

The Fallout 2 Restoration Project v1.2

Supplementary Guide for killap's expansion pack

This page is an unauthorised addendum for " [The Nearly Ultimate Fallout 2 Guide](#) " which was written by Per Jorner.

Only new information about changes and additions specific to killap's Restoration Project Mod is included here.

Please refer to Per's walkthrough above for everything else.

For technical help, (or if you can offer some help to others) please check the wiki page at [Vault - Tec Labs](#).

Last changes to this page: 31 July, 2008

- [Klamath](#)
 - [The Den](#)
 - [Modoc](#)
 - [Vault City](#)
 - [Gecko](#)
 - [Raiders](#)
 - [Broken Hills](#)
 - [Redding](#)
 - [New Reno](#)
 - [Sierra Army Depot](#)
 - [NCR](#)
 - [San Francisco](#)
 - [Navarro](#)
 - [Enclave](#)
 - [EPA](#)
 - [Primitive Tribe](#)
 - [Abbey](#)
 - [Vault Village](#)
 - [Slaver's Camp](#)
 - [Random Encounters](#)
-
- Restoration Project [Complete World Map](#) (includes RP locations), made by 'thehawk'

iii. Klamath:

1. Figure out who is rustling the Brahmin.

Talk to Maida Buckner and ask about what's going on in town. She'll mention that someone is rustling Brahmin. Examine the Brahmin behind the Dunton's place to notice they have different markings that someone has branded over. Next, accept Torr's job to help him guard the Brahmin. Kill the Radscorpions for Torr, or also accept the job from the Dunton's to scare Torr away for more xp. You can now finish the 'Guard the Brahmin' quest even after Torr runs away. Before you leave this area, check the shack and collect the Radscorpion limbs as evidence.

Back in town, you must confront the Dunton's and make them stop frightening Torr(250xp). Go back and talk to Maida, then talk to Ardin. With the 2 clues, you can prove the Dunton's are rustling and collect a reward (300xp).

2. An alternate way to kill the rat god.

by Darek

A new solution to an old quest. 4 of the wooden support beams near where Keeng Ra'at is usually found will display the 'use' icon when you examine them. Placing an explosive near one of these supports will collapse part of the cave. You get 600xp for doing this instead of 300xp for killing him in a fight. Be sure to get the car part and the hidden pistol first because these areas will be blocked off after the collapse.

v. The Den:

'Petey' is a druggie that shows up in a forced encounter asking for money. Giving him some cash (\$5) will raise your karma 1 point. This only works the first time, so don't bother giving him any more. (You don't lose karma by refusing.)

1. Find a way to get the orphans off the street.

This quest begins by talking to the poor kid, Johnny, in the SW of Den Residential who lives with his abusive father. If you listen to his story and feel sorry for him, you'll find out that Mom is the one who could help. Go talk to Mom. She'll tell you there is a big building in the residential area that would make a good orphanage, but it's full of squatters that need to be taken care of. You can kill the squatters (500xp), get them to leave peacefully (750xp), or, make a deal with them to help out at the orphanage in return for room and board (1000xp). The latter 2 options seem to take Speech skill higher than 80%, so save your game and try a few times. Tell Mom the squatters are out. She'll say to return in a few days and the orphanage will be set up - meaning no more thieving little beggars in front of every door. (You must actually visit the orphanage for the thieving children to stop appearing.)

Also, stop by and see how little Johnny is doing. You'll receive an extra 500xp for helping him find a better life.

2. Return Anna's locket.

This is not a new quest, only a new item. The diary is found under the bookshelf where the shovels are. Looking at it in inventory will give you the clues needed to solve Anna's quest (if you didn't already know), then 'Use' the diary for 100xp.

3. Help Lara attack Tyler's gang.

This is another original quest that has changed. Instead of having to fight all of the gang at once, you only have to fight some of them at the church. After that

battle is over, Lara will ask you to go with her to the party in Den Residential and fight the rest of the gang. You can take time to rest and heal first, but you cannot get out of finishing the job. You will then need to go back to the church to talk to Lara and receive payment.

vi. Modoc:

There are no changes to the plot or quests here, but something else that is new because of the Restoration Project, and this is the first (maybe the only) location where it is likely to happen.

As killap mentions in the RP read me, your character, and NPCs can now take damage from the outhouse explosion and/or falling through the trap at the Ghost Farm. While this may not be immediately apparent, if you suddenly notice that you are unable to run, or that your NPC characters are avoiding combat, it is a good chance that someone has a crippled limb.

Unlike hit points, crippled limbs do not heal over time. You will need doctor skill in order to solve this problem, as first aid will not help. If your doctor skill is low, you can try it several times and hope to be successful. The doctors bag will help also. If not, then you will need to find a doctor (maybe Vault City) that can heal the broken limbs.

viii. Vault City:

1. Resolve the problem with the nearby village.

Once you finish exploring around Gecko and scouting the route to NCR, Sgt. Stark will put this village on your map and ask you to go kill the molerats there. Kill all the molerats (for 800xp + kills and \$750), or, talk to a resident and learn that the molerats are the only reason Vault City hasn't invaded to take them all prisoner. You can accept another quest to help out the village by buying some guns for them to defend themselves, and Connor will give you \$10,000 for expenses. See [Vault Village](#) section for more details.

ix. Gecko:

info from Darek

You can provoke an Enclave vertibird assault by using the computer in the reactor. This must be done before anything else you choose to do with the reactor. The commands to enter are:

- a. Action:
- b. Some kind of network . . .
- c. Access Codes, X, Y, Z
- d. List other stations
- e. [more]
- f. Everything is shut down except for the ENCLAVE . . .

