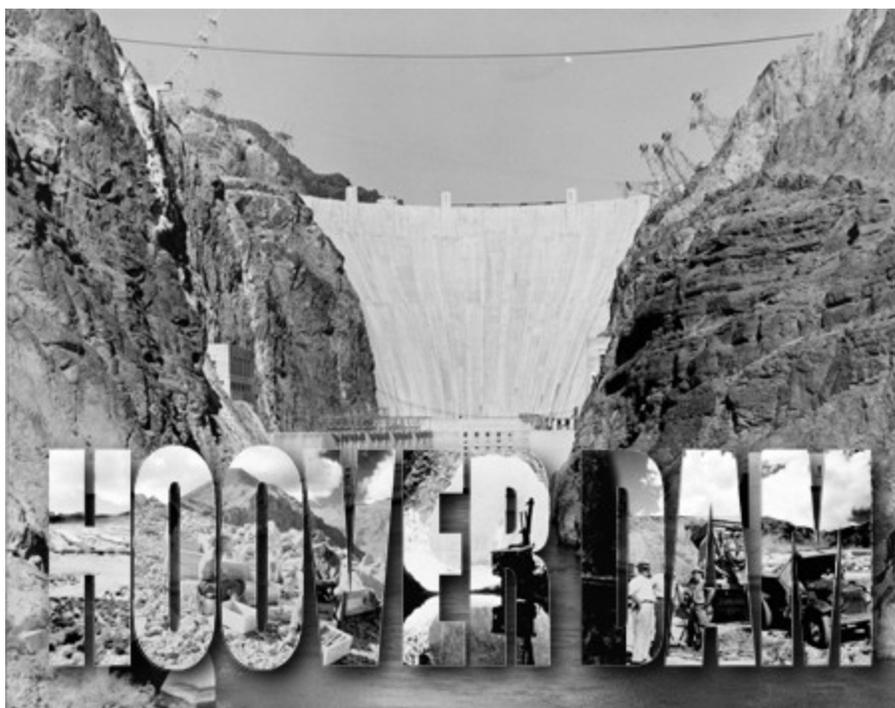




HOOVER DAM

Version 1.0

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*"I done reckon them thar waste-walkers dug 'emselves inna quite a hole. Now their shovels done busted an' 'bout as useful as a pair o' teats onna hag snake."
- Billy-Bob (Pappy of the trogs)*

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OVERVIEW & HISTORY

It is said that the road to Hell is paved with good intentions. Joseph Dodge used to scoff at such pessimistic sayings, but lately such sayings have become mantras. During his time in the NCR, Dodge led a good, but ultimately unspectacular existence as a councilman. He had aspirations to be a senator at NCR, but he never schmoozed in the correct circles enough to get noticed. He always thought of himself as a man of action, not kiss-ass-action, and preferred not to get ahead by schmoozing. Unfortunately, his "man-of-action" plan was not working either, mostly because he never saw any action. Granted, one must volunteer for action, which he did not, but that was irrelevant – in Dodge's mind, anyways. So Dodge contentedly relegated himself to wallflower status for his tenure as councilman – that is, until volunteers were needed to forge a path eastward.

Since tensions were high with the Brotherhood of Steel, NCR did not want to send out their finest commanders in search of eastern lands to pioneer. So, more "expendable" commanders were chosen to lead caravans eastward to establish footholds and develop towns under the NCR banner. One of those "lucky" commanders chosen to volunteer for this dangerous mission was Councilman Joseph Dodge. At first, he tried to sidestep the "honor," but when he was told that refusing this mission would be considered an act of treason, he humbly accepted.

Luckily for Dodge, he was not sent out to blindly search for random towns to conquer, er, I mean, "unite" under NCR. He was given vague directions to Hoover Dam as his destination and *à cause d' être*. In the days before the war, Hoover Dam was a source of great power, literally, and NCR wanted to have control of that power. The technology used at Hoover Dam could rival, if not surpass, anything the Brotherhood of Steel had, and that was a temptation NCR did not want to refute, especially during the growing tensions between the two organizations.

Once Dodge's caravans and troops arrived at Hoover Dam, they found scattered packs of settlers barely eking out an existence on and around the great structure. Frequented by attacks from hostile raiders, it took little convincing on Dodge's part that it would be in the settlers' best interests that he and his NCR troops provide protection and an organized structure to the Hoover Dam region, with Hoover Dam itself being the central hub. With exuberant cooperation from the Hoover settlers, structures and fortifications were set up along the dam's rim. With each completed structure, the settlers of Hoover Dam felt more secure and safe, especially after Dodge's men made short work of attacking raiders in the early years. Everyone started to feel as if they had a purpose in the Hoover Dam community, and the Dam started to separate into a class system, with government and high-end business people occupying the area known as the Rim, and the working class, such as construction workers and farmers, occupying the area known as Downtown. Naturally, Dodge and his NCR troops stayed in the Rim, where Councilman Dodge became known as Governor Dodge by the people of Hoover Dam, and was regarded as a fair, honest leader who brought the settlers of Hoover Dam into a time of enlightenment and self worth. The only real trouble came when a group known as Caesar's Legion tried to invade Hoover Dam. The fighting was fierce, and Governor Dodge still to this day does not understand the motive for the attack, but suffice it to say that Dodge, the NCR troops, and the formidable wall with high powered gun turrets thwarted Caesar's invasion plans. However, the battles did take their toll and made the east side of the Rim wrecked and uninhabitable. In fact, there is so much debris at the center of the rim; it actually blocks passage to the east side. However, thanks to the big victory over Caesar's Legions, it was obvious that both the Rim and Downtown were well taken care of and protected, that is until the war between NCR and BOS began.

The first few attacks by the BOS were easily deflected thanks to the strong, iron gates along the rim and the accompanying high-powered turrets. However, over the course of several months, supply runs that used to come regularly from the NCR base in the West started to become less frequent. Several times it got to the point where Dodge thought his men would run out of ammunition for their guns and turrets, leaving them exposed and helpless to the BOS' superior firepower. Dodge knew that he needed to find an alternative source of weaponry if Hoover Dam was to survive against the BOS.

One of Hoover Dam's caravan groups rose to the occasion. The Crimson Caravan, a caravan group who originated out of NCR itself and helped to establish the great community of Hoover Dam along with Dodge, set out to find an alternative to NCR supply runs. Dodge was more than happy to let Ailis McLafferty, the Crimson Caravan's leader, take the reigns of acquiring a new source of weapons and supplies. However, this contract with the Crimson Caravan did not sit well with their rival, the 3-Some Caravan. But that did not concern Dodge. He never really trusted the 3-Some Caravan company, especially since it was run by former NCR prisoners (incarcerated at one time for petty theft), and therefore did not want them involved in finding a weapon and ammo source outside of the NCR home base supply runs.

It was almost six months later, and Dodge and his men were in dire straights, but the Crimson Caravan came through. Just as Dodge's men were about to fire off the last of their ammo, Ailis McLafferty came through the main gates with a truckload of finely crafted firearms and ammunition. Ailis told Dodge she got a great trading deal with a far away tribal community dedicated to mechanical technologies, but would not elaborate as to where, exactly, the tribe was and would not go into detail on what they were like. This was fine with Dodge since with the new weapons and ammunition, he and his men could fend off future attacks by the BOS. This tickled Dodge even more since he got the impression that the BOS were starting to feel the pinch of extended battle and could not afford frequent attacks with depleted ammunition and supplies – a theory of Dodge's was that the BOS was starting to suffer the same fate as the NCR with few, if not all-together stopped, supply runs from BOS headquarters. Perhaps Dodge and his men would take the offensive one day and overtake the crippled BOS, he thought to himself.

Unfortunately for Dodge, the BOS seemed to have a new lease on the war, and resumed assaults on Hoover Dam's gates. It was if as soon as the Crimson Caravan returned with weapons and ammo for his troops, the BOS got re-supplied as well. Perhaps the war was going better for the BOS than Dodge had thought? He did not know. What he did know, however, was that the battle between the two organizations was going to turn into a war of attrition, with no clear winner and no advancement on either side. He may have been a mere councilman when he was at NCR, but he was smart enough to recognize futility.

Over the course of several years, contact with the NCR disappeared completely. The supply train that would make infrequent visits to fund the war effort ceased. Dodge began to rely more and more on what the two internal caravan companies could bring in, and realized even more that in order to maintain good trading relations with the outlying communities, internal resources must be found and mined. For a few years after NCR stopped their shipments, Dodge used a construction site that was along the center of the Rim to gather building materials not only to build structures in Hoover Dam, but also use as trade materials. The construction site offered plenty of rebar, stone, hardened wood, and steel beams. The demand for such materials was high, so trading these resources became profitable for both the Crimson Caravan and the 3-Some Caravan companies. However, over time it became apparent that the area around the construction site was becoming weak and unstable, and any further cannibalizing of the materials there might lead to the destruction of the dam itself. Dodge ordered all access to the construction site off-limits under penalty of death.

Dodge and his community once again were in dire straights. The Crimson Caravan's mysterious trading source would not deal with them if they had nothing of value to trade. Dodge needed to think of something, and quickly. Luck was on Dodge's side one day when a resident ghoul, named Otto Steed, came to him and revealed something very interesting. Otto Steed, as it turned out, was in charge of the water purification system in the Downtown area. The water that got purified was not quite drinkable, but was suitable for agriculture. The interesting part is that the byproducts of the filtration process turned out to be potassium nitrate and sulfur – two of the primary components of black powder. Another byproduct is nitric acid, one of the ingredients to gunpowder, though not quite in the quantities of the other two. These chemicals would be very valuable to a community that had access to coal, and as luck would have it, the community that the Crimson Caravan dealt with for ammo and weapons had its own coal source, but not a reliable potassium nitrate and sulfur source. Trade with the ammo and weapons supplier once again resumed, and the Crimson Caravan was flying high as top-dog with Governor Dodge.

With the weapons and ammo problem pretty much solved, Governor Dodge had another, possibly even bigger problem to contend with – battle fatigue. Even though attacks from the BOS were not as frequent as they were during the onset, the constant state of alert was wearing thin on the troops and the citizenry. Several soldiers and some of the citizens abandoned Hoover Dam in the hopes of finding a community not buried in the throws of an attritional war. Among those who stayed, there was a longing for escape either through natural or chemical means. Apathy almost become the watchword, and resulted in many key systems starting to malfunction or shut down altogether. Otto, who has a knack for those things mechanical, tried to keep up with everything, but the breakdowns were becoming too much for Otto to handle alone. Governor Dodge knew he must find a way to stop the war once and for all, or Hoover Dam was doomed – if not by being overrun by the BOS, then by entropy and abandonment.

All the while, the Crimson Caravan Company flourished and seemed very happy the way things were.

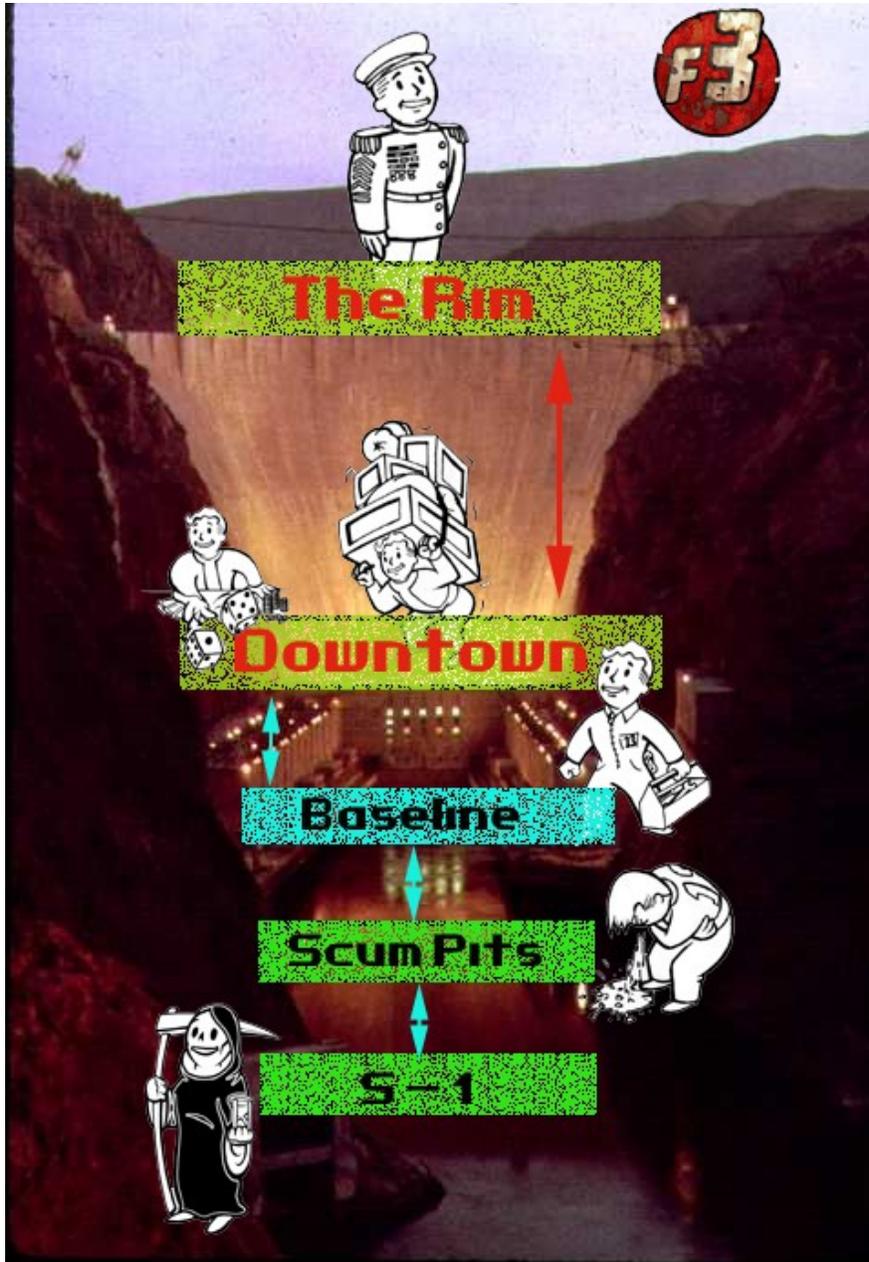
The Area is composed of five maps

MAP AREA	TRANSITION	MAP NAME	MAP SIZE	COMPLEXITY
1: The Rim	Full Party		Huge	Custom meta-tile of the top rim of Hoover Dam and part of the rancid lake
2: Downtown	Full Party		Large	Custom meta-tile of the lower area of Hoover Dam and part of the scummy river
3: Baseline	Full Party		Medium	Vault tiles & Meta
4: Skum Pits	Full Party		Medium	Sewer tiles & Meta
5: S-1 (Sub-level-1, aka Satan's Asshole)	Full Party		Medium	Vault tiles

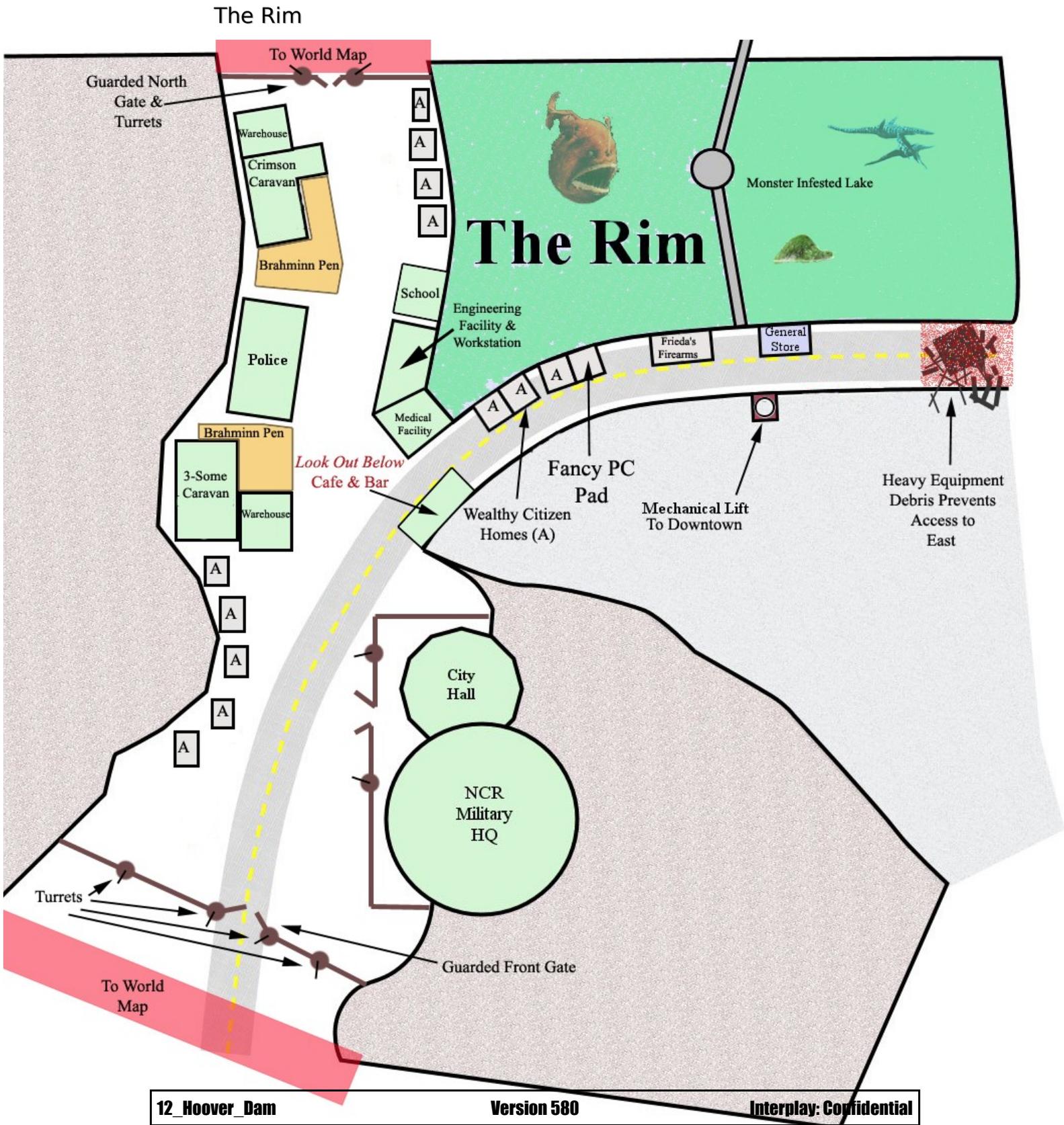
12_Hoover_Dam

MAP FLOWCHART & LAYOUT FOR HOOVER DAM

Area Transition Flow Chart



12_Hoover_Dam



The Rim. The brains of Hoover Dam. This is the area reserved for the governing power, the wealthy elite, the finest shops and eateries, the bastion of knowledge and education courtesy of the Followers of the Apocalypse, and the headache that is the war with the Brotherhood of Steel.

