

Fallout of Nevada

Finalization of the project to version 1.0.

wendover

(Documents for official use only!)

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1. Cartography

On the world map

Placement on the world map

- Located west of Salt Lake on the highway where the white salty area ends.
- The location must have the On flag in city.txt, ie. at the start of the game, it is shown on the map, but is under "fog of war" You can visit the location on your own, without having coordinates.
- For the world map, rewrite random encounters around the location. In particular, write a macro for more serious and equipped hunters.

Detection capabilities on the world map

- Conversation with the caravaners in Salt and Reno (there is no tip from the caravaners in other locations).
- Possibly a conversation with the man from Wavedover who is in the Silver Hotel in Reno (the same lord of the rains in hiding).
- Mention by biker Phil in the dialogue thread about Salt Lake.
- Through the "Lake Map" item sold by the Kwok Brothers.
- Through Salt Lake Conversations: Jolly Joe et al.

Location structure

Features of building maps

- Block off the merchandise crates off the map to prevent players from cheating.
- In the pockets of simple NPCs, place some jerky.
- Place chests of drawers and chests of drawers with Salt mirrors in buildings. Place item-tables in the tavern, which can be used (as in "Tin Angel" and "Hard Rock").
- The external design of the location should correspond to the theme of an industrial dump combined with a western: buildings are often constructed from the remains of equipment (fuselages of aircraft, buses, chain-links, corrugated board, etc.), some live in vans and railway cars scattered around central objects settlements (hangar, tavern and ring), a lot of large metal debris on streets.
 - o Design should emphasize:
 - The population is average at best, but generally quite poor.
 - The population perceives this place as temporary housing during the hunting season, so they do not try to arrange it.

ÿ The population is made up of a variety of people from various parts of the region with different nationalities, and therefore social inequality and confrontation are created, including on racial grounds.

ÿ Pretty high population density during the hunting season, people live crowded at this time, build their dwellings in the middle of the roads, try to take away space from each other and etc.