He can't see you, so have as much fun with the talking head as you please. He will send a team to find you anyway. The encounter should happen shortly after you leave Gecko, but might be random. You can try to talk your way out, (speech skill greater than 85%) or fight them.

x. Raiders:

The Raiders base is now impossible to find except for two ways:

- a. Get the map from Bishop's safe. (You need to 'use' it from inventory.)
- b. Exit Vault City to the world map around midnight, and you have a chance of spotting the raiders. The higher outdoorsman the better, but since you can enter/exit until you get it, you don't need a very high skill.

When you choose to follow the raiders, there is another outdoorsman check to decide which entrance to the raiders you get. One is through a cave (bad) and one through a well (good). Again, you don't need a high outdoorsman skill, but it will give you a better chance for getting to the well entrance.

(If you choose the second option to find the Raiders base, you will have to leave your car behind and walk back to wherever you left it.)

Only when you enter through the well can you end the raider threat peacefully. Climb down and sneak to the tribal "Shadow Who Walks" and talk to him. Convince him to stop working for the raiders. (3000xp.)

If you leave after talking to "Shadow Who Walks" the raiders will all leave and there will only be containers to loot.

xi: Broken Hills:

1. Determine whether Chad is skimming money from the caravan runs.

You get this task by talking to Marcus. Go talk to the caravan guards and find Max, the only guy in green armor. Max will say that he knows Chad is guilty, and keeps accurate records of it in his house. Talk more with Max and it turns out that he designed the complicated lock on the door, and tells you how to unlock it. Chad's house is on the far end on the E side of town. Unlock the door and check the desk for a briefcase.

Once you have the briefcase, there are 2 ways to complete the quest. You can confront Chad with the evidence and bribe him. He'll pay \$1000 for you to let him get out of town and you get 750xp. The other way is to tell Marcus. You won't get the money, but you'll get 1500xp instead.

*If you have the the gas mask or Environmental armor from the EPA, it will protect you from the damaging gas in the mine.

*If you are playing with the NPC Armor Mod installed, you can obtain a Kevlar Armor for Dogmeat here. Talk to Liz in the hardware store and ask her if she has something special off the shelves. She will set you up for a mere \$2000, but only if you have the dog in your party. Talk to Dogmeat, Woof! Woof!

*There is no one with Combat armor in Broken Hills. For those that need additional help finding Max, he is the one wearing green-looking leather armor, standing right outside near the back door, and the ONLY person in that area that is NOT wearing black leather.

xii. Redding: *info from Darek*

Cure Fannie of her jet addiction.

Fannie Mae is a 'hostess' working in the Malamute Saloon. After you pay for her services, (\$60) she will tell you a sad story and ask for even more money to pay off a debt she owes. If you give her the \$200 she wants, Lou will tell you that you are not helping Fannie any because she is addicted to Jet. Once you get the Jet Antidote from Dr. Troy in Vault City (or San Francisco), you can ask Lou to slip it into Fannies drink. This will earn you 1000xp.

To make Fannie OD, do the same things as above, until you give Fannie the \$200. After that talk to her again and she will tell you she needs even more money. If you give her the \$150 she asks for she will eventually OD. Leave the map and when you come back Fannie Mae is gone. Talk to Lou and she tells you you're an "idjit", but nothing else happens.

xiii. New Reno: ***info from Darek***

The 'Barking man' is a new character that you can help, and get some experience points from. See EPA section for more details.

'Three-Card Monte' is a new character that can be found near the big sign between Virgin street and Second street. You can gamble with him (but he cheats). He can also give you information about the Richard Wright OD, Pretty Boy Lloyd, Your missing car, Eldridge, and the location of Golgotha. He will sell you information, 100-200\$ each (speech check I guess) but there is another way. He cheats at cards so why not cheat him back? Steal his deck of cards and replace it with a marked deck. (The only marked cards I found were on a shelf upstairs at the Desperado.) After you've won a few times, he wont be able to pay you his debt, so you can get information for free. (I don't know if it only works once). For him to give you quest info, I guess you have to have the quests active.

'Nikki' is another new character that can be found in Salvatore's casino in the back room. She knows where Pretty Boy Lloyd is hiding. You can bribe her into telling you for 500\$. This is what he owes her for her part in the scam. You get 250xp. If you threaten her, she only tells you she's heard he's staying at the Desperado, but won't say he's in the boiler room and you get no xp. There is a speech check, but I don't think it's very high.

At the Shark Club (Bishop's casino), female characters can now dance, and male characters can now be a comedian, and get paid for it: \$300 every time and 150xp the first time for Male comedian. (CH 8, or speech 76, or ? to tell a good joke. A bad joke gives no reward.) \$250-350 (it seems to vary) every week and 150xp the first time as a female dancer. (CH 7, or AG 7, and the previously unknown requirement of being a porn star.)

An extended way of getting to the Stables as a woman:

Talk to Jules and pay him \$75 to tell you about the Mordinos. Ask him all you can about Jet, ("factory?" and "maker?" questions) to find out about Myron, and that he receives prostitutes. Talk to Jagged Jimmy J next. Ask him where he gets his Jet, and more about Myron. You should then have an option to ask him about meeting Myron. Choose the one with "How do I meet this Living-God..?" Now you can ask Miss Kitty and volunteer to be the next girl sent to the Stables. You get 500xp for this, but I think you would get the same for finding the Stables anyway. Females can also get the experience for this even after getting

experience for finding the Stables another way.

xvi. Sierra Army Depot:

info from Darek

If you contaminate SAD by extracting (dropping) a virus, this will now prevent the Wright family from gaining access. This means that they won't be able to take over New Reno with arms anymore (they can still do it peacefully though). If you want to bring Skynet with you, you have to extract the virus before you extract the brain, since the robot explodes after fetching the brain. After the virus has been dropped you only have a few minutes until the place is completely contaminated, but it's enough to assemble Skynet and get the hell out of there.

xvii. New California Republic:

info from Darek

Ranger Safe Houses:

There is a map on a table in the back room of the building where you meet the Rangers in NCR. 'Using' this map will put the locations of the 3 safe houses on your world map.