For the most part, the Rim is in pretty good shape. The main road only has a few blemishes here and there, the original buildings have cracks in the walls, and the recently built buildings are well intact. The only signs of conflict are along the main front gate, where scorch marks litter the outside of the wall and impact craters pock-mark the steel reinforced front gate and wall. The main damage within the Rim is not immediately evident among the buildings and other structures. The main damage is within the soldiers and citizens of Hoover Dam. Morale is at an all-time low. What used to be a bustling community of people eager to learn, grow and share has turned into a battle fatigued wasteland where hope is fleeting and sorrow is rampant. The Rim is in a constant state of battle alert, so tensions are high and patience are thin. In addition, there is an evening curfew which stays in effect until sun-up.

The Rim Locations

Guarded Front Gate & Turrets



The player will enter the Rim via its Main Front Gate. The gate is heavily guarded by four turrets and heavily armed NCR soldiers along the wall's rim. Unless the player walks up in a full suit of power armor (which is highly unlikely at this point), the guards will simply question the player's intent, ask that he holster his weapon, and then he may proceed in. If the player arrives during the night, then the player will be turned away until daybreak – no exceptions (unless the player is well known and liked, but again, that will come later).

NCR Military HQ



The largest structure of the Rim, the NCR Military HQ, is home to Governor Joseph Dodge and the barracks and training facility for the remaining NCR troops. The building itself is the larger of the two oval buildings that rests along the very beginning of the dam's rim (see above picture). Surrounding this and the conjoined, smaller oval building (City Hall), is a chain link fence with barb wire along its top. There is only one entrance onto the Military HQ compound, and that entrance has two armed guards stationed round the clock on either side of the entrance.

Inside the NCR Military HQ, the player will first run into the reception area, complete with a desk, NCR flags against the wall behind the desk, and a lovely receptionist behind the desk eager to greet the player in a foul-mouthed, military manner. To the right is a locked door that leads to Governor Dodge's office and can only be accessed with the receptionist buzzing the player in. Or, the player may blow the receptionist's head off and subsequently blast the door open with some sort of explosive, but the NCR soldiers would probably frown on that kind of behavior. The player will not be able to see Governor Dodge until the player has developed a bit of a positive reputation within the Hoover Dam community. This can be done by taking employment with either of the caravans, or helping any of the hapless locals with whatever menial task they could never hope to accomplish without the player's help/meddling.

Other rooms included inside this building are the soldier's barracks, complete with the requisite bunk beds, footlockers, bathroom, showers, soap-on-a-rope (just seeing if you're paying attention), etc. There is also a weapons closet with an armed guard outside its locked door. Kill him, pick the lock, and WOOHOO, look at that bounty of weapons! Good luck getting out with your innards intact.

Once the player gets in good with Governor Dodge, he will inform the player about his woes. His woes consist of a battle weary community, things breaking down, people going AWOL, and the very real threat of him losing Hoover Dam. There is a myriad of ways the player may help dodge, or undermine him, which will be covered in the Quests section.

Art requirements –

City Hall

This smaller building next to the NCR Military HQ is where the community leaders, also known as the City Council, meet to discuss varying subjects about and within Hoover Dam. It is filled with rows of chairs all facing a row of desks. More NCR flags are present near the row of Desks.

Attendance to the city council meetings have been poor lately, to the point of only Governor Dodge attending. Most, if not all, the people of Hoover Dam have given up hope and are just waiting for the final demise of the NCR and Hoover Dam government. No one is rebelling, but apathy has taken hold, which is almost worse. One of Governor Dodge's tasks for the player is to drum up new enthusiasm for the city council meetings - that is if the player has the speaking skillz! If the player gets da skillz, then he will be able to get the councilors to attend long before things are repaired and a truce is lurking in the near future. Otherwise, the player will have to do quite a few good deeds in the Hoover Dam community before the city leaders have enough restored hope to attend the meetings.

Art requirements –

3-Some Caravan

Known in the "joint" as the *Fearsome Threesome*, Carlo, Enzo, and Vinnie Giordano are the proprietors of the 3-Some Caravan Company. The triplets started their business while being incarcerated at NCR for petty theft. While in prison, they became known to the other prisoners as the guys who could get things. Business savvy and fair, the triplets ran a clean (well, as clean as can be in the pokey) operation as long as folks paid for their wares in a timely fashion. If folks did not, then their second, more notorious namesake would

emerge – the Fearsome Threesome – and the bilking person(s) would mysteriously find themselves broken in several places.

Once Carlo, Enzo, and Vinnie served their time, the triplets started their own caravan company, 3-Some Caravan. Business was less than stellar in NCR since no one really wanted to deal with former criminals, but the triplets made enough to slightly expand and make a small name for themselves. Their big break came when they were recruited by the NCR government to accompany Dodge and his ragtag fleet to Hoover Dam. The Giordano triplets saw this as an opportunity for a fresh start and eagerly packed up and headed out. Once at Hoover Dam, they quickly established a friendly rapport with the seedier denizens of Hoover Dam and business flourished. Their only competition was the Crimson Caravan, but they always seemed to lag behind 3-Some since the Crimson Caravan wanted to deal with a "higher" class of people. Once the war with the BOS started, things slowed down considerably for 3-Some, but remarkably, business boomed for Crimson Caravan. This laid the groundwork for a "cold-war" of sorts between the two companies, and 3-Some has tried almost everything just shy of murder and extortion to find out how Crimson Caravan was making so much money and who their supplier of weapons and ammo was.

The 3-Some buildings consist of a main office building with about five rooms inside for both work and sleeping. Adjacent to the office building is a warehouse filled with boxes and supplies. Most of the boxes are empty thanks to the poor trading since the war with the BOS, but there is some loot to be stolen by a good, sneaky thief – provided they don't get caught by a guard. Just outside of the office is an enclosed field to keep the half-dozen or so Brahmin, which are used for trade with other tribes for drinking water – drinking water is 3-Some's main trade contribution to Hoover Dam, though Crimson seems to be hoarding in on that margin as well.

If the player decides to work with 3-Some Caravan, they will not be able to work for Crimson Caravan, their rivalry runs that deep. While working for 3-Some, the player can go on a couple of caravan runs, and may even delve into some espionage for 3-Some against Crimson. If the player agrees, 3-Some will stage a major falling out with themselves so the player looks like he gave the shaft to 3-Some Caravan. This will get Crimson interested in the player and open up the opportunity to work for Crimson. With a mediocre Deception skill, the player can pull off espionage and discover where Crimson is getting the weapons and ammo. With really good deception, the player can discover that Crimson is playing both sides of the war – supplying guns and ammo to both Hoover Dam and Maxson's Bunker. It's up to the player if they want to go along with the playing, or blow the whistle and get Crimson whacked.

Art requirements –

Crimson Caravan

The Crimson Caravan has always been the darling of the NCR, and especially with Dodge and Hoover Dam since the war with the BOS started. Owned and operated by Ailis McLafferty, a pleasant but hard woman in her mid forties, the Crimson Caravan Company always tried to convey an outward appearance of honesty and hard, fair work ethics. And to the average person in the wasteland who might have dealt with the Crimson Caravan, this image shown through. However, what is not apparent is that Ailis is mostly interested in accumulating power and wealth by any means necessary. Covert contracted murder, extortion, thievery, and political undermining are not taboo as far as Ailis is concerned. She will kiss you on both cheeks and profess an undying friendship while sticking a poisoned blade in your back.

The Crimson building is pretty much identical to the 3-Some building, except the internal decorations are nicer. The office and the warehouse are laid out similarly, and there is a Brahmin pen out front.

Ailis is currently secretly in cahoots with Devon Hill at Maxson's Bunker. While she supplies weapons and ammo to Dodge and the troops of Hoover Dam, she is also supplying the very same weapons and ammo to

Devon Hill and his troops at Maxson. Neither side is aware of this, and that is how Ailis wants to keep it, at least until she has accumulated enough power, wealth and influence to take over Hoover Dam.

There are a couple of things that could be done with the Crimson Caravan. The most obvious is to take up employment and go on a few caravan runs. The Reservation run is "special" and secret, so the player would not go on that run for the first couple of times. Instead, the caravan run would probably go to Jericho for water, or something like that. Only after the player has earned the trust of Ailis by protecting the caravan well during runs will she consider sending the player to the "special" run. More on what can happen is in the Quests section.

Art requirements –

Police

In between the cold war that is the Crimson Caravan and 3-Some Caravan buildings, is the police station. This is a basic, rectangular building filled with an office and a row of jail cells. And the most astonishing this is... IT'S NOT A CORRUPT POLICE STATION!!! OMG!!! LOL!!! WTF!!!

Police chief Ralph Peoples runs a tight, honest ship and does his best to uphold the law in Hoover Dam, despite low morale. He has four officers who serve under him in the Rim precinct, and a Deputy Chief and four more officers who serve in the Downtown precinct. All the police officers, including the chief and deputy chief were original settlers when Dodge and crew first arrived. Ralph was a mercenary type, a tough guy who was very good with a gun (and had one, no less), but had an honest streak that Dodge immediately picked up on. When Dodge was getting settled and was trying to set up a government, he appointed Ralph as chief of police, feeling it was important to have the locals have an integral part in their own law and order. Ralph snatched up the position and never looked back. He felt that being police chief was his calling, and reveled in maintaining the peace and order.

Ralph will not have many policing missions for the player, but will appreciate a player who is a snitch (read: informant). A couple of policing scenarios might seem a bit more than Ralph can chew and he may solicit the player for assistance, with the player choosing a violent or diplomatic solution.

Another thing is that Ralph has his eye on the 3-Some Caravan, not trusting ex-cons (with the irony being Ralph was once a mercenary; not exactly a big cut above). He is always looking for a way to "expose" the Giordano triplets for the crooks he thinks they are, and the player can scheme to frame the 3-Some Caravan company to get them shut down (which will tickle Crimson Caravan to no ends). This is a big way to earn the trust of Crimson and find out about their little operation. Of course, the player has a chance to score even more brownie points with Ralph by exposing Crimson' plans (through evidence from their ledgers), but that would end with Hoover Dam having no caravan companies left over, which could be a problem in the long run (if the player framed 3-Some, that is).

Lastly, the player could just focus on exposing Crimson and getting Ralph to like 3-Some.

Art requirements – .

School/Library (FOA)

This building is one of three adjacent buildings. It is filled with shelves covered with books and arranged in such a way as to leave enough open floor space for some chairs and a couple of desks. At one time the chairs were full of adults and children eager to learn from the Children of the Apocalypse teachers, but not

anymore. Since the war with the BOS, attendance has dropped to zero. Now the teachers merely conduct their own research and hope that one day the silly war will end and the good people of Hoover Dam will return to school.

Since the teachers are so eager to teach, they are a plethora of knowledge. They will give the known history of Hoover Dam, the history of Dodge and the NCR, and of course the war. New knowledge that the player can bring to the Followers will be rewarded monetarily as well as with XP; new knowledge such as discovering the BOMB program, the Hermes rocket missions, the covert Chinese attack on Hoover just before the war, the virus and its original purpose, etc. Any knowledge the Followers learn from the player that pertains to the Apocalypse history tickles their yo-yos to no ends.

Art requirements – .

Engineering Facility and Workstation (FOA)

Right next to the school is the Engineering Facility with a working mechanic's station for the player to play with. The inside is fairly open with just two medium sized offices for desktop work. In the main room, where the player will first enter, are the mechanic's station, two tool chests, and a couple desks with engineering crap around it. Shuffling between the workstation and the desks are two elderly, and a couple younger, fellows who look like they've seen their fair share of hardships and combat. When asked what they are working on, they will say they are working on an improved water filtration process to make the toxic Hoover Dam water drinkable and also a process for creating hardier wheat that can grow rapidly in just about any soil and has minimal water requirements for growth. They will also divulge all this research is funded by the FOA, and that they work for them.

The player can offer to help and will receive a series of quests to make the old farts happy. Making them happy will grant the player access to the mechanic's workstation. Also, making them happy earns their trust and they (the older fellows) will divulge that they are former BOS scribes from a secret vault known as Maxson's Bunker. They will tell why they left the bunker and came to Hoover Dam, and will even give the player instructions on how to get there, if they want.

One of the younger engineers will go into his adventure in Burham Springs and the he was a member of the NCR 5th Engineering division. However, he would prefer not to get into details about what actually happened in Burham Springs

Art requirements – .

Medical Facility (FOA)

No Follower of the Apocalypse regime would be complete without a medical practitioner and researcher. Dr. Yuri Polivich is Hoover Dam's medical doctor. He, along with his trusty, shiny auto-doc, can mend just about any wound, cure almost any affliction, and stave away the harmful effects of radiation. In addition, Dr. Polivich can insert implants for a nominal fee... well, a pretty hefty fee, at first. Yuri's prices will go down a lot depending on how many good things the player does for Hoover Dam. On that same token, his prices will go through the ceiling if the player begins to traffic smooch into Hoover Dam and Yuri figures it out. It's not because Yuri is opposed to recreational drugs, it's because he doesn't want the competition. Dr. Yuri, as he is known among his "friends," is also the drug (or CHEM) trafficker in Hoover Dam. Need a quick fix of Mentats? Dr. Yuri can hook you up. Heard about a drug called Jet? Dr. Yuri might have a sample for you to try. Yep, Dr. Yuri Polivich is the post apocalyptic Candy-man.

Now, there is a way to make nice-nice all around if drug trafficking is your thing. Dr. Yuri can be the person the player hits up to distribute smooch. He may be a bit reluctant at first, but if the player gives the good doctor a sample of smooch to try, Dr. Yuri will enthusiastically agree to be the official distributor.

Now all the player has to do is do supply runs once in a while to keep Dr. Yuri well stocked. Dr. Yuri will give the player a definite weight of smooch needed to carry him through the year, so it is up to the player to decide how much of that weight he wants to actually schlep from the Reservation.

*A little "fun" note – if the player sets up Yuri to be the distributor for smooch, eventually, even if the player negotiates a peace between the BOS and Hoover, Hoover's generators, filtration processes, law enforcement, etc. will crumble. Hoover Dam will fall into an apathetic anarchy town filled with smooch junkies. This process should take about a year or so of game time. The effects of smooch in the community are gradual, even if the player has fixed some of the more important machines. These machines will break down more often, the people in charge will show more apathy towards maintaining the machines, and eventually they will either leave Hoover, or hang out near a fire pit in the fetal position getting high on smooch, or snorting toxic waste if no more smooch is available. Even Governor Dodge and his troops will succumb to smooch. Why? Because they lose all hope after seeing Hoover fail even after the war is over. And, if the player introduces smooch before ending the war, Hoover Dam will eventually fall to the BOS/COS (if they're still around). **DON'T DO DRUGS!** The only way to turn things around before Hoover crumbles completely is for the player to create a smooch anti-toxin to counter the addiction and withdrawals. A high Medic skill is needed to create the anti-toxin.

Art requirements –

Look Out Below - Café & Bar

Pablo Riviera is the owner of a swanky, big shack that serves great spirits and good fun... well, it used to before the BOS war. One of the things 3-Some Caravan was good at supplying was a plethora of different kinds of booze. Since the war started and 3-Some caravans have been attacked with increasing frequency over the years, the booze supply has diminished greatly, driving the cost of booze up through the roof, and thus killing business. However, his biggest competition, Dusty's Desires Bar & Entertainment, has been doing pretty well and has remained stocked with plenty of booze. This pisses Pablo off to no limits, especially since Crimson Caravan is Dusty's supplier and Crimson refuses to do business with Pablo as long as he patronizes 3-Some. Since he is a proud man, he refuses to give into pressure and strong-arming, so he sticks with 3-Some, who always gave Pablo a fair price and respect. Thus, Pablo the barkeep is about as destitute as can be. He'd drink himself into a drunken stupor if he had enough liquor, but he does not. The player may bring Pablo liquor and sell it to him for a good price, or the player can help 3-Some caravan with liquor runs and try to restock poor Pablo's bar. Of course ending the war would be the optimal path since that frees up a lot of things, including 3-Some's caravan routes.

Pablo also offers some rooms to rent for safe rest, and some hot meals for hungry bellies. Also, when Pablo is not serving up overly expensive drinks or questionable food stuffs, he is the person to see for real-estate transactions. At first the price of a fancy PC pad is ridiculously high (not impossibly high, just ridiculous). Should the player solve Pablo's liquor shortage problem, the price for the Fancy PC pad will drop dramatically.

Art requirements – .

Fancy PC Pad

This is a very nice, two bedroom shack the PC can buy from Pablo, the barkeep and proprietor of the Look Out Below Bar & Grill. It comes completely furnished with the latest wasteland furniture and has a fine view of the toxic lake. On special evenings, one can look out on the lake and see horrible lake monsters fighting to the death. Romance doesn't get hotter than this.