Districts of the city

- **Residential area:**

- o 1st level: saloon + ring + residential buildings + well

- o 2nd level: residential buildings

- **Non -residential area:**

- o 1st level: railway station with abandoned houses

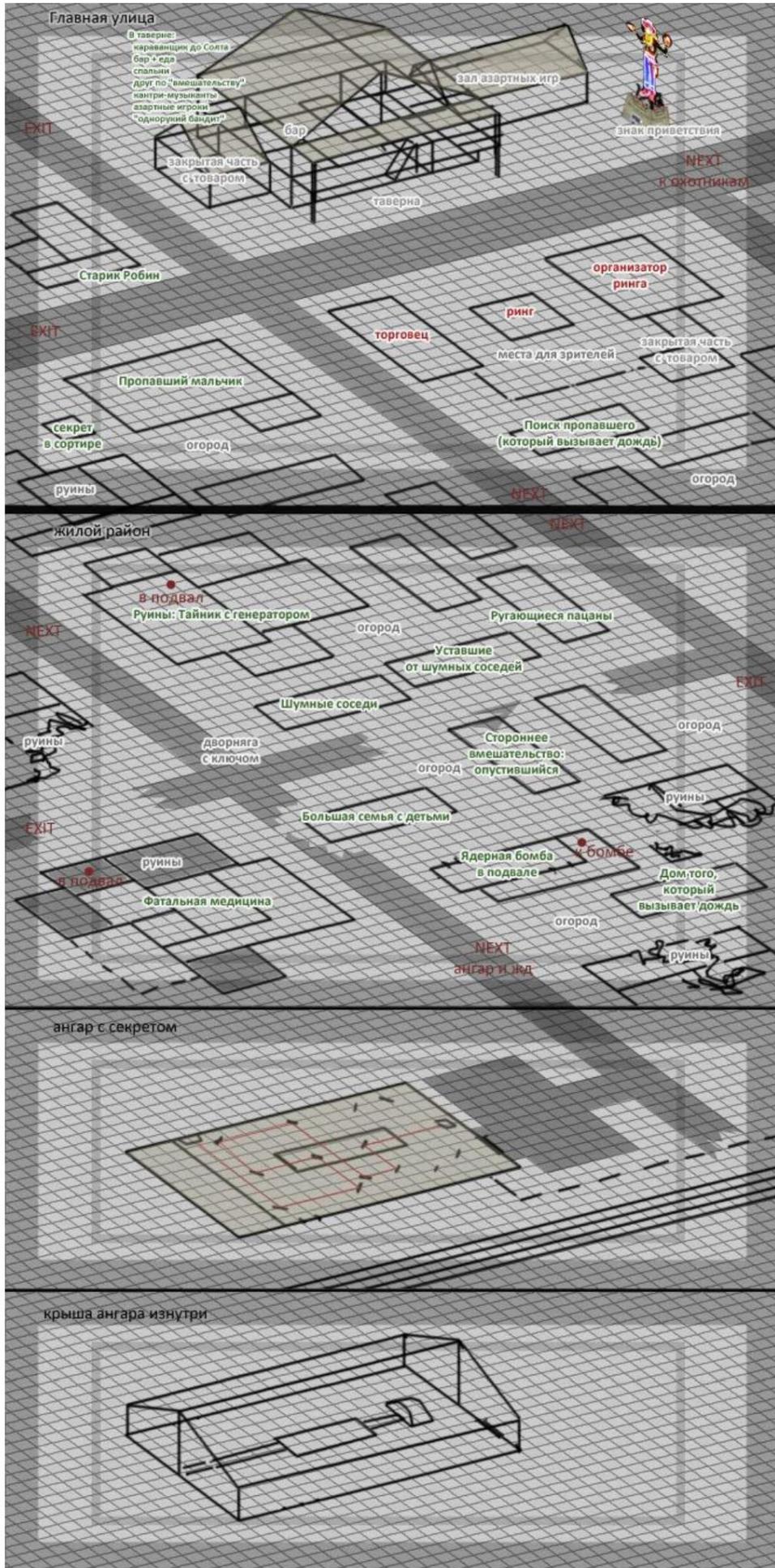
- o 2nd level: hangar

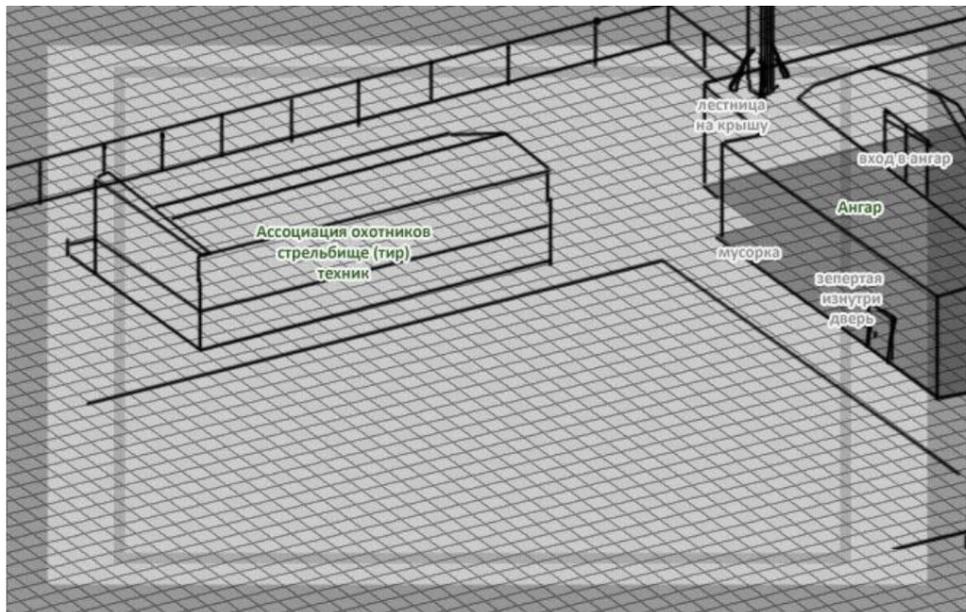
- o 3rd level: hangar roof

- **Airport:**

- o area in front of a large hangar + association of hunters with a shooting range (2 floors)

- **Acid swamps** (hunting places)





2. Residential area

Dilemmas

- Overpopulation of a small piece of land that is not able to feed everyone. Hence the inequality - the strong exploit the weak, some hate others, crime, etc.
- Social conflicts based on the fact that the entire population came from different places. Representatives of different peoples (Indians, blacks, Mexicans, whites, mestizos, etc.) and different places (Salt Lake, Reno, Denver, Redding, etc.) gathered here. This creates racial conflicts and discrimination.

Map

- In the pockets of residents, you can often find meat of various kinds. Meat dishes, gecko skins and everything that emphasizes the hunting lifestyle are also more common in residents' homes.
- Place a generic well, workbench, and campfire somewhere easily accessible.
- In the design of the area, use industrial images: buildings are often constructed from the remains of equipment (fuselages of aircraft, cars, vans, etc.), some live in wagons scattered around the central objects of the settlement (hangar, tavern and ring), many large iron rubbish on the streets.
- In one of the residential buildings, hang a hunting shotgun on the wall above the table. When removing -10 karma (same as taking an Elvis painting from the wall in Monty). If the owner sees, he does not allow the item to be taken.

Characters

General remarks

- The names for the characters can be chosen real, from the history of the area. There are such:
 - o Twain West, Twain West - according to legend, the first owner of the A-1 club
 - o Fred West, according to another legend, the first owner of the A-1 club
 - o William "Bill" Smith, local high-profile casino owner (Statline Casino belongs to him).
 - o Anna Smith - William's wife who bought the A-1 club.
- Since it's every man for himself, then use your Team groups for local NPC groups, that is, for each family has its own Team.
- Ordinary residents:
 - o Opportunities to talk to ordinary residents:
 - Identifies Salt, Cheyenne, Reno and possibly a biker base (under what conditions?).

• Can become a train conductor (cheap, reputation requirements).

• Reaction to the "Great Hunter" achievement.

• Inquiries about local quests.

- Talk about a madman who made rain (see Ailee's climate quest).

Tavern

Description

Tavern on two floors with a balcony, wooden building.



You can name it after one of the models of local aircraft, and if it sounds clumsy, let it remain the "Club A-1" or "Statline".

Work on the design

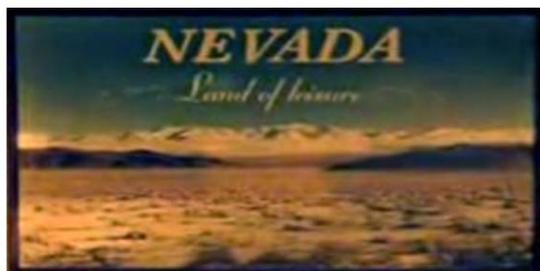
1. Place an authentic dilapidated welcome console in the form of a cowboy next to the tavern.



2. Draw new sprites for the interior walls in the form of wood panels. Places with patches or lack of boards.



3. Hang a poster "Nevada - a land of entertainment" on the wall of the 2nd floor (Easter eggs and a screenshot from the movie "Residents Evil 3").



4. Put the piano, as in Blagodatny, against the wall. Has no practical significance.
5. We need graphics for opening shutters on the windows of the tavern, in order to be able to get inside with the help of a child.

Tavern features

1. Possibility to sleep (standard hotel with the same options as in Salt, Reno and Vegas).
2. Bar with drinks and food, especially meat dishes.
 - a. A cargo box outside the map should be surrounded by invisible blockers in order to the player could not obtain their contents illegally.
3. Opportunity to gamble:
 - a. Slot machine (see separate quest below).
 - b. A couple of gamblers at a round table. The ability to cheat if you play with your own marked ones cards.
4. Country musician playing on the 1st floor.
5. A closed room where you can only get in either by killing everyone in the tavern, or by begging the boy to get through a hole in the roof. After penetration, he opens the shutter and GG himself can get inside through the window. However, the next time you enter the map, the shutter will be locked again and the boy will no longer want to go to the repeat. Inside the loot, magnum with cartridges, mentat, a book on scouting.
6. Friend of the descended - see the quest "Third Party Intervention".
7. Caravaneer - see description below.
8. Silent scrubber - see description below.
9. "One-armed bandit" - see description below.

Caravan driver

One caravaneer who travels steadily between Wendover and Salt. Stands at the entrance to the tavern. You can ask for an escort to him for a small amount or gecko skins.

Dealer

See the quest "Key to the merchant"

Sells:

- Traps, gunpowder, one scout book, one trap book.
- Does not sell food, food must be sold in the tavern.
- No modified armor for sale - all armor is MK1 only. Mostly leather armor.
- Schematic of an acid pistol (? See below for the pistol in the quest section).
- Among the goods there is a drawing for creating elegant armor from the skins of acid geckos. It has increased requirements for resistance to fire and plasma, at the level of the pro-file settings of the acid geckos themselves.

Buys:

- Buys gecko skins at a fixed price. Do the bargaining itself through dialogue, and not through the barter window. During the off-season (winter?), gecko skins are bought at an increased price. As part of this question, you can ask why he needs these skins, he will talk about the possibility of upgrading brahmin armor for plasma resistance (unique upgrade MK2 to MK3), using two skins of acid gecko.
- Buys gecko eggs for 35 bucks apiece, while in Black Rock for 50, and in Reno for 100.
 - o Some NPCs can place several eggs in hard-to-reach containers on the map for theft.

Silent scrubber

Description

The image is inspired by the book One Flew Over the Cuckoo's Nest by Ken Kesey.

Cheyenne Indian. The tavern owner uses him as a cheap laborer to keep things clean and tidy.

We need a critter sprite in a work suit with a broomstick, they stand out a little higher than the surrounding ones. Fights only with a broom (fights well - cold skill 120%). She appears as an inventory item in his backpack after death; holds it in his hands.

character legend

Physically big and strong, but at the same time closed, quiet and calm. Everyone thinks that he is deaf and mute, but in fact he pretends to be, because he is afraid of people.

