INTRODUCTION

In a future not far removed from our own, a world filled with marvel and wonder is shaken to its very foundations by the greed and destruction of mankind. Atomic war, the once impossible threat, has been unleashed and the face of the world has been scarred forever. Endless deserts and the twisted remains of our past are all that stand in the wake of the bombs. Small pockets of life, still driven by violence, scrape together a new world in the shadow of the old.

Fallout takes place many years after the apocalypse, as humanity still struggles to pick up the pieces. Some groups have barely managed to survive above ground, either scavenging the scorched ruins of megacities or surviving and adapting through mass mutation. Communities that were sealed in underground vaults during the war are now emerging to re-populate the blasted landscape.

Striving to organize and sustain the human race, these tattered remnants of civilization are threatened by psychotic mutants, rogue computers, caravan raiders, and all manner of hostile creatures.

Welcome to the wasteland.

GETTING STARTED

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will illuminate.
3. Press the eject button and the disc tray will open.
4. Place the Fallout™: Brotherhood Of Steel™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Fallout: Brotherhood Of Steel.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.
CONTROLLER LAYOUT

USING THE XBOX CONTROLLER
1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information on using the Xbox Controller to play Fallout: Brotherhood Of Steel.

THE HISTORY OF THE FALLOUT WORLD

THE GREAT WAR
The war that devastated the majority of the world population in a global nuclear conflict was primarily a resource war. As fuel reserves dwindled, the major super powers attempted to gain control of them, leading to a race of events that would change the very face of the planet...

In 2025, as the planet’s resources dried up, the United Nations fell apart, causing many smaller nations to fall with them as financial forces swept across the globe. The handful of peace agreements between Europe and the Middle East were cast aside as they fell into a long, drawn-out war over the few remaining productive oil fields.

By late 2055, after the threat of a recently discovered super plague and the destruction of Tel Aviv by a terrorist nuclear weapon, the United States closed its borders. In 2056, the U.S. created “Project Safehouse”. Financed by junk bonds, this plan was responsible for creating large underground survival shelters known as Vaults. Unfortunately, the project ran out nine years later and the project was left incomplete, shortly after the Middle Eastern oil fields ran dry and the European War ended.

By the winter of 2065, China attacked Siberia over the last drops of oil in the world. In a desperate maneuver, both superpowers invaded neighboring countries in an effort to bolster their dwindling resources. The U.S. annexation of Canada was concluded by 2076. Canadian timber provided fuel for U.S. military needs, and Alaska was reclaimed by early 2077.

In the early morning hours of Saturday, October 23, 2077, the sky was filled with nuclear missiles. Because of frequent false alarms, few made it to the Vaults when the final alarm sounded. Most people were trapped outside the closing Vault doors. No one knows who started the war, but after two hours of nuclear devastation, no one cared.
THE VAULTS

Developed by a military contractor called Vault-Tec, the Vaults were underground installations meant to preserve Americans in the event of a nuclear war. At least, that was their official purpose. With a population of almost 400 million by 2027, the U.S. would have needed 400,000 Vaults to safely shield every man, woman and child. In reality, Vault-Tec was commissioned to build only 122 Vaults, in order for the U.S. government to study pre-selected segments of the population to see how they react to the stresses of isolationism.

Like many major military contractors, as Vault-Tec grew in finances and responsibility, it began to develop some highly experimental technologies. In a short amount of time, Vault-Tec had grown from a service provider to a full-fledged government contractor. However, unknown to their financial backers, Vault-Tec created their own facilities, independent from the larger Vault network and kept them secret from the U.S. government.

These secret, private installations were used to research the latest vault mechanisms as well as technologies that would benefit mankind in a post-nuclear environment. And this included extensive research into a substance classified as FEV.

FEV & THE BROTHERHOOD

FEV (Forced Evolutionary Virus) was initially developed in response to the “super plague” that tore through the world population prior to the Great War. Designed to push any biological entity’s ability to adapt to harsh circumstances, the substance was found to possess startling abilities as a catalyst.

Early tests created super animals - lab monkeys with greater body mass and higher intelligence. The military immediately saw potential applications and began their own FEV research. Unfortunately, the results were often unpredictable. Some test subjects quickly regressed into a state of madness, aggression, and massive physical deformity. Others showed promise and were kept for further study.

When the bombs dropped, one of the major military FEV research centers was hit, releasing huge quantities of the substance into the air. The mixture of heavy radiation and a sweeping cloud of mutagenic material turned large numbers of humans into Ghouls, and created Radscorpions, Giant Rats, and so on from the animals and plants across the U.S.

