

The background of the cover is a low-angle shot of a rusted, industrial metal structure, possibly a remnant of a bunker or a vehicle. Two American flags are flying from poles attached to the structure. The sky is filled with heavy, grey clouds, creating a somber and post-apocalyptic atmosphere.

Games Radar Presents

Fallout 3 Game Guide

Part 4: Galaxy News Radio

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5.3 – Galaxy News Radio

Talk to Three Dog to find out that your father passed this way. He spoke to Three Dog and the radio DJ knows where your father went. Convincing him to actually tell you where your father went is another issue entirely. Much as there always is in this game, there are a few ways to go about getting the information that you want from him.



First is the quickest but least rewarding. You can use Speech on him (40% or higher). By convincing him that your father will be able to help fight the good fight once you've reunited with him he will simply tell you where your father is. While this is nice for someone who is trying to blaze through the game with as little fighting as possible, the experience and rewards you get on this quest make skipping it a really bad idea.

Once you agree to do the quest, you will be asked to retrieve a transmitter dish from the Museum of Technology. It's located in the downtown D.C. area so you're going to have to head that way. Unfortunately, it's yet another long trip through the Wasteland or through the subways. The subways are much safer since the Wasteland is infested by Super Mutants; ghouls and Raiders are safer at this point.



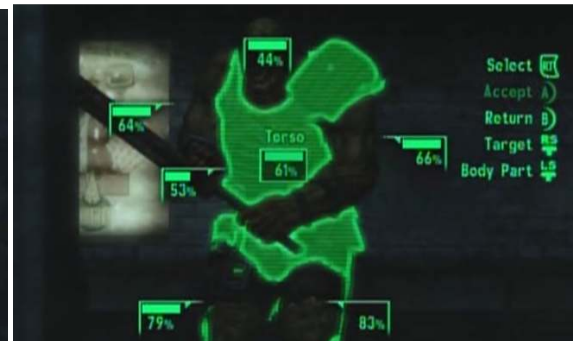
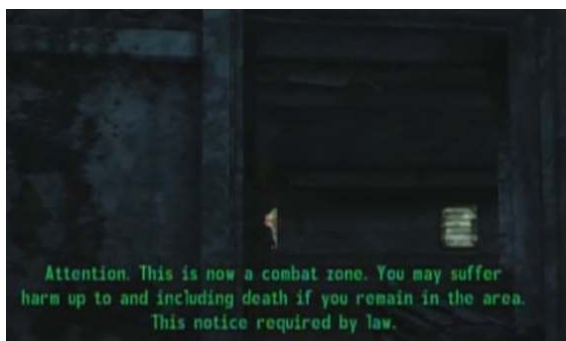
Make your way to the rear entrance of the GNR station and head through to DuPont Circle. Make your way down the ruins of the building but move slowly. There are a number of ghouls down at the bottom so watch out for them as you're heading down. They can be trouble if they all gang up on you at once.

From here you can either enter the Metro Junction or take the Collapsed Car Tunnel. They both lead to the same place, but the car tunnel actually gets you there with a bit less hassle. Let's take that path for purposes of this guide. So take the path downward, near where the buses and cars are, and go through the small metal door into the tunnels.



Once through the door, there's a door directly across from you that is your target, head over that way and go through it. This leads to another small tunnel that takes you to DuPont Circle Station. If you continue moving through the collapsed tunnel there are some enemies to fight. Watch out for cars blowing up in your face -- they can kill you really fast.

After the tunnel, you'll arrive in a small hallway with an open door and enemies on your compass. There are two Super Mutants in the outside hallway who are waiting to smash your face in. Luckily, there's another Protectron just waiting to be activated! Be quiet though because the Super Mutants will smell you entering and if you make any noise they will come in and find you.



Your best bet is to follow on the heels of the Protectron and help it fight the Super Mutants. One of them has a hunting rifle while the other deals devastating damage with a spiked board. Let the Protectron keep their attention and then shoot the Mutants. If you can take out the one with the board, the other goes down quick enough that this won't cost you a bunch of health. With them dead you can pop out the gate to the east to get DuPont Circle on your map before continuing west.