Art requirements – .

Frieda's Firearms

A nice shack like structure that houses a lot of shelves filled with a lot of firearms and ammo. Frieda, a fifty-something black woman who seems too elegant and proper to be a firearm retailer, is the proprietor. Her wares will vary from time to time, with better firearms and ammo coming later in the game. This could change, of course, if the player has done dickish things in Hoover and lets things flounder and collapse. Then Frieda will pack up and seek out greener pastures.

Frieda has no quests attached to her.

Art requirements – .

General's Store

Another nice shack with shelves filled with more mundane supplies with a neat thing mixed in once in a while. The owner is a midget named Milko who does not realize he is small. In fact, he thinks he's about 6'7" and weighs in at a muscular 360 lbs. Come to find out from the locals that Milko drank too much of Hoover Dam's filtered and processed irrigation water before anyone could tell him it was not for human consumption. It's best if the player just plays along with Milko's delusions.

There are no quests associated with Milko (subject to change depending on how much I like writing Milko's dialogue).

Art requirements – .

Mechanical Lift to Downtown

On the dam's face is an open air, mechanical elevator that takes the player down to Downtown and back up to the Rim. It works and is in no danger of not working.

Art requirements – .

Heavy Equipment Debris (Ancient Construction Site)

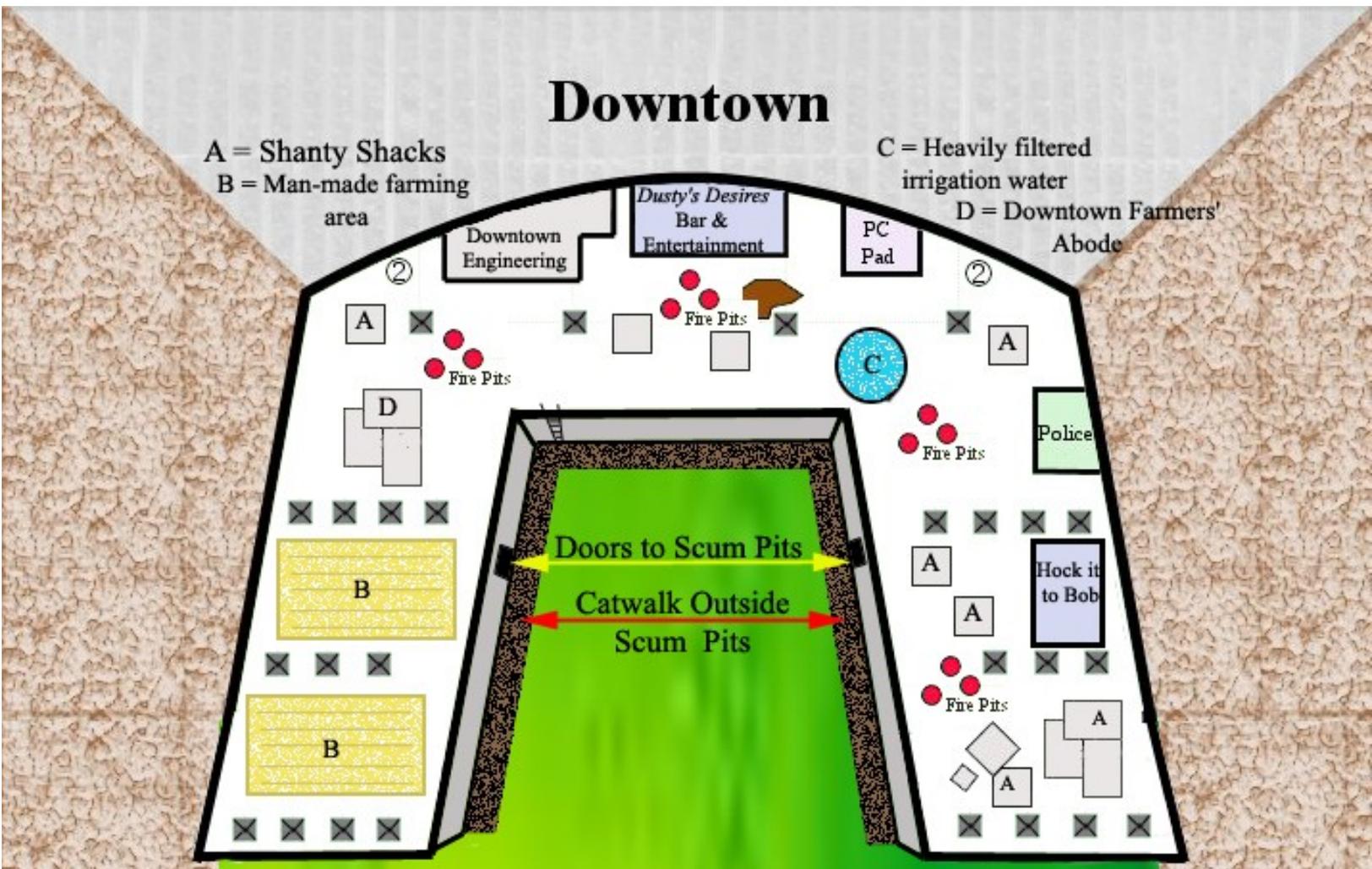
When Joseph Dodge decided to use this debris for resource gathering and construction, he deemed himself brilliant because he now had a resource to trade with other communities. Unfortunately, a few years of cannibalizing this construction debris site has left this area of the dam a tad unstable. Anymore tampering could send the debris crashing below, which in turn would crack the dam face and send billions of gallons of toxic water pouring into the valley, wiping out everything in its path and taking all of Hoover Dam with it. Since this discovery, the site has been deemed off-limits. Anyone caught approaching the site would be shot on sight. Two well armed guards are always guarding the debris.

If the player is a true shit, he can figure out that four C4 bombs or four bundles of dynamite would bring the whole mess down, thus destroying Hoover Dam, but that would kill the player as well. The timer for detonation can be no longer than 10 seconds or the guards will see/hear the timer and disarm it. If the player sets the timer to ten seconds or less, it's not enough time to escape the devastation that would follow. This is just so the player can say, "HEY LOK HOW COL I M!!11!!!!1 OMG I BROGHT DOWN TEH WHOLE DM!!11111 OMG WTF" Granted, they would have to reload (and there would be plenty of warnings elsewhere in the game so they know they will die trying), but they could do it! It's an Easter egg thing I hope we have time to do. If not, then the player can never muster up enough to blow it up and that will be that.

Art requirements - .

12_Hoover_Dam

Downtown



12_H

Downtown Locations

Dusty's Desires Bar & Entertainment

No town would be complete without a dive bar serving up cheap drinks and even cheaper women. Dusty Heart is the owner and proprietor of this lovely establishment, and despite being "big boned," she is quite attractive. She'll serve up the finest hooch in the wasteland with a gleam in her eye and a mysterious brown stain in your glass. She loves a good time, but will whip out the ol' *Dusty Trail* should folks get out of line (Dusty Trail is a pump action shotgun that Dusty always keeps within arm's reach).

The bar itself is made from a large, shack-like material (the shack tiles set) and sits at the central base of the Hoover Dam face. It looks like a typical Western saloon on the inside, complete with round tables, crappy chairs, a large bar at the back, and an even larger, super mutant bouncer, named Beatrice, covering the front door. There are rooms for rent on either side of the building.

As stated above on the Rim, Dusty gets plenty of hooch from the Crimson Caravan. Because of this, business has been very good. War makes people want to forget, and Dusty has plenty of booze and women to help the troops, and whoever else, forget about the hardships of war. Aside from buying booze and women, the player can rent out his services collecting unpaid tabs from some of the townsfolk. This won't win the player any popularity contests with the Downtown crowd, but it will get the player in good with Dusty and, more importantly, give the player a very good recommendation from Dusty to the Crimson caravan. Plus, if the player is a bit of a tough-guy, there will be the occasion when a bar fight breaks out and the player can get the opportunity to help Beatrice settle things down, either physically or diplomatically, or until the police arrive.

Lastly, Dusty is another potential distributor for smooch. Running smooch through Dusty is less dramatic than through Dr. Yuri, mostly because the junkies will be confined to the Downtown folks. If things go to shit down here because of smooch junkies, then Dodge and his men will declare martial law and overtake all operations in Downtown, including the maintenance of the machines. In addition, should the player use Dusty as a distributor, then the player may not use Dr. Yuri as one – and visa-versa. Word gets around quick and the folks at Hoover don't take too kindly to individuals playing both sides, even if it is illegal, or questionable, transactions.

Art requirements – .

Downtown Engineering

This engineering facility is not nearly as nice as the one on the Rim, but it is efficient. Otto Steed is the ghoul in charge of this facility, and he is also in charge of the water purification process and chemical extraction. Inside the basic structure are two strange looking machines. One contraption is a water purifier that empties into a large pipe that goes into the ground and the fills up an outside water tub, and the other machine right next to the purifier is a chemical collector that collects sulfur and potassium nitrate.

Otto has been working closely with the former scribes on trying to come up with a way to make the filtered water drinkable – it can only currently be used for irrigation, and that's borderline. The player can help Otto with this problem by working with Jericho and their filtration processes. The player does not need to be a

mechanic or science wiz to do this, but he will get more XP if he is either and upgrades the purification machine himself using the Jericho technology.

Otto is also in charge of the two working power generators that are in Baseline. Otto and Dodge are the only ones with keys for Baseline, so the player either has to kill Otto or Dodge to get the key, or agree to help them with a few problems within Baseline and the Scum Pits. This is covered more in Quests.

Otto has an assistant, named Dianne, who is highly organized and eager to take charge. She would never do anything to overthrow Otto, but she is eager to take on more responsibilities. Since Otto is a potential CNPC, should he go with the player, Dianne will take over the engineering facility.

Art requirements – .

Farming Crops (B)

Of all the strange places to grow wheat and corn, the top of a dam generator building has to be one of the strangest. But, thanks to the hard work of the former BOS scribes and the tender agricultural work of farmer Dave, wheat and corn do grow very nicely. With minimal dirt and scorching sun, Dave and the scribes have managed to not only grow the wheat and corn, but grow enough of it to feed the citizens of Hoover Dam and export some for trade. While this is all well and good, Joseph Dodge has asked if more wheat and corn could be grown to further raise their value in trade. Unfortunately, Dave would need a fairly large hydroponics farm to fulfill the proposed quantities Governor Dodge would like. And the only unused facility large enough to handle the proposed amount is the Scum Pits. The Scum Pits would first need a lot of reconstructing to sustain a working hydroponics lab, not to mention that the creatures living in the Scum Pits would need to be removed. No one in town is capable of doing either, it would seem. Even if the creatures in the Scum Pits were eradicated, there is the real problem of the open holes filled with toxic goo. It is said that power generators were once housed in those holes, but some catastrophe created the necessity to remove the generators and move them into the area known as Baseline. If the toxic goo could be cleaned up, the creatures eliminated, and the materials needed to build the hydroponics farm could be found, then, and only then, could Governor Dodge's request of more wheat and corn be fulfilled.

Art requirements – .

Downtown Police

Not much to say here except that this police station is half the size of the one in the Rim and is run by four other police officers under the watchful, though far away, eye of Ralph Peoples. These police don't give a hoot about drug use or the prostitution at Dusty's, just so long as no one hurts anyone else. Their job is to make sure violence does not break out and everyone keeps their weapons holstered. They also frown upon stealing, but usually the locals lynch the thief before the police can get to the suspect.

Art requirements – .

Hock-it to Bob

When other people get sick of their crap, or they need money to pay off one of Dusty's tabs, most folks at Hoover come to see Bob of Hock-it to Bob. In modern terms, Bob would be a pawn dealer. Every month Bob has something new to sell, so the player can check out Bob's wares just to see if there is something they have to have.

Bob also runs a bounty hunting business. If he feels the player can handle himself, and the player inquires about work around town, Bob will give the player bounties. Unlike modern bounties, these bounties are for dead, only. There's no where to house a felon for extended periods of time, so the mark needs to be whacked. Good characters should not feel too bad about this because the bounties are for some true low-life scum. Some of the bounties can be found lurking around Hoover, some have been seen at other F3 locations. THIS IS WHERE YOU CAN COME IN! I'd like there to be a bounty in each feasible area like Denver, Jericho, Reservation, maybe Blackfooot, etc. Places where a stranger might be welcomed, or at least seen as a potential asset to the community.

Bounties:

- **Blackfoot: Craig, the main raid-leader of the Blackfoots. To the Blackfoots he's a skilled warrior and raider, but to anyone outside the Blackfoots he's an evil raider who should die, die, die.**

Art requirements – .

Filtered and Processed Irrigation Water (C)

This large container is what's used to hold all the water Otto successfully purified for irrigation. It usually runs at half-full. Nothing much else happens here.

Art requirements – .

Farmer's Abode (B)

This shack is much nicer than the others and belongs to farmer Dave. He'll be here at night, and not during the day.

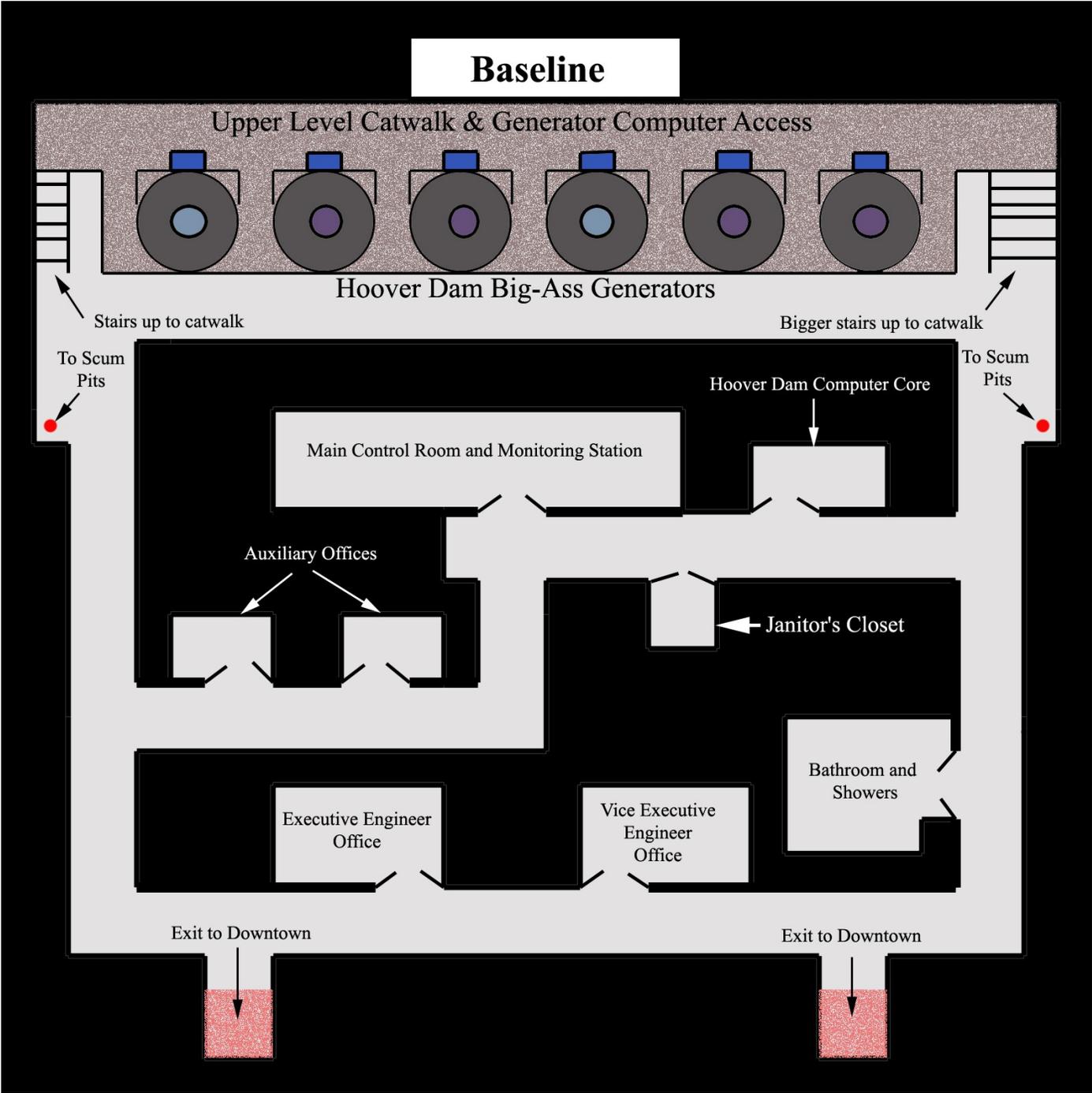
Art requirements – .

Doors to Scum Pits

Climbing down some narrow ladders near the north-center of Downtown will bring the player to a catwalk. This catwalk then leads to doors on either side. These are the doors to the Scum Pits – a place of toxic death and vileness. It is advisable to the player to use an environment suit before venturing into the Scum Pits.

Art requirements – .

Baseline



Baseline Locations

Baseline is the home of the only two working power generators in Hoover Dam and the workplace/home of some anti-social humans the citizens of Hoover call the trogs (short for troglodytes). These folks are very burly, yet have very pale, almost albino skin. They mostly keep to themselves and prefer the dark solitude of the damp, musty corridors of Baseline.

The array of offices and storage rooms serve as living quarters for the trogs. When they are not in their respective living quarters, the trogs are performing maintenance on the two working generators and the main control room. All the trogs answer to Otto, but there is a clear leader among the trogs, a very large, polar bear of a man named Billy-Bob. Billy-Bob is very easy going once he knows someone and likes them, and he rules his kin fairly.

