



Games Radar Presents

Fallout 3 Game Guide

Part 9: The American Dream

Part 10: Take it Back!

Part 11: Project Impurity

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5.9 – The American Dream

Awakening inside some strange device that's holding you immobilized you come face to face with Colonel Autumn. Whatever you do don't answer his questions. If you do so then he will shoot you in the face, ending your game right there. Simply refuse to do so enough and the President will call him away.



After a bit of chatting he will unlock your restraints and ask you to come see him. The quests will switch from Finding the Garden of Eden to The American Dream so deal with your level up before opening the locker to retrieve your supplies. Leave the room, talk to the Enclave Officer and then continue on your way.

The Enclave Soldiers here will let you pass without trouble so long as you don't attack them first. However there's nothing here for you to find except, in another interrogation room, Nathan from Megaton is locked up. Seems he learned about the Enclave the hard way. Nothing we can do for him so follow the quest marker, you're heading for section 3A.

As you near the exit to the lab area you will hear Colonel Autumn over the loudspeaker. He countermands the President and orders the guards to shoot you on sight. That's not good. Quickly enter the lab area to avoid fighting the enemies in this part of the complex. This saves you some ammunition that will be needed soon.



In this room you will start out in a small chamber with exits to the West and South. There are around four enemies to deal with here, none will start out too close to you but they have an easy time seeing you trying to move around here. If you've still got a Stealth Boy on you now might be a decent time to use it. You can move around, taking out enemies with close range headshots, and they will have a hard time counterattacking you.



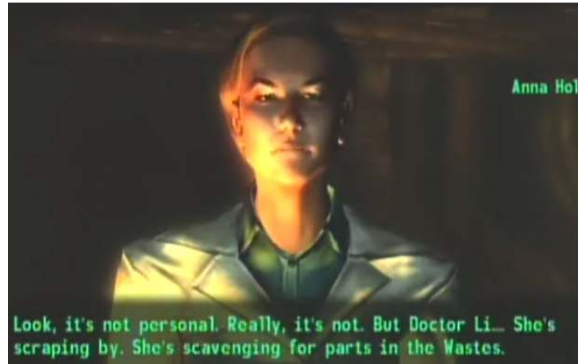
The only dangerous one here is the guy wielding the Ripper. He's got a Stealth Boy on him that he won't hesitate to use on higher difficulties and he will start cutting you up out of nowhere.

From here the area is pretty open. There are guards pretty much everywhere but they can be avoided if you're careful by either sneaking around or looking for an opening in the ground. You can actually get under the grates where no one can see you all. There are some laser tripwires down here that you can disarm if you have a Repair of 85+ or Science 67+ to allow you free movement.



Your goal here is a long hallway that leads to a staircase up to 2B and into the Raven Rock Control Room. However you shouldn't run that way too quickly since there's plenty of stuff to get here before you leave Raven Rock. Once you're done here it's permanent so make sure to at least get the Bobblehead.

Most of the stuff you're looking for is in the west-most part of the map. Conveniently enough the area under the grates will bring you over to this area easily. As you progress you might find Dr. Anna Holt, one of Doctor Li's assistants, wandering the area. She is apparently working with the Enclave now. Killing her nets you bad Karma but it might be worth it depending on your outlook.



There are a whole bunch of lockers to search for equipment in the south-west part of the map so don't miss that when you're over there. Take out the Enclave scientist hanging around the unused Deathclaw cages (?!) before searching the nearby crates.

As you move along the western corridor keep your attention on the doors on the left side. The first door is Anna Holt's room while the second door, reached after going through the large blast door, is Colonel Autumn's room. This is the most important room in the entirety of Raven Rock.

Hack the terminal here (Science 50) to lower the blue energy barrier. The crates behind it hold plenty of ammunition so it's a nice place to resupply. If you can open up the trunk at the base of his bed (Lockpick 50) you can get some drugs and a note, ZAX Destruct Sequence.

BOBBLEHEAD ALERT!	Location
<p>Energy Weapons Bobblehead Located on the desk in Colonel Autumn's room this is right out in the open and hard to miss.</p> <p>Effect: +10 Energy Weapons</p> <p>NOTE: If you don't get it before Raven Rock explodes it's gone forever.</p>	

As you go to leave the Colonels room there's a good chance that a pair of Enclave Soldiers will come out of the doorway across from you. There's a chance they will be chasing Anna Holt for some reason, this just makes it easier to take them out. Once they're dead go through the door that they came through. It leads straight to the Control Room you're heading for.



Upon entering the control room you will see a bunch of Enclave Soldiers and some Sentry Bots. Do not attack them! The Sentry Bots will kill the Enclave troops for you letting you save on ammo. Head through the doorway behind them and start climbing up the stairs to the top where you can meet President Eden.



There are a number of ways that this conversation can play itself out, some better than others. The big differences are that you can make nice with the President, destroy him or even convince him to destroy the Enclave.

If you've got his self-destruct code (ZAX Destruct Sequence) you can use that to blow him and the base up. With a high enough Speech or Science you can convince him that he needs to destroy himself and the Enclave. Any of these results are ideal; you don't want to just walk out of here. The next hallway is full of Soldiers and Sentry Bots who will gang up on you unless you've destroyed the Pres or talked him into destroying himself.

Regardless of what you do you're going to need to grab the Modified FEV Virus from the ZAX Panel before the door behind you opens up to allow you through.