NOTE: There are plenty of enemies to kill and things to find in DuPont Circle but it's also very dangerous. Traps and lots of Raiders make this very dangerous.

Head to the west and through the door into the service area. This path will take you to some subway tracks, which is where you need to be. You will likely note a red marker to the south-west; don't worry about this too much. Begin moving in that direction carefully and sneak up on the Raider behind the barricade.



Take out the Raider and ransack this little area. You can use the bed to rest if you've been damaged at any point as well. If you look at your radar, with a high enough perception, you'll notice that there is another red mark in the area. Raider #2 is behind the wall here and while he will notice you killing his friend he doesn't usually come to investigate so you should be fine. When you're done here make your way to the door, go through and take out the Raider here. She's sitting in a chair and it's very easy to blow her head off.



Once you kill her make sure to search this area before you continue forward along this path. Slow down when you reach the room with the stone walls. Looking around you will see an open door with a computer terminal on the wall just to the side of it. Outside of the door are two turrets and several Raiders.

However, you can make your life easier by using the console just behind the door to hack the turrets and turn them against the Raiders (Science 50 needed).

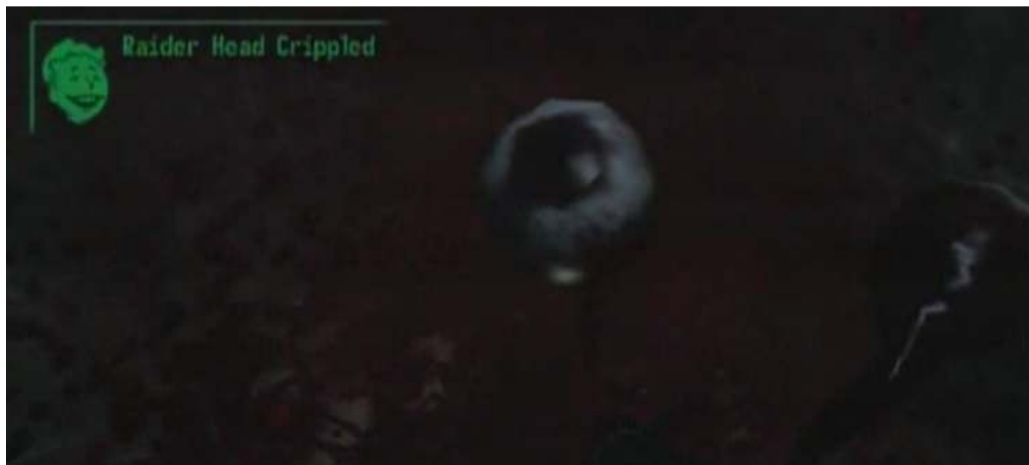
Should you not be sneaky enough to get to the terminal without being seen just rush to the door, close it and then hack the turrets. By sneaking this is made even easier since the Raiders don't even have to know you're there. If you can't hack the turrets this becomes a bit harder to deal with.

Move along the right side of the room, staying close to the filing cabinets and desk. The barred window can be shot through and if you enter V.A.T.S. you will lock on to a turret just outside of the window. Try to get as close to the window as you can and take out a good weapon like a combat shotgun or assault rifle and aim for its targeting chip.



By damaging these chips you can have one of two effects. If you're lucky and do enough damage they might go berserk and start shooting everyone in sight. On the other hand they might also simply blow up and be totally removed as a threat. This is pretty much a win-win sort of situation.

Once you've taken out this turret you've made this upper area safe for yourself. However, this gets the attention of any Raiders on the lower level, so some of them will be coming after you. Your best bet is to pull out your strongest close range weapon, combat shotguns work, and wait behind the open door. This causes enemies to round the corner and turn right into your gun. The results can get particularly messy if you're lucky.



Only two of them are likely to come up the stairs after you, so dispatch these two before even attempting to do anything else. With the two of them dead lean out the doorway and enter V.A.T.S. to locate another turret. This one is pretty hard to get to at this point so you will want to be mindful of it.