However, as with most folks trapped in an RPG, he has a problem. His youngest daughter, Mary-Joe, has taken a job with Dusty as an "escort." It's bad enough that Mary-Joe stays away from the safety of the earth's belly (what the trogs call caves and such), but she is also mixing with waste-walkers (what they call folks who live on the surface). Billy-Bob doesn't know Mary-Joe is actually fornicating with waste-walkers. If he did, then Hoover Dam would have another war on their hands. It will take more than just words to convince Billy-Bob that Mary-Joe is a prostitute; the player would have to tell Billy-Bob about a strange birthmark on Mary-Joe located on her inner thigh. And to keep Billy-bob from putting the player on a spit and slapping an apple in his mouth, the player can give the name of one of the male bar patrons so Billy-Bob can go interrogate him, personally. If that happens, then Hoover has two fronts to fight, not to mention the trogs will turn off all the power.

Of course the player doesn't have to be an instigator and can instead try to get Mary-Joe to stop turning tricks. If the player can convince her to stop and have her return to the trogs, then Billy Bob will grant the player access to the Scum Pits.

Lastly, if the player buys some time with Mary-Joe, he will knock her up. This sets a ball in motion where after about three game months, the player will have some random encounters with bounty hunters from Hoover. If the player just ignores these encounters and presses on without investigating them, then the player will have random encounters with trogs. If the player still ignores the encounters (i.e. runs away or kills the bastards), then in the ninth month since fornicating with Mary-Joe, the player will get a random encounter with Billy-Bob and a mess o' his kin (insert "Deliverance" soundtrack here). He will "kindly" ask the player to do the right thing and marry Mary-Joe. If the player is speaky-guy, he can convince Billy-Bob that Mary-Joe and the baby are better off being brought up by their own kin. If the player cannot convince Billy-Bob, then he can go back and marry Mary-Joe (and then leave again – she'll stay behind with the baby). If the player is just a dick and refuses to cooperate in any way, blood can be spilled. This worse case scenario will also impact Baseline's efficiency since there will be no more trogs, or at least not enough kinsfolk to maintain Baseline. Oh, and Mary-Joe will still be turning tricks, but now to support her baby.

Executive Office and Vice Executive Office

These are shared rooms for the trogs to sleep, eat, and live. However, these rooms are mainly occupied by the kinsfolk's leader, Billy-Bob, and his immediate family.

Bathrooms and Showers

While the showers and toilets work, they use the same toxic water that Otto and the scribes have been trying to filter. The trogs are smart enough not to use the showers and toilets for their water supply. Needless to say, they are a bit "ripe."

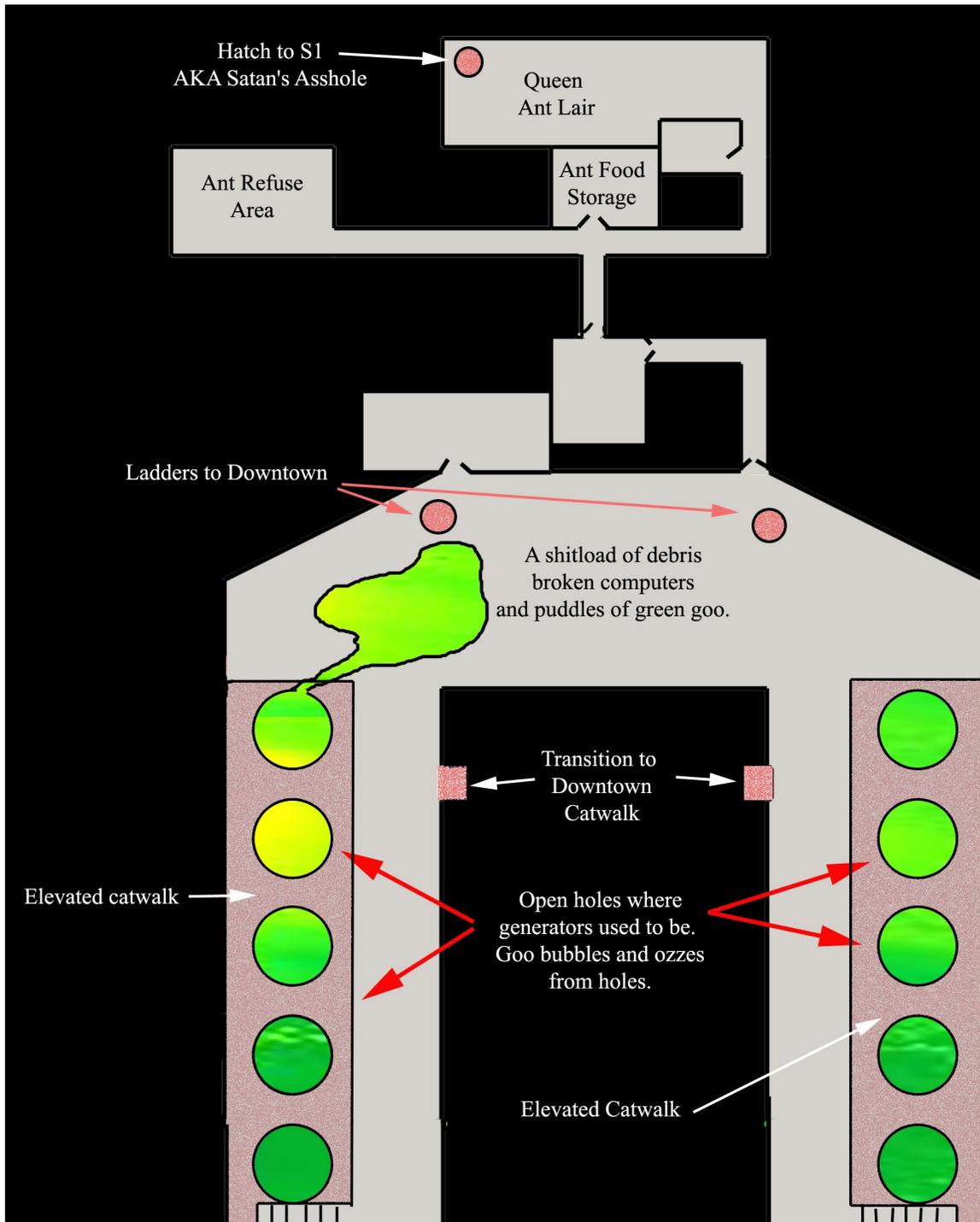
One thing the trogs have been doing is hooking up a still to the shower using bits and pieces from the scribe's filtration rejects. So far no one has died or showed ill side effects from drinking the trog hooch, but then again, the still has only been in service for a short time. Maybe the player can upgrade the filter, or improve the brew? YEEHAW!

Auxiliary Offices and Janitor's Closet

Living quarters for the rest of the trog kin..

12_Hoover_Dam

Scum Pits



12_Hoover_Dam

Scum Pits Locations

Art requirements –

Former Generator Rooms

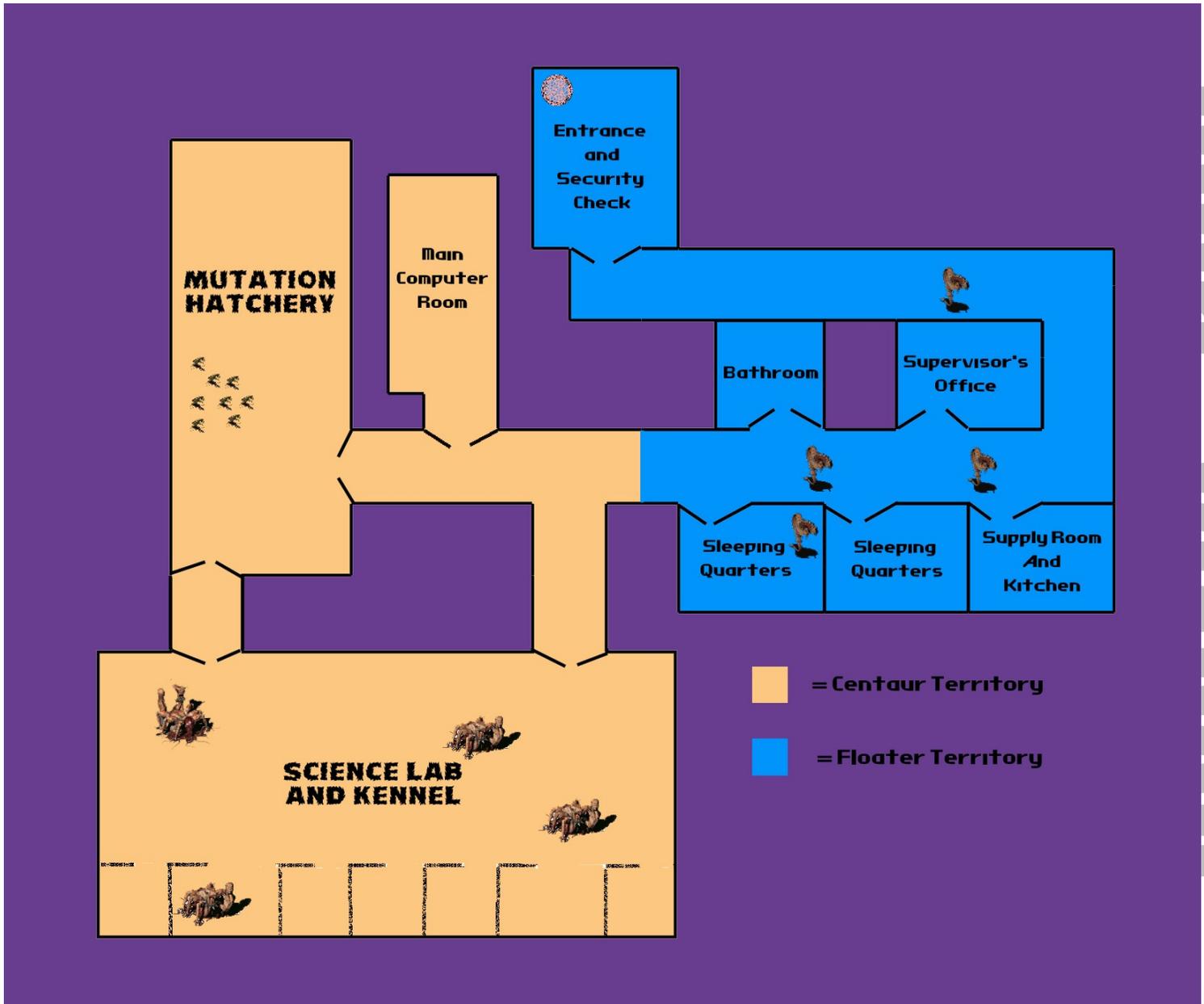
These two areas are not only a mess with concrete debris and metal rods shooting out from the ground, but also from the living and dead carcasses from albino pig rats and giant leeches. It seems there's a sick, symbiotic relationship between the two creatures, where the leeches feed off the blood of the albino pig rats, and the albino pig rats will hunt and kill the leeches that don't escape after gorging. Since the pig rats are fairly prolific, there is another critter that helps keep the rats in check; giant, albino ants. While the albino pig rats are creepy looking enough with their red eyes against milk white fur, the giant albino ants are truly something out of a nightmare. The exoskeleton is a very pale yellow that almost looks white, their eyes glow red like the rats, and their mandibles glow green and drip a green, acidic fluid. These ants live in a nest back in the office area and, luckily, are not prolific. But they are hungry, and they do come out fairly often to catch and drag a rat or leech back into its dark lair.

Office Area – Ant Hive

Back in the small catacomb area that used to be the office area, the giant albino ants made a home. No one knows for certain how these creatures got into this area, but some have speculated it had something to do with the toxic sludge from the generator rooms. Whatever the case, the ants were here and deadly. Every expedition that Dodge sent down into the Scum Pits to eradicate the critters met with disaster because of the ants. It was like they were tactically organized, waiting for Dodge's troops to start attacking the rats and leeches, and then the ants would ambush the entire lot, taking everyone, and everything, by surprise. Dodge has since stopped sending down troops.

The hive consists of about a dozen giant albino ants and one queen. There are three rooms that make up the hive; ant refuse, the ant food storage room, and the queen's lair. In the queen's lair is a sealed access port that leads to "something" below the Scum Pits. It looks like there is a complicated mechanical lock that keeps anyone from getting in – or out!

S1C



Sub-Level 1C (Classified)

This was a top secret research laboratory in the pre-war days. Its main purpose was genetic experimentations for military exploitation; i.e. making horrible abominations to not only terrorize the enemy, but also completely wreck ecosystems. The genetic mutations that would be created were specially designed to adapt to just about any ecology and take over, utterly wiping out anything else in its path. The reason why Hoover Dam was chosen was because there were several creatures in the area that seemed to be results of genetic mutations. Certain areas of the Hoover Dam Lake seemed higher in radioactive isotopes than other areas, which might have been the reason for the mutations. However, no matter the reason, it was considered a good place to start and further the process with a secret lab.

Using similar technology that the Master from FO1 eventually used for his twisted purposes (he stumbled across the research in top secret computer archives), scientists made several specimens that grew to full size. However, shortly before the big war started, a Chinese infiltration and sabotage team discovered the secret laboratory and tried to destroy Hoover Dam so the genetic work could never be used against them. Some of the Chinese stealth soldiers made it into S1C while others were planting bombs in the main generator rooms (now called the Scum Pits). One of the bombs went off prematurely and alerted all of Hoover Dam, including the guards in S1C. Things become cloudy in the reports due to the chaos that ensued, but suffice it to say that the Chinese were defeated, the generators were heavily damaged, and S1C was compromised. During the heated battle in S1C, several genetically altered creatures escaped into the halls. The guard in the guard post was ordered to leave and seal the exit hatch if ever such an emergency happened, and the guard followed orders well. A couple of Chinese stealth soldiers and four scientists were trapped in S1C after the hatch was sealed, doomed to either die at the hands, or weapons, of the enemy, be consumed by the escaped genetic creatures, or just die of starvation (let's face it, eating a genetic mutation is just gross – the meat is far too stringy).

If the player ever makes it down here, he will find that the floor's integrity has been compromised. There is murky, green water that is about waist high all over the floor. The water comes from a broken wall and a hole in the floor. From that hole emerged mutated leeches and perhaps fish. Either way, these creatures turned out to be the food that has sustained the centaurs and floaters in SC1.

Once the player kills all the beasties, the player will have access to a great science lab and a top secret central computer that has some info on hydroponics, history, etc. Lastly, the player can find the dead Chinese stealth soldiers and use the materials from their stealth armor to make his own stealth armor, if he's got da skillz!

Art requirements- Mostly standard vault stuff. Will require waist high, green murky water to cover the floor.

TIMELINE

YEAR	EVENT
1943	
2063	
2065	
2072	
2075 October	
2077	
2087,	
December	
2088,	
December	
2089, January	

2198
 2220
 2227, July
 2227, August
 2242
 2249
 2253, October
 23

F3 Begins

EMOTIONAL PORN



DRAMA

- **Apathy – Battle fatigue is rampant throughout Hoover Dam, and part of the fatigue is apathy. Citizens and soldiers alike are so fed up with being on guard 24/7, that they turn to other things to take their mind off the situation. Some get so involved in their distractions that they no longer care what else goes on around them. The player can exacerbate the apathy by being a supplier of smooch, a soon to be new favorite distraction.**
- **Man of peace of Dr. Feelgood – The player can do wonders to boost morale by helping the Hoover Dam community towards a peace with the BOS. On that same token, the player can also boost morale by supplying smooch, but this will eventually cause the collapse of Hoover Dam. But hey, they were happy on the trip down, right?**
- **Things aren't always as they seem – The Crimson Caravan group initially comes across as the good guy company, doing all they can to help Hoover Dam survive the war and prosper. 3-Some comes across as desperate ex-felons who are only out for themselves. After the player gets involved with both caravan companies, it will become apparent that the opposite of each is true, and things really aren't always what they seem.**

OTHER ROLE-PLAYING TESTS AND EPITHETS

TIES TO OVERALL GAME THEMES

- Quick judgments will usually lead to a hazardous end. The whole Crimson caravan and 3-Some caravan drama.
- Evil is subjective:
- Deception. Not everything is as it seems, and not everyone is truthful about their motivations.
- Wisdom comes in strange places. The trogs come across as dumb hicks, but there is a wisdom to them that transcends their simpleton speech and questionable hygiene. A wise waste-walker could learn a thing or two from a trog.

NPC COMPANION USES

GENERIC NPCS

Governor Joseph Dodge (Male –Human)

(The Rim – At first reluctant leader who eventually took an active and passionate interest in the Hoover Dam community. Now he either wants to die, or make peace with the BOS; depends on the day)

Importance – Major

Level – 15+

Age – 52

STATS

ST - 05

PE - 05

EN - 07

CH - 06

IN - 07

AG - 06

LK – 06

Traits –

Perks –

Tag Skills –



War, no matter the longevity, can rattle the feathers of the easiest going souls. As one of the founders of current Hoover Dam, there was a time when Governor Dodge was proud of what he and the community did with Hoover Dam. But then the war with the BOS hit and everything started to go downhill. Dodge tried to keep a stiff upper lip, but the constant state of alert, coupled with the infrequent attacks on the front gate, and then on the caravans, wore heavily on Dodge. When regular supplies ceased from NCR proper, almost all hope was lost.

However, Ailis McLafferty, of the Crimson Caravan, brought glimmers of hope. She found a good source of weapons and firearms to help Hoover Dam defend itself from BOS attacks. This put Crimson in a very favorable light with Dodge. However, even though the extra equipment would prove to help in the war

effort, Dodge knew that he was living on borrowed time. The water filtration system was failing, and that had a far reaching impact on Hoover's crop growth. In addition, the crops that were growing were not enough to maintain the citizenry and trade. Dodge needed a larger area to grow crops. The area known as the Scum Pits was mentioned as a good location for a hydroponics farm, but Dodge knew that materials would be needed to construct such a thing, never mind the fact that the Scum Pits were filled with creatures that claimed the lives of several NCR troops. In addition, power from the two working power generators is slowly decreasing. Dodge has Pierre LaPoubelle and Otto Steed working on the problem, but a solution does not seem like it is in sight. Dodge is on the brink of giving up, not only because of the internal problems, but the war, too. Fighting a war when there is so much falling apart around just slinks Governor Dodge into deeper funks.