The player can catch him in the closet, when no one is listening and contrive in the dialogue so that the Indian let it slip. After that, you can chat with him. He will tell you that he ran away from Cheyenne when the raiders raided there. He was afraid and he was ashamed to appear in front of his relatives. So he moved into the Wasteland and came across Wendover, where he was mistaken for a deaf-mute, and the owner, without thinking twice, hired

(such as an ideal employee - does not whine, does not require much money, physically strong and hardy, easily manageable). However, that was ten years ago, but now he does not know how he can live differently.

Another version of the legend: He was turned into a slave and he lived for many years in isolation or dangled from hand to hand, until he finally came here. Now this is his home, and he is afraid to return to the camp of the tribe, since this is a completely different life, about which he remembers almost nothing, he is like a stranger there.

The player can then:

1. Help him overcome his fears and learn how to communicate with people (how?). For this +25 karma. Then he will tell about the Collector of Souls, as he met with him.
2. Give out its secret to the owner (-25 karma).

Fun in the toilet

[Come up with another item, the coaster does not fit in Fallout and this location]

The item "Tea glass with a cup holder" lies in the toilet near the tavern. "*Someone pissed and drank tea. Damn esthete ...*" The glass has a second bottom. Using the item, we get a note indicating the location of the cache in a location with a small amount of money (Luck * 10) and a mentat. The cache will open only after using the item, nothing else. As a hiding place, use the picture "Nevada - a land of entertainment" on the 2nd floor of the tavern (or some ordinary scenery object such as a barrel, an electrical panel, etc.)

Old Man Robin

Named after the song "Dear old Robyn" by Phil Pritchett.

He sits in his house right at the first entrance to the location. The character is like that of a retired colonel - he likes to command, shout for no reason, scold the "green" youth, etc. But at the same time, on the whole, he is perceived as a cool person, it is fun to listen and talk to him, he will not do anything bad for the hero.

At the first conversation, he will be a little rude to the hero, but if you bring him beer, he will become talkative and tell in detail the history of the settlement and its current life. **For positive solutions to local quests and a good reputation, he will give something useful (maybe a weapon).**

Armed with a civilian rifle or pump-action shotgun.

Big family

A family in one of the trailers on the 2nd level of the map. Does not give quests, but children can be used as spies.

Namely:

1. They can be used to corral a dog with a key (see the quest "Find the trader's key").
2. They can follow the doctor and say that he has a basement (see the Fatal Medicine quest).
3. Can be thrown to the ruins with a cache, so that they open the door from the inside. Available only after getting a secret from the toilet.
4. Chatting on a bad deed (serious decrease in karma):
 - a. Case number 1. Climb into the closed room with goodies in the tavern and open the window shutter from the inside so that the GG can get inside the room. See the description in the tavern section above.

b. Case number 2. Similarly, but in a room with a safe by the ring. In this case, you need to proceed carefully:

- i. The child climbs into the room, looking for the key,
- ii. GG distracts the owner so that he does not leave (How? Through dialogue? Some manipulation?).
- iii. If the child is caught, then they will be sent home, and the family will despise GG.

- For all the decisions, the guys need to be given something - money, food, etc.

Cache among buildings

Note: The location should have a hint to the cache so that the player knows that there is such a hidden somewhere. thing.

An intricate labyrinth between several buildings on the 2nd level of the map (an area with residential buildings). To get inside, you need to carry out several manipulations in sequence:

1. Use the rope on the fence to climb over (there is a door for the return exit that you can open only from the inside).
2. Take apart the boards in the jamb with a puller or a sledgehammer in order to get inside the building.
3. Move boxes or barrels blocking the hole.
4. Hack the manhole hatch: knock out with a hammer, blow up with dynamite, hack with a high skill.
5. In the basement:
 - a. A box of gunpowder, which is generated depending on the level of the GG and the level of his light weapon skill (the more they are, the less gunpowder) + bonus with good luck.
 - b. Press for cartridges (isn't it bold?).
 - c. [Refusal] Canister of fuel (gasoline? saltpeter?). See the section on the generator in the hangar below.

Fights in the ring

The hunters arrange competitions with battles on the poles of Bo (profile item 496).



Order of conduct:

In total, you can go through five battles with a gradual increase in the complexity of the battle. On the 4th battle, we fight with two opponents at once. In the fifth, last, we fight with one, but very tough, opponent, he hits with a pole twice more often than others.

The terms of participation:

ÿ force > = 7

ÿ Agility > =5

ÿ does not suffer from addiction

Loss conditions:

1. If GG \leq 1/5 HP.
2. If the GG used anything other than a pole (otherwise they will be kicked out of the ring with disgrace and will no longer be accepted).
3. If the GG killed the opponent, then in this case the victory will be counted, but they will not be accepted into the ring anymore, but reputation in the city drops by 10.

Draw:

If GG *and* opponent have approx. 1/5 HP at the same time.

Victory Conditions:

If opponent has \leq 1/5 HP

Result:

1. After all five fights +2 armor class permanently.
2. Increasing reputation in the city (I think 2 is enough, because after all five it turns out 10)
3. After the last battle, they give a pole as a keepsake.
4. Also, if the GG killed the enemy, then they give a pole, but as a sign of notoriety (like, no one wants to use this pole anymore). The cost of making a pole is 0. In total, it is realistic to collect 6 poles.

Enemies:

- Tweak boxing AI so that they use cold (they don't want to now).
- For attackers, make your own pros and add flags:

ÿ cannot lose weapons

ÿ you can't view their inventory

ÿ make sure the enemy sprite has a swing animation for the spear. If not, do it.

"One-armed bandit"

Description:

There is a "one-armed bandit" in the tavern, but he is not a worker. The owner asked the caravaners to bring him, but only this one was found.

Rest:

You can fix it for 100 bucks of the fee, and with barter \geq 50 you can persuade for 200 bucks. Repair requires tools and repair skill \geq 55.

Opportunities:

After repair, it can be used like a regular machine.

After some time (a week or more), a note will appear on the wall above the machine: *"Attention! Special Prize Draw! Whoever can win more than 3,000 on the machine (the maximum win to date) will receive a Quantum Cola as a gift!"*

Beating the machine is easy with a high game skill. Winning - quantum Yader-Cola. It increases randomly one characteristic of the hero forever. But which one is a random choice when winning. You will have to make 7 different bottles for each stat and give them the type "drug".

3. Airport

Hunters Association

Association

Located in a two-story barracks near the large airport hangar. In front of the barracks there is a platform for dismantling aircraft, there are also the remains of aircraft (motors, fuselages, etc.)

The administration is located on the second floor.

The administrator's personal safe contains about 1000 money and a scheme for assembling an acid grenade on a workbench (damage 100).

You can make NPCs consciously moving around the room and around it, to give the effect of awareness of the NPC's actions (toilet - spectators at the shooting range - notice board - burning barrel at the entrance, etc.)

Somewhere among the small rooms to place a typical workbench.