If you have a long range weapon, like a hunting rifle, you can snipe at the turret from the window. With a bit of luck you will frenzy this one, or destroy it, and make your life that much easier. From the open doorway you can either try to snipe at the Raiders down below or throw a grenade or two.



Whenever you're ready to try and handle them make your way down the stairwells until you're able to dispatch any remaining foes. Search all of the bodies and then make your way down the tunnel to the south-east. Follow this path for a ways and you will cross over another metal path before reaching a large metal utility gate, this leads into some access tunnels.



Search any ghoul corpses you might find and pick up the assault rifle from the cinderblock. Open the ammo box, pillage it and then start moving up the tunnel. Be very careful as you do this; there are a bunch of mines in your path. Turn on your light and look for yellow dots on the ground. To disarm these you need to walk over slowly and then press the action button to disarm them (you'll need to have some skill with explosives). Move cautiously here because if you make a mistake the damage might outright kill you.

Take note of the tripwire in your path as you continue forward; it's across the path but doesn't go into the debris to the left. Either move around it that way or look for the metal part that sticks out of the ground and disarm it. Either way you handle it get past the tripwire. Past it are some more feral ghouls and a door that leads to Metro Central.



In this small hallway you will begin to hear the sounds of fighting. Through the door here you will find a group of Raiders battling some ghouls. Since the ghouls are the lesser threat you might find it to your benefit to take out the Raiders from the doorway while they're still caught up in the fight.



Once everyone is dead you can search the bodies and the room for plenty of stuff. Make sure to get all of the things that you want before you move on. Head through the doorway and continue forward until you reach some subway tunnels. There are two more ghouls in here, so kill them and keep moving.

NOTE: Some of the areas of these tunnels are a bit radiated but they aren't bad enough that you should require a radiation suit. Just pop some Rad-X if you're worried and keep going.

Head to the south-east and continue through the subway tunnels. There's a dead slave in this area who has a map to the location of the Temple of the Union, but this isn't important to the mission at hand. Keep going to the south through the tunnels.

The path through the tunnels will take you past some destroyed subway cars; you can either stay on the tracks or go along the wall to the right of the train. This will take you to a train station that is, you guessed it, infested by ghouls. Your target is on the uppermost level here, so you're going to have to fight your way through them and make it to the top.



The trick to this is that the ghouls here are fairly dynamic. Not only do they respawn in different locations whenever you come through this area but they will often move between floors when you're not in the immediate area. This makes it fairly difficult to give tips as to locations and such.

What can be said is that there is at least two Feral Ghoul Roamers in the area you will want to be mindful of. They're pretty vicious and can cleave your health down rather rapidly.



At the top you will find a ramp that leads you up to the train station here. There is a doorway here that leads to some bathrooms and a feral ghoul and a second that leads to another Protectron. This one is much harder to activate, requiring a Science of 50 before you can even attempt to use the terminal.

Leaving the subway you will emerge on Pennsylvania Avenue. This gets you experience for finding the location and the Rangers Emergency Signal, this leads to a side quest if you're interested in such.

Now make your way back down into the subway tunnels and head back down to the tracks. Your destination is yet further in the tunnels, so make your way back down to the train tracks. When you go into the southern tunnels you will see a fork in the road. The path to the right leads to some Feral Ghouls you can kill but little else. Continue along the left path but be careful. There is a pack of vicious dogs here and you don't want to get caught up being attacked by the lot of them. If you've got a grenade fling that their way, if not then try to use a shotgun to take them out when they close in.



If you head to the south-east from where the dogs were, you'll find a locked room with lots of stuff in it. Most of it is junk used for building things, but some of the stuff is valuable. However, the way to the Museum Station is to the south-west, and it's your final goal in this place. Yes, that means that you're almost done with all this underground travel for now.

Search the room and cautiously move into the hallway, there's a ghoul here begging to be shot. Move up the stairs and look to your left to see a Raider by a pool table. Sneaking up on him is pretty easy, unless you're really clomping around, so take him out and then search the room for goodies.