Scripting stuff goes here

Major Jack Fleming (Male –Human)

(The Rim – Major Jack Fleming is the commander of the Hoover Dam NCR troops and Dodge's right hand man.)

Importance: Intermediate

Level: 15
Age – 38
ST - 06
PE- 07



EN - 06
CH - 06
IN - 05

AG - 08
LK - 05

Traits –

Perks –

Tag Skills –

Major Jack Fleming does not have a stellar military career with the NCR. He's a person who likes to question authority, and the military does not look kindly on such individuals, at least not in the NCR. So it really came as no surprise when Major Fleming was put in charge of the troops that would be sent to Hoover Dam, under the guidance and leadership of Councilman Joseph Dodge. At first, Fleming thought the assignment was a death sentence for insubordinate officers and the like. But after arriving at Hoover Dam and seeing Dodge diplomatically convince the settlers there that with cooperation they could build a powerful and prosperous community, Fleming found hope. *Maybe this Dodge character isn't so bad, after all.*

For the brief time before the war, when Hoover was very prosperous, Major Fleming grew to respect Governor Dodge more and more. He vowed to protect Dodge through thick and thin, and when the war with the BOS started, he reaffirmed his loyalty by suggesting Dodge stay in seclusion and only meet with people when absolutely necessary. Fleming thought Dodge was one of the wasteland's last hopes of civilized community and government, and he wanted to make certain that all of Dodge's hard work in the past would not be in vain.

Scripting stuff goes here

Guido, Enzo, Vinnie Giordano (Males – Humans)

(The Rim – The owners and proprietors of the 3-Some Caravan Company.)

Importance: Intermediate

Level – 8-10

Age - 120

STATS

ST - 06

PE - 07

EN - 05

CH - 05

IN - 06

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –



The Giordano triplets are tight knit brothers who are virtually inseparable. Originally from NCR proper, they served a small stint in the prison there for petty theft. After serving one year, they decided to use what money they had left over and open a caravan company, the 3-Some Caravan Company. Business did not take off all that well since word got around they were former inmates, but there was enough business to keep afloat. The Giordanos felt it was their lucky day when their company was recruited to accompany Joseph Dodge to Hoover Dam, carrying supplies to last the journey and set up shop. This was like a second chance for the triplets, a fresh start.

Business fared better for the 3-Some Caravan Company in Hoover Dam, particularly with the riff-raff who originally settled there. The Giordanos never did anything illegal, but the impression that they were part of a lower class carried over from NCR, mostly thanks to the suspicious nature of Joseph Dodge and Ailis McLafferty egging on his suspicions.

Enzo Giordano is the speaker of the company, and he is willing to deal with anyone as long as it does not involve hurting anyone else – much. Enzo is honorable and straight forward, and he always keeps his deals. Lately, however, he and the other brothers have been feeling the pinch since Crimson has been supplying arms and weapons to Dodge and his NCR troops. In addition, there are frequent caravan raids against 3-Some by BOS soldiers using some kind of cloaking device to hide their approach. Ailis of Crimson said she has been attacked by the same BOS, but strangely it has not affected her shipments or frequency of caravan runs. Enzo is very anxious to find out what Ailis is up to.

Dorris (Female – Human)

(The Rim – Receptionist in the NCR HQ)

Importance: Minor

Level – 5

Age - 22

STATS

ST - 05

PE - 05

EN - 05

CH - 07

IN - 06

AG - 06

LK – 05

Traits –



Perks –
Tag Skills –

There's not much to say about Dorris. She's pretty, perky, and has a foul mouth. She is a soldier in the NCR force, but she much prefers her post as the receptionist for the NCR HQ. She doesn't take too kindly to flirting from male suitors and is quick to shoot anyone down who does. Some even say she might prefer women to men, but that is just a rumor created by ego bruised men... or is it...?

Scripting stuff goes here

Ailis McLafferty (Female, Human)

(The Rim – Owner and operator of the Crimson Caravan Company.)

Importance: Intermediate

Level – 11

Age 44

STATS

ST - 05

PE - 05

EN - 07

CH - 06

IN - 07

AG - 05

LK – 05

Traits –

Perks –

Tag Skills –



Ailis McLafferty doesn't take any shit and rules the Crimson Caravan Company with almost military strictness, but far more efficiently than the military. She saw the order to accompany Governor Dodge to Hoover Dam as an opportunity to expand her caravan empire. She puts on a great show of support for Dodge and his efforts, but she secretly wants to see him fall flat on his face. When she does, she will seize the opportunity to take over Hoover and shape it into a town that would be the envy of the wasteland.

Part of Ailis' master plan is to work both sides of the BOS/NCR war. She is currently supplying weapons and ammo to both BOS at Maxson's Bunker and the NCR at Hoover Dam. It is her hope that the war of attrition will eventually take its toll on Dodge and he will step down. Once this happens, Ailis will make a supply run to Maxson's Bunker, assassinate Devon Hill, blow up the entrance to Maxson's, therefore trapping any survivors inside, and come back to Hoover Dam as the hero who ended the war. Lofty plans, to be sure, but Ailis has full confidence in herself to pull it off.

Scripting stuff goes here

Ralph Peoples (Male – Human)

(The Rim – Tough-as-nails Police Chief.)

Importance: Intermediate

Level – 15

Age - 44

STATS



ST - 07
 PE - 07
 EN - 07
 CH - 05
 IN - 05
 AG - 06
 LK - 06

Traits – Gifted;

Perks – Sharpshooter; More Criticals; Better Criticals; Living Anatomy; Gain Agility

Tag Skills – Firearms; Unarmed; Medic

Ralph Peoples spent most of his life wandering the wasteland. He would stop here and there to do the odd job, but never really stayed very long in one place. It was a stroke of luck when Governor Dodge came to Hoover Dam the same day that Ralph was there. Ralph took an immediate liking to Dodge, seeing that he could possibly make a difference at Hoover Dam, and make a home. So, when Dodge asked Ralph to be his police chief, Ralph did not hesitate to accept. Ralph had hoped he would eventually find a place to settle down, and it looked like Hoover Dam might be that place.

Ralph is a tall, somewhat lanky man with chiseled features and leathery, weather beaten skin. He has no fear of anyone and is only interested in upholding the law within Hoover Dam. The only thing that has him a bit concerned is the BOS/NCR war. Ralph can see a real possibility of the Hoover Dam community collapsing and his home disappearing. If that happens, Ralph will just go back to drifting and taking the odd job here and there, especially if has something to do with bringing scum to justice.

Mitch Stiller (Male - Human)

(Downtown – Wannabe tough-as-nails Police Captain)

Importance: Minor

Level – 10

Age - 34

STATS

ST - 05

PE - 06

EN - 06

CH - 04

IN - 06

AG - 07

LK - 06



Traits –

Perks –

Tag Skills –

Mitch Stiller is the Police captain of Hoover Dam and is stationed in Downtown. He's a fair man who tries to come across as tough, but everyone really knows he's mostly talk and pomp. When the going gets tough, he will step in, but it is obvious he is not quite as skilled as he thinks he is. It's a good thing Mitch has back-up, or situations would most certainly turn for the worse.

Candice Morris (Female - Human)

– Teacher with the FOA and for the Rim's only school)

Importance: Intermediate

(The Rim

Level – 8



STATS

- ST - 04
- PE - 07
- EN - 06
- CH - 06
- IN - 07
- AG - 05
- LK - 06

Traits – Skilled

Perks –

Tag Skills –

Candice is the head of the Hoover Dam chapter of the Followers of the Apocalypse, and she is also the school teacher of the area. She is well versed in a lot of wasteland and recent Hoover history, including the war with Caesar's Legion, and is eager to teach anyone who will listen. She is also very interested in newly discovered history, so the player can always go back to Candice and give her updates on what he found in the wasteland that could be added to the Apocalypse history. A player with good Deception skill can tell all kinds of tall tales and lies about the wasteland to gain Candice's favor.

Lately, Candice has been in a huge funk because of the lack of attendance in her school. Since the BOS/NCR war started, all of her pupils either moved away or thought that showing up to school was too risky because of the BOS attacks. So, instead of teaching, Candice shoves her nose deep into her history books and rarely looks up.

Pierre LaPoubelle (Male – Human)

(The Rim – Chief Engineer of the three scribes in the Engineering Facility.)

Importance: Intermediate

Level –

15

Age - 52



STATS

- ST - 06
- PE - 07
- EN - 05
- CH - 04
- IN - 08
- AG - 06
- LK - 05

Traits – Gifted; Skilled

Perks – Living Anatomy; Medic; Gain Intelligence; Tag!

Tag Skills – Medic; Science; Mechanics; Firearms

Pierre LaPoubelle is a former scribe from Maxson's Bunker, along with his other scribe buddy. He came to Hoover out of frustration with the direction the BOS was going and wanted to lend his peaceful services to the growing community of Hoover Dam, despite the fact the government was NCR based. It is due in large part to Governor Dodge's fair-handed and peace-seeking ways of ruling that Pierre et al stayed in Hoover Dam and volunteered their services. However, neither of the former scribes told the truth about where they came from because they did not want to jeopardize the lives of their remaining friends at Maxson's Bunker.

Pierre is a strong and hearty looking man in his early fifties. He is very smart and loves to dive wholly into his work. He is currently working on creating stronger and heartier wheat and corn that can grow in the

wasteland's hard and dry soil. Also, he is working closely with Otto Steed to try and find a better water filtration process to turn the non-drinkable irrigation water into a fully drinkable version.

Dr. Yuri Polivich (Male – Human)

(The Rim – Chief and only doctor in Hoover Dam)

Importance: Intermediate

Level – 10

STATS

- ST - 05
- PE - 07
- EN - 05
- CH - 05
- IN - 07
- AG - 06
- LK - 05



Traits –

Perks –

Tag Skills –

By the looks of Dr. Yuri Polivich, with his stern eyes, pinched lips, and wild black hair, one might think he was a mad scientist. But Dr. Yuri, as he is known to his friends, is quite sane and extremely competent. He is well versed in many medical procedures and can cure or fix just about any malady or injury. In fact, he is one of the only people in the region who has a very clean, polished, and working auto-doc.

Dr. Yuri is the person to see not only to cure what ails the player, but also if the player wants a good distributor for smooch. You see, Dr. Yuri is also the local drug pusher and has a wide variety of different types of chems (drugs). If it's in the Fallout universe, Dr. Yuri has it. And Dr. Yuri is always interested in new recreational chems, so he will be tickled to distribute smooch at Hoover Dam, after he gets a sampling himself.

Just a special note: Dr. Yuri will be helpful later if smooch causes a junkie epidemic and an anti-toxin needs to be created.

Pablo Riviera (Male – Human)

(The Rim – Owner and proprietor of the Look Out Below Café & Bar.)

Importance: Intermediate

Level – 5- 7

STATS

- ST - 05
- PE - 06
- EN - 06
- CH - 07
- IN - 06
- AG - 05
- LK - 05



Traits –

Perks –

Tag Skills –

Pablo is usually a very happy-go-lucky sort, serving up the finest spirits in Hoover Dam. Unfortunately for Pablo, those happy days are gone. His regular supplier of hooch, the 3-Some Caravan Company, has not

been able to get fresh stock to Pablo for some time. No hooch means no customers, and poor Pablo is feeling the pinch. The thing that really gets his goat is that Dusty's Desires Bar & Entertainment, located in Downtown, has plenty of booze for her customers. Her supplier is the Crimson Caravan Company. Pablo would use them, but since he used to exclusively use 3-Some, Crimson will have nothing to do with Pablo. He'll be in a funk when the player first meets him and explain his woes to a kind listener. It's up to the player if he wants to bother helping him.

Frieda Van Graff (Female – Human)

(The Rim – Owner and operator of Frieda's Firearms.)

Importance: Minor

Level – 8-10

STATS

ST - 05

PE - 07

EN - 06

CH - 06

IN - 05

AG - 07

LK – 06



Frieda is not originally from Hoover Dam. Originally hailing from Redding in what used to be California, she was born into the Van Graff family. She was born to Tiaret Van Graff, and is the brother of prisoner Jean-Baptiste Cutting. She does not know very much about her half-brother, except he turned up missing a few years ago.

Frieda is attractive, but she is very hard, like an old bar-fly. She doesn't take any crap from anyone and would just assume shoot you as to serve you. She expects a courteous customer, and if she does not feel the respect, she refuses to do business until the customer changes his ways.

Traits –

Perks –

Tag Skills –

Milko (Male – Human midget)

(The Rim – Owner and proprietor of the General's Store)

Importance: minor

Level – 8-10

STATS

ST - 05

PE - 07

EN - 05

CH - 04

IN - 05

AG - 07

LK – 06



Traits – Small Frame;

Perks – Tough Hide;

Tag Skills –Firearms

Milko is the midget owner of the General's Store, and he does not realize he is small. In fact, he thinks he's about 6'7" and weighs in at a muscular 360 lbs. Come to find out from the locals that Milko drank too much

of Hoover Dam's filtered and processed irrigation water before anyone could tell him it was not for human consumption. It's best if the player just plays along with Milko's delusions, especially if the player wants to do repeated business.

Dusty Heart (Female – Human)

(Downtown – Owner and proprietor of Dusty's Desires Bar & Entertainment.)

Importance: Intermediate

Level – 9

STATS

ST - 05

PE - 06

EN - 06

CH - 07

IN - 05

AG - 06

LK - 05



Traits –

Perks –

Tag Skills –

Dusty Heart is the owner and proprietor of Dusty's Desires Bar & Entertainment, and despite being "big boned," she is quite attractive. She'll serve up the finest hooch in the wasteland with a gleam in her eye and a mysterious brown stain in your glass. She loves a good time, but will whip out the ol' *Dusty Trail* should folks get out of line (Dusty Trail is a pump action shotgun that Dusty always keeps within arm's reach).

Dusty is best known for providing a certain type of entertainment - prostitution. She runs a "clean" business and asks her patrons to be nice to her girls and guys (yep, there are guys). If a customer will not comply, then she will introduce the offender to Beatrice, the large super mutant bouncer of Dusty's Desires.

Beatrice (Female – Super mutant)

(Downtown – Bouncer for Dusty)

Importance: Major (CNPC)

Level – 9

STATS

ST - 08

PE - 06

EN - 08

CH - 02

IN - 03

AG - 06

LK - 06



Traits –

Perks –

Tag Skills – Melee; Firearms; Unarmed

Beatrice is big, bad, and about as smart as a bag of hammers. But she is perfect for bouncer duties at Dusty's Desires. Beatrice is also uncertain exactly where she came from. She remembers wandering the wasteland, feeding on any wild animal that was foolish enough to attack her, and being attacked by assorted

raiders here and there – whom she killed and ate, as well. She also has limited flashbacks of being in a vault-like structure with others similar to herself, but she cannot remember any of the details.

When Beatrice came upon Hoover Dam, it was just before Dodge and his entourage took over. Beatrice was met with mixed results from the settlers, with some outright attacking her and others just giving her her space. For the ones who attacked Beatrice, they were quite tasty, but for the others who left her alone, she in turn left them alone, considering them as close to friends as she was likely to get. But there was one individual who was nice to her, and that person was Dusty Heart. She knew a kind gesture to one such as Beatrice would be met in kind, and sure enough, it was. Beatrice at first wanted to be her personal bodyguard (though she couldn't think up the word, "bodyguard"), but she instead gave Beatrice a paying job to be her bouncer for her new bar. Beatrice was delighted to help her new friend and has been the bouncer for Dusty's Delights ever since.

Beatrice is also a recruitable CNPC. During a bar fight, three individuals with cattle prods and a super sledge will try to get the best of Beatrice. The fight will not go very well for Beatrice, so the player will have the option to jump in and help Beatrice. Once Beatrice reaches 10% of her total HP, Mitch Stiller and his posse will come in and break things up (shoot the bad guys). If the player helped Beatrice in the fight, even if the player did very little damage to the bad guys, Beatrice will be grateful and ask to be the player's bodyguard. Dusty will not be very happy about it, but then again she won't argue with you or Beatrice. She will, however, jack up her hooker and drink prices if the player takes Beatrice.

Otto Steed (Male – Ghoul)

(Downtown – Chief engineer in Downtown – keeps a variety of tools, screws, and bolts screwed in his skull just in case he needs one.)

Importance: Major (CNPC)

Level – 9

STATS

ST - 05

PE - 08

EN - 06

CH - 01

IN - 07

AG - 06

LK - 06



Traits –

Perks – Living toolset (special perk for Otto only. Does not require a toolset to perform mechanics);

Tag Skills – Mechanics; Firearms; Sneak

Otto Steed is the chief engineer in Downtown and works closely with the engineers of the Rim. He is the only ghoul in all of Hoover Dam and, surprisingly enough, he's treated quite well. Otto came to Hoover Dam much like Beatrice, in that he wandered in from the wasteland. He arrived almost a year after Dodge took over as Governor of Hoover Dam, staggering into town with nothing more than torn rags around his waist. At first, the NCR soldiers were going to shoot Otto and be done with him, but Dodge's curiosity saved Otto from being riddled with bullets. Dodge had Dr. Yuri attempt to nurse Otto back to health so Dodge could ask about where he came from and if there were more nearby. When Otto was well enough to answer questions, he was very upfront and said that he was banished from a ghoul town called the Reservation, far in the east. He then gave his real name, Otto Steed, and said that he was grateful to Dodge for saving his life and that to repay him, Otto would fix and maintain anything that needed fixing and maintaining. Dodge took Otto up on the offer and made him in charge of the two working generators in Baseline. His only barrier were the trogs and their leader, Billy-Bob. Otto would have to make nice with

them before his work could commence. Otto was able to make nice with Billy-Bob (trog's aren't that judgmental on looks), and Otto was able to make the generators perform better than ever.