1. Wipe out the Rangers' safe houses to the north, for Vortis the slaver.

I suppose you get this quest as an evil character, after delivering the map.

2. Wipe out the Slaver Camp to the north west, for the Rangers.

You can learn the location from Metzger (speech 61%) or from one of his slaves after you've freed them. Both require that you have talked to Sulik and gotten the "Find Sulik's sister" quest first. You then have the choice of going directly to the camp to wipe it out, or going to NCR and tell the Rangers about it. You can persuade the Rangers to assist you if you need some extra help taking care of business. Either way you do it, report back to the Rangers for 800 XP.

*Note: Obviously, you can only complete one of these quests or the other. If you give the map to Vortis (to fulfill his quest) the Rangers at the safe houses will all be dead when you arrive. You may also encounter angry Rangers, even if you joined the Rangers, killed Vortis, and have otherwise been playing a *good* character.

xxi. San Francisco:

These are not actual quests and will not appear in the Pip-Boy, just a couple of extra things you can do.

1. Find the missing biology corpse.

info from Darek

When looking through one of the Shi Biology workstations, read about the Xeno program. You'll find out about a missing body, and that the Hubologists are suspected to have stolen it. The corpse can be found in an icebox in the far SE of the Hubologist map. Return it to Dr. Wong for 800xp or 500 in cash.

2. Find the location of the Hubologist stash.

If you can hack in and search the files of the Hubologist mainframe computer,

this location will be added to your map. When you arrive, a guard will ask you a question to prove you are a Hubologist. If you kill him, you won't be able to enter the building. (I didn't try explosives.)

There are three different questions he might ask:

- a. Who was the founder? = Dick Hubbel.
- b. The church believes everything is symbolized by? = A turning wheel.
- c. What is meant by Enlightenment? = A state achieved when the seeker has gained so much knowledge he becomes an integral part of the universe and leaves this earthly existence behind.

The treasure is all on the 1st and 3rd floors. On the third floor there is a guard, but you can tell him you are there to take over his shift and he will leave. (Talk to the robed guy on floor one so you have his name to bluff the guard with.) You can then loot the room in peace if you want. (I never join the Hubologists, and since you don't receive any experience for finding this place, killing the guards is good for 350xp each.)

This is not a complete list of everything, as Per would have done, but here are the most useful items:

| | | |
|--------------------------|-------------------------|---------------------------|
| Sniper rifle | large cell (300) | Rad-X (6) |
| Light Support Weapon (2) | 2mm EC (150) | First Aid kit (2) |
| .223 pistol | Leather armor mark II | Neural Interface |
| Flamer | Combat armor (2) | Stealth Boy |
| Super cattle prod | Scout manual (2) | Motion Sensor |
| .223 FMJ (3700) | Dean's Electronics (2) | Mirrored shades |
| explosive rockets (2) | Big book of Science (3) | Electronic lockpick MK II |
| AP rockets (2) | Cat's Paw (2) | an <u>expired</u> GECK * |
| Flamer fuel (50) | Guns and Bullets | Gold nugget (4) |
| 10mm JHP (144) | Stimpaks (24) | \$10967 (in the 3 safes) |
| small cell (440) | Rad Away (11) | |

* (Thanks to *thefhawk* for pointing out that this GECK is useless.)

xxii. Navarro:
by Darek

The vertibird that is flyable is at navarro. Two things are needed to get it to fly. First, you have to talk to Hakunin in Arroyo, after you get the fourth dream. Secondly, you need a yellow reactor keycard. This is a special type of yellow keycard that can be found on a corpse near the wreckage in the Klamath canyon, an Enclave guard from the Gecko verti assault encounter, or an Enclave guard from the secret desert transaction.

There are two ways of doing things from this point, sneak/speech or kill everyone in sight. When you first try to get in the vertibird, a guard will stop you and ask what you're doing (assuming he is still alive). You can convince him you really need it, but if you're unable to, there's always the more violent approach.

Once in the vertibird, you will be asked to insert the yellow keycard, then

discover that you need to realign the satellite first. This is done from a terminal in the building to the right:



You have to pass a sneak check if there are any guards still alive close by. If you fail the check twice the guards will attack. Use the computer terminal to realign the satellite and you are all set. Just jump into the vertibird whenever you are ready to fly to the Enclave.

***Note:** The effect of flying the vertibird from Navarro is the same as taking the tanker from San Francisco. You will need to defeat Horrigan and destroy the Enclave, thus ending the normal game. *You will not be able to leave until you have done so!*

xxiii: Enclave:

by yautja187

**added info from Darek*

1. Set off the nuke on the Presidential level.

You must have the Presidential Access Key and the red keycard from a scientist on the reactor level (the one with the Enclave soldier right next to him). When you have both keys, use the control panel next to the bomb.

*** WARNING:** There doesn't seem to be a way to successfully set the bomb, it always blows up in 5 seconds. Save your game before you mess with the nuke!

"Bomb has been activated and will detonate in T-minus 5 min . . Error in countdown procedure. Countdown restarted at T-minus 5 seconds. Please make sure you are at least 80 miles from the blast area. Have a great day."

xxiv: EPA:

::Disclaimer:: This walkthrough assumes you are playing a rather normal game with greater than 4 intelligence, decent speech, repair and science. The following order of actions/quests is, in my opinion, the fastest and most efficient way to complete this area. That being said, it is also a matter of personal preference so feel free to do it however you like, but don't get all fussy when something doesn't quite go the way I say it should. Furthermore, this is killap's mod, not mine, so please don't crucify me if there is any incorrect/inconsistent information.

The EPA is an abandoned (mostly), pre-holocaust, experimental facility with lots to offer any character of any level/progress in the game. If you like to get relatively advanced gear early on (especially energy weapons and drugs), then by all means, visit the EPA as early as possible (probably shortly after freeing Sulik's sister). If you prefer to progress "normally" through the game (non-meta-game), you should probably visit it around the same time you would normally start doing any New Reno quests. The EPA is located pretty close to New Reno, so I would recommend visiting New Reno and speaking to Jules to get the location of the Stables (follow the Mordino family dialogue tree).