Continue generally south and you will end up in more subway tunnels. There are some Raiders here to take out the first of which is to the southwest of where you come out into the tunnels.

If you sneak up on him you can get a really solid headshot and ruin his day. The rest are to the north and don't need to be troubled unless you really want to kill some more.

Keep moving to the south and pass along the right side of the train cars here. You will reach another train station although this one is pretty barren of enemies. There are a few Raiders on the lower level and one on the upper. If you're careful you can avoid getting into fights.



Climb to the uppermost level here and go forward. When you enter this area you'll notice that there are lots of ammo boxes and containers strewn around, so make sure to search them for all of the stuff you can find. Money is going to be pretty important to keep your equipment properly maintained and functioning. You now have a straight shot for the exit so make your way out of these accursed tunnels.



You emerge in the ruins just outside of the Museum of Technology. This is a very dangerous place because of all the Super Mutants. The middle section of this area is full of a whole array of mutants armed with everything from sledgehammers to mini-guns. Plus there are stronger Super Mutant Brutes down there so it's just a bad place to go.

NOTE: Now would be a good time to fast travel to Megaton and unload all your excess stuff in the shop.

To your south-east is the Museum of Technology entrance. It's heavily advised that you sneak in that direction to avoid drawing the attention of Super Mutants. Once you reach the doors slip on inside and be ready for another fight.

The moment you appear inside of the Museum you will be attacked by a pair of Super Mutants. One of them is likely to be using a melee weapon while the other has an assault rifle. Take out the one who comes after you in melee first as that one inflicts way more damage before you turn your attention to the gun-toting mutant. With the two of them defeated, you're ready to start exploring the museum properly.



First things first, make your way to the corner of the building behind the downed plane. There is a Stealth Boy on a lit pedestal over here so grab it up. If you've ever wanted to look like the Predator from the movies now is your chance, just be judicious since there are a limited number of these things.



NOTE: There is a very useful side quest you can embark on here. On the west wall near the circular desk you can find a Museum Terminal. Open it up and read the #0000 file. You need to find three terminals with #000 files and at each you must enter a particular number or be locked out of this side quest entirely.

This is the first terminal you need to use. Select #001 and a bunch of numbers will appear on-screen, pick the only prime numbers. The first answer is 19.

Once you've fully searched the bottom floor, go through the door to the southern section of the building. Pass the two bathrooms and go through the blue door into the employee area. There's something for you to do if you have a Science score of 50.

Continue down the hall into a security room. In the west corner of the room you will find a Turret Control console. By using this you can activate the turrets in the museum and turn them against the Super Mutants, which is always helpful.

With that done, go back to the main room and head up the staircase here to the second level. There is a door to your left hand side, go in here and search in the corner to find another pair of Stealth Boys; grab those. Start heading to the west and enter the Vault presentation. Go on through the whole thing and you will be near a door that leads you further into the museum, this is where you're headed.



From where you start you have two decisions on how to proceed. You can make your way down the stairs and deal with the enemies on the lower level here or fight through the enemies on the upper level. Even though there are more enemies on the upper level it's still an easier choice, since this path gives you the higher ground on a tough Super Mutant Brute a bit later on. For purposes of this guide we will stay on the upper level.



NOTE: Right up on this upper level you can find the second of the three terminals that you need to activate in the museum. It is located near the open doorway to your left after you enter from the Atrium. It is the second console from the door and the console number you need to enter is another prime number: 53.



Head for the hallway here and open the door. You will be in a large three level stairwell with three mutants in it. Fling a grenade into the area where you see the most mutants and then draw them to you. Aim for the head and try to take them out as quickly as you can to minimize your damage taken.

NOTE: On the bottom level of the rocket stairwell is the last console you need to activate. When you activate the console and pick to open the #003 file choose the number 113.

If this was the final console you've activated you will be able to get the password from the console. Snatch that and you're almost done with this side quest.

