



**Games Radar Presents**

# **Fallout 3 Game Guide**

**Part 7: Picking up the Trail**

**Part 8: Finding the Garden of Eden**

**Written by Daniel Acaba**

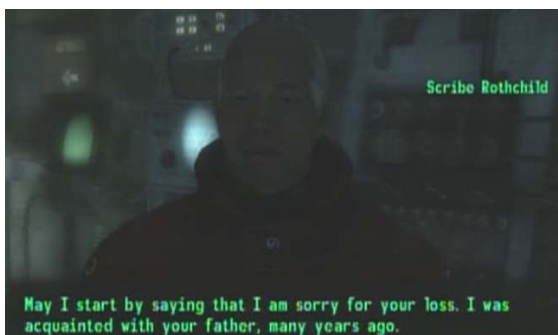
## 5.7 – Picking Up the Trail

Talk to Elder Lyons when Doctor Li finishes speaking to him and you're allowed free reign of the Citadel. He can also give you a fair bit of information about the Brotherhood and what it's doing out here. If you ask for permission he will give his consent to allow you to train to use Power Armor which is really nice. Even if you don't plan on using it get the training anyways, you never know what might come up.



NOTE: If you'd like to be able to trade with the Brotherhood head down to the armory, reached from the lab, and speak to the woman behind the counter. Now go back to Elder Lyons and ask for permission to trade. This will give access to the Brotherhood armory, very useful seeing as how they usually have lots of ammo.

If you're looking to use Power Armor speak to Paladin Gunny in the courtyard to receive the training. Now head on into the lab and find Scribe Rothchild. Tell him that you're looking for the G.E.C.K. and he will send you to use a Vault-Tec computer in the archives. Follow the quest marker to reach the archives and use the computer to find out that Vault 87 has a G.E.C.K. in it.



NOTE: If you look around the lab area you will find a black female named Star Paladin Cross. If you have a fairly high amount of Good Karma she will join you as a follower. She's powerful in melee and none too shabby with bigger guns.

Return to Scribe Rothchild with this information and he will inform you that he knows where the Vaults are located. All of the Vaults that the Brotherhood is aware of will be marked on your map. To actually reach Vault 87 though you're going to have to go through some caves and it's all the way across the wasteland. Head to Smith Casey's Garage and start heading north from there.

Eventually you will reach a shack standing out in the open by itself. Just behind that is a cave with what look like Christmas lights strung up. Head on inside the Lamplight Caverns.



It seems that the kids don't want to let you in because you're an adult, that's a problem. However there are at least three ways to get into Little Lamplight.

1<sup>st</sup>: If you have the Child at Heart Perk you can insult him. This prompts a bit of back and forth where MacCready decides he likes you and will let you in. This Perk also makes it easier to deal with the other kids once inside.

2<sup>nd</sup>: If you have a high enough Speech you can convince him to let you inside. This is a bit trickier and he's fairly resistant to the idea. Even a very high Speech gives you a low chance.

3<sup>rd</sup>: You can embark on a side quest called Rescue from Paradise. Essentially a bunch of the kids from Lamplight were captured by slavers while out and about scavenging for supplies. If you rescue them he will let you in.

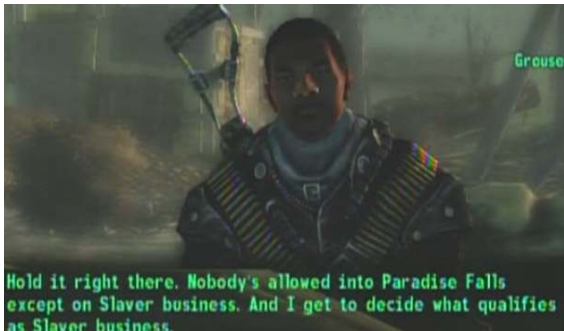
While it's probably easiest to either take the Child at Heart or try the Speech challenge it's actually not suggested that you do so. You can complete the Rescue from Paradise quest as either a good or evil character and there are some benefits to doing it either way.

Good characters might just get an excuse to kill a whole lot of bad people, stealing their equipment for later resale. Evil characters can get an interesting follower and a few quests that get you caps and equipment.

## Rescue from Paradise

Follow the trail towards Paradise Falls but be careful as you go. There's a small Enclave outpost near a gas station with a rocket ship design to it. At least three Soldiers, an officer and a scientist will be loitering about. If you can start a fire by shooting either the car or the gas pumps the resulting chain of explosions will wipe out most enemies in a glorious fireball.

When you reach Paradise Falls there is a problem. The man at the gate Grouse isn't going to let you in so easily. Well he will be happy to let you in if you're being a rotten person. With a low enough Karma you're welcomed into the city with open arms.



