

The background image 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. The text is overlaid on this scene.

Games Radar Presents

Fallout 3 Game Guide Part 2: Prologue

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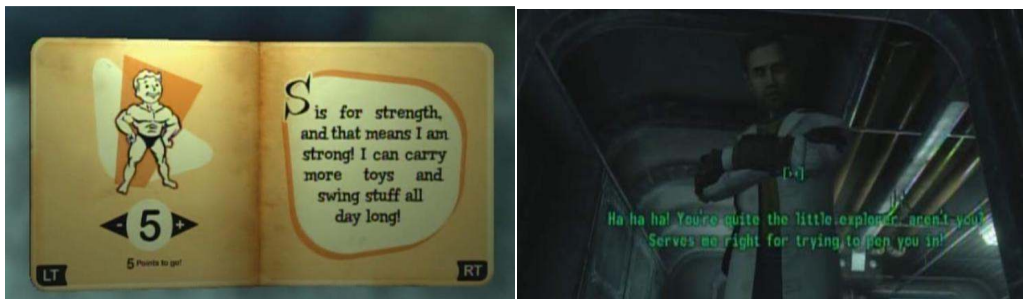
5. Main Quest Walkthrough

5.1 – The Prologue

Congratulations, you've just been born! Here you will be choosing your characters gender, appearance and name. After an unfortunate turn of events you will be wheeled out of the room and a white flash will totally envelop your vision.



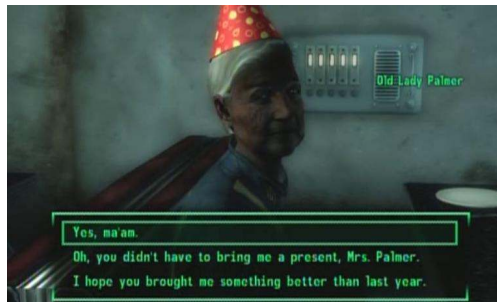
When the white clears away you will be getting a tutorial on how to handle your characters movement as well as how to open doors and such. Once you're out of the pen follow the instructions until you're looking at the book on the floor. This is a rather unique method of character creation. By allocating your points here you are determining your characters stats. After you finish dabbling with your stats go over to the door to continue this. After some talking to your father you will fast forward to the next stage of your life.



Happy birthday! After the dialogue has finished there is plenty for you to do here. The Overseer will give you your very own personal Pip-Boy during this conversation. Once that is done Amata will speak to you and then you can move yourself around.



You may wish to speak to the child near you Paul and then start talking to everyone else present. Lots of dialogue will occur here and you will be given a baseball cap and a sweet roll. Once you're ready to move this forward talk to Butch sitting at the table. If you choose to stand up to Butch he will attack you. Run away a bit and he will eventually be called off.



Keep talking to people and eventually your father will send you off to go and meet Jonas down in the lower levels. Head out the door, talk to Bernadette and then make your way down the stairs. Follow your compass marker to find Jonas. After his joke your father gives you a BB Gun and a shooting range to practice it on. Go ahead and do so, taking out the Radroach when it comes out. A picture will be taken and you move on to the next stage.

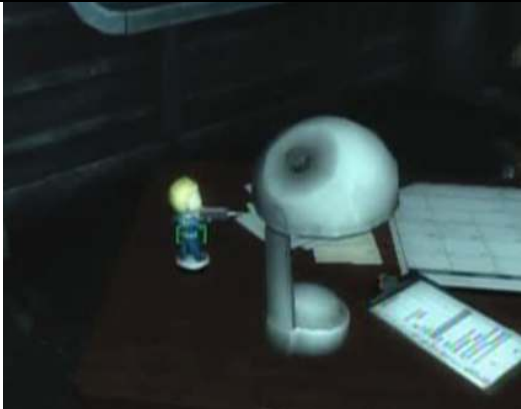


Welcome to your teenage years, the best years of your life! And you start it trying to get out of taking your G.O.A.T. test that will determine what you do with your future. This is also the first area that really gives you any true freedom with what to do with yourself starting after finishing up talking to your father.



Talk to your father to your hearts' content and then exit the conversation. He will have a small conversation with Jonas before you get the chance to leave but there's little else to do there. You can examine the wall safe here but it has a lock on it (Average: Lockpick 50 required).