Technician

Among the characters there is a man versed in technology. Perhaps he lives in the fuselage of the aircraft at the entrance to the hangar. He can:

- Repairs and upgrades hunting weapons.
- Produces periodically gunpowder.
- Craft and upgrade leather armor. Can craft leather armor MK3 (the same MK2, only with a layer of acid gecko skin).

Tyr

You can participate in competitions. The loser gives up his bet (the bet is made by the player himself, 200, 300, 400 or 500 bucks). In total, in the location you can find 3-5 daredevils who agree to participate.

Skinner

On the ground floor or at the entrance there is a character who buys skins from the masters. He will not trade with the GG until he proves his profitability, because the merchant does not have enough money for everyone - it means that someone will remain offended, and it would be better for him (the merchant) that these "someone" were the most harmless and the most profitable. To persuade him to trade with the GG, you must either become a hunting master in the Association, or have a Barter skill ≥ 75 . For gaining access to trade, 100 experience is given.

Technically it looks like this.

ÿÿÿ To enter the barter mode with skins, you need to select a dialogue branch, and not just the "Barter" button - then the character will enter the skin buying mode. At this moment, the entire inventory is transferred from the GG to the auxiliary box, except for all gecko skins, and cash is generated from the buyer.

- At the end of the dialogue after the auction, the things of the GG are returned to him, and the buyer's money and other goods of the GG that he accepted are transferred to a box outside the screen. Moreover, the things in this box

each new entry on the map are destroyed so that the GG cannot return them in full. That is, if the GG has traded 128 skins with a character for the entire time, and then returns to the map and kills the character, then not a single skin will return to the merchant's inventory. However, if the GG kills the character in one session of visiting the map, then exactly as many skins will return to the inventory of the killed person as the GG sold him in the same session. In other words, the merchant's product will always be relevant only for the current visit session cards.

- The buyer has only \$1000 in exchange. When GG runs out of this money, you will have to wait until the next product updates are 10 days until the merchant drives to Salt and returns.

The use of this character has the following meaning:

- Updates barter skill.
- Updates the achievement "Flaying a Gecko".
- Allows you to exchange skins for pure money, and not for another commodity.

Hunting with the masters

See the description in the quest section.

Hunting training + Gecko Skinning + Anatomical Chemistry achievement.

Achievement "Great Hunter" after all hunts, granting +1 to perception and +5 to Naturalist.

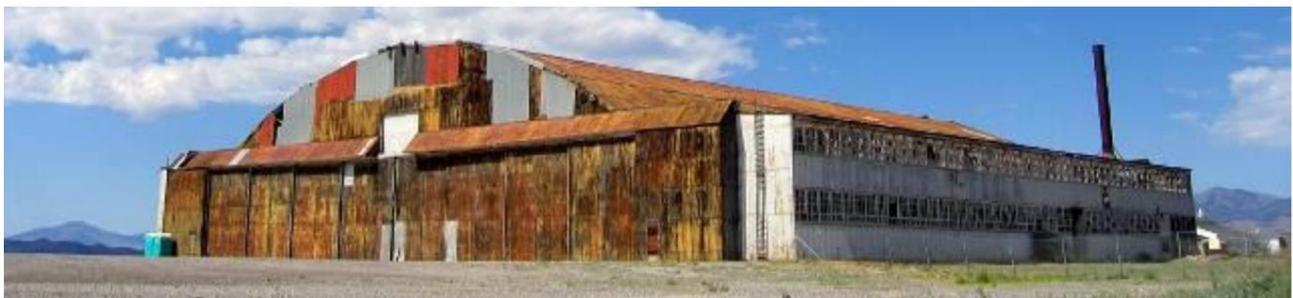
In order for the player to better feel his role and significance in the game world, you need to make two fundamentally different hunting masters, one as if bad, the other as if good. Each of them reacts to the hero in their own way - the bad one will agree to take the hero with negative karma or a bad reputation in Wendover, the good one will do the opposite. We also need a reaction to the achievement from local NPCs in pop-up phrases and dialogues.

While hunting, you can get gecko eggs (see hunting with Evan in the Jerlak community), but in these parts they are not as expensive as in Reno.

To achieve "Anatomical Chemistry" draw a new cartoon: a scientist with a test tube is standing on top of the dead gecko.



Big hangar





Generator and elevator

To penetrate the underground floors, you need to perform a series of operations:

1. Elevator penetration
2. Repairing an elevator, generator or other equipment that will allow this elevator to run.
3. Hacking the security system to gain access to the elevator.
4. Powerful robotic guards at the underground levels.

Manhattan Project

The Manhattan Project is a real project to develop, transport and test nuclear weapons. Wendover Airport was actually used to transport nuclear weapons and their components (see Wikipedia). It also explains why the guy in the basement has such a bomb.

However, in the world of Fallout, this may already be a different project under a different name.

On the lower floor of the hangar there is a flight tracking center and a number of office premises, where ordinary citizens were strictly forbidden to enter in the pre-war period.

In these rooms (beautifully preserved, but abandoned) there are:

1. Good stuff:
 - a. In the locked security room: **combat armor**, weapons, ammo, psycho+buffout.
2. Robots.
3. Information about the Manhattan project.

Infiltrating the bunker is one of the central quests. It conditionally grants the owner full possession of the territory - this is a fortified bunker where you can wait out the danger, and video surveillance, and radio communications, and weapons, etc. So you can make one of the local factions leader, and destroy the second / drive out / enslave. It is also possible to launch a nuclear bomb in the bunker to cause an underground explosion that will destroy the large hangar and the surrounding area around it. The business center will remain, but you can generate some damage from the blast wave.

4. Non-residential area

Puzzle in the hangar

Original idea:

Puzzle with rays of light and mirrors.

Mirrors can be collected all over Wendover: one in a villager's backpack (he must somehow stand out with his lonely location or otherwise), one in a box in an apartment building, one sold by merchant, etc.

Note: Although the mirror as an inventory item has already been made ("*Nice mirror with a handle. Nothing special.*"), but in fact it can be replaced by Mary May's mirror. And it will be even better this way, so as not to litter the game with unnecessary items and to update the cosmetic bag, which was so useful only for sales.



The mirrors must be set so that they reflect the rays of light to a certain point in the wall. As a result, a secret hole opens up to the roof, where various goodies are generated and there is a hologram projector (see the debaters' quest above). You can remove the nuclear battery from the projector and thus it will stop working.

New offer:

The map is a small area near the railway station with a car park and a former car repair shop (dilapidated by time). In the ruins, a ghost sometimes appears in the likeness of Anna in FO2. This ghost is seen by those very children from the residential area. The ghost appears unstable and rare, the glow is weak, so it is visible only in the dark. In fact, this is not a ghost, but a hologram generated by the Invisible (an item from FO1). The item can be found with a metal detector and used as it was in FO1.