Before you leave, find and speak to the barking man, who is located in the very back of the building that is northwest of Jules. He'll be barking and scratching (See "Screenshot 00", "Z"). If you have 75 science, you can determine that he has a case of epilepsy (more about this later). Myron is of course located at the Stables, and with high enough science (75) you can get a temporary badge from Marjorie to visit him if you ask about her clipboard notes and follow that dialogue tree. The other method is to follow this path of dialogue -

1,2,2,1,3,2,1,1,1,1,1.



Now go see Myron and convince him to join you, and then when you try to ditch

him, he will spill the location of either the EPA or Golgotha in an attempt to get you to let him stay. This is the first of two known methods. The other is hit or miss, and involves traveling around the New Reno area until you get the "Traveler" random encounter. The Traveler will put two random locations on your map if you ask; sometimes you get EPA, sometimes not. I would advise not wasting your time hoping to get this. Instead just go to Myron, unless you're playing a stupid character, in which case I wouldn't even bother going to the EPA because in order to get the most out of this area, you'll need decent repair, science, some speech (between 55-75 of each in most cases), and of course, intelligence.

***Note:** Make sure you have a rope *before* traveling to the EPA, as you will require it to gain access to the facility for the first time.

***Note:** The Solar Scorcher has been moved from Guardian of Forever to the EPA and Myron is needed to be able to get it. You must talk to Myron first and ask him about *how* he made jet. Talk to the Doctor and ask him what other drugs he has made, then if he has heard of jet. You can then introduce him to Myron. After talking to Myron, the Doctor will be so impressed that he will give you the Solar Scorcher

Upon arriving you will be warmly greeted by many EPA Spore Plants. As is the custom in the great wastes, greet them back with sizzling hot rounds from your choice of the many fine weapons in today's post-nuclear utopia. Be sure to kill all of them, including the ones just northwest of where you arrive.

From here proceed directly south to the green exit grid.

-- Southeast Warehouse Map --

If you do not have a piece of "junk" in your inventory, go ahead and grab some from this map for quest #2, they are laying around practically everywhere.

Proceed inside to the warehouse facility to meet the doctor, (the only living human of the whole EPA, not including his prisoners). There isn't much to loot from this map, only 5 test tube racks (worthless), bug spray, and the gas mask (see "Screenshot 0", "X") which you will need once you are underground later on. The mask is located in the southeast corner of the warehouse, hidden behind some blue storage crates, partially showing. (To use it, make sure it is in your active item/weapon slot; similar to the CH+1 sun glasses for example). The gas mask can also be used to protect you in the Broken Hills mine.



NOTE: There is an alternate entrance to the underground facility that is located in the southwest corner of the map via a sewer drain partially hidden by a large group of rocks. You will not be able to enter right away due to lack of a password, so just take note of this for now, and once accessible, you can use it as the main entrance to the underground compound if your mutated heart so desires.

Actually, you **CAN** enter an important part of the base this way. It will take you to E2½ (see 'Blue level' section below) where you can easily collect some very nice items.

***NOTE:** You may receive only one of the following two quests from the doctor initially, based on your stats.

Darek simplifies this as follows:

- Science skill at least 71% or Speech at least 101% = Gecko Pelts Quest.
- Science skill below 71% and speech below 101% but at least one of the weapons skills at 71% or more = Get the Drill Quest.
- Science skill below 71% and speech below 101% plus none of the weapons skills over 70% = No Quest at all.

1a. Collect Gecko Pelts for the Doctor. (0xp)

Pretty self explanatory so I'll just give you a nice little tip or two. Smiley the trapper (Klamath) has 10 you can steal from him, how convenient. Otherwise just scour the wastes for gecko encounters (assuming you have the gecko skinning perk from Smiley). Once you have 10 golden gecko pelts in your possession, return to the doctor for quest #2.

1b. Find the tool the Doctor left behind. (750xp)

If you don't have enough science skill, the doc may have use for you yet. Once

he gives you this quest, you will now have access to a map which you can travel to via the green exit grid which is now located northwest of the warehouse. This area is swarming with floaters, nasty centaurs, fire geckos, and giant mole rats so be prepared. The best way to describe the location of the drill is to just head straight south until you get to the boards that are hovering over the green radioactive area. Now head west all the way to find the drill. In terms of actual directions, take a right at the first fork, and at the next intersection go through the middle passage. Once at the boards, take a right (west) to find the drill. This is also a great area for experience, so if you have the firepower and a strong will for destruction, clear the whole area for some great exp. Upon returning to the doctor victorious, he will actually be extremely surprised you even made it back alive. Apparently he was sending you to your death. Well, jokes on him, but unfortunately he won't give you any other quests. So you may want to consider adding some science and trying quests 1a and 2.

*Hopefully you have high enough skills for quest 1a, and have the 10 pelts already in your inventory so you can get quest 2 immediately. You may be saying to yourself "Well jeez, wouldn't I want quest 1b since I get exp?" And I would slap you and say "No man!" Believe me, you will probably want the reward for quest #2.

Now it's time to head to the main underground facility so at this point you should travel back to the area you first arrived by heading back northeast to the green exit grid. Once back here, just head directly west, fighting through the small pack of wild dogs, until you come across a large dome-shaped air vent. Attach a and rope and descend. (75xp)

-- Main Underground EPA Facility --

Nothing really to note down here, so just head north and fight your way through the critters. Eventually you will come to a small corridor with an air vent on the north wall, at which point your character will say "I bet I could fit through that vent". Well guess what, you *can* fit through the vent. (see "Screenshot 1", "A") so go ahead and click on the vent to emerge into the Utility Level of the main facility.