The first of 20 Bobbleheads is located on your fathers' desk, see the box below for more information on this. These confer one of two effects; the ones named after stats give you a permanent +1 to that stat and the ones named after skills give you a +10 permanent boost to that stat.

BOBBLEHEAD ALERT!	Location
<p>Medicine Bobblehead This Bobblehead is located on your fathers' desk to the leftmost side of it.</p> <p>Effect: +10 to Medicine NOTE: If you miss this Bobblehead this time you will have to wait until considerably later in the game to get your hands on it. Get it now as it provides a huge boon early on.</p>	



Leave your fathers office and talk to Jonas and Stanley if you please. There are also some items that you can pick up but there isn't really anything of note, or value, to be had at this point. Leave the medical area and you will see Amata being harassed by the Tunnel Snakes. Please consult the text box below before you approach her and the Snakes. There is a notable glitch here.

NOTE: When you leave your fathers office save the game. There is a glitch that is rarely encountered here. After dealing with the Snakes however you choose when you take your seat the teacher will mention "Keep your eyes to yourselves" prompting another teen to laugh. If the teacher doesn't respond to this the glitch has occurred, reload the game and try again.

You have a couple of choices here. Leaving her to her own fate is always an option but you could also perform a good or evil act. Being evil is as simple as telling him a better way of messing with Amata. If you would like to help Amata you can either talk Butch out of it (requires a Speech of 20 or higher) or fight him and his cronies. This isn't too hard just keep backpedaling around the area, block often and punch for the head.



You don't actually have to defeat all three of them. After you do enough damage to all of them combined Butch will give up and walk off. Speak to Amata and then it's time to head on into the class and take the G.O.A.T. test. If you're worried at all about this test, don't bother. The answers that you give change what the guy who is giving the test says you will do in the Vault.

If you don't want to leave it up to chance there's a way to do that too. When you talk to him all you need to do is complain that you don't wish to be what the G.O.A.T. says and he will let you tag your own skills.



Whenever you're done and attempt to leave the room the game will fade out yet again. This takes you to the final stage of the prologue; this one is much more interesting than the others. You may wish to save the game before you leave due to this.

After this flash you're going to be awoken out of your bed by Amata. It seems that your father has left the vault without warning and Jonas has been killed by the Overseer. Since you're going to be next on the hit list it's time for you to get the heck out of here and Amata knows just how you need to do it. You need to get her fathers' key and pass-code so that you can escape the Vault via a secret tunnel.



Amata gives you a pistol before you leave and this is probably the weapon of choice. Search the dresser in the room for some more equipment and then look to see what sorts of clothing you want to wear. If you're science oriented equip the Vault 101 Science Jumpsuit, pick whichever suits you best and then start heading out of the room. When you go into the hallway a guard will notice you only to be attacked by three Radroaches.



No matter how you cut it you're going to have to fight the guard here. Take out your gun and start shooting him as soon as it looks like he's taken out most of the Radroaches. If you sneak up on him while he's fighting you can even use V.A.T.S. to take a shot at the back of his head and take him out.

Once you've killed him you will want to strip his body, he's got a pretty good bludgeoning weapon and armor to wear. Equip whatever suits your fancy and start moving through the hallways.

Look to your compass and start following the green marker to the west. As you go Butch will come out and run over to you begging you to help his mother who is being attacked by Radroaches. If you wanted to be evil you could leave her be but otherwise you're better off helping her. Take out your melee weapon and go into the room that he leads you to and go help his mother.



In the back room you will find his mother huddled up, cowering from the roaches that are attacking her. The Radroaches ignore you, so take them out at your leisure. Butch rewards you with a Tunnel Snakes outfit that gives you some defensive boosts and enhances your melee combat skills. Equip it if it assists you and then start heading to the north-west. As you travel this way you will notice some enemies on your compass.

Continue to head north-west through the corridor and you will see that there are some Radroaches inside of the cafeteria area. It seems that they've killed the nice old lady, Grandma Taylor. Nab what you can from her body and continue along the tunnel. Head up the stairs towards the Atrium. Upon nearing the top of the stairs a guard will stop you but don't attack him.



Officer Gomez is actually a fairly nice guard. You can act like a jerk to him and get him all riled up if that's your game. However if you don't push his buttons he's more than willing to let you pass right on by and pretend that he didn't see you. Just take him up on his offer and continue on past where he is.