5. Quests

Quest number 1. Wranglers

Two kids argue that ghosts don't exist. The second proved - he brought a friend to the hangar, where a ghost roamed. The first did not believe and refused to fulfill the conditions of the dispute, because the loser had to suck the balls of the winner or something like that. The second insists. Options:

1. Pay the winner to fall behind.
2. Run over the winner so that he falls behind.
3. Run over the loser so that he fulfills the will of the winner.
4. Persuade the peaceful loser to fulfill the will of the winner.
5. Find the true ghost - it was a hologram from the local hangar that was launched by the winner spore. After the exposure, tell everything to the guys in order to reconcile them.

For the last solution, 1500 experience is given, for the previous ones 500. However, in the hangar it is necessary to solve the puzzle, and for this experience is given a separate one.

There is another option - a stealth-boy buried in the ground, which is still working. You can find it with metal detector.

Quest 2. Fatal medicine

[Nonsense, I need to think of something else]

Someone is stealing human corpses in Salt Lake. It turns out that this is done by a doctor from Wendover. And he does this in order to find a way to cure his fellow citizens from some kind of infection. He makes a vaccine. For more details, see quest in Salt Lake.

To find out the doctor's secret, you need to wait for a certain moment when he comes to his bookcase and opens a secret passage. Then it will be possible to follow him down to the basement and catch him on the spot. crimes.

Note: In the basement is a scientific book and some medicines.

Subquest

After the best solution (creating a vaccine), you can persuade the doctor to move to Salt Lake, where he will work as a doctor (+2 to the sanitation of the city), and he can be treated for free.

Quest number 3. Find a child

The boy is very much harassed at home, he fled to a shack in acid swamps. Afraid to return. Solutions:

1. Forced to return.
2. Just to scare him, he will run away into the swamp and die, and bring the remains to his parents.

3. Bring him to Salt Lake and give the sheriff in charge, and parents:
 - a. bring evidence of a fictitious death,
 - b. or directly explain what happened
4. Find him, calm him down, and then return to his parents and directly explain what happened, after which:
 - a. intimidate that they should treat him well or the GG will return and call with him
Collector of Souls
 - b. reveal the secret of his whereabouts so that they themselves go after him.
 - c. tell the truth, and then long press on their callousness to squeeze a tear out of them and
make you repent.

Quest number 4. Third Party Intervention

One experienced hunter drank himself and became impoverished. His friends can't see what's happening to him, but they can't do anything either. You can listen to his long monologue about his villainous fate, further:

1. Humiliate him even more, which will hasten his demise. Soon his corpse will appear near the house (cordial access).
2. Make the so-called. "outside intervention" is a psychiatric treatment in which friends gather and say, each in turn, what he thinks of the drunkard. After the utterance, the person is cured, because. sees that he is not alone and that other people need him. To do this, you need to persuade each of the three friends individually to come to the procedure, and for this you need a positive reputation in the city or one of the well-executed local quests. Each of them does not want to go, so you have to persuade:
 - a. *friend #1* is a merchant in a shop. Eager to help, but afraid to leave his goods unattended, tk. he lost the key to the door, and the man who followed his goods had recently died. You need to find a key for him (see the description of the "Key to the merchant" quest).
 - b. *friend #2* is a visitor to the tavern. He's just lazy. He needs to be persuaded (Charisma check or Conversation; for female GG twice as easy).
 - c. *friend #3* is a member of the hunters' association. He is very distrustful of the GG, you need to show yourself - either go hunting in the swamps, or deal with other Wendover quests (you can reduce the reputation check).

If you cure a drunkard, then at the next downloads he is transferred to the tavern. In an atm conversation, he will supply the hero with beer and give some clues about the city and other quests.

Quest number 5. Noisy neighbors

Too much noise from neighbors, zero attention to complaints. Neighbor asks for help

1. Poison the neighbors dog by planting poison in food. Options:
 - a. Poison food with poison or scorpion tail.
 - b. Kill the dog.
2. Smash the jukebox:

- a. Break with a crowbar or sledgehammer (-1 karma)
 - b. Dismantle by skill (a little more experience is given).
3. Steal a wrench and a hammer from the owner so that he knocks less in his mini-workshop.
- Options:

- a. Steal.
- b. Redeem through barter.

Counter options:

1. Kill noisy neighbors.
2. Convince to move (Speech, Barter, Reputation, Member of the Association of Hunters) and help with relocation away from noisy neighbors. The hostess collects her things - 4 packs of 125l. every. They are made in the form of inventory items that need to be transferred to another house. If GG is not enough the capacity of your backpack, there is jerky for this.

Results:

1. Change of reputation,
2. Change of karma,
3. Experience,
4. Food and money from the hostess.

Quest number 6. Training hunting in the swamps

1. First hunt. Enemies - family of geckos: 3 silver and 1 gold. After the hunt, they say that the second time will be more difficult and then they will already teach how to skin the gecko, but for now, rest. For this hunt, the hero will have to pay 100 bucks to the masters, because. hunting training.
2. Second hunt. The enemies are a family of golden geckos: 3 gold and 4 silver. After this battle, you can learn how to skin ordinary geckos for money, if such an achievement has not already been obtained.
3. Third hunt. Enemies - a flock of golden hunting geckos (5-6 pcs). Their bugs are stronger than they were before.
4. The fourth hunt is for a couple of acid geckos. Before the hunt, the masters tell how it is better to kill them and how to act in general. Work on the AI of the hunters and think over the strategy - it might be worth changing the parameters and skills of the acid geckos. They must have some kind of vulnerability, which can be achieved either by a special selection of weapons, or by aimed shooting at certain parts of the body. After this hunt, you can ask the master to learn the Anatomical Chemistry achievement (GVAR_MASTER_GECKO_KISLOT). It allows you to take acid from the gecko's body.
5. The fifth hunt is for the legendary gecko (alpha male). He has a lot of HP, powerful damage resistance and a powerful blow with a special weapon - the sharp claws of a gecko. Destroying it brings additional experience. The battle map must contain cover objects so that tactics can be connected to battle.

Note: If the reputation of the hero in the town is "Worship", then after the last hunt, the masters will teach how to skin the gecko and remove the acid no longer for money, but for free as a sign of respect.

Skins of acid geckos can be used to upgrade brahmin armor (increases resistance to plasma, that is, against acid geckos too). However, such armor will be slightly heavier.

Meeting cards can be:

1. Acid swamps.
2. A field densely overgrown with stem cacti.
3. Cave
4. Desert with a small oasis of a few trees and bushes in the center.

Quest number 7. Search for the missing

See Ailee's climate quest description.

The quest is given from the neighbors of the missing person. The missing person is located in Reno on the 2nd floor of Silver in a hotel room. The same dude is looking for the sheriff of Salt (see description in Salt).

Quest number 8. bitch

Patsy Cline is a cowgirl, a rough and uncouth huntress. The character is an easter egg for the movie "Aliens in the Wild West".