Make your way up the stairwell and follow this path to a locked door. The lock is of average quality (50% required) so open it up and head on through. If you cannot open this or force it, then you will want to go to the bottom floor and follow that path. For now we were barely able to open this, so we will stick with the upper route for purposes of this walkthrough.



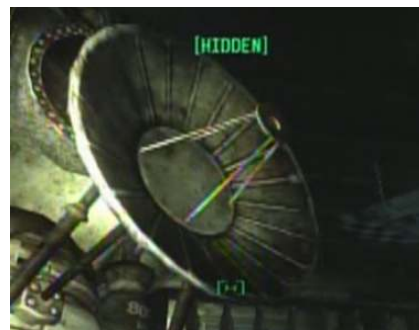
Search the containers here and then go down the stairs. You will want to search this room as well but grab the key from the desk here just to be safe. This will get you through any of the remaining locked doors in this place. Open the door in this room and it's time for some more combat against Super Mutants. One will be on the balcony right in front of you.

If you can sneak up behind him you should be able to blast him in the back of the head and eliminate him pretty easily. The other part isn't so easy, there's a Brute on the lower level. These guys have lots of health, wear armor that makes them difficult to hurt and do a lot of damage with their assault rifles.



The best way to handle fighting the Brute is to aim for his weapon arm. Take out a hunting rifle or similar long range gun and start shooting at his arm. If you can get him to drop his weapon you can take him out with little difficulty. No matter how you cut it you're going to be taking a fair bit of damage in this fight. Even if you hit and move really well, the big guy will likely hit you enough to frustrate you while moving just enough to be hard for you to hit.

Honestly, the only way you can really hope to take him out without taking any damage is by killing the mutant on the upper level with complete stealth and then getting a sneak attack critical on the Brutes head. Regardless, once the big boy is dead you can go down to the lower level and grab the Communications Relay Dish from the Virgo.



You've completed the museum and can get the heck out of Dodge. Aha! But we're not done here, there's still a bit more to do if you've been following the notes.

Once you're all done from the Virgo II head to the north. There's a hallway near the staircase here. Look to your left. There's an employee door here, open it up and go on through and up the stairs. Enter the password in the console here and open the safe to your left. Get the contents which includes plenty of caps and a weapon locker key as well as some random other weapons.



With the weapons locker key in hand, continue down the northern hallway away from the Virgo II. You will soon reach a planetarium with a display in the middle. As you enter this room a voice will begin talking over the loudspeaker system. This draws the attention of two Super Mutants who come to see what the noise is about. Kill them off and head through the door to the south-east.



The main point of interest in the planetarium office is the weapons locker. When you open this up you will get a Missile Launcher, some missiles, other assorted ammo and some random weapons as well as a respectable amount of caps.

NOTE: If you're willing to take another detour from the quest you will want to head back to Megaton, unload equipment and then head to the Jury Street Station diner. When you find the place Prime is already dead, but if you search his body you can find a unique weapon. The Xuanlong Assault Rifle is one of the best Small Guns in the game. Plus you get plenty more caps from Prime's body.

When you reach the streets of D.C. again turn to the west and hug the wall here and sneak. This will help you avoid getting any attention from the mutants. Even if you're horrible with stealth, it's hard for mutants at a distance to see you.



Honestly, unless you're feeling really keen on getting attacked by Super Mutant Brutes aplenty, avoid any and all combat here. In one pass through this area a group that consisted of a Brute with a mini-gun, a regular Super Mutant with a sledge and one with an assault rifle killed off a level 9 combat oriented character without much difficulty.

Eventually, you will reach the base of the Washington Monument where a pair of Brotherhood of Steel soldiers are waiting. They will cut down any mutants you might be running from. Don't take any chances, run straight for the computer terminal behind them to the right side of the door. It will open the door so you can run in.



Once you're inside use the elevator and travel to the upper floor. Look to your left when you step out of the elevator and you will see a console here. Activate it to use the dish and start up the GNR broadcast again. You can now fast travel back to Three Dog's and find out where your father went.