If it isn't high enough then you either need to complete a Speech challenge or yet another side quest. Completing the Speech challenge allows you into the city if you pay him 500 caps while the side quest involves going around the world taking people to be sold as slaves. However we haven't been to most of the cities in the game so this guide will skip this side quest.

Whatever you do don't go in here guns blazing. This will cause a slave necessary for a sub-quest in here to get killed.

If you're an evil character the guys here will treat you as a fellow ne'er do well. You can head on over to Eulogy Jones' pad and buy out a contract on a female slave of his named Clover as a bodyguard. Eulogy will also offer you a small side quest to kidnap Bumble for a rare item. Lastly there's a side quest you can start at the store here that's fairly profitable.



Someone with positive Karma could do the slave quests but you're likely not going to want to. So you're going to want to make your way to the rearmost part of the city to find the Slave Pens. This is where the three kids you need to rescue to get into Little Lamplight are. They're located in the left pen so talk to Sammy there to get an idea as to what you're going to need to do.



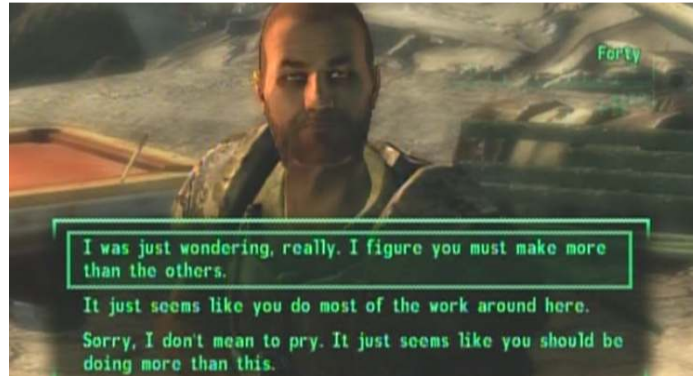
The simplest way to complete this is to head over to Eulogy and simply buy the kids from him. This will set you back 2,000 caps unless you talk him down to 1,000 with a Speech check. You can then set them free to return to Little Lamplight. However this is a really bad idea since you're missing out on lots of experience.

Getting them out actually isn't as complicated as it might seem if you're prepared for it. One way involves a lot of subterfuge and convincing the kids to leave a friend behind while the other involves killing everyone in Paradise Falls and gaining positive Karma for some of them (they are evil slavers after all).

Start by talking to Sammy and Squirrel inside the child's slave pen. They need you to first get the computer that Squirrel built in secret attached to the network. You can do this by either hacking the terminal in Eulogy's Pad or messing with a Cable Junction Box. Hacking requires Science of 50 and you have to do it when nobody is paying attention to see you hacking. Using the Cable Junction Box requires a Repair of 40. You can find it near the bar and nobody seems to care if you're messing with it.



Once you've completed this step by either means make your way back to the kids and talk to Squirrel again. Now you need to distract the guard, Forty, while the kids open up their collars and the gate. They'll sneak out through a pipe in the bathrooms. Head just outside of the slave pens area and talk to Forty. You can either try to kill him or talk him into walking off.



**NOTE:** If you choose to kill him do not do this while he's near the slave pens. For some reason the game will consider his dead body to mean he's still present and never update the quest.

However you get rid of him once he's out of the way go talk to the kids. The two boys will get out of there but it seems that their friend Penny doesn't want to leave someone named Rory behind. If you're feeling mean you can try to use Speech to convince the kids to leave her behind.

Should you not do that go ahead and talk to Penny about leaving. She will tell you about how she's not leaving while Rory is all locked up in the Box. You could convince her to leave him behind but that's an unsatisfactory option with less experience so let's help her out.

You can either steal the key off of Forty or find it on the bedside table in Eulogy's Pad. Getting it off the table without being seen is easier so go grab the key and head over to the Box. When you open it you will notice that Rory is an adult and not a child so getting him out is going to be pretty tricky.



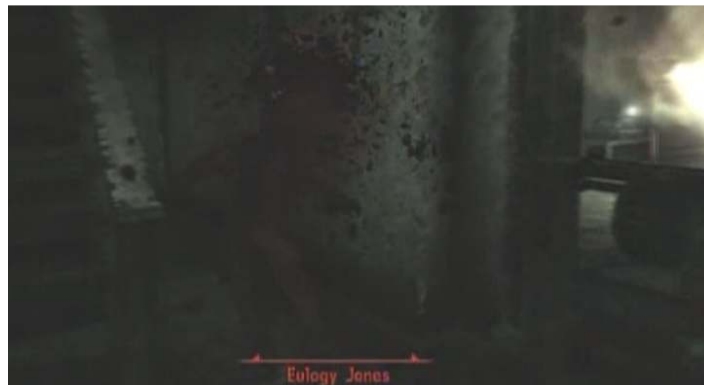
This is problematic since the only way to get Rory out of here is going to involve killing everybody. If you're not up to this sort of challenge tell him to escape, run over to Penny and tell her that he's escaped. He will die trying to get out of there but she will only register that he's free and you can get out of there.