Otto has also been working closely with the former scribes on trying to come up with a way to make the filtered water drinkable – it can only currently be used for irrigation, and that's borderline. The player can help Otto with this problem by working with Jericho and their filtration processes. The player does not need to be a mechanic or science wiz to do this, but he will get more XP if he is either and upgrades the purification machine himself using the Jericho technology.

Lastly, Otto is so gifted with mechanics that he does not even need a toolset to use his skill. Instead, he has bolts, screws and an assortment of tools screwed into various parts of his head and pulls them whenever he needs to use them. He's essentially a living toolset, hence the special perk.

Otto will join the PC if the player gets the schematics to the filtration upgrade and either hands it over to Otto or the player does the repairs himself. Otto is curious about other mechanical wonders in the wasteland and will ask the player if he can tag along and explore.

Special art request – Special ghoulish head texture with a bunch of bolts and tools embedded in the skull.

Dianne (Female –Human)

(Downtown – Assistant to Otto.)

Importance: Minor

Level – 9

STATS

- ST - 06
- PE - 07
- EN - 05
- CH - 06
- IN - 07
- AG - 05
- LK - 05



Traits –

Perks –

Tag Skills –

Dianne was an NCR soldier and part of the NCR 5th Engineering Company before working for Otto. After the debacle at Burham Springs where a bunch of things blew up and released fiery gas, Dianne was assigned to be Otto's assistant. She is a young, attractive woman in her late twenties, and she is eager to learn all she can about engineering from Otto. She is also very well organized, which is a huge Benefit to Otto since he is somewhat of a slob. The two work well together, and should Otto decide to adventure with the player for a while, Dianne will take over as chief engineer in Downtown.

Farmer Dave (Male –Human)

(Downtown – Farmer.)

Importance: Intermediate

Level – 9

STATS

- ST - 06
- PE - 07



ALVY MOORE as Hank Kimball in "Green Acres"

EN - 05

CH - 06

IN - 06

AG - 05

LK - 05

Traits –**Perks** –**Tag Skills** –

Farmer Dave is a tall, medium build man in his late forties. He enjoys growing things, so it was a natural fit for Farmer Dave to be put in charge of Downtown's agriculture.

Farmer Dave has also been put in charge of finding a way to expand the crops so Hoover would have more to trade and an abundance of food for the locals. Farmer Dave has determined that the only way to do that is to turn the Scum Pits into a hydroponics farm. The only problem with that is that there are a lot of dangerous creatures in the Scum Pits, as well as toxic pools and a lack of building materials. If the player can help Farmer Dave solve these problems, then he will be very happy and Hoover will profit.

Bob (Male –Human)

(Downtown – Owner and proprietor of Hock-it to Bob.)

Importance: Intermediate

Level – 9

STATS

ST - 06

PE - 07

EN - 05

CH - 05

IN - 06

AG - 07

LK - 05

Traits –**Perks** –**Tag****Skills** –

Bob was a settler and running Hock-it-to-Bob long before Dodge and his entourage came. He used to run his shop out of a tent along the Rim. Now, he has a nice, sturdy shack in Downtown to conduct business, and business has been decent, even though there's a war. Bob is a tough, no-nonsense man in his mid fifties.

When other people get sick of their crap, or they need money to pay off one of Dusty's tabs, most folks at Hoover come to see Bob of Hock-it to Bob. In modern terms, Bob would be a pawn dealer. Every month Bob has something new to sell, so the player can check out Bob's wares just to see if there is something they have to have.

Bob also runs a bounty hunting business. If he feels the player can handle himself, and the player inquires about work around town, Bob will give the player bounties. Unlike modern bounties, these bounties are for dead, only. There's no where to house a felon for extended periods of time, so the mark needs to be whacked. Good characters should not feel too bad about this because the bounties are for some true low-life scum. Some of the bounties can be found lurking around Hoover, some have been seen at other F3 locations. THIS IS WHERE YOU CAN COME IN! I'd like there to be a bounty in each feasible area like Denver, Jericho, Reservation, maybe Blackfoot, etc. Places where a stranger might be welcomed, or at least seen as a potential asset to the community.

Bounties:

- Blackfoot: Craig, the main raid-leader of the Blackfoots. To the Blackfoots he's a skilled warrior and raider, but to anyone outside the Blackfoots he's an evil raider who should die, die, die. (12_Craig_Bounty) = = 1
- Denver: Miguel Vargas: The guy's name is Miguel Vargas, but he calls himself "El Diablo." He went crazy one night and killed six people in two different homes. They call him the "Vampire Killer" because he bit his victims on the neck during or after killing them. Last anyone heard he went east; maybe your contact dude knows a guy who says he was going to look for him in Dogtown, but never came back. (12_Miguel_Bounty) = = 1
- Hoover: Nancy Haggard. Passing herself off as a Trog. Wanted for two assignation attempts on Governor Dodge. Undercover COS. (12_Nancy_Bounty) = = 1
- Reservation: Ingmar. Ghoul slaver who works for Horatio and does most of his dirty work when gathering up slaves in the fields. Wanted by Hoover caravan companies for raids and kidnapping caravanners. (12_Ingmar_Bounty) = = 1
- Bloomfield: Kyle the Hook. Wanted for raids on Hoover caravans and alleged death of Bear, 3-Some's greatest escort. (12_Kyle_Bounty) = = 1
- Jericho: Ryan Mitchell
 - Male human
 - Crimes: Murder, Rape, Theft, Assault
 - Currently works as a driver for the Jericho water caravans
 - Fellow caravanners have heard rumors about Mitchell, but none have seen him commit the crimes (except assault)
 - PC will have to be careful about taking out Mitchell since the other caravanners will defend him. (12_Ryan_Bounty) = = 1

Mary-Jo (Female – Trog {Human})

(Downtown – Billy-Bob's daughter and Dusty's hooker for hire)

Importance: Intermediate

Level – 5

Age - 22

STATS

ST - 05

PE - 07

EN - 06

CH - 07

IN - 04

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –



Mary-Jo is actually pretty hot for a pasty white trog. She is the daughter of trog leader, Billy-Bob, and is currently working for Dusty as a prostitute. However, she does not think of herself as a prostitute. She thinks that men are just real nice-like and give here and Dusty money as a gift. The sex part is just a fun bonus (she's a bit of a nympho and not all that bright). She spends most of her time in Dusty's Desires flirting with the men, and occasional woman (if she swings that way), and is very approachable.

Billy-Bob (Male – Trog {Human})

(Baseline – Pappy (leader) of the Trogs.)

Importance: Intermediate

Level – 12

STATS

ST - 07

PE - 06

EN - 07

CH - 04

IN - 05

AG - 06

LK – 05

Traits –

Perks –

Tag Skills –



Billy-Bob is the leader, or *Pappy*, of the trogs. He is an enormous man, with pasty white skin and shaggy hair and beard. He is also the father of Mary-Jo, but has no clue that she is hookin'. Billy-Bob just thinks Mary-Jo is just spending far too much time hanging out with the waste-walkers (trog term for surface dwellers) and that she needs to come back to her kin. Should he find out she's a prostitute, he will destroy the Hoover generators and wage war at the Hoover citizenry from within.

*Mallet McBride (Male – Human) - **PRISONER**

(Downtown – Prisoner having a ball ballin' hookers and gettin' loaded.)

Importance: Major

Level – 12

Age - 39

STATS

ST - 08

PE - 06

EN - 06

CH - 04

IN - 04

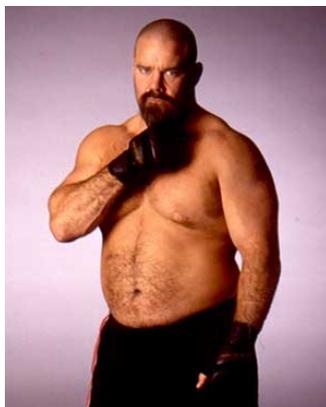
AG - 07

LK – 05

Traits –

Perks –

Tag Skills



– Unarmed; Melee;

Mallet McBride is not a nice man. In fact, he's a downright asshole. If it weren't for the fact that Mallet was in prison for carrying Limit 115, he would be either in someone else's prison, or dead from a gunshot wound to the head. However, now that he's escaped Tibbit's Prison, he has chosen Hoover Dam as the place to sow his wild oats.

Mallet is a pretty big guy and a very skilled unarmed fighter. He's so good, in fact, that legend has it he once laid out a super mutant with one punch, though that legend has never been tested on Beatrice. Mallet hangs out in Dusty's Desires and whittles the day away getting drunk and boozing it up. He takes the occasional caravan job with Crimson Caravan to earn enough money to continue his boozing and carousing, but he does not have any loyalty to Crimson. Should the player approach Mallet about taking him back to Tibbits, then the player better be ready for a fight. Mallet will not go quietly and will begin to punch the player in the face until he is dead.

***Ginger Flowers (Female – Human) - PRISONER**

(Downtown – Prisoner having a ball watchin' Mallet have a ball.)

Importance: Major

Level – 8

Age- 59

STATS

ST - 04

PE - 08

EN - 06

CH - 03

IN - 05

AG - 07

LK – 06



Traits –

Perks –

Tag Skills –

Despite the sexy, porn star name, Ginger Flowers is neither pretty nor sexy. She is a haggard woman who looks like she was rode hard and put away wet. Ginger tagged along with Mallet partly for protection and partly because she had a crush on him. Mallet let her come along because he liked poking fun at her homeliness. The only joy this pathetic soul gets is watching Mallet have fun, especially when he gets it on with a hooker. Ginger will watch and Mallet will make Ginger fetch him beers while he's "doin' it."

If the player approaches Ginger about going back to Tibbits, she will protest and then run to Mallet for protection. Mallet will then try to kick the player's ass. Ginger will not fight because she is a fragile old bag and she knows it.

12_Hoover_Dam

COMPANIONS!

Beatrice (Female – Super mutant)

(Downtown – Bouncer for Dusty)

Importance: Major (CNPC)

Level – 9

STATS

ST - 08

PE - 06

EN - 08

CH - 02

IN - 04

AG - 06

LK - 06



Traits –

Perks –

Tag Skills – Melee; Firearms; Unarmed

Beatrice is big, bad, and about as smart as a bag of hammers. But she is perfect for bouncer duties at Dusty's Desires. Beatrice is also uncertain exactly where she came from. She remembers wandering the wasteland, feeding on any wild animal that was foolish enough to attack her, and being attacked by assorted raiders here and there – whom she killed and ate, as well. She also has limited flashbacks of being in a vault-like structure with others similar to herself, but she cannot remember any of the details.

When Beatrice came upon Hoover Dam, it was just before Dodge and his entourage took over. Beatrice was met with mixed results from the settlers, with some outright attacking her and others just giving her her space. For the ones who attacked Beatrice, they were quite tasty, but for the others who left her alone, she in turn left them alone, considering them as close to friends as she was likely to get. But there was one individual who was nice to her, and that person was Dusty Heart. She knew a kind gesture to one such as Beatrice would be met in kind, and sure enough, it was. Beatrice at first wanted to be her personal bodyguard (though she couldn't think up the word, "bodyguard"), but she instead gave Beatrice a paying job to be her bouncer for her new bar. Beatrice was delighted to help her new friend and has been the bouncer for Dusty's Delights ever since.

Beatrice is also a recruitable CNPC. During a bar fight, three individuals with cattle prods and a super sledge will try to get the best of Beatrice. The fight will not go very well for Beatrice, so the player will have the option to jump in and help Beatrice. Once Beatrice reaches 10% of her total HP, Mitch Stiller and his posse will come in and break things up (shoot the bad guys). If the player helped Beatrice in the fight, even if the player did very little damage to the bad guys, Beatrice will be grateful and ask to be the player's bodyguard. Dusty will not be very happy about it, but then again she won't argue with you or Beatrice. She will, however, jack up her hooker and drink prices if the player takes Beatrice.

Beatrice will become a companion if:

The player helps Beatrice in a bar fight.

Scripting stuff goes here

Otto Steed (Male – Ghoul)

(Downtown – Chief engineer in Downtown – keeps a variety of screws and bolts screwed in his skill just in case he needs one.)

Importance: Major (CNPC)

Level – 9

STATS

ST - 05

PE - 08

EN - 06

CH - 01

IN - 07

AG - 06

LK - 06



Traits –

Perks –

Tag Skills – Mechanics; Firearms; Sneak

Otto Steed is the chief engineer in Downtown and works closely with the engineers of the Rim. He is the only ghoul in all of Hoover Dam and, surprisingly enough, he's treated quite well. Otto came to Hoover Dam much like Beatrice, in that he wandered in from the wasteland. He arrived almost a year after Dodge took over as Governor of Hoover Dam, staggering into town with nothing more than torn rags around his waist. At first the NCR soldiers were going to shoot Otto and be done with him, but Dodge's curiosity saved Otto from being riddled with bullets. Dodge had Dr. Yuri attempt to nurse Otto back to health so Dodge could ask about where he came from and if there were more nearby. When Otto was well enough to answer questions, he was very upfront and said that he was banished from a ghoul town called the Reservation, far in the east. He then gave his real name, Otto Steed, and said that he was grateful to Dodge for saving his life and that to repay him, Otto would fix and maintain anything that needed fixing and maintaining. Dodge took Otto up on the offer and made him in charge of the two working generators in Baseline. His only barrier were the trogs and their leader, Billy-Bob. Otto would have to make nice with them before his work could commence. Otto was able to make nice with Billy-Bob, and Otto was able to make the generators perform better than ever.

Otto has also been working closely with the former scribes on trying to come up with a way to make the filtered water drinkable – it can only currently be used for irrigation, and that's borderline. The player can help Otto with this problem by working with Jericho and their filtration processes. The player does not need to be a mechanic or science wiz to do this, but he will get more XP if he is either and upgrades the purification machine himself using the Jericho technology.

Lastly, Otto is so gifted with mechanics that he does not even need a toolset to use his skill. Instead, he has bolts, screws and an assortment of tools screwed into various parts of his head and pulls them whenever he needs to use them. He's essentially a living toolset, hence the special perk.

Otto will become a companion if:

The player helps Otto figure out how to make the water filtration process produce drinkable water.

scripting stuff goes here

MONSTER ROSTER

Commoner - #~15, Lvl: 5-8



Common townsfolk in Hoover Dam. Some have crude weapons, some don't.

Rad Scorpions - #~5, Lvl



In this radioactive region, it'd be an impossibility not to have some rad-scorpions lurking about in a random encounter. Nothing special about these guys, they are your typical rad-scorpions.

Cockroach - #~5, Lvl



Cockroaches of unusual size are abundant in this region, and are one of the primary ingredients for the Reservation's version of Rad-X (once the player finds the Reservation). About the size of a Volkswagen beetle (pun intended), these giant pests can be very aggressive. However, should the player want to go hunting for these critters, the ghouls of the Reservation pay handsomely for cockroach gizzards.

Endless Walker - #~2, Lvl



Due to their prolonged, open exposure to the desert sun, high radiation, and other hardships of the wasteland, these unfortunate ghouls, who were banished, naked, from the Reservation, look like walking, sun bleached chunks of beef jerky. Their minds are almost completely gone and they react mostly on

instinct. They will attack the first thing they see moving in a vain effort to quench an appetite that can never be quenched. Also, their skin is very tough and they strike with their claw-like hands with surprising quickness. Fortunately, endless walkers do not travel in groups. In fact, it is a rare occasion when someone comes across one, though most who travel this side of the wasteland like to keep their distance from the voracious creatures.

Giant Albino Ants - #~20, Lvl 3-6



These horrific ants have adapted almost too well to the dark and toxic halls of the Scum Pits. Their exoskeleton is a translucent blue/white, their eyes glow red, and their lethal mandibles secrete a toxic green poison.

Giant Albino Rats - #~15, Lvl 3-6



Another critter that seemed to adapt well to the dark and toxic realm that is the Scum Pits, the giant albino rats are an important part of the twisted ecology. These rats are a bit tougher than regular giant rats/pig rats/donkey rats/elephant rats/Delta Burke hoarding chocolate. Their bite is poisonous, but only half as toxic as giant albino ants. They are about the size of a great-dane, have very pale, yellow tinted skin, and red, glowing eyes (everything scary must have red, glowing eyes).

NCR Troops - #~20, Lvl: 8-12



These are the troops that accompanied Governor Dodge to Hoover Dam. They are under the direct command of Major Fleming. The NCR troops are armed with high powered rifles, grenades, and combat armor.

Crimson Caravaners - #~5-8, Lvl: 5-8



Aside from the well armed escorts, the caravaners from the Crimson Caravan Company look fairly unassuming. Groups consist of three or four normally attired caravaners carrying small firearms, and two to four heavily armed escorts. If the player wants to trade with them, and the player is on neutral to good terms with the Crimson Caravan, then they will be happy to trade. If the player established a hostile reputation with the Crimson Caravan, then the escorts and caravaners will attack the player on sight.

3-Some Caravaners - #~5-8, Lvl: 5-8



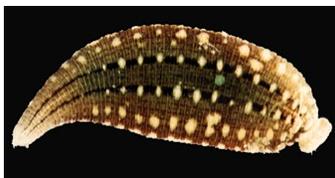
It's very difficult to tell a Crimson caravaner from a hired escort. All are armored and carry at least a decent firearm of some sort. At first glance, these caravaners could be mistaken for raiders. If asked, they will say because of the frequent attacks by BOS, they must be heavily armed and always ready for battle. If the player wants to trade with them, and the player is on neutral to good terms with the 3-Some Caravan, then they will be happy to trade. If the player established a hostile reputation with the 3-Some Caravan, then the escorts and caravaners will attack the player on sight.

