellectual property rights laws and treaties, and may subject You to civil and criminal liability.
4. TERMINATION:
This Agreement and the licenses granted under this Agreement are effective until terminated. They shall terminate automatically without notice if You fail to comply with any provision of this Agreement. Upon termination You shall immediately cease using the Product, and destroy the Product, the Documentation, and the other parts of the Package, and all copies of any parts thereof.

5. GENERAL:
This Agreement constitutes the entire understanding between Licensor and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Licensor and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by an authorized representative of Licensor in writing. You shall be responsible for and shall pay, and shall reimburse Licensor on request if Licensor is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Licensor’ net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package. No waiver of Licensor’ rights shall be effective unless made in a writing signed by a duly authorized representative of Licensor. You understand that the Product may contain confidential information and/or trade secrets of Licensor; You agree to maintain and protect such confidential information and trade secrets in strictest confidence for the benefit of Licensor, and not to use or disclose them without express authorization from Licensor.

All disclaimers of warranty and Sections 2, 3, 5, 6, and 8 shall survive any termination of this Agreement. If any provision of this Agreement is held to be invalid, unenforceable, or not to be compliant with requirements of local law that may not be varied by contract, it shall be deemed severed from this Agreement, and deemed replaced with a substitute provision that retains to the maximum extent possible, the effect, scope and economic benefit of the severed provision consistent with applicable law. All other provisions shall continue in full force and effect.

All notices and demands to Licensor hereunder shall be in writing and shall be served by personal service or by mail at the address first set forth in this Agreement (or at such different address as may be designed by Licensor from time to time by written notice) - Attn: Executive Vice President - Legal. All notices or demands by mail shall be by certified or registered mail, return receipt requested, or by nationally/internationally recognized express courier, and shall be deemed complete upon receipt.

6. EXPORT AND IMPORT COMPLIANCE:
You are solely responsible for compliance with the export control laws and regulations of the United States and Your locality. In the event You export the Product, the Documentation or any other part of the Package from the country in which You first received it; You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

7. SUPPORT SERVICES.
Support services, if any, provided by Licensor shall be subject to the terms of this Agreement and Licensor’ current support policies. Licensor provides all support services solely on an “AS IS” basis.

8. GOVERNING LAW; ARBITRATION:
This Agreement and Your use of the Package, and all disputes arising out of or related to this Agreement or the Package (or any part thereof) shall be governed by, and any arbitration hereunder shall apply, the laws of the State of Maryland, USA, excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) any Protocol amending the 1974 Convention. Any dispute, controversy or claim arising out of or relating to this Agreement or the Package (or any part thereof), including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Licensor, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association (“AAA”). The arbitration shall be conducted in English and in accordance with the then-current arbitration rules of the AAA applicable to the dispute (such as, for example, the AAA international rules if You are not a United States resident). The arbitration, including the rendering of the award, shall take place in Rockville, Maryland USA, and Rockville, Maryland USA shall be the exclusive forum for resolving any such dispute, controversy or claim; however, if You are a resident of the European Community, the arbitration shall take place in London, England. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys’ fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Licensor shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Licensor’ rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.