When playing female GG

The bitch chuckles when the heroine passes by. Can:

1. Reply the same and say "ha" to her in pursuit. She will be offended "*Oh, you bastard!!! I'll tell you now I will rip out all my hair!!!*" and further:
 - a. offer to fight in the ring up to 1/6 of the HP or to death.
 - b. just a street fight.
 - c. to be rude and intimidate in such a way ("*Yes, who are you talking to, scum!*") so that she loses speechless and even apologized through gritted teeth.
 - d. buy off
 - e. Try to bow out and go your own way without conflict.
2. Ignore ("*Ignore, but take note of this bitch.*"), after which you can will hire guys to teach her a lesson.
3. Challenge her to a shooting match to prove her superiority.

When playing male GG

Playing as a male GG, you can challenge her to a shooting competition. If you win the competition, then she will offer a quest to catch a dangerous criminal, for whom there is supposedly an order from Salt Lake, and before that she offers to relax and hang out (sex).

In fact, he is not a criminal, but he has money for which she covets. However, the player does not yet know this. The player is given time to independently run to Salt and find out from the sheriff that he is not such a person. ordered, and after describing the bitch, it turns out that he ordered this bitch herself.

Ambush

When ambushed, first a dialogue is played between a bitch and a pseudo-criminal, in which we are given the idea that he is not a criminal and no one is looking for him, but the sheriff is looking for a bitch for robbery and robbery. The decision is up to the player:

1. fill up both of them for profit (they have cartridges, weapons and things).
2. help the unfortunate: increase in reputation, gratitude, weapons from the body of the robber, her head and a poster with her wanted, which can be turned in for 1000 to the sheriff.
3. help the bitch: lowering karma, loot from the body of the unfortunate.

After that, the quest of relatives is given (they live in a trailer in a residential area), who will order the hero to take revenge on this bitch. The bitch will be placed:

1. - if the raiders in Cheyenne are not dead, then there, at the base, they will hang out with the rest. In the same place it will be possible to fill it up, becoming the enemy of the raiders.
2. -- otherwise, if Tommigan is alive, then in Reno among Tommigan's bandits,
3. - otherwise, if Stryker is alive, then among Stryker's bandits.
4. -- otherwise as random encounters on the world map (like the Morton brothers in FO2).

Retreat:

For the Sheriff in Salt, add two Wanted posters to the walls (or maybe somewhere else, for example, Kwokam, to push the player with these tasks) - finding Gilmour from Provo and finding Bitch.



Quest number 9. A couple of enemies

The boss is very jealous of one of the hunters (*"How I can't digest him! I'm fucking itchy just looking at him"*) and wants to annoy him. The hunter, in turn, is a charismatic cheerful person who gathers a lot of people around him, the center of attention. That's why the boss doesn't like him. Opportunities:

1. Help the boss in revenge of the hunter. How? Come up with something not particularly evil.
2. On the contrary - to help the hunter in revenge on the boss.

Quest number 10. Klaus Fuchs

(The name was chosen in honor of a real person: Klaus Fuchs was recruited by Soviet intelligence, handed over the original Trinity design to the Soviet side)

A genius builds a nuclear bomb in the basement.

Gives a quest to find and bring a pre-war toy "Atomic Energy Laboratory" with instructions "how to enrich uranium." Shipping costs 300.



The alternative is to bring him project documents from the large hangar instead of a set.

However, when leaving, there is an opportunity to find out that he is collecting a bomb, and stole money for payment. What to do - player decides:

1. Leave it as it is and take the money for yourself. If the NPC at this moment finds out that the GG is in the know, then at the next. entering the GG map will fall into a trap with an unmarked statement "This is for what you did" and without opportunity to find out who the culprit is.
2. Return the money to those from whom he stole, and this is several families at once. Next, hand over the bastard so that they kick him out of the settlement. However, it will be too late - he collected the bomb and you need to act carefully.
Options:
 - a. seize his basement, kill the Persian, but then there will be a need within a minute defuse the bomb through a logic puzzle.
 - b. leave it as it is and run away, then the city will turn into an explosion pit and represent there will be only one card with a funnel.
 - c. Wait for some special time to sneak in and have time to soak the bastard before he turns on the bomb (well, for example, he is sleeping). You can throw a grenade into the basement hatch (remember handsome Lloyd).

The toy set is placed in Reno by a slum owner.

Quest number 11. Trader's Key

Available both as part of the solution to the "Intervention" quest, and in freeplay. The key is on the neck of a dog walking in a residential area. Solutions:

1. kill the dog and take it from the body.
2. feed and touch, then she will run after the GG and it will be possible to remove the key.
3. ask the kids to drive the dog into a corner (probably in ruins), where the key will fall from her neck, and the dog will run away in player mode and will not return.

Note: Experience and karma for handling the dog change separately, and for delivering the key to the merchant - separately (100 experience and 50 coins will be enough).

Quest number 12. Tavern debtor

[The problem is too much in common with the quest in the Hole in FO2, which is a reason for criticism and is generally secondary. Better come up with something else.]

A failed hunter with only one spear left. He fails to make a decent living in the association due to the lack of a good firearm, so he gets into debt and already owes 300 bucks to the tavern. Opportunities:

1. To repay the debt to the owner secretly from his own pocket, so that the debtor does not find out exactly who did it. +10 karma.
2. Give him a loan of 300. Will not return, will disappear in six months and leave a note "*Gone, do not wait.*" No more to be found. The tavern will say that he left in an unknown direction.
3. Make him a hunter in debt so that he pays off later:
 - Find him a rifle or shotgun,
 - Then pay the debt in the tavern for him,
 - Persuade the head of the association to hire him
 - In six months, he will become rich and pay GG 500 for payment + 2000 for weapons and +1500 from himself as gratitude. Until the time runs out, he will not appear on the map.

Quest number 13. Lice

[Nonsense, don't do this quest]

Continuation of the quest in Salt Lake (see the description in the 6th Bullet Motel).

Quest number 14. Showdown

[Description not completed]

There are two leaders in the city who gather minions around them.

Also in the city there is an analogue of the Ku Klux Klan, which secretly keeps order.

The seizure of power by one of the factions revolves around the capture of a bunker under a large hangar - this gives a comprehensive control of the territory.

Acid gun assembly

[The acid gun was completely abandoned]

The location must be able to obtain an acid pistol blueprint or otherwise create this weapon.

Possible options:

- Goods from a merchant or technician (I tend to this option).
- Safe in the administration of the Association of hunters.
- Locker in one of the local buildings.

Assembly components:

- Atomizer. One copy is in the nuclear power plant, the second is with a graffiti hooligan in Reno (stealing), the third is on railway station in Salt.
- Water gun (toy). Located in Salt with the boy Robin (the one with the puzzle). It is best to put the water gun in the boy's pocket for theft or ransom. In order for the player to have a hint about the presence of the item, you can make an appropriate remark in the dialogue with the boy - a separate question *"What kind of weapon do you have? "It's not a weapon, it's just such a toy..."*
- Acid gecko skin to create a glove that protects the elbow from acid.

Points of contention:

- To be honest, I don't like this idea because it doesn't make sense. What kind of geckos are these and what kind of acid is this? However, I recall the movie "Alien", where the blood of strangers burned through several floors at the base. As a fantastic element it is perfectly acceptable.
- Now it seems to me that it is better to make a pistol not as a pistol, but as a melee weapons with a range of 2 hexes.