If that's not an option or you just feel especially bloodthirsty it's time to start killing. Take Rory to the kids slave pen, tell him to wait and then close the door. This puts him nice and out of harm's way of what's about to happen.

Take any mines that you might have and place them around the area but put some space between them so that one explosion doesn't trip them all. This gets you a bit of protection from enemies swarming you. Now toss a grenade or two out of the makeshift minefield and into some slavers. As soon as the first one goes off it'll send the slavers after you en masse. These guys are defeated easily enough so long as you're careful not to fight more than two or three at once. They basically use rifles and combat shotguns however one has a mini-gun so be mindful of him.

If this is too hard for you then go into Eulogy's Pad, set a few mines along the second floor and go out onto the balcony. From here you can shoot down on just about everyone while crouching will give you a bit of cover. From here you can snipe and use grenades to your heart's content. Anyone trying to get you from behind will have mines to deal with.



NOTE: Due to a glitch it's possible for the bodies here to start disappearing as you kill more and more people. Loot their stuff and drop it inside a container if you want to store it before looking the lot of it over for what to take.

You only need to kill all of the enemies in the main city area. The ones inside of the buildings and guarding the entrance don't figure in to what you have to do here. Once you've cleared everybody out go back to Rory, open the gate and walk him to the entrance to Paradise Falls. He will thank you before leaving.



With all that done you can head back to Penny and convince her it's time to leave. If you so feel like it you can go inside all of the buildings, kill everyone and loot all the bodies. If you need a merchant to sell it to one of the traveling ones is usually outside of Paradise Falls at all times.

Upon leaving the city you will have to fight the guards here so kill them and head for the bathrooms to find the kids. Quest completed! Now we can get into Little Lamplight!

Fast travel back to Little Lamplight and talk to Mayor MacReady to get allowed inside. Now talk to him again so that he will open the way to Vault 87 through Murder Pass.



NOTE: If you wish to find Little Lamplights counterpart, Big Town, volunteer to escort Sticky there. He'll show the way.

Make sure to explore Little Lamplight. The kids aren't the friendliest unless you've got Child at Heart but there's plenty of ammo and equipment to pick up across the city. Search all of the buildings to find most of it, the rest is scattered about on shelves in the Great Chamber and office. When you're done head to the rear of the city, through the gate manned by Princess and on into Murder Pass.



Once you've entered the pass itself you have to be careful. This place is absolutely full of Super Mutants, many of which are Brutes, most armed with Assault Rifles they use to good effect. The first of them is located directly to your North-West, down the tunnel and walking along a bridge.

You should take him out but keep moving to the North. You will reach a large room with a wooden structure to your East while the tunnel continues to the North. The wooden thing seems to be a cage holding in a Super Mutant. Toss a grenade in there to blow him away with ease. This will draw the enemy to the North to come and investigate. Kill him, search the area for and continue north.

Further along this path is another Super Mutant Brute beginning to be shot up. Accommodate him and continue to the North-East. There's another Brute here, kill him and continue North. Head east around the fence and you will find a Super Mutant Master. They love Super Sledges and melee so kill him from a distance.



If this guy gives you trouble you might want to do some level grinding before you go into the Vault, things only get worse inside there. After this fight you will find your way to a Vault-Tec research room of sorts; this is the way to the Vault.



Search this room for some supplies and ammunition. Don't miss the Stealth Boy on top of the shelves with metal and ammo boxes. Head through the other door into more caverns where you will find a door that leads to the Reactor Chamber.

This is something of a rear exit into the Vault since the main entrance is abso-freaking-loutely saturated with Radiation. Even with a radiation suit, Rad-X and Rad-Away you won't survive for long. So this is really the only way in or out.

Once you enter the Reactor Chamber this quest will complete itself and you will get the next quest.



## 5.8 – Finding the Garden of Eden

This act basically consists of one giant dungeon crawl. You're going to be fighting Super Mutants of various types as you go through the Vault so be ready for it. There aren't all that many places to stock up in here so you'd best be prepared before you get in too deep. Don't bother with the downstairs part of the Vault, there's nothing down there, just head forward.



You will see three Radroaches moving around as you near the door. It's a good idea to kill them off for the meat, the healing will be useful. Head through the door here, continue down the hallway and head on up the stairs but be careful. There's a pair of Super Mutant Brutes just waiting to come down and blow your head off.

Sneak up the stairs, kill the Super Mutant in the room with the generator, and continue south up the stairs. The door here will take you to the Living Quarters which is where you need to go.