But the story of FEV doesn’t end there. Soon after, a small group of scientists began experimenting on soldiers with an advanced form of the virus, FEV-2. The results were promising, and the surviving soldiers got wise. They rebelled, took control of the scientists, and formed a new organization. To a new base of operations, these soldiers took in other survivors to become the unofficial peacekeeping force of the wasteland... they became the Brotherhood of Steel.
MAIN MENU DESCRIPTION

Pressing the START button or the A button on the controller will allow you to skip the opening movies.

MAIN MENU

The opening menu screen will allow you to choose from the following four options:

Start New Game:
Selecting this option will start a game from the beginning. When selected, you will be offered the choice of playing through a quick tutorial, or starting either a single-player or two-player game.

Difficulty
Once you have chosen the number of players, you will be offered a choice of difficulty levels:
• Pansy
• Normal
• Wastelander
• Apocalyptic

If this is your first time playing this genre of games you may want to play with the Pansy setting. If you are an old hand at this kind of action, feel free to jump ahead to Wastelander for a challenge. If you have already played through the game at least once, you may wish to try out Apocalyptic, looking to be humiliated? Then we suggest selecting this option. Sure, you probably won't last more than five minutes, but for those five minutes... oh, the stuff of legend!

Character Selection
After selecting the difficulty level, you (and of course the second player if you are playing with a friend) will be shown the Character Selection Screen. Use the directional buttons or left thumbstick to choose from the three characters: Cyrus, Nadia and Cain. A small icon will appear above each character as you cycle through the choices.

Load Saved Game:
Selecting this option will allow you to load a previously saved Fallout: Brotherhood of Steel game from your memory card.

OPTIONS MENU

Select this option if you want to customize your controller’s configuration, adjust sound options, and other game options.

Options:
This will allow you to access items such as the game introduction, credits and bonus movies.

Press the A button to select an option, and the B button to go back or cancel a selection.

Move up and down the Options menu by pressing up and down on the directional buttons.

SFX
When highlighted, you can press left and right on the directional buttons to adjust the volume of the sound effects in the game.

Music
When highlighted, you can press left and right on the directional buttons to adjust the music volume in the game.

Damage Text
When this is on, you will see the amount of damage inflicted by numbers above the target.

Damage Bar
When this is on, you will see a health bar, similar to your own, above the head of every creature on the screen. Damage Bar defaults to on.

Friendly Fire
Use this to toggle on or off the ability to inflict damage upon your partner when playing a two-player game.

Vibration
This allows you to toggle on or off the vibration in your controller whilst playing.
LOADING AND SAVING

To save your progress in the game, you will need to find one of the Save Game Consoles that are scattered throughout the level. These are indicated within the game by green columns with a rotating interface:

When you reach one of these points, you can save your game by pressing the action button (X by default).

THE INITIATES

To enter the world of Fallout: Brotherhood of Steel, you will first need to choose which character you wish to play. You will be able to choose from three characters: Cyrus, Nadia or Cain, all with their own unique skills, benefits and drawbacks:

**Cyrus**

**CHARACTER BACKGROUND**

Cyrus grew up in a small, semi-tribal farming community, weathering the usual wasteland hazards of raiders, radscorpions, and the like. It was during one of these storms that he lost his family, and Cyrus was left to fend for himself. After wandering, like many of the adrift-in-the-wilderness youths, Cyrus eventually found his way to the Brotherhood of Steel, where he was given a place within their order. His past has taught him valuable lessons about survival and determination, and he values his role within the Brotherhood.

**CHARACTER TRAITS**

As the largest and strongest of the three, Cyrus is able to wield some of the game’s biggest and heaviest weapons. Not as light on his feet as the other two, Cyrus makes up for lack of speed with increased vigor and strength.
NADIA

CHARACTER BACKGROUND
Left without parents at an early age, Nadia grew up tough on the dusty streets of one of the urban settlements that litter the wasteland, with few friends and fewer comforts. Life revolved around foraging for food, stealing money, and avoiding the attentions of the thugs that ran the town. Then one day, a troop of Brotherhood soldiers passed through the town. After searching it for salvageable Technology, they cleaned out the trash and scum that had been running the place and fed the hungry. And then as quickly as they had arrived, they left. Nadia, seeing the chance for a better life, followed and now they have given her a challenge, an Initiation to determine whether or not she shall join their ranks.

CHARACTER TRAITS
The quickest of the three, Nadia is nimble on her feet and has the ability to wield dual weapons, allowing her to make up for her lack of strength.