Screenshot 1



As for the basic layout of this facility; for all intents and purposes, all you really need to know is that it has a West elevator, an East elevator, and a main elevator. The main elevator, which is located in the center of the facility (connects to the surface), is permanently out of order, so don't even waste your time poking around at it. Feel free to loot any of the accessible lockers/desks in this area.

Another note: There are quite a few 'dormant' robots in this facility. If you feel like trading ammo for experience points, you can destroy most of them in relative safety. Only those in the immediate vicinity will turn aggressive if you attack one. Once you get the access keycard from the Director of Security, all but the ones on the utility level will vanish. I don't know if destroying them will upset the Director of Security or not.

Before I go any further, I am going to start abbreviating the floors which are associated with both working elevators. You'll notice that each elevator has 4 levels, the Utility level which you start on, and sub-levels 1 through 3, which are conveniently color coded by their trimming (where the floors meet the walls). So here's the basic Key for you to follow:

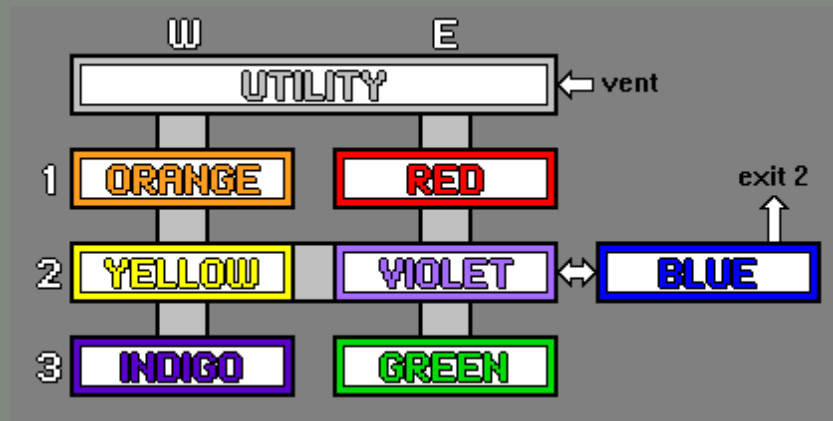
East Elevators with appropriate sub levels - Abbreviated by the letter E and followed by the number of the sub-level:

- E1 - Red Level, East Sub-level 1
- E2 - Violet Level, East Sub-level 2
- E3 - Green Level, East Sub-level 3

West Elevators with appropriate sub levels - Abbreviated by the letter W and followed by the number of the sub-level:

- W1 - Orange level, West Sub-level 1
- W2 - Yellow level, West Sub-level 2
- W3 - Indigo level, West Sub-level 3

If by now you've visited one of the information terminals near the elevators and you're wondering where the "blue" level is, calm down I'm getting there.



Once you're finished with the Utility level, head to the West elevator and descend to W2. You will notice that this is the only sub-level that connects to its adjacent sub-level counterpart - E2. The lockers in between don't really contain anything worth noting here, but feel free to check them out. Just don't forget to have your gas mask equipped. To the far east end of the contaminated area with the lockers, there is a large computer called "Mr. Chemmie" (see "Screenshot 2", "B"). Depending on your science and the current ingredients on you, you can make various types of drugs. The nice thing is, the facility is littered with all sorts of different ingredients, so if you love making drugs, come back here later once you have what you need.

**Darek adds:* To the right of Mr. Chemmie, there are two vents. (see "Screenshot 2", "C") clogged up with goo. Click on them to unclog for 50xp each. Once the vents are cleaned, you no longer need the gas mask for this area.

If you have Cassidy in your party and science over 100%, Mr. Chemmie can make heart pills for you. (They can also be found in NCR). Use them on Cassidy and he will no longer die when using drugs. - The heart pills will not work if you have the talking head mod for Cassidy installed.*

Screenshot 2



2. Fix EPA lighting problem. (500xp)

Now backtrack to the yellow area where the hologram is, and examine the top-most generator (see "Screenshot 3", "F") with science. Once you figure out that you need some junk to repair it, you guessed it, use the junk you picked up earlier on it and..... let there be light! This concludes the quests associated with the doctor in the warehouse (sort of) so head back to him at any point to complete the quest. The doctor's final request is that he wants you to be his guinea pig for a serum he created. Go ahead and accept as this will increase your Agility by 1 permanently!

Screenshot 3



Now let's continue to W1 to receive the remaining quests from our holographic friends. Loot this area to your hearts content, then proceed to the room with 2 computer terminals and 3 large machines on the wall that have 4 reels each (next to the room with the holograms, separated by a double wall). Use the left computer terminal (see "Screenshot 4", "K") and run a diagnostic to determine the issue. Now use repair on the same terminal to repair the magnetic coil (100xp), which will now enable you to speak to the 4 holograms in the other room that you've been dying to chat with.

Screenshot 4



Let's start by speaking with the Director of Ground Maintenance (see "Screenshot 4", "H") to get your reward for quest #3 which you've already completed (that's how I roll).

3. Clear out the plant problem. (300xp)

Assuming that you killed all of the plants in the beginning like I suggested, speak to the Director of Ground Maintenance for your reward. He will give you a key that will give you access the to the two locked storage buildings (on the surface map with the spore plants, to the west) on the surface which quite honestly has very worthless items, but if you like to hoard weird and useless items be my guest.

**Darek adds:* One of the locked storage buildings on the surface map actually contains a very useful object, if you have Dogmeat in your party and like to keep him alive that is. There are two cans of dog food there. Use the dog food on Dogmeat and he regains full health when injured. I don't know whether it works like the first aid kit and disappears randomly after using it, or if it lasts forever.*

4. Fix the Voice Computer. (500xp)

Back at W1, speak with the Director of Security (see "Screenshot 4", "I", he's the destructive tweaker in regular power armor) and he will ask you to fix a computer for him. The computer is located back in W2, (see "Screenshot 3", "E") and is easy to spot (makes *BEEP!* and *BOOP!* noises etc...). Use it and run the diagnostic to determine the problem. Now simply use science on the terminal to call it a day.