You will be in the hallway that leads to your fathers office and the classroom. This is the last chance you will get to snatch up the Bobblehead or open up your dads safe. If you tagged the lockpicking skill earlier you just might be able to get through into his personal safe and grab the items from inside (missile launcher schematic and some ammo).



Whenever you're done with this floor make your way to the door to the south-east, this will take you to the Atrium.

You will appear in the Atrium nearby two Vault dwellers who are taking stock of the situation. Tom will go running towards the Vault door only to be gunned down by some guards. When his girlfriend gets gunned down as well you're going to have to sneak past this. Stay towards the rear of this room and slink to the eastern side of the room. When you reach the eastern side of the room head up the staircase here but keep your eyes open for Radroaches at the top.



After you take out the second Radroach you will pass through a door into the Admin area of the vault. As you pass through this area a man will call the guards out after you from inside a control room of sorts. This is kind of bad because he will notice you even if you're hidden in the shadows and the guard that comes out will likely notice you as well. It's best that you take out Security Chief Hannon now rather than waiting until later. He's fairly powerful and can do a lot of damage, not exactly something you want at your back.

Make your way to the south-west and search the body of the mechanic here as well as the toolbox nearby him for any items you can snatch up. Continue along the path into another hallway where you will hear the Overseer trying to interrogate Amata. This is where you will have a choice to make.



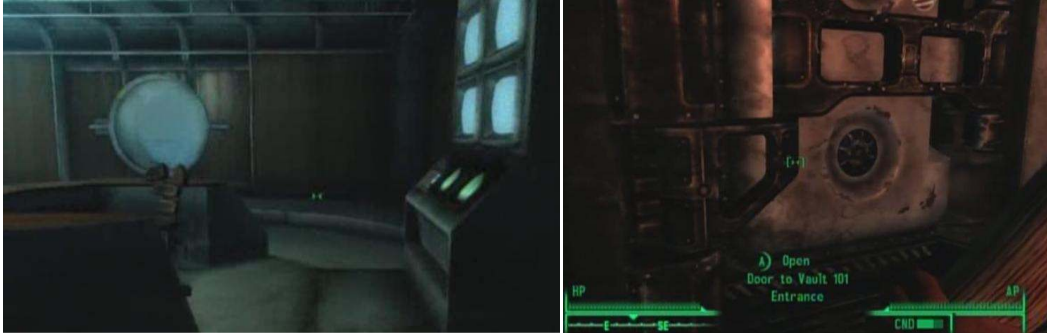
You can bash the Overseer in the back of the head or shoot him if you're feeling morbidly inclined. Doing something like this will not do good things for your relationship with Amata though. The better way to handle this is to start attacking that crazy bastard Officer Mack. A shot at his weapon arm will make your life easier so kill him off to get some revenge for Jonas.

You could go inside the room and talk to the Overseer but he's going to be an indignant ass about it. Don't even bother talking to him and instead search the room. There are some lockers that contain goodies so grab those before heading to the north. In this room you will find some desks you can search and Jonas' corpse. Make sure to search Jonas since there's a voice recording of your father on him. Grab this and locate the entrance to the Overseer living area.



Talk to Amata to see what she has to say on the issue before doing anything else. Once you're done talking to her you can ransack both her and the Overseers rooms in this apartment. You can get the key that you require to get into the Overseers office from the dresser in his room with the lamp on it. After you've got that and finished sacking the rest of the room head across the hallway to the red and white door.

You can now open the door with the Overseers Key so head on inside. Once you're in make sure to close the door behind you so as to keep away any guards that try to follow you. Search the locker here for the Overseers Terminal Password before going to the computer behind the circular desk.



When you interact with it the password will allow you access without any hacking. Read any of the dossiers that and other information that you like. Make sure to read the Scouting Reports before you open the tunnel, there's interesting information contained in that one. Once you're done open up the secret tunnel and run that way. Keep moving through the secret tunnels with a Radroach. Take it out and head through to the Vault entrance.

Activate the switch in this small room and enter the Vault door entrance. Hit the switch at the top of the steps to start the Vault door process opening up. Stay close the Vault door though, when you open it up you will want to move through it quickly. Amata will come running up to you, speak to her quickly and then start running up the dirt path for the door.



Open up the wooden door to emerge out into the daylight. Congratulations, you've completed the prologue! This nets you a free level so spend your skill points, pick a new Perk and it's time to explore this wide open world.