CAIN

CHARACTER BACKGROUND
As a mercenary, Cain is a gut through and through. Stooped, skeletal and bony, Cain is a real badass, the kind of guy that even braving your burning body would react decently not even you rather put you out. When his home was razed to the ground by the mutants, Cain took it personally. In an attempt to seek vengeance upon the mutants, he sought out the Brotherhood of Steel and demanded entry as a mercenary. As a somewhat isolationist and anti-mutant order, the Brotherhood was reluctant to grant him admission, but Cain's perseverance was finally rewarded when his superior, a fellow mercenary, vouched for him. Should he survive, he would become one of the first ghouls ever to join their ranks.

CHARACTER TRAITS
With less strength than Cyrus and less speed than Nadia, Cain's ability to withstand the effects of radiation is what really sets him apart. Once he has gained the Rad-Child skill, he will be able to heal himself when coming in contact with Radioactive Substances.
CONTROLLING YOUR CHARACTER

Once in the game world, you'll need to know the basics of moving around, jumping, using objects, and attacking. The following is a list of all the actions you can perform using the default controller setting:

**Moving Around**

To move around, use the left thumbstick and move it in the direction you want your character to walk or run.

**Attacking**

To attack, press the A button to use the currently assigned weapon. If no weapon has been assigned, pressing this button will cause your character to lash out with their bare fists.

**Special Attacks**

During the game, your character has the option of developing special attack abilities. These attacks vary in strength and can be useful in taking down multiple enemies quickly. The game provides a colored indicator at the top left of the screen that fills up as you perform these attacks. When this reaches its limit, releasing the A button will activate the attack.

**Targeting**

When holding a ranged weapon, such as a gun or rifle, holding down the right trigger will allow you to lock on to a targeted enemy or object. A targeted opponent will become outlined in red (blue if you are player two and purple if both players are targeting the same opponent). Remember that this does not guarantee a clean hit, as your character’s skill level will determine the effectiveness of such a system.

**Jumping**

As you progress through the game, your character may need to jump over certain obstacles, such as pits. To do this, press the Y button.

**Dodging**

As well as jumping, your character can also dodge out of the way of attacks by pressing the Y button while the right trigger is held down, which will cause the character to duck. Depending on the direction pushed, this will either cause your character to dodge forwards, backwards, or to either side.

**Aiming**

The X button allows you to perform almost any other action other than jumping or attacking. Use this button to speak to people in the game, open doors and containers, press switches, pick up items or save your game at a console.

**In Game Pause Menu**

You can access an in-game menu within the game itself by pressing the PAGE button. The game is paused while this screen is displayed. The following options are now available:

- **Return to Game:** When this option is selected, it will return you to the game.
- **Setting:** Setting will now be available.
Load Game
This will allow you to abort the current game and load a previously saved game.

Options
When this option is selected, it displays the Options Menu. This allows you to adjust the brightness, music volume, sound volume, controller configuration, controller vibration, toggle friendly fire, toggle damage text, and toggle the in-game damage text.

Exit to Menu
This option takes you back to the start of the Fallout: Brotherhood of Steel main menu, allowing you to start a brand new game or load a previous game.

Inventory / Character Information Screen: Pressing the BACK button will pause the game and display information on your character, as well as allow you to choose your weapons and armor, apply skill points, and see your current skill points. See the Inventory / Character Information Screen on page 19.

In the upper left corner of the main game screen you will see your character's Information Panel. This provides the following information about your character:

Hit Points Bar: Hit points are a measure of how many points of damage your character can take before dying. When a character reaches 0 hit points, they are dead. Hit points for your character are represented by the red bar in the upper left corner of the main game screen. Hit points can be healed via Stimpaks, but they will also regenerate over time.

Experience Bar: The green bar represents how many experience points you need to reach the next level of experience. This bar will fill up as you battle your way through the game, until it is filled completely, at which point a message will be displayed to Level Up. Press the SELECT button when you see this message.

Ammo Counter: The numbers here represent the total amount of ammunition you have left for the currently equipped weapon your character is holding. If it is a weapon that requires ammo to be used.

Special Attack Meter: When you charge up a special attack move (hold down the B button), a colored meter will begin to rise in the ammo counter window. To activate the special attack properly, wait until the meter has filled the window, then release the B button. Letting go of the button before the meter has filled will not activate the special attack.

Quick Weapons: Whenever you cycle through your currently equipped weapons, their icons will appear in the bottom left of the screen, along with the name of the weapon, the amount of damage it inflicts, and its current ammo count (if applicable).