6. Spec. meeting

LIVING TARGET

Location: In Wendover County, along the highway. The location marker disappears from the map after visiting.

Conditions: very high probability of meeting, level ≥ 2 .

Description: A reference to a western movie whose title I don't know. The hunters repulsed the attack of inexperienced bandits and caught the last of them. We decided to mock him - they shoot in real time at a can standing above his head (you need a *sprite of a dude in a leather jacket, tied to stones and with a can on his head*). You can ask the hunters what happened. Further options:

1. Persuade the merry fellows to calm down.
2. Forcibly release the reptile. After his release, he will tell you about the current place in Wendover. After that, the cache can be opened (*what is there ???*).
3. Shoot along with the rest to argue who is bigger (bets in the form of money). In this case, the critter will be made in the form of a scenery, and the bank on the head will be in the form of a critter with 3 AP. The winner takes the loser's bet. You can make no more than 10 bets, after which the merry fellows will get bored and they will disperse.

The map is stretched out. All the main action takes place at the top of the map. Below is a federal highway, make a sign at the highway - route number 80.

Purpose: 1. Putting the player in front of a moral and ethical choice. 2. Opportunity to get a bonus in Wendover.

7. Climate quest

A quest to find *the legend of the state* - the Ailey air conditioner.

Charlatan

It's about the dude from West Wendover. No name was given to him. There is a legend that he learned to control the weather - to cause rain or drought. And he actually assembled a machine in the hangar of Wendover, with the help of which he could influence the weather for a short time. With his car, he traveled through towns and villages, making rain for a fee. However, in Salt Lake, something did not work out the last time. He was called a charlatan, the sheriff sentenced him to hard labor in hard labor, but he fled into the wasteland, taking his fee. The sheriff gives a quest to find him and punish him (best is to return him to Salt Lake). In Wendover, they are also looking for him, but for a different reason - the locals lost him, because. The dude hasn't been in his hometown for a long time. On tips and hot pursuit of a dude, you can found in New Reno.

In Reno, he complains about fate, engages in idleness, quietly thinks about dark deeds. You can play thimbles with him (success depends on the skill of the game and luck).

Upon discovery, he tells his story. In Wendover, he found and fixed a machine that makes the air oscillate and cause mirages, and even (with half success) cause rain. But something broke in her. After a series of failures, unkind rumors spread, they began to persecute him in the neck, and now he burned his miracle technique out of evil, left without income. What to do next, he knows.

In order to find the air conditioner, a tip is given (how exactly - not invented) to an old man living alone in a mountain valley near Wendover. The old man's name is Rabi.

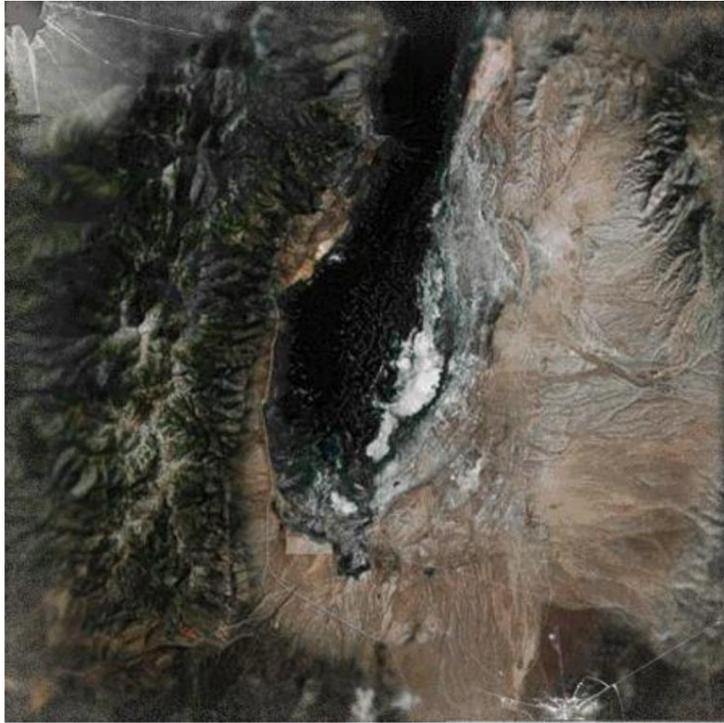
Old Rabbi

Ruby (Eng. *Ruby, Pockmarked*) - an intermediate stop for hunters from Wendover and a real point in Nevada.

Game map structure:

- There is a small dirty lake in the center of the map. Its banks are densely overgrown with grass. Among the grass is a dilapidated boat and rusty scrap metal. Also, a wooden ladder stretches from the shore, as if for fishing, parking a boat or swimming.
- Old man Rabi's shack stands near the lake. There is a small garden next to it. In front of the house is a dryer for fresh gecko skin. The skin can be stolen with a decrease in karma. The house consists of rooms: a cluttered living room (the largest room), a small dirty kitchen with a stove, a cramped bedroom. There is a toilet next to the house.
- The lake and the hut are surrounded by dense forest. You need to add more stones to the map, because mountainous area.

Loading screen location:



Only the old ghoul lives here. He has 120 HP. The old man will tell you about the mysterious rotorcraft that sometimes flies over him (clones are transported from the Collector of Souls to the Enclave oil rig), and also knows about the Ailey climate control unit, but cannot show it because of sclerosis and old bones. He is the key to solving the quest with "Aily".

A couple of hunters can randomly hang out in his shack and say what a cool man the ghoul is, and in case of an attack, they protect him from the GG. And by the way, he really should be cool - talkative, friendly, a lover of tough jokes and fooling around. (However, now I don't think so anymore)

Windmill

Miniquist - repairing a windmill that provides energy to the shack. First, we get information from an old man that he used to generate electricity on a bicycle, but now the bones are old and he cannot afford it. We dare (but do not receive direct instructions!) that it is possible to make a windmill based on its installation. We find parts for a windmill in Wendover, then we use it discreetly on a bicycle. With the help of a high repair skill, we get a windmill. We go to the old man:

Option 1: Be direct and ask for a fee. For such an attitude, he will not thank you with anything, like he did not ask and all that. You can then go and destroy your work to spite him. Important note: the old man must treat the player like a small child, i.e. without negative emotions, in a soothing tone and other "outi-way-u-lu-lu".

Option 2. To be cunning: "Something here your light bulbs suddenly caught fire, huh? Some miracles!" And he's like, "Yeah, oh look - what's behind your ear?" - "WHERE?!!" - "(Pulls out a stimulator from behind your ear) Indeed, some miracles! BUT? Hehe!"