Hoover Dam Police - #~8, Lvl: 8-12



Similar to look and spirit of the Texas Rangers of yesteryear, the Hoover Dam police pride themselves on keeping the peace. They dress in distinctive beige trench coats and black cowboy hats, so they are pretty easy to separate in a crowd. Also, their ability to remain stone-faced through all adversity and pleasures is truly awe-inspiring.

Giant Leeches - #~20, Lvl: 6-9



The Scum Pits are also occupied by giant leeches that swim in and out of the large holes in the ground where the power generators used to be. These leeches are the size of a full grown pot-bellied pig and have been known to suck out enough blood to kill a super mutant. These critters are very slow and will attack on site. They also attack the giant albino rats in the Scum Pits.

Trogs - #~15, Lvl: 6-9



Before the big war, there were hillbillies. These people lived far away from civilized folk and fended for themselves in the wooded mountains. During the war, a lot of hillbillies reckoned it might be a plum good idea to head for the nearest caves and wait out the fiery mushrooms. Since the hillbillies were far removed from a lot of the nuclear blasts and subsequent fallout, especially being holed up in caves, the hillbillies fared pretty darned good. In fact, the hillbillies took to cave dwelling so well, they made caves their permanent home. Over the course of a couple of centuries, the isolation from the light, combined with ever so slight radiation that drifted over the world and managed to seep into caves, caused the hillbillies to change a slight bit. Their skin became a dull yellow/white, as well as their hair, as a result of the loss of melanin. The trade-off was that their skin got a tad thicker, which made them more resilient to cold and hardships. So, when some of the hillbillies first ventured out from their cave dwellings after two-hundred years, it came as no surprise that they could not tolerate direct sunlight very well. Smarter folks who saw the hillbillies started referring to them as troglodytes, but since most people of the wasteland were comprised of ignorant twits, the term "trog" became more accepted. Even the hillbillies referred to themselves as trogs.

The trogs of Hoover Dam were nomadic at one time thanks to a cave-in at their previous dwellings. Before Dodge and his troops came to Hoover, Billy-Bob and his trogs took up residence in Baseline, figuring it was pretty secure from caving in. No one argued with the trogs, and when Dodge came to Hoover, he asked if they would help out Otto with the maintenance in exchange for food goods and water. The trogs accepted and have been content ever since to mosey around Baseline making sure every light was flashing correctly.

RANDOM ENCOUNTERS SURROUNDING THE AREA

Cockroach Minor Encounter

A small nest (~ 4 – 6) of giant cockroaches are mucking around in search of food. They will seek to attack the player at first sight.

Rad-Scorpion Minor Encounter

A small nest (~ 4 – 6) of rad-scorpions are mucking around in search of food. They will seek to attack the player at first sight.

Endless Walker Encounter (very rare)

Not all Endless Walkers end up scorpion food, at least not at first. On those rare occasions when one survives more than one year in the wasteland, they turn into wandering, voracious creatures on an endless quest for flesh. Their constant exposure to the hot sun and high levels of radiation has caused their skin to toughen into natural, hardened leather, but at the same time, their brain has completely cooked. Endless Walkers who have been in the wastes for so long become a creature of instinct and will attack anything that moves, especially the player. Though encounters with Endless

Walkers in these parts are rare, when someone does encounter them, they are assured to never forget the encounter, if they survive.

Crimson Caravaners - Intermediate Encounter

Aside from the well armed escorts, the caravaners from the Crimson Caravan Company look fairly unassuming. Groups consist of three or four normally attired caravaners carrying small firearms, and two to four heavily armed escorts. If the player wants to trade with them, and the player is on neutral to good terms with the Crimson Caravan, then they will be happy to trade. If the player established a hostile reputation with the Crimson Caravan, then the escorts and caravaners will attack the player on sight.

3-Some Caravaners - Intermediate Encounter

It's very difficult to tell a Crimson caravaner from a hired escort. All are armored and carry at least a decent firearm of some sort. At first glance, these caravaners could be mistaken for raiders. If asked, they will say because of the frequent attacks by BOS, they must be heavily armed and always ready for battle. If the player wants to trade with them, and the player is on neutral to good terms with the 3-Some Caravan, then they will be happy to trade. If the player established a hostile reputation with the 3-Some Caravan, then the escorts and caravaners will attack the player on sight.

NCR Patrol - Intermediate Encounter

These are the troops that accompanied Governor Dodge to Hoover Dam. They are under the direct command of Major Fleming. The NCR troops are armed with high powered rifles, grenades, and combat armor. They usually travel in squads of four to six and will not attack the player unless the player's Hoover Dam reputation is below neutral.

Giant Albino Ants - Minor Encounter

These critters only seem to come out at night. They are the same as the albino ants that lurk in the Scum Pits. They travel at night in groups of two to five. Their bite is toxic and they will attack on first site.

Giant Albino Rats - Minor Encounter

These critters only seem to come out at night. They are the same as the albino rats that lurk in the Scum Pits. They travel at night in groups of two to five. Their bite is toxic, but only half as toxic as the albino ants, and they will attack on first site.

Albino Beast Wars - Minor Encounter

Another night only encounter. Player comes across albino rats and albino ants going at each other. They will not attack the PC party unless someone in the party is closer than another enemy. Once one side or the other has been vanquished, the winning side will attack the PC party.

Rad-Scorpion Minor Encounter

A small nest (~ 4 – 6) of rad-scorpions are mucking around in search of food. They will seek to attack the player at first sight.

QUESTS



MAIN QUESTS

Get Meeting with Governor Joseph Dodge.

- **Initiator** – Major Jack Fleming
- **Importance (Major)**
- **Scope** – Large
- **Description** – Governor Dodge will not see every Tom, Dick, or Hairy Mutant who staggers in from the wastes and asks to see him. That's why Dodge's right hand man and commander of the Hoover Dam NCR, Major Jack Fleming, will be the player's initial contact with a high ranking government official at Hoover Dam. Jack believes actions are louder than words and will only let the player to see Dodge after the player has proven himself safe, sane, and willing to help Hoover Dam. The first two can be camouflaged, but the last will require actual player action. The player may choose to work for the Crimson Caravan Company and earn a good working reputation from the company's head, Ailis McLafferty. Doing a couple of caravan missions and earning her trust will give the player her recommendation to see Governor Dodge.

Another way is for the player to work for 3-Some Caravan Company, accept their offer to find evidence of misconduct with Crimson, and then expose Crimson for the two-sided shits they are. This will not only please Dodge and company to no ends, but it is a huge step towards peace with the BOS.

Finally, doing some old fashion science can help here as well. If the player is a science of mechanical wiz, they can apply their skills in helping the former scribes create a better filtration system to make the irrigation water drinkable. The player will need schematics from Jericho, but if the player does the upgrades himself instead of just handing over the schematics to the scribes, then the player will be a hero and earn the right to see Dodge.

- **Character type completion breakdown** –
 1. **Combat Boy** – Nothing special, just do the work
 2. **Diplomacy Boy** – Ditto

- 3. **Stealth Boy** – Same
- 4. **Science Boy** – Use the schematics from Jericho to upgrade filtration system.
- **Quest flags** – “12_Meet_Dodge”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Start the ball rolling for peace process
- **Journal Entries** –
 1. Normal
 2. Dumb

Successfully Negotiate Peace between NCR and BOS.

- **Initiator** – Governor Joseph Dodge
- **Importance (Major)**
- **Scope** – Large
- **Description** – As is with most people in Hoover Dam, Governor Dodge is sick of war with the BOS. The war has lasted for almost two years. In the grand scheme of things, two years does not seem like a very long time for war, but with supplies dwindling and equipment failing, not to mention the constant state of high tension around Hoover, two years might as well be two decades. Dodge is both desperate and ambivalent. Ambivalent to the point of not caring what happens to himself, and desperate for anything to happen that would end the war. He will mention to the player that he has tried all avenues in communication with the BOS, but nothing seems to work. Hoover caravan groups get hit hard by BOS soldiers and keep vital supplies from reaching the needy. Attacks on the front gate used to come frequently, but have died down to the point of stopping for almost a year. However, Dodge is certain the BOS are just building up strength for a full assault on the ever weakening Hoover Dam. Dodge will give an estimate of the BOS location, but for an exact location, the player will need to convince the former scribes about his peace intentions.

Once the ball is in motion, the player can create peace with the BOS in a few ways. The easiest way (in the way of limited brain power), is to go to Maxson's Bunker and just kill everyone there. That would pretty much solve Dodge's problem with attacks against Hoover and its caravans. Another way is to discover the deception of Devon Hill at Maxson's Bunker and his crazy association with the COS. Foil his plans, uncover his relationship with Ailis McLafferty, and put a stop to them both through either tattling or offing them, then the groundwork for peace with BOS' actual leader and Dodge may commence. Neither way gets the player more XP than the other.

- **Character type completion breakdown** –
 1. **Combat Boy** – Go in and blow shit up at Maxson's Bunker. Go do a little detective work – player's choice. Combat XP is not more or less than peace XP.
 2. **Diplomacy Boy** – Ditto

3. **Stealth Boy** – Can sneak evidence of Crimson's deception of working both sides, giving Dodge more incentive and a glimmer of hope that peace can be attainable once Devon is out of power.
 4. **Science Boy** – Same as combat boy.
- **Quest flags** – “12_Hoover_Peace”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
 - **Rewards** –
 - XP
 - Lower prices from main stores
 - Free Fancy PC Pad (no longer have to make payments)
 - Choose a weapon from the NCR arsenal.
 - **Journal Entries** –
 3. Normal
 4. Dumb

Get City Council attendance back to norm .

- **Initiator** – Governor Joseph Dodge
- **Importance (Major)**
- **Scope** – Large
- **Description** – Complete the Successfully Negotiate Peace quest, then go tell the key city council members that the war is over and city business may resume.

Another way to get attendance up is for the player to lie his ass off. If the player has a high deception skill, he can convince the skittish council people that things are looking up and it is safe to commence proceedings at City Hall. Since the BOS has not carried out an attack on the Rim in quite some time, the council people should easily fall for the ruse.

- **Character type completion breakdown** –
 1. **Combat Boy** – See description
 2. **Diplomacy Boy** – Can lie like a politician to bring in city council. The player can tell all kinds of fibs to raise attendance and make the council people feel like there is hope.
 3. **Stealth Boy** – Same
 4. **Science Boy** – Yep
- **Quest flags** – “12_City_Council”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 5. Normal

6. Dumb

Join up with the 3-Some Caravan Company.

- **Initiator** – Enzo Giordano
- **Importance (Intermediate)**
- **Scope** – Intermediate
- **Description** – 3-Some doesn't take just anyone into their employ. The player will be hired as a temporary enforcer to see what the player is made of. The player will be sent out on a caravan trip, similar to the craven action in the original Fallout, and upon their safe return, the player will get the offer for full time employment.
- **Character type completion breakdown** –
 1. **Combat Boy** – If you can fight your way out of a paper bag, you should be able to handle the first, newbie caravan mission.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Yeppers.
- **Quest flags** – “12_3Some_Invite”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 7. Normal
 8. Dumb

Successfully spy on the Crimson Caravan Company for 3-Some Caravan Co.

- **Initiator** – Enzo Giordano
- **Importance (Intermediate)**
- **Scope** – Small
- **Description** – Once officially joined with 3-Some, Enzo will let the player in more and more about the rivalry with Crimson. An offer to be a spy for 3-Some against Crimson will pop up after a couple of full employment caravan runs. If the player is Mr. Charisma (>7), then the offer will come up after one full employment caravan run. If the player accepts, Enzo will stage a fake falling out that will make the player look really good to Crimson Caravan. Once the player is working for Crimson, they will need to find evidence of Crimson's dealings with Maxson's Bunker. The evidence is in the form of written ledgers; one kept by Ailis McLafferty, and the other is kept by Devon Hill at Maxson's. Both give written history of transactions between the two. These ledgers are locked away, so stealthy boy can use his magic. All other boys will need to resort to other means.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he doesn't have the stealth skills, then he can lay confront and lay waste to either Devon of Ailis – though with Ailis the player will only have to deal with her immediate goons and

then some 'splainin' to Major Fleming and Gov. Dodge. After presenting the evidence, all is right in the world – for the moment.

2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Just a matter of sneaking and searching when the boss isn't around. Then tell Enzo you have the evidence, which will lead to telling Major Fleming. Bye, Ailis.
- **Quest flags** – “12_Ailis_Evidence”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
 - **Rewards** –
 - XP
 - Get to see Dodge
 - Pathway to peace
 - 2000 caps
 - **Journal Entries** –
 - 9. Normal
 - 10. Dumb

Join up with the Crimson Caravan Company as spy for 3-Some.

- **Initiator** – Enzo Giordano
- **Importance (Intermediate)**
- **Scope** – Large
- **Description** – Similar to the above, but this is just checking if the player actually joins up with Crimson. Call it a little incentive booster.
- **Character type completion breakdown** –
 1. **Combat Boy** – Just say yes
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – werd
- **Quest flags** – “12_3Some_SpyJoin”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 - 11. Normal
 - 12. Dumb

Successfully frame 3-Some Caravan Co. for extortion and murder.

- **Initiator** – Ailis McLafferty
- **Importance (Intermediate)**
- **Scope** – Large
- **Description** – This is catered to the stealth boy. If the player decides life is better with Crimson Caravan, whether they joined 3-Some and came over or Crimson was their first choice, the player will get the opportunity to screw over 3-Some just for kicks. After the player does the newbie caravan run and two regular runs for Crimson, Ailis will trust the player and ask if the player would like to make a lot more money. The job is to have the player sneak into NCR HQ and plant a bomb (provided by Ailis) near Dodge's door. The blast will kill Dorris, some "red shirts" (Star Trek fans stand up!), and wound Major Fleming, but will not harm Dodge. Next, the player will plant the same bomb materials in Enzo Giordano's desk, along with an anonymous note from a bogus BOS commander. Then the player needs to go back to Ailis and tell her the deed is done. She'll whip out a remote detonator and set off the bomb. After the carnage, Major Fleming, wounded, will gather some troops and start to search the Rim. Ailis will ask the player to follow her while she goes to Fleming and tattles on Enzo Giordano. Fleming will search the desk and discover the bomb materials. Enzo and company flips out and tries to Bonnie & Clyde there way out of the situation. The player may jump in and take a few pot-shots if the so desire, but Fleming and his men should make pretty short work of the Giordanos with their superior firepower.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he has the stealth and lock pick skills, then go for it. Otherwise, it won't happen.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Tailor made. See description.
- **Quest flags** – "12_Frame_Enzo"
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - 2000 caps
 - Whatever loot is on the Giordanos' bodies
- **Journal Entries** –
 13. Normal
 14. Dumb

Successfully extort money out of Ailis McLafferty using evidence.

- **Initiator** – Player
- **Importance (Intermediate)**
- **Scope** – Medium
- **Description** – Once the player has the evidence, the player may try to extort money out of Ailis. The player is going to need some serious Persuasion skills, but if they pull it off, they'll get 10,000 caps for it. Ailis will then warn the player never to mention anything about the ledger again. Of course, the player will have to give up

the evidence, but since there are two ledgers in the game, the player has the option of being a real shit and turn over the additional evidence to Enzo or Fleming, anyways. If the player tries to use the second ledger on Ailis, she'll go ballistic and shoot the player, with her cronies backing her up.

If the player's skills are not quite up to par, she'll counter offer with 5000 caps and tell the player to get out of town while he can still breathe. The player has 24 game hours to comply. If not, and Ailis and/or her men see the player, then they will attack the player. Once the battle is done, Major Fleming and his men will question the player and the player can tell about the ledger to save his bacon. Fleming will find the ledger on Ailis.

- **Character type completion breakdown –**
 1. **Combat Boy** – Player will get option 2 if the Persuasion skills are not there.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – yep
- **Quest flags** – “12_Extort_Ailis”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards –**
 - XP
 - 5000 or 10000 caps
 - Ailis' eternal hate and loathing
- **Journal Entries –**
 15. Normal
 16. Dumb

Expose Crimson Caravan to Governor Dodge using evidence and helping Major Fleming with the arrest

- **Initiator** – Major Fleming
- **Importance (Major)**
- **Scope** – Small
- **Description** – After telling Major Fleming about Ailis' ledger and her dealings with Devon Hill, Fleming will tell the player to show the ledger to Governor Dodge. All the player needs to do is take the ledger to Dodge. Once there, Dodge will ask the player if he would assist in the arrest. If the player agrees, goes with Major Fleming, and Fleming survives the battle (which he really should), then the player will get the XP once he returns to Dodge to say "mission complete."
- **Character type completion breakdown –**
 1. **Combat Boy** – Say yes to Dodge and go help Fleming with the arrest.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Ditto
- **Quest flags** – “12_Arrest_Ailis”
 - 0 = not started

1 =

2 =

3 =

4 =

- **Rewards** –
 - XP
- **Journal Entries** –
 17. Normal
 18. Dumb

Give filtration schematics to former BOS scribes for better water purification process.

- **Initiator** – Pierre LaPoubelle
- **Importance (Major)**
- **Scope** – Large
- **Description** – Pierre is the head "former" scribe and engineer of the Rim. He's been tasked with creating a better filtration process to make the irrigation water drinkable. He'll ask the player if he sees anything in the wasteland that could help, he would appreciate the feedback. He'll suggest the player go to Jericho since that is where they get most of their drinking water from. The player can then go to Jericho, do his thing there and hopefully get some filtration schematics out of it (Jeff H.). Coming back to Hoover, the player can do one of two things, depending on his skills: The first is if the player has really good mechanics skills. The player may then install the upgrades to the filtration process and earn the hooplas of Pierre, along with an advanced toolset (or whatever the best toolset is in the game). The second option is to just give the schematics to Pierre and let him deal with it. He'll get the upgrades in, but the player will have to be content with the XP, a regular tool, and Pierre just being a bit friendlier. Who knows, maybe he'll divulge the whereabouts of Maxson's Bunker?
- **Character type completion breakdown** –
 1. **Combat Boy** – Simple fetch quest, nothing to kill unless the player is psycho.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Get a bit of a bonus if the player is able to do the upgrades himself using the schematics.
- **Quest flags** – “12_Upgrade_Filter”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Either advanced tool or regular
 - More dialogue options
- **Journal Entries** –
 19. Normal

20. Dumb

Get school attendance up to norm.