Automap: The automap can be expanded to fill the main game screen, although zooming in too much will obscure your view of the action. The automap can be turned off completely. This is done by using the left and right direction buttons to toggle the three map states.
As well as the Information Panel, there are also a number of additional icons that will appear beneath it as you play through the game:

- **Ammo Count Low:** This icon will appear as your ammo supply nears exhaustion. When you are completely out of ammo, it will turn red and remain on screen until you either find more or switch to a different weapon.

- **Stimpak Use:** This icon will appear as you use a Stimpak to heal your character by pressing the left trigger. It will also show you how many Stimpaks you have left in your inventory.

- **Player Alert:** This icon will appear whenever you receive new Quest information, or the player character is able to Level Up. Pressing the BACK button when this icon is displayed will take you automatically to the relevant screen.

- **Looting:** To collect the caps left behind by fallen enemies or broken objects, walk over the caps where they lay on the ground, and your character will automatically pick them up.

To equip weapons, armor or open a container, you will need to press the X button. To equip a new weapon or unequip an old one, press the A button while the weapon is selected. To drop a weapon, press the Y button while the weapon is selected.

When you press the BACK button while playing, you will be taken to the Inventory and Character Information Screen. Using the left and right directional buttons, or the left thumbstick, you can cycle through the following information:

**Weapons**

Selecting this displays the current weapon held by your character’s inventory. You can select three different weapons from this screen for your character to use. The different weapon types include Smaller, Light Blue and Dark Blue. Pressing the BACK button when the weapon is displayed will take you automatically to the relevant screen.

**Loot:** To collect the caps left behind by fallen enemies or broken objects, walk over the caps where they lay on the ground, and your character will automatically pick them up.

To pick up weapons, armor or open a container, you will need to press the X button. To equip a new weapon or unequip an old one, press the A button while the weapon is selected. To drop a weapon, press the Y button while the weapon is selected.

When you equip or unequip a new weapon, the change will be reflected in the model of your character shown on the right side of the screen.
Armor
Similar to the layout of the weapons screen, this displays the armor your character currently holds in their inventory, with selected armor highlighted in Green. Characters are allowed to wear helmets, chest armor/vests, arm armor/gloves and leg armor/boots.
Equipping, unequipping, and dropping armor is performed exactly the same as it is on the weapons screen.

Items
This screen lists all the items your character is carrying. Usable items such as Stimpaks can be used on this screen by selecting them and pressing the A button. The player can also use them in the game by pressing the left trigger. Red items can’t be used.

Skills
This screen displays the skills that the character can be given to increase or improve certain abilities. Each skill contains “slots” that can be filled by using the points given to you by reaching new experience levels. When enough points are available, you can add them to the slot of your choice by highlighting your selection and pressing the A button. For an explanation of each skill and their use in the game, see “Character Skills” on page 21.

Character
This screen displays the following information about your character:

Experience: This is the total number of experience points your character has. These character point experience points are gained by completing quests and killing enemies.

Next Level: This number represents the number of experience points your character needs to reach the next level of experience. Every time you gain a level, you gain more health and more points to spend on skills.

Skill Points: This number of available skill points your character has that can be assigned to the various skills listed in the skills screen.

Heals: Health or hit points (hp) is a measure of how many points your character can take before dying. When a character reaches 0 hit points, they hit the dust. Hit points are represented by the red bar on the upper left corner of the main game screen (see the Game Screen, p.18).

The points can be increased by the use of Stimpaks, but they will also regenerate slowly over time.

Armor: Armor represents a character’s Armor Class, a measure of how difficult it is to attack and damage a character in combat. The higher the score, the better.

Caps: This shows the total amount of bottle caps - the currency of the wasteland - collected by the player so far.

Quests
This screen displays any current quests given to the player by other characters, or any quests that need to be completed.

Character Skills
Skills are special abilities your character can learn, such as new attack types, additional hit points, and so on. They allow you to customize your character as you journey through the game. Every time you gain a level of experience, you gain a number of points equal to your level that you can spend to gain a new skill, or improve an existing one. You gain more points as you complete more quests. Some skills cost more points than others to learn or improve, so you may need to save your points from level to level to get some of the more expensive skills earlier.

Many skills will increase your characters chances of performing a “critical hit”. Essentially, it’s a really big hit with the amount of damage dealt upon the target, increasing the chances of killing with fewer blows (as just a single strike when fighting weaker enemies).

Skills work on a rank system, and many skills have multiple ranks. The more points you spend on a skill, the more powerful that skill becomes. Presented here is a list of the skills the characters may choose from over the course of the game.