Head through the Eastern door where you will find yet more stairs going up. As you head along this path a Super Mutant Master will attempt to take off your head with a Super Sledge. Take him down with care since this is a very small area to fight an enemy like this in. You could destroy his sledge to make your life easier but he can still do a fair bit of damage with his bare hands.

Killing him lets you move on to another large room, be very careful when you attempt to enter.



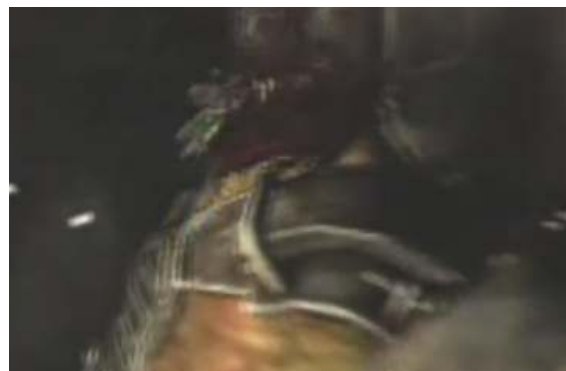
There's a Super Mutant on the walkways above you but you don't want to fight him from down here, it's a real disadvantage. Another Super Mutant is on the same level as you but they won't notice you if you move quickly for the upper level. Go into the room and turn to the right, going north, to find a door. It's set into the Eastern wall like the door you came in from.



Further ahead you will find a bunch of doors, one with a Very Hard lock and two that lead to bathrooms, along with some enemies. The two doors at the end of the hallway lead into a southern room with two more doors opposite you. As you start going in a pair of enemies will come out, usually one through each door, be careful with them. The damage they deal can add up since they're firing from two opposite directions.

Once they're dead you can go through the southern doors but be mindful. There's an enemy to the East and a pair to the West upstairs. Look for the door here, it has an average lock, and open it up if you can. It's something of an ammo closet and is the closest thing you get to restock your supplies in here.

Head up the Western stairs to find those two enemies hiding behind a barricade. Take them out and head west to get around the barricade. Whatever you do don't go down the South tunnel here or you will get assaulted with radiation ungodly fast. As you head around be mindful of another Brute inside a lab looking room.



On the wall you will notice a safe, either hack the terminal nearby (Average) to open it or simply lock pick (Average) it open. Grab the supplies from the room and continue going. There's nothing else to this area so get past the barricade, head on up the stairs and go through the door into the Test Labs.

As soon as you enter the labs there will be an enemy in the room to the West. Kill him so you can loot the room but be mindful of the enemies further down the corridor.



Don't open up the doors to any of the rooms in this corridor. They don't have anything good in them and they're radiated. Merely going into them is enough to get you +4 Rads / second. As you pass Chamber 02 heading West a Centaur will likely attack you so take it out carefully. There's also a Super Mutant in the very next test chamber.

As you reach the end of the hallway you will hear a voice talking to you over the intercom. This is Fawkes, an intelligent Super Mutant, who wants you to set her free in exchange for her helping you get the G.E.C.K. It's very suggested that you actually take them up on the offer since it's otherwise very difficult to get the briefcase and live.



To your East is the hallway where you can hit the fire control system and release all of the cells. This lets out a crazed man named Sid who will attack you as well as a Centaur so be ready for a fight. Once you've gotten back to Fawkes cell you can talk to her about getting you that G.E.C.K. Alternatively if you've got a high enough Science score you can open the doors via the terminals (75 required) or open the doors with lock picks (100).



However you do it Fawkes will now show you the way to the G.E.C.K. and best of all her joining you doesn't take away your other follower since she's more of a helper than an actual companion. This is actually good news because in addition to helping you get that item she is also going to help you kill all of the Super Mutants that get in your path.

**NOTE:** Yes, Fawkes was a female before being infected with the FEV virus. If you search all of the computer terminals carefully enough you will find that the test subject in that chamber was initially a female. Weird.

Follow behind Fawkes through the tunnels killing enemies as you go. Always search the bodies you leave behind as well as making sure to scour each actual room for ammo boxes and the like. If you've got a good follower you can actually let them fight with Fawkes while you conserve ammo.

Eventually Fawkes will split off from you to go retrieve the G.E.C.K. If you don't have him with you then you have to trek through these heavily radiated tunnels with only some Rad-X, Rad Away and any radiation suits you can find in the area. Once you've got the item head back the way you came for a cutscene.

**NOTE:** When you get knocked out here your follower will go to a specific spot where they can be re-recruited. They aren't going to be easily gotten again due to this. Their locations are:

Butch - Rivet City	Charon - The Underworld
Clover - Paradise Falls	Dogmeat - Vault 101 Entrance
Fawkes - The Underworld	Jericho - Megaton (Even if you've blown it up)
RL-3 - Canterbury Commons	Star Paladin Cross - The Citadel