At this point, take one of the lifts down to level 3. It doesn't matter if you go E or W. Both E3 and W3 have many doors that need a password to open them. These will show a list of false passwords to choose from.

Once you're done trying doors, return to the holograms up on level W1. (see

"Screenshot 4", "I & J") The Director of Security will give you an access key that will unlock every locked door in E1. The Director of Public Relations is more reluctant. Using your powers of persuasion, (61%, and she will always say no the first time you ask,) convince her to give you the password (ABRE) required to gain access to various locked doors throughout the facility (with the exception of E1, and the door that leads to the "Blue" level, which we'll talk more about next).

5. Fix the hologram that speaks with static.

For this quest head to E1 (since I know at this point you're well on your way here anyways) and unlock the door that leads to the hologram (see "Screenshot 5", "M"). After speaking to him you will realize there is an issue with his voice computer as well. The flashing red column of lights (see "Screenshot 5", "L") to his right (your left) needs to be repaired, so go ahead and use science or repair on it, then speak with the hologram again. Remember the alternate entrance I mentioned earlier? This hologram will give you the password of "FLOWERPOT" to open that door which leads to it if you ask. This door is located in the south area of E2. This will lead to another area which I like to think is the "Blue" sub-level that all the information terminals mention, but have no details on. I'll go into further details of this area (which you definitely want to visit) later.



6. Fix hologram 00000. (500xp)

Head back to W2 and talk to the hologram (see "Screenshot 3", "G"). Try and determine what's wrong through dialogue, and then use repair on the computer located on the wall (see "Screenshot 3", "D") to his right (your left) to fix his voice problem (he only speaks in binary). Once that is repaired, speak to him again to reboot him. This also crosses off a quest on your pipboy, so congratulations you just completed the final EPA quest.

--Area notes/items worth mentioning--

I'm not going to go into details about every single item you can find in the EPA, and exact coordinates of its location, but this is where I'm going to point out goodies that I feel are worth noting in case you missed them and also some other information that will lead to quests that don't directly fall under EPA in your pipboy.

E1- The areas most noting here are the north and south locker rooms. Nothing special in the south except the Rocket Launcher. In the north, be sure to grab: Electronic Lockpick MKII, Laser Gatling Gun, PPK12 Gauss Pistol, YK32 Pulse Pistol.

E2- The only thing I'm going to mention here is that the south door which requires the "FLOWERPOT" password leads to the Blue level.

E2½ (Blue level)- The reason I like to call this the "Blue level" is because there are terminals that refer to such a level, but lack any details concerning it's nature. Although this level does not have any type of blue trim, it's really the only other area that would qualify. Starting with some of the items; in the single brown crate that is relatively centered on the map, you will find some cool environmental armor (AC is kind of low but it has great resistances, and is quite useful if you haven't done the Broken Hills mine quest yet). There's a room to the far east with two workbenches and some lockers. If you are stuck wondering where the heck the alternate exit to the surface is (see "Screenshot 6"), head to the far west rooms with the large stacks of blue and brown crates. There's a hidden wall punched out in southwest corner of the room with the brown crates. That ladder leads to warehouse map with the good ol' Doc.

**Darek adds:* You must have perception of 7 or more and examine the scrap of paper with a password (found on a workbench) to open the locker with the Laser Rifle and Laser Pistol.



E3- The computer under the "Bio-Storage" sign will give you various information regarding critters and such.

Access the file on botany and then download the information to a holodisk for the Abbey quest. Be sure to check the storage tanks for two different types of seeds. If you're bored, plant the experimental seeds in room to the north (use the fertile ground, see "Screenshot 7", "N") for 100xp and wait a day or so. Eventually a glorious spore plant will spawn and henceforth need to be eliminated.

**Darek adds:* Planting experimental seeds in EPA garden does not always produce a spore plant, sometimes it's just a harmless bush, I think it's completely random.*

As far as I know, you should be able to bring the non-experimental seeds to Arroyo and plant them in the garden, buying you more time to find the G.E.C.K.



W1- Nothing to note here, just be sure to check all lockers and such for anything you might want.

W2- See W1.

W3- Starting with items in the northwest locker room, I'll make note of: Plasma Rifle, misc meds/drugs, misc ammo, M60, and an Assault Rifle. Be sure to visit the beeping terminal (see "Screenshot 8", "O") to the east to find out some interesting information about the experiments of the facility, and also to obtain a cure for epilepsy (guess how this comes into play). If you keep searching, you may find a hidden note on fluoridation of water for 200xp. To the far middle-west room, there's a talking toaster (see "Screenshot 9", "P") by the name of "Brave Little Toaster" (anyone remember those books?) Speak to him and find out he needs to be repaired. Go ahead and repair him for 450xp, and speak to him again for some gamblings tips. Apparently he has an IQ of 6000 and knows of a way to "jinx" any slot machine, making it dump out its entire reserve of coins directly into your big fat purse.

To the north there is a terminal which will release one of three possible subjects, based on your stats, from the cryo chambers. Talk to them and watch what happens.

Darek adds:

The three test subjects:

- One who will die - speech skill highest.
- One warrior who will teach you 20% unarmed - melee skill highest.
- One spy who will teach you 20% sneak - sneak skill highest.

Your highest value of melee, sneak or speech will determine which character gets extracted. If two of them are equal, it will be random which one of those you get. If all three are equal you get none, but can then try again if you change your skills. You can only extract one test subject!*





This concludes my walkthrough for the time being. If killap changes anything in any future patches I will do my best to update it accordingly although I may be slow to do so, as I will be deployed to Iraq from 2008-2009. Good luck!

xxv: Primitive Tribe:

If Sulik is with you when you come here, he will effectively leave the party to stay and talk with his old friends. You will need to wait a day or 2 before talking to him and asking him to travel with you again. Don't leave any important inventory items with him unless you plan on trying to steal or buy them back.