Inquiry about the installation of "Eily"

After a conversation with a swindler in Reno and a tip in Wendover, the old man admits that he has been to Ailey, but he cannot and does not want to set off on a journey with the GG - it's scary, the places there are bad. However, it can help

with information. To do this, we find him a walkie-talkie, fix electricity (previous mini-quest), negotiate with positive karma or pay something with negative karma. It won't be intimidating. He gives a map (or holodisk?) showing Ailee's location. Further, already at the location of Ailey, using the walkie-talkie, you can contact the old man so that he advises something

useful during the passage of the area.

"Eiley" installation

Climatic experimental setup. Eily is a real settlement in Nevada, but it sounds different - Or (eng. *Ely*). The name is "replayed" for the sake of better sonority in Russian. It is better to come up with a different name for the installation - something beautiful (as, for example, major hurricanes in America are called - Katrina, Charlie, Francis, Arthur, Wilma, etc.).

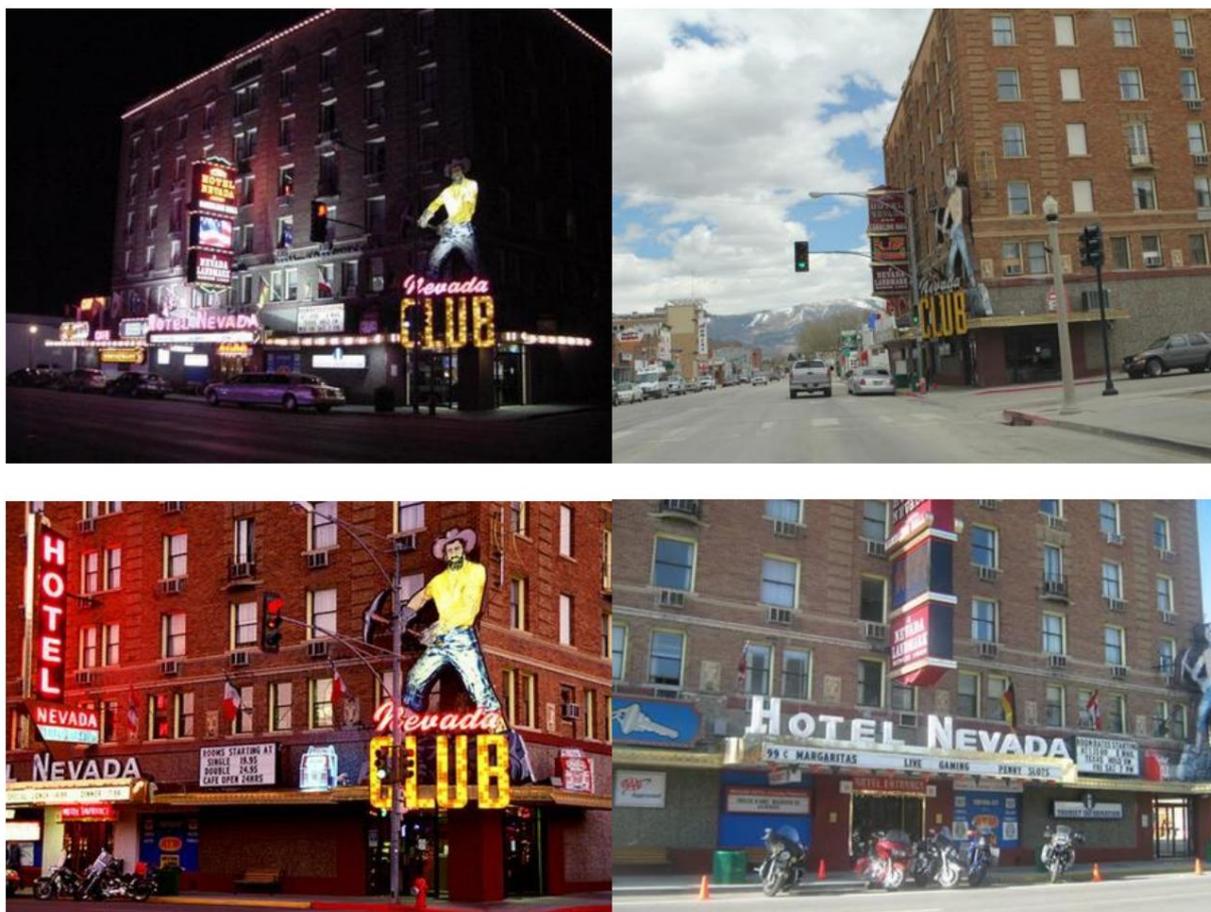
Since the place is real, it is desirable to recreate authentic objects: a railway station, a multi-storey hotel with an advertising sign in the form of a miner.

The location consists of three districts - the railway station, the ruins of the village, the air conditioner.

Railway station. It's deserted here. There are several small buildings on the map, a pyron, a water tower, many wagons, a hangar and a dilapidated warehouse (see photo below). This is the first card which the player enters when entering the location.



Village. Ruins of the pre-war town of Ailey. It is full of ruins of small buildings. In the center is a multi-storey residential building (something like a hostel). You can recreate a dilapidated advertising sign with a miner on the building from photographs for entourage.



The area is inhabited by a small closed community with a woman bishop at the head. The population leads a farmer's way of life, uses simple reanimated technologies in work and life. Brahmins roam the streets freely, there are garden beds.

Church. The population is extremely wary of the GG and will try to cunningly finish him off. At the beginning of the GG, on the contrary, he sees a welcoming and cordial attitude towards him. In honor of GG, they make a feast with poisoned food. After poisoning, the GG is placed on the altar in the church, ready for sacrifice, things remain in a box in another part of the church. Looming over him are several people who read prayers and prepare him for the procedure. The only way out is to fight them. Alternatively, consider running out of the room in combat mode and trapping the attackers inside. However, after the destruction of those in the temple, it is not necessary to destroy the rest - they will be afraid of the GG and will not conflict with him themselves, but will beg for mercy or scatter to the sides. One of the enemies inside the church has the keys to the premises,

the entrance doors of the temple are locked.



The moral of the location. The population has a bishop - a strong woman who keeps the entire population in fear and submission. She turned people against the outside world and taught them to cheat with them. She does not let anyone into the outside world. However, many doubt the justice of her policy, but stubbornly keep silent about it. The player can deprive the population of this despot and teach them to live independently and freely, or leave this dead place only by strengthening their faith in the bishop.

Option 1. Kill the bishop in any way, which will force the population to live differently. This is a rough option with little experience for the solution. The nature of the further development of the population will depend on other small quests.

Option 2. Set up the population through conversations against their leader. After that, complete some local quests (what - not invented!) And prove to everyone that the stranger is the same person as they are. Then the reputation of the matriarchy will be undermined and with the help of the GG the leader will be expelled from the settlement, and the church will be burned.

Climate laboratory. How exactly it should look like is not thought out. It is only clear that large locators, pulsators, antennas or other characteristic objects should be located outside. The laboratory itself should be located underground - one or two levels. Among the trash here you can find a pulse pistol. The passage should be of a complex, intricate nature: repairing / refueling generators, breaking doors and computers, finding passwords,

solving logic puzzles, fighting rats, etc.

What to do after starting the installation is not invented.

For the future: possible linkage with the Nevada Rangers.