Base Skills
The following base skills can be learned by all three of the character’s:

Slayer: Learning this skill will increase your character’s chance of causing critical damage when attacking a target. It also increases your chances of becoming a walking engine of destruction.
Die Hard: Enthusiasm is all well and good, but you’re really going to need stamina to see things through to the bitter end. Learn this skill and it’ll increase your hit points. Level the skill up and increase it even further.

Artful Dodger: Everyone needs a little better protection in these turbulent times. Learn this skill and your armor level will increase, allowing you to dodge all lesser cuts and scrapes. Level the skill up to further increase the resilience of your armor and you’ll feel more at ease with the inner circle.

Taking Points: This may not have been born with a silver tongue, but this skill will grant you the mouth of a snake-oil salesman. Level the skill up and watch your bartering prices drop.

Bargaining Power: You may not have been born with a silver tongue, but this skill will grant you the mouth of a used-car salesman. Level the skill up and watch your bartering prices drop.

Fortune Finder: This skill allows your character to improve their chances of finding valuable items and merchandise as they loot the wasteland. Level the skill up to increase the value of the items found.

Cat-Like: Learn this skill to improve both your melee and dodging speed. Leveling this skill will change you from a lumbering oaf to a spry, coil-spring of death!

Eagle-Eye: This skill will allow you to increase the effective range of your targeting, allowing you to drive your targets further away than normal. Level this skill up to further increase your deadly range.

First Aid: With this skill under your belt all health items used in the game will become more effective, providing you with larger restorations of health than normal. Level this skill up to further increase its potency.

Melee Skill: Learn this skill to improve the effectiveness of your melee attacks, such as knives, axes, and hammers. Level this skill up to become truly terrifying in the art of bludgeoning.

Guns Skill: When using ranged weapons, this skill will allow your damage level to increase, making more fatalities and casualties. Level this skill up to further increase your deadliness.

Explosives Skill: When using explosive weapons, this skill will allow it’s level of destruction to increase, causing more fatalities and damage. Level this skill up to improve its effectiveness.

Special Attacks: This is a special skill that will allow your melee combinations to inflict more damage with each successive strike. By activating the special attack button, you will add a third attack to your standard melee swing. Activating the special level will allow you to perform a lethal attack with one strike.

Explosive Traps: With this skill you’ll be able to plant any explosive devices you have as mines, potentially allowing you to fill a room with death. Just remember where you put them!

Energy Charge: This skill will allow your character to “charge up” any equipped energy weapon by using the “special attack” button, unleashing a far more destructive attack than normal.

Cyrus Specific Skills:

Man’s Best Friend: Learn this skill and you’ll acquire a canine companion to aid you in your battles as you journey.

Berserker: Should your health drop below 20%, this skill will allow you to attack with a higher level of damage. Level up to further increase the percentage of damage.

Heavy Hitter: Learning this skill, your chance of causing a critical hit when using blunt weapons will increase. Level up to further increase your chances.

Cyrus Specific Skills:

Man’s Best Friend: Learn this skill and you’ll acquire a canine companion to aid you in your battles as you journey.

Sadist: Learn this skill and every time you kill a creature, you’ll receive a few health points. Level this skill up to receive even more health points.
Desert Soldier: When using conventional weapons, your chance of causing a critical hit will increase when using this skill. Level up to further improve your chances.

Future Woman: Learning this skill will increase your chances of causing critical hits when using energy weapons. Level this skill up to improve your chances.

CAIN SPECIFIC SKILLS

Rad Child: Instead of taking damage, you'll actually restore your health when exposed to radioactive substances after learning this skill.

Sadist: Learn this skill and every time you kill a creature, you'll receive a few health points. Level this skill up to receive even more health points.

Pyromaniac: Learning this skill will increase your chances of causing critical hits when using flame weapons. Level this skill up to further improve your chances.

Butcher: Learning this skill will increase your chances of causing critical hits when using blade weapons. Level this skill up to improve your chances.

COMBAT

To attack, you must choose a weapon (press BACK to enter the Weapon Inventory Screen) to arm your character. Without a weapon equipped, your character will be forced to squall off against the wilds of the wasteland with nothing more than their fists (of course, if you are looking for a quick and painful death then we highly recommend this option).