In this long tunnel there are plenty of turrets, Sentry Bots and Enclave troops. However if you've managed to mess with the President then they will be busy fighting each other. If you're lucky you won't even have to fire a single shot as you go through this part. Whatever you do don't open the cage you come across via the terminal. If you do then you're going to be in close range combat with a Deathclaw. Not a good day.



After passing the cage you will enter another hallway where the Enclave actually gets the better of the automated defenses. There are five Enclave troops, give or take casualties to the turrets, that you're going to need to fight here so be careful. At the end of this corridor is an exit to the Capitol Wasteland.

We're finally out of there, thank goodness! When you get outside you will find Fawkes schooling some Enclave troops with a Gatling laser. Nice! Talk to her and if you're good you can get her to join up with you. Watch the explosions before making your way to the Citadel to report to Elder Lyons, he is found in the Lab.



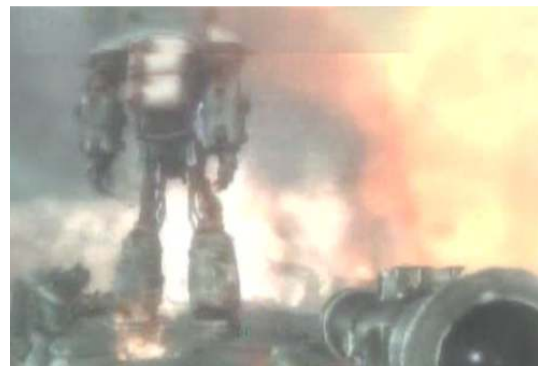
5.10 – Take it Back!

After you've spoken to Sentinel Lyons and gotten your free armor you should really consider visiting the armory to do some training. Doing this means that you can turn all of your money, equipment you've picked up and miscellaneous unused items into ammunition. With this done you're about as ready to lay siege to the Enclave as you'll ever get.



Watch Victory Prime rise up for a bit before you rush after Lyons. Follow her up, out of the lab and across the courtyard. Exit the citadel to start up this long running battle. This isn't exactly a very hard section since Victory Prime does most of the fighting. Between the giant robot, Lyons Pride and the other Brotherhood of Steel members you barely even have to fight.

Occasionally you will actually see the Enclave troops that are being shot at, shoot them or not it's your choice. Stay a fair bit back from Victory just in case a rocket or two hit him or cars blow up nearby. You can be killed by incidental damage fairly easily, much more easily than by the gunfire or mortars flying through the air.



It's rather amazing how badly Liberty Prime devastates the troops here. Even the giant energy barriers fall as he blindly smashes through them, chanting combat slogans as he goes.

The only real complications to be found here occur after you cross a bridge. Victory will turn to the right to start shooting at some troops on a walkway. It takes him a bit but he will eventually destroy them if you don't bother helping. As you walk down the next ruined street though Victory will begin having a few problems hitting the enemies on the right side.



Some will be hiding inside of buildings on upper levels while others will on the ground floor under building overhangs. If he doesn't kill them he will simply continue walking past them. These guys are going to need to be killed by you or the Lyons Pride. You're best off taking matters into your own hands at this point though; the Pride can drag behind a ways.

Even more dangerous is that the cars over here can be blown up by the mortar fire, dealing you rather severe damage and crippling your limbs without warning. Watch where you step and keep moving.

Shortly after that little brawl, Victory Prime tears down the final electric barrier along the bridge, paving the way for you. Don't enter the Jefferson Memorial unless you're sure about ending the game, there's no turning back nor continuing the game after this.



5.11 – Project Impurity

As he starts blowing up the final enemies on the other side of the bridge the quest will shift from Take It Back! to Project Impurity. This is a rather short and simple quest that has you, your follower and the remainder of the Lyon's Pride charging into the Jefferson Memorial to clear out the last Enclave troops. Once you get your hands on the Purifier you can put it to work and finally fulfill your fathers' dreams to help the Wasteland.



Make your way inside of the Jefferson Memorial you will have to go to the rotunda where the P.P. control room is, where your father died. As you turn to the right from the entrance you will notice that this room is brimming with Enclave Soldiers. Your follower and Lyons will make their way right into the room, guns blazing. Follow them in and mop up the soldiers here.

Once you've taken them all out you've got a straight shot for the central Rotunda. At the Project Purity control room you will be confronted by Colonel Autumn and a pair of Enclave Soldiers with big ol' weapons and Tesla Armor. Take out the Colonel first since he's the easiest of the bunch before turning your attention to the soldiers.

Having gotten rid of them the game enters its grand finale. You have a choice to make and it affects the ending along with your previous actions throughout the game.



If you choose to enter the room you will have to enter the Project Purity pass code into the computer manually. Press 2-1-6 in that order to initiate the process. After this you will get the best ending.

You can choose to send Sentinel Lyons into the chamber instead and let her initiate the machine. This kills her instead but it still ends up with the game ending. This ending isn't as good as the one above.

Lastly if you choose to be really crazy you can simply let Project Purity explode. This too gives you an ending although this is probably the bleakest of the lot.

The ending changes based on your actions throughout the game, whether you used the modified FEV virus, and final actions. These are all added together to produce a slideshow narrated by none other than Ron Perlman.

Congrats on beating Fallout 3!



War. War never changes.

But we, humans, can.