1. Find out what's haunting the tribe's shaman.

I got this quest by just talking to the shaman. You need to examine the dead girl in the wilderness area to the South first (with the binoculars) to determine she died a horrible death and her soul cannot rest. (You do not need to search the corpse or take the rock.) Back at the shaman's tent, wait until midnight and talk to the ghost that appears. Talked to the shaman again and there will be a ceremony that finishes this quest, and 500xp.

2. Collect some weapons for the tribe's warriors.

I had to do this before anyone else in the tribe would talk to me. In the NE tent is the leader of the tribe's warriors. He will ask you to find 5 spears and 10 knives and give you 300xp for doing so. There are a few in the wilderness area to the South, but probably not enough.

3. Fix the well for Marli and the tribe.

The guy standing next to the well has to give you this quest. Use a rope on the well, (get the 'hand/use' icon and then select the rope from your backpack,) then talk to Marli again. You can pick up the nearby bucket, but you can't do anything

with it until he tells you the job isn't finished. 'Use' the bucket from the backpack on the well again and collect 400xp.

4. Sulik's sister is missing, find her.

I got this quest from Sulik. Metzger, in the Den, put the location of the Slaver's Camp on my map when I asked him about his business. (Speech skill required = ?) The slaves that you free from Metzger will also tell you where the camp is. Freeing Kurisu from the camp automatically takes you to the Primitive Tribe.

5. Find out what happened to the hunting party.

You must complete the "Find out what is haunting the tribe's shaman" quest before you can do this one. I also had to wait a day or two before the leader of the warriors would give me this quest. Talk to the guy guarding the cave and he will let you in. Just kill the Golden Gecko and listen to his story. (600xp)

6. Collect firewood for the tribe's fishermen.

The woman in front of the tent in the fishermen's area will give you this quest. There are at least 4 piles of firewood in the wilderness South of the village. Bring her 3 of them for 200xp.

7. Get medicinal plants for the shaman.

by Darek

After you rescue Serin, the injured hunter, you will appear in front of the shaman's tent. The shaman will thank you, then you can ask him if there is anything else you can do. He will tell you to bring him 5 Xander root and 3 Broc flowers. You get 100xp and some healing powder for giving them to him.

xxvi: Abbey: *info from Darek*

Father Tully in New Reno will tell you about this place and put it on your map. He'll also give you quest 5 below. You can find it just by exploring if you want to get here earlier, but you won't get quest 5 until you talk to Tully.

1. Kill the beast beneath the church.

You must ask the head monk on the third floor about a GECK in order to get this quest. He will then send you to look for brother Thomas and a missing book in the basement.

In the basement are a few mutated rats, several Radscorpions, and a big tough Deathclaw you will need to fight through to find the body of Thomas, and the book. (for 500xp + kills) Get the book from the corpse of Thomas and take it to the head monk for 200xp. (or \$250 and 0xp if you sell it to him.) Paul will then give you an access card for the computer. Be sure to have the book when you report back to the head monk. He will only ask you for it once. (You can get the access card and 50xp by killing the Deathclaw, but the book is useless to you.)

2. Deliver the machine part to brother Max.

Elaine, the 'stout nun' on the second floor will give you this task. Max is in the copying room in the E section of the basement. To get there, look for the door on the ground behind the guy preaching in the large chapel area. Max will give you a scout manual and 100xp.

3.Repair the waterpump and report the status to the headmonk.

Talk to the head monk or Dave, the merchant, to find out the water pump needs to be fixed. After examining the pump and discovering it needs a motor (this gives you 100xp) talk to Dave again. He'll say you can find a motor at Harry's in Vault city (which will cost you \$500). When you have the motor, you can talk to him again. He will ask if you want him to fix the pump (300xp) or if you want to do it (800xp). If you do it, use the motor on the pump first. You will then get a message saying that perhaps tools would help. Pliers or a super tool kit will work. (There are pliers on the bookcase closest to the door in Trader Bill's shop. A wrench does not work) Report back to the head monk for another 50xp.

4.Find out who is digging up the graves.

Samuel, the gravekeeper will give you this quest, along with a clue to solving it. Talk to the farmer, Mr. Peterson to the South. Wait until midnight and talk to the old man around the graveyard carrying a shovel. His name is Tom and he's so poor he has to steal food and rob graves for a living. Tell him to go ask Mr. Peterson for help, and get 1000xp.

5.Inform brother Thomas and father Tully about the whereabouts of each other.

When you get back to New Reno, you receive 750xp experience for telling father Tully that Samuel was fine. You can get 500xp more for bringing him a bottle of Abbey wine, which can be obtained from one of the monks in the W side of the basement.

6.Bring a lighter to brother Hank.

Hank is the moonshiner in the W basement. Officer Darrow in VC Ammenities "A" has a lighter for sale. One of Becky's male guards in the Den has one to steal also. Give it to Hank in the basement for 0xp. He will give you a free bottle of the Abbey wine for Father Tully.

7.Collect information about botany for brother Paul.

[d] You need the botany holodisk from a computer in EPA to complete this quest. Once you have it, talk to Brother Paul in the second floor library again. He will tell you to upload the data to the main Abbey computer. Using the access card you received from the headmonk, log on to the terminal and "add information" for 750xp.

When you have access to the Abbey computers, you can have a blast formatting their entire hard drive from the Help/About file. This naturally turns everyone hostile, and your town reputation will take a drop.

Brother John on the second floor has a bad heart. If you give him heart pills he will give you a Stealth Boy, or you can charge him \$400. You can also pretend to sell them to him for 400\$ but refuse to turn them over, after which he won't speak to you anymore. Neither choice affects karma or town reputation, and the other monks don't care what you do.