Pressing the A button will allow you to attack in whatever direction your character is facing. Holding down the right trigger will allow your character to target a specific target (indicated by a red outline) and stay locked to them even while you move around. Depending on the type of weapon you are holding, there are a number of possible attack combinations that can occur. Each weapon in the game falls into one of three following categories:

GUNS

Guns mean ranged combat, which allows the player to hold back from nearby enemies at a distance. Firing off rounds from a relatively safe position, of course. However, as with all weapons, you are subject to the law of physics, and while you're holding back from the enemy, they might be closing in on you.

Player characters (and enemies) can use two basic forms of cover for ranged combat - traveling behind low obstacles and hiding behind walls and corners. Both can be very effective in a firefight. Depending on the situation, however, playing behind cover indefinitely won't stop the opponent from shooting at you, so the player will have to pop out every so often to return fire (and enemies will do the same).

To target multiple right triggers hold down your character will face and attack a single target. Without targeting, your character will face in whatever direction they are moving.

Here are a few of the ranged weapons you'll encounter:

Double Barrel Shotgun: Your average full-stock double barrel shotgun, meant for hunting small game. In the wasteland, however, even the bugs don't qualify as small game. The weapon sprays pellets for decent damage.

Flamethrower: A very dangerous firearm that fires a continuous stream of flaming fuel at the target. The good thing about a torrent of fire is that it can seep underneath all but the most airtight armor.
**9mm SMG:** The weapon's accuracy is pretty poor. But the design is such that it makes up for the low quality of shots by the amount of bullets pouring out of the muzzle.

**Avenger Light Mini-Gun:** If a garden hose could be made to spray a continuous stream of ammunition instead of water, the effect would resemble this weapon when fired in short bursts. It has a very high rate of fire, though when held in the hands, it's a terrifying experience.

**MELEE**

In many situations, gunplay won't see you through alone - at some point you'll have to go hand-to-hand with the bad guys at close range. Close-range or melee combat involves attacks that you can use to set up combination attacks, which are created by timing a target attack with another action to achieve a more devastating effect. You can also chain together different moves to perform a variety of more effective and visually spectacular moves as the game progresses.

Here are a few of the melee weapons you'll encounter:

- **Shiv:** A home-made knife made out of sharpened metal scraps and wrapped with tape to create a handle. Cheap, basic, but better than nothing.

- **Cleaver:** Guaranteed to put the fear of God into your opponent, the cleaver is one of the most effective communication devices in the wasteland. Would you argue with someone wielding this?

- **Spiked Baseball Bat:** Take a standard wooden baseball bat and everyday, run-of-the-mill industrial nails. Mix thoroughly and enjoy.

- **Burning Gloves:** The burning glove is a heavily insulated gauntlet coated with a steady stream of slow burning jelly. If you're not wearing it, stand well back.

**EXPLOSIVES**

As well as Guns and Melee, you are also able to use Explosives, which are essentially ranged weapons but with some amusing benefits. Players can use explosives in one of two ways:

- **Mines:** When an explosive is equipped, you can set the explosive on the ground, creating a mine - provided you have acquired the "Explosive Trap" skill.

- **Bombs:** When an explosive is equipped, you can set the explosive on the ground, creating a mine - provided you have acquired the "Explosive Trap" skill.
Homemade Bomb: Made from volatile kitchen chemicals, rudimentary wiring, and an unreliable fuse. Handle carefully.

Throwing: You can also throw explosives by holding down the attack button, which sets off an ignition on the device to release air from your character's lungs. Unlike the other methods, however, if you hold down the attack button, the farther your character will throw the explosive in the air, the better. You can also use explosives to destroy objects that block your path, around corners or into doorways.

Here are a few of the explosives weapons you’ll encounter:

Fragmentation Grenade: Standard military issue explosive. Upon detonation, the frag grenade throws out fragments of metal (hence the name), doing a good bit of damage to anyone unfortunate enough to be standing nearby.

Toxic Grenade: Toxic Grenades don't do much damage when they detonate - but the lethal fumes that pour out of these devices will continually harm anything that doesn't have some heavy resistance to toxins.

Incendiary Grenade: Similar to frag grenades, incendiary grenades create a small explosion when they detonate. The contents of these bombs, however, are more similar to fuel tanks, hurling bits of fiery stuff in all directions.

Remember, Duck and Cover.

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While playing the game, you'll encounter characters that you can trade with. To start trading, simply press the X button by pressing the X button. Choose the Trading dialogue option and you will be offered the following options:

**Buy**

Selecting this option will show you the goods available to buy. Weapons, Armor, and items, then the left and right directional buttons of the left thumbstick along with the up and down directional buttons of the right thumbstick (vertical and in a diagonal direction). Press the A button while highlighting an item to buy it. If you do not have enough caps (shown at the top of the screen) you will need to continue playing and find more or sell some of the items from your inventory.

**Sell**

By selecting this option, you will be able to view all of the resources you own and move them to your inventory. To sell one of these, highlight it and press the A button. It will be added from your inventory and you will receive its cost in caps, shown at the top of the screen.

**CHARACTERS**

The majority of people you'll encounter in the wasteland are folks just trying to survive and see the day. Farmers, bandits, whores, shopkeepers, guns-for-hire, caravan drivers, junkies, etc.

Ruby

Ruby is the town prostitute and as such a very good source of information, as well as various other items if you take to her. She’s an extremely adaptable girl with a heart of gold, and dressed in clothes that hint at the thought they might have been torn off her on several occasions. Ruby needs to eat like any dedicated professional modern working woman, she just also happens to really like her job as well. A lot.

Armpit

The bartender of Carbon’s only standing bar. His real name is Arnold, but somehow this became Armpit and the name stuck— The worst part is that he’s proud of it. Armpit is a slovenly opportunist and a rat of the highest order in the post-apocalyptic world. Dirty, drunk, and dressed in shoddy remnants, it almost seems like he enjoys the chaos and chaos a little too much.

**FRIENDS AND FOES**

As you journey throughout the wastelands, you’ll meet many different characters, some friendly, some not, as well as a whole bunch of critters. Here are just a few:

**CHARACTERS**

The majority of people you'll encounter in the wasteland are folks just trying to survive any way they can... farmers, bandits, whores, shopkeepers, guns-for-hire, caravan drivers, junkies, etc.

Ruby

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Mayor Richard

As the town mayor, Richard isn't entirely a bad man just a regular guy beaten down by the stress and desperation to maintain his small relic. But he can also be a carbon. He can be all that exciting to be seen or live in but it's his town, and he'll do anything to keep it that way.

Vidya

Vidya is the closest thing to a good and decent person you’ll find in the town of Carbon. Shee adopted the role of a post-apocalyptic relief worker, using scant resources to help the townspeople in any way she can, regardless of whether or not they are grateful for her attentions.

Jesse

Jesse's an honest, down-to-earth fellow who's fed up with raiders, with ghouls, with radiation, with just about everything. A small-town trader who operates out of an old ice-cream truck hitched to a pair of two-headed cows who has little love for the various criminals that crawl across the wastelands but is more than willing to help you out, even lowering his down-to-earth prices.

Factions

Raiders

Mercenaries, thugs, gun-for-hires, the Raiders are just everyday folk that took a look at the world surrounding them and thought that it could do with some additional hardship. Thanks guys. As their name suggests, Raiders move across the wastelands and then raid a town, pillage and plunder until they find a nice little remnant of civilization and then move on and strip the town of anything that isn’t bolted down. And then un-bolt the stuff that’s bolted down. And then un-bolt the stuff that isn’t bolted down. And then un-bolt the stuff that isn’t bolted down. And then un-bolt the stuff that isn’t bolted down. Since most raiders are just an idiot, they tend to act as muscle for someone else, usually someone with bad things on his mind.

Ghouls

Ghouls are the unfortunate, zombie-like descendants of the few people who survived the nuclear war. They're the same size and build as normal humans but rotting and diseased. They often wear rags and bits of armor, more to keep their bodies from falling apart than out of any kind of modesty. An age of evolution has made ghouls pretty resilient, especially to radiation. With little more than a smile and a shrug, they can withstand massive doses of toxic substances that would be enough to melt the skin off an iron rhinoceros.
Mutants

While Ghouls are the product of evolutionary transformation, mutants are man-made. Big, massively muscled, and savage, they are far stronger than any human and are able to handle heavy weapons with ease. Originally created by some "brilliant" scientists who thought it would be a neat idea to do ordinary folk into a human super-soldier, the process of creating mutants also seems to have some kind of random factor - as some mutants are highly intelligent, while others are just a jerk.

Critters

Two-headed cow

The two-headed cow is the standard livestock for the wasteland farming communities. They do little more than wander around, digest tattered weeds that sprout in the dust of the wasteland, and fertilize. They also make excellent target practice, unless of course the farmer is around.

Radscorpions

In classic 50's monster movie fashion, radscorpions are normal scorpions made ferocious and one hundred times larger through radiation. They can attack with their claws, but will also lash out with their poisonous stingers at close range. Fortunately, radscorpions are nocturnal in nature, favoring the dark recesses of caves and ravines during the harsh daylight.