*If you are playing with the NPC Armor Mod installed, you can obtain a metal armor for Marcus here. Talk to Trader Bill and ask him if he's found anything special, and he will offer to sell you the armor for \$3000. Marcus has to be in your party though.

1. Get weapons for Connor to be used at the nearby village.

Connor will tell you to find Joe near Cassidy's bar for help in obtaining the guns. He will send you to Harry to buy them, then you can return with the weapons for 800xp. Talking to Joe will also reveal there is a better way to solve the problem. Joe will refer you to Councilman McClure, and also tell you some ghouls might be behind the problem. If you ask Connor about the rats he will tell you the same thing, and also give you one of the amulets if you want. Talk to McClure and tell him you think you can get rid of the molerats by finding out who controls them.

In the Gecko junkyard, find the hole in the back to the hidden home of the 'Brain' rat. The rat will tell you about optimising the power plant, and you can get him to stop the molerat attacks in exchange for agreeing to fix the powerplant.

If you solve the problem without ever buying the weapons, then Connor lets you keep the \$10,000, and you can't get the 800xp.

2. Collect food (12 meat jerky and 6 fruit) for Ann to be used at the nearby village.

Thanks to Touquet for finding this

This quest is only available after solving the previous quest and giving Vault Village time to expand. (Time to wait is probably about 6 months, but I'm not sure.) Ann is in the nearest building to the right. If you ask about helping out, she will send you to find 6 apples and 12 drymeat for the village. You will get 800xp for giving them to her, or 600xp and \$200 if you make her pay.

xxviii: Slaver's Camp:

To rescue Sulik's sister, Kurisu, you must obtain the keys from Don. If you do this peacefully through talk, you can sneak away with Kurisu and take her back to the Primitive Tribe. This will cause the slavers in the camp to be hostile when you return and you will have to fight them anyway. Reuniting Sulik and Kurisu earns you 500xp and 1000xp for rescuing her.

To set all the slaves free, you must kill all the slavers first. This presented a problem for me. I had to reload 3 times because at least one of the Slavers ended up running off the map where I couldn't get him. Either make sure your skills and damage are high enough to kill them all quickly, wait until you get the quest from the Rangers in NCR, (and some help,) or lock the doors so they can't escape the massacre.

Random: Miscellaneous:

Playing the Restoration Project mod, you will find there is a much higher probability of having encounters when crossing the Wastelands. Early in the game, this will be a real nuisance and often a nightmare, running into dangerous situations your character is not at all prepared to deal with. It was killap's intention to bring the game closer to what it was originally - you should be afraid of venturing into the wastes. Read those scout manuals, and put a few points into outdoorsman skill and you shouldn't have much trouble. (The encounter rate is dependant upon your computer however, and it can be adjusted. So, if it seems unbearable, check the wiki at [Vault - Tec Labs](#) for help changing it)

Not only will you have more encounters, there are also many that never existed before. Robbers and raiders could always be certain death for low level parties, but a caravan fending off robbers can be a great opportunity. If you can keep

your NPCs out of the fight, wait until the robbers start running out of ammo and then take them down. Some of the weapons you can pick up (for free, and still far away from any town where you could even buy them - if you could afford to,) will almost seem like cheating.

Random: Kaga:

The first time you meet Kaga will be right after leaving Arroyo and heading to Klamath. Kaga says he passed the Temple of Trials and is the *true* Chosen One. Mynoc, in Arroyo, can tell you even more information about Kaga if you ask him.

There are 5 times you will be confronted by Kaga, and each time he is better equipped than the time before. He will taunt you and then attack, and you (and your party members) will get to attack him, but he always runs away before you can finish him off. (Until you meet him the final time.) The 5 Kaga encounters occur as follows:

- 1st encounter: player level less than 6
- 2nd encounter: player level greater than 5 and less than 11
- 3rd encounter: player level greater than 10 and less than 16
- 4th encounter: player level greater than 15 and less than 21
- 5th encounter: player level greater than 20

There is also a peaceful solution to avoid fighting with Kaga the second time. With luck of 9 or more, you can get a humorous diplomatic ending. With speech greater than 100, you can negotiate a real diplomatic ending.

Random: A Traveler:

The Traveler is sometimes worth stopping to talk to (the first few times). She never has anything to barter with, but I have had her give me the location of several places I would normally need to find out about from someone else, including EPA and the Military Base. She doesn't know the real names of the places though, so you have to ask about "an abandoned mine" and "an old research facility" to have her put the locations on your map.

Random: Federation Shuttle:

You can now find a phaser pistol here. This uses small energy cells, clip capacity = 12 shots, damage = 20-30, range = 25.

Random: Guardian of Forever:

The Solar Scorcher has been removed and can now be found at the EPA instead. See that section if you need help obtaining it.

Random: Vorpil Rat Cave:

You may find this place after already encountering Arthur and the Knights searching for the Holy Hand Grenade.

Here you will find the 5 nobles fighting with the seemingly invulnerable rat. Neither the rat nor knights seem to pay any attention to your party as long as you don't join the fight. This battle can take a long time, and end in different ways. The first time I had this encounter, the rat managed to kill all 5. It then came after me, and I somehow killed it with one targetted shot to the head with a

Desert Eagle. (for 0xp.) The second time, all 5 knights were able to survive and eventually kill the rat.

In either situation, you can use your action points during the battle to enter the cave and collect the Holy Hand Grenade. What interests me more is that they each carry \$500 and over 100 large energy cells (depending upon how much ammo they have used in battle) which is nice to loot or steal.

Contributors:

killap, (of course)

Darek,

SoldierOfTruth,

yautja187,

Touquet.

thehawk.

Magnus.

and [No Mutants Allowed](#) forums.

Images hosted by:



If it wasn't credited as written by someone else, then Morticia wrote it, or quoted it, or mis-quoted it, and didn't give proper credit.

If you have additions or corrections, please contact me:

k(filter)anne@easy.com