Deathclaws

Deathclaws are just about the nastiest creature you might have the misfortune to run across in the wasteland. They're fast, they have tough hides, and their claws can punch through metal armor like a power drill going through wet cardboard.
TUTORIAL

When you first start Fallout: Brotherhood of Steel, you will be given the option to go through a brief tutorial. While you do not have to do this to play the game, we recommend trying it since it can provide some helpful information.

Some additional hints that could prove useful as you start your adventure in Fallout: Brotherhood of Steel:

1. Catch your breath. Remember that your health will replenish itself if you give it a chance. If you are low on Stimpaks and need to crash a party of Raiders, hang back for moment and rest up.

2. See it? Smash it. Boxes, containers, cupboards and crates can all contain something, be it nice or nasty.

3. Red means Dead. Scattered around the wasteland are red barrels filled with explosive, so make sure you don’t smash them up close—though of course doing them while someone unpleasant stands nearby always guarantees a smile.

4. Don’t forget the camera. Remember that you can always control the camera via the right thumbstick, allowing you to look into corners or alleys that might otherwise remain blocked to your line of sight.

5. Save, save and save again. If you find a save game console, use it. Don’t come crying to us because you ignored one and now have to replay the last fifteen minutes again. Life is a harsh, unforgiving wasteland. Get used to it.

6. Explore. You never know what you’re going to find, so try to explore everything, you might find something you’ll need later, or just a tall standing with a beautiful view.

7. Out the Chat. Remember to talk to as many people as you can. As well as learning about the world, you might also find some side-quests with valuable rewards.

8. Stay healthy. Catch as many Stimpaks as you can carry. When you’re dusting down the muscles of a drug-crazed, zealous ghoul you’ll thank us.

9. Carry a big stick. Make sure you keep a melee weapon in your inventory at all times. It’s good to have some options, but you never know when you’ll run out of bullets.

Good luck... you’re gonna need it!


**Additional Music**

Main Title Composed by Craig Stewart Garfinkle

Ambient and Battle Music Composed by Devin Townsend

Additional Ambient Music Composed by Matt Gruber for Goat Tea Music/ASCAP


**Special Thanks:**

All the Interplay Widows (again),

Interplay Facilities (you guys rock!),

Scotch whisky and home made scones,

Mike Nicholson, Laurel Moen, Anthony 'Stony' Christopher, Phil Adam, Scot Lane, Paul Dew, EM, Herve Caen, Chris Avellone, Bill Stoudt, Jeff Jumper, Sandi McCleary and the Interplay IT Department.


**Interplay Website**

www.interplay.com

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**Earache Records**

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**Song Information**

**“Stigmurder”**

Performed by Chimaira

Produced and Engineered by Ben Schigel, Co-Produced by Mark Hunter & Rob Arnold

Mixed by Colin Richardson

Lyrics: Mark Hunter

Music: Rob Arnold

Published by Fritz McGaven Music/Izcoobro Music/Talib Casio Music/MFA Music/Clevostyle Music/Mattfetzer Music (ASCAP)

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**“Pure Hatred”**

Performed by Chimaira

Produced and Engineered by Ben Schigel, Co-Produced by Mark Hunter & Rob Arnold

Mixed by Colin Richardson

Lyrics: Mark Hunter

Music: Rob Arnold, Matt Devries, Mark Hunter

Published by Fritz McGaven Music/Izcoobro Music/Talib Casio Music/MFA Music/Clevostyle Music/Mattfetzer Music (ASCAP)

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**“My Last Serenade”**

Performed by Killswitch Engage

Produced by Adam Dutkiewicz

Mixed by Andy Sneap

Lyrics: Jesse Leach

Music: Killswitch Engage

Published by 800-Pound Gorilla Music (SESAC) administered by Bicycle Music Company

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**“Temple From The Within”**

Performed by Killswitch Engage

Produced by Adam Dutkiewicz

Mixed by Andy Sneap

Lyrics: Jesse Leach

Music: Killswitch Engage

Published by 800-Pound Gorilla Music (SESAC) administered by Bicycle Music Company

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**“Stay With Me (Unlikely)”**

Written by Klayton (ASCAP)

Published by Celldweller Music (ASCAP)

Performed by Celldweller

Courtesy of Esion Media/Position Music by arrangement with Position Soundtrack Services

www.celldweller.com

**“The Last Firstborn”**

Written by Klayton (ASCAP)

Published by Celldweller Music (ASCAP)

Performed by Celldweller

Courtesy of Esion Media/Position Music by arrangement with Position Soundtrack Services

www.celldweller.com

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