- **Initiator** – Candice Morris
- **Importance (Minor)**
- **Scope** – Small
- **Description** – Get the BOS and Dodge to stop fighting and enter a peace agreement, then tell the citizenry that school is open. Nice, easy quest after doing the hard stuff.
- **Character type completion breakdown** –
 1. **Combat Boy** – See description
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Same
- **Quest flags** – “12_Schools_In”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Chance for a new, simple quest
- **Journal Entries** –
 21. Normal
 22. Dumb

Teach class on Wasteland survival.

- **Initiator** – Candice Morris
- **Importance (Minor)**
- **Scope** – Small
- **Description** – After getting attendance up, Candice will ask the player to teach for a day about his/her adventures. The player's intelligence will dictate how much and how well he confers his experiences, as well as how much XP the player gets. Charisma will also play a role, naturally.
- **Character type completion breakdown** –
 1. **Combat Boy** – I suppose he can shoot the students, but that might not sit too well with the authorities.
 2. **Diplomacy Boy** – It helps to be charismatic while instructing, otherwise the kids will fall asleep, or throw spit wads at you while you're not looking.
 3. **Stealth Boy** – Same
 4. **Science Boy** – Ditto
- **Quest flags** – “12_Teach_Class”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =

4 =

- **Rewards** –
 - XP
- **Journal Entries** –
 - 23. Normal
 - 24. Dumb

Clear out critters in Scum Pits for possible hydroponics lab.

- **Initiator** – Farmer Dave
- **Importance (Intermediate)**
- **Scope** – Medium
- **Description** – Farmer Dave has been ordered by Dodge to produce more wheat and corn for consumption as well as trade. The problem is, even with the new, hardier version of wheat and corn that the scribes were able to create; there just is not enough room on top of the generator buildings to grow more. The only solution is to build a hydroponics farm in the area known as the Scum Pits. The big problem there is that the Scum Pits are filled with all kinds of nasty critters. And if the critters are exterminated, then there is the problem of covering the toxic holes where the generators used to be and just building the farm. Dodge trying sending some of his men to clear out the critters, but the men never returned. And at this point, Dodge refuses to send any more of his men.

So, the player must do a few things here. The first is to clear out the critters in the Scum Pits, but to do that the player needs to do something for Billy-Bob in Baseline – he's the one who will unlock the access ports. The next is to find building materials that can be used to safely cover up the toxic holes and build out the hydroponics far. The materials can be caravanned from Denver once a working trade negotiation can be had, but the elimination of the critters is all up to the player's combat prowess. This quest is optional only.

- **Character type completion breakdown** –
 1. **Combat Boy** – Tailor made for critter killin'. Getting the supplies delivered is possibly another story.
 2. **Diplomacy Boy** – If he has the combat skills, then it should not be a problem completing all the requirements.
 3. **Stealth Boy** – Same
 4. **Science Boy** – Same
- **Quest flags** – “12_Hydroponics”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 - 25. Normal
 - 26. Dumb

12_Hoover_Dam

Successfully get regular shipments from Denver for materials to build hydroponics lab in Scum Pits.

- **Initiator** – Farmer Dave
- **Importance (Minor)**
- **Scope** – Large
- **Description** – Once the player figures out that Denver is a cache for building materials, the player will need to inform one of the still existing caravans about the need to pick up materials. This quest only comes up after the player clears out the critters in the Scum Pits and has conversed with Governor Dodge. This way one of the two caravans will be in control and approachable.
- **Character type completion breakdown** –
 1. **Combat Boy** – Not much to kill, except random encounters.
 2. **Diplomacy Boy** – May be easier to negotiate a deal for trade.
 3. **Stealth Boy** – Same as Combat boy
 4. **Science Boy** – Ditto
- **Quest flags** – “12_Ship_Materials”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
- **Journal Entries** –
 27. Normal
 28. Dumb

Discover Sub-level 1.

- **Initiator** – Player
- **Importance (Intermediate)**
- **Scope** – Small
- **Description** – Once the player clears out the Scum Pits and searches around a bit, the player will find an access hatch in the albino queen ant's lair. It has a complicated electronic lock on it, so a decent lock pick skill with an electronic lock pick will open unlock the hatch. This port leads to Sub-Level-1-Classified. The discovery of this is significant since it fleshes out the Hoover Dam pre-war history a bit (makes FOA happy), gives a bit of history about the centaurs and floaters (again, FOA interest), and gives the player access to a great science lab. Not only can the player use it, but the scribes would be tickled to use it and will. This will positively affect Hoover Dam's future growth and prosperity.
- **Character type completion breakdown** –
 1. **Combat Boy** – Need to kill the critters in the area first.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – If really stealthy, can sneak to the hatch and lock pick it.
 4. **Science Boy** – Same as combat boy.
- **Quest flags** – “12_Discover_SL1C”
 - 0 = not started

1 =

2 =

3 =

4 =

- **Rewards** –
 - XP
- **Journal Entries** –
 - 29. Normal
 - 30. Dumb

Discover lost Hoover Dam war and Sub-level 1 history and relaying information to FOA (Candice).

- **Initiator** – Candice
- **Importance (Minor)**
- **Scope** – Small
- **Description** – Once the player has found SL-1C, he must contend with the nasty centaurs and floaters in the area. Once they are eliminated, the player may safely dig around the computer archives (computer still works thanks to Hoover's generators) and discover a few bits about Hoover's history. The better science skill the PC has, the more info he can extrapolate. Relay this information back to the Followers of the Apocalypse and they will smile. In fact, they may even give a few books to the PC.
- **Character type completion breakdown** –
 1. **Combat Boy** – Must... kill... nasties... Then must figure out how to use a computer (easy)
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – If he can get rid of the critters, then the computers are no problem.
- **Quest flags** – “12_Hoover_History”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Books
- **Journal Entries** –
 - 31. Normal
 - 32. Dumb

Relay new history from traveling the wasteland to Candice.

- **Initiator** – Candice
- **Importance (Minor)**
- **Scope** – Large
- **Description** – The FOA, in particular Candice, are very interested in what is out in the wasteland. Any new information that pertains to the war is of great interest to the

FOA. Candice will reward the player with books to repay the player for giving her information about things like the BOMB project, , the Twin Mothers, etc. Perhaps if the player gives Candice a lot of information, then the player can get the epithet of Wasteland Scribe.

- **Character type completion breakdown** –
 1. **Combat Boy** – Just play the game, don't kill Candice and Dodge's people, and come back to Candice every once in a while to update her on wasteland history.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Qui
- **Quest flags** – “12_wasteland-History”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Epithet
- **Journal Entries** –
 33. Normal
 34. Dumb

Get Mary-Joe to stop turning tricks & get access to Scum Pits.

- **Initiator** – Billy-Bob
- **Importance (Major)**
- **Scope** – Large
- **Description** – Billy-Bob is the leader of the trogs, a group of hillbilly troglodytes who have taken up residence in Baseline in exchange for maintaining the working generators. Billy-Bob's youngest daughter, Mary-Joe, has taken a job with Dusty as an "escort." It's bad enough that Mary-Joe stays away from the safety of the earth's belly (what the trogs call caves and such), but she is also mixing with waste-walkers (what they call folks who live on the surface). Billy-Bob doesn't know Mary-Joe is actually fornicating with waste-walkers. If he did, then Hoover Dam would have another war on their hands. It will take more than just words to convince Billy-Bob that Mary-Joe is a prostitute; the player would have to tell Billy-Bob about a strange birthmark on Mary-Joe located on her inner thigh. And to keep Billy-bob from putting the player on a spit and slapping an apple in his mouth, the player can give the name of one of the male bar patrons so Billy-Bob can go interrogate him, personally. If that happens, then Hoover has two fronts to fight, not to mention the trogs will turn off all the power.

Of course the player doesn't have to be an instigator and can instead try to get Mary-Joe to stop turning tricks. If the player can convince her to stop and have her return to the trogs, then Billy Bob will grant the player access to the Scum Pits. The player would need some pretty good Persuasion skills to convince Mary-Joe from taking money from all those nice, friendly men who just want to massage her – a lot. Dusty won't make noise since she would rather not deal with Billy-Bob.

Another way to persuade Mary-Joe to go back to Billy-Bob, if the player's skills are lacking, is to buy Mary-Joe off of Dusty (1000 caps) and then get Dusty to tell her to leave. Mary-Joe will feel bad, but at least she'll be back with her kinfolk without causing more problems.

Lastly, if the player buys some "time" with Mary-Joe, there is a one in five chance he will knock her up. This sets a ball in motion where after about three game months, the player will have some random encounters with bounty hunters from Hoover. If the player just ignores these encounters and presses on without investigating them, then the player will have random encounters with trogs. If the player still ignores the encounters (i.e. runs away or kills the bastards), then in the ninth month since fornicating with Mary-Joe, the player will get a random encounter with Billy-Bob and a mess o' his kin (insert "Deliverance" soundtrack here). He will "kindly" ask the player to do the right thing and marry Mary-Joe. If the player is speaky-guy, he can convince Billy-Bob that Mary-Joe and the baby are better off being brought up by their own kin. If the player cannot convince Billy-Bob, then he can go back and marry Mary-Joe (and then leave again – she'll stay behind with the baby). If the player is just a dick and refuses to cooperate in any way, blood can be spilled. This worse case scenario will also impact Baseline's efficiency since there will be no more trogs, or at least not enough kinsfolk to maintain Baseline. Oh, and Mary-Joe will still be turning tricks, but now to support her baby.

- **Character type completion breakdown** –
 1. **Combat Boy** – Buy Mary-Joe back from Dusty.
 2. **Diplomacy Boy** – Talk Mary-Joe into going back to Pappy.
 3. **Stealth Boy** – Same as combat boy
 4. **Science Boy** – Ditto
- **Quest flags** – “12_Deliverance”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Access to Scum Pits
- **Journal Entries** –
 - 35. Normal
 - 36. Dumb

Help Beatrice in a bar fight.

- **Initiator** –Beatrice
- **Importance (Major)**
- **Scope** – Small
- **Description** – Beatrice is a super mutant bouncer for Dusty's Desires Bar & Entertainment. On this night in question, there is an unruly bunch of caravaners who are staying the night at Hoover Dam. They get too much to drink and try to get freebies off the hookers. Three of them decide they don't like super mutants and decide to pick a fight with Beatrice. Combat starts and two are using cattle prods at Beatrice while one whips out a pool queue. They will start to get the best of Beatrice fairly quick. Dusty would normally pull out her shotgun, but one of the other

caravaners has a rifle pointed at her and told her not to move. If the PC intervenes by fighting for Beatrice and manages to kill only two of the caravaners, that will be enough to scare the rest off. If Beatrice kills off two while the PC helped, Beatrice will still appreciate the gesture. The player may also talk his way out of the fight, calming things down with the smoothness of his speech skills. Either way, Beatrice will be grateful and ask if he can come along with the player as a CNPC. But if the player does nothing and Beatrice lives through the battle, Beatrice will not offer, ever, to join with the PC. Of course attacking Beatrice kills the whole joining thing, as well.

Finally, after the fight, no matter the outcome or if it is still going on (there will be a five round limit), Ralph Peoples, the chief of police, will enter with his posse and lay the smack down on the caravaners.

- **Character type completion breakdown** –
 1. **Combat Boy** – Step up or step out
 2. **Diplomacy Boy** – Sooth the beasts with soothing words
 3. **Stealth Boy** – Either, or
 4. **Science Boy** – Same
- **Quest flags** – “12_Help_Beatrice”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Beatrice could join PC
- **Journal Entries** –
 - 37. Normal
 - 38. Dumb

Do Bob's bounty hunter jobs.

- **Initiator** – Bob of Hock-it to Bob
- **Importance (Minor)**
- **Scope** – Large
- **Description** – Bob doubles as a bounty hunter dispatcher. If the player inquires about jobs at Hoover Dam, Bob will say what he can provide. If the player accepts, then Bob will give him a bounty. This is where the other designers come in. I'd like there to be a bounty in the more populated areas that would take in a stranger. The more the merrier (without getting ridiculous). About 5 or 6 bounties throughout the wasteland sounds reasonable. Each bounty gives the player 1000 caps. Also, all bounties are to the death. The player needs to take back the head of the bounty to Bob for verification. One bounty at a time.
- **Character type completion breakdown** –
 1. **Combat Boy** – All bout the combat.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – yep
- **Quest flags** – “12_Bobs_Bounties”
 - 0 = not started

1 =

2 =

3 =

4 =

- **Rewards** –
 - XP
 - 1000 caps per bounty
- **Journal Entries** –
 - 39. Normal
 - 40. Dumb

Clear out Sub-level 1 - Classified of all the monsters.

- **Initiator** – PC and Joseph Dodge
- **Importance (Major)**
- **Scope** – Small
- **Description** – Like the title says, clear out the centaurs and floaters, and the science lab and all the info on the computer are yours for the taking. Of course the player needs to get to the access hatch on the Scum Pits to get here, but you knew that, right?
- **Character type completion breakdown** –
 1. **Combat Boy** – Just do it.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Qui
- **Quest flags** – “12_C1ear_SL1C”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Use of the science lab
 - History of Hoover and other goodies on the main computer
 - Remnants of Chinese stealth armor.
- **Journal Entries** –
 - 41. Normal
 - 42. Dumb

Recalibrate the two working power generators to be more efficient and increase power.

- **Initiator** – PC and Joseph Dodge
- **Importance (Major)**
- **Scope** – Small

12_Hoover_Dam

- **Description** – Even though the two working power generators are working, they could be more efficient and powerful. If the PC has the mechanical and science skills (both medium), then he can recalibrate the generators to perform better.
- **Character type completion breakdown** –
 1. **Combat Boy** – If he has the skills.
 2. **Diplomacy Boy** – Ditto
 3. **Stealth Boy** – Same
 4. **Science Boy** – Qui
- **Quest flags** – “12_Recalibrate_Generators”
 - 0 = not started
 - 1 =
 - 2 =
 - 3 =
 - 4 =
- **Rewards** –
 - XP
 - Governor Dodge will love you
 - Earn some more respect from Pierre LaPoubelle
- **Journal Entries** –
 43. Normal
 44. Dumb

QUEST TABLE

Area	Quest Name	Designer	DStatus	Script	SStatus	Log Stat	Passable	QA 100%
Hoover Dam								
The Rim	Get a meeting with Gov. Dodge	Foletto						
The Rim	Successfully negotiate peace between Hoover and BOS	Foletto						
The Rim	Get City Council members to City Council meetings	Foletto						
The Rim	Join with 3-Some	Foletto						
The Rim	Successfully spy on Crimson	Foletto						
The Rim	Join up with Crimson	Foletto						
The Rim	Successfully frame 3-Some	Foletto						

The Rim	Successfully extort Crimson	Foletto						
The Rim	Expose Crimson	Foletto						
The Rim	Give schematics to scribes	Foletto						
The Rim	Get school attendance up	Foletto						
The Rim	Teach class	Foletto						
Downtown	Clear out critters on Scum Pits	Foletto						
Downtown	Successfully get building material sent from Denver	Foletto						
Scum Pits	Discover Sub-level-1C	Foletto						
SL-1C	Discover Hoover history and SL-1C history	Foletto						
The Rim	Relay history to Candice & FOA	Foletto						
Baseline	Get Mary-Joe to stop turning tricks	Foletto						
Downtown	Bounty hunter jobs	Foletto						
SL-1C	Clear out critters in Sub-level-1-Classified	Foletto						
Baseline	Recalibrate two working generators	Foletto						

SCRIPTING (See Room for Improvement)

GENERAL

- -
 -

TOWN-SPECIFIC

-

12_Hoover_Dam

-
-

DUNGEON-SPECIFIC

CUT SCENE

- The dam comes crashing down! If the player uses 5 C4 or 6 dynamite bundles on the construction debris on the Rim, which is enough firepower to bring the whole dam down. This should be a CGI movie that shows the explosion, the wall cracking, then large chunks of concrete bursting out from the pressure of millions of tons of water exploding outward. Then show the water crashing onto Downtown. The Rim area should be a broken, splintered wreck with nothing more than rebar and crumbled concrete left.

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

MUSIC

AREA	SOUND REQUIREMENTS
MAP 1: The Rim	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 16 – Khans of New California
	BASIC SFX
	Very mild dust storm. Tarp and thin metal flapping in the wind. Mild surf sounds from the water splashing against Hoover Dam's concrete wall.
	WALLA SFX
MAP 2: Downtown	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 3 – A Trader's Life
	BASIC SFX
	Mild, hot breeze. Tarp and thin metal flapping in the wind. The occasional creak of an old metal door. A distant rock or two falling down over a hillside. Slight waterfall sound from the water passing underneath the town. The sound of bar music coming from Dusty's Desires.
	WALLA SFX

	Slight mumblings
MAP 3: Baseline	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 11 – City of Lost Angeles
	BASIC SFX
	Distant hum of giant generators from the back of the map. Hum gets louder as player gets closer to the generators. Occasional drip of water like in a damp cave. When player is near a trog, occasional butt-scratching sound.
	WALLA SFX
	Slight mumblings from passing trogs.
MAP 4: Scum Pits	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 7 – Vats of Goo
	BASIC SFX
	Bubbling goo sound. Occasional falling rock. Distant clicking like a giant insect (think 50's movies where giant spiders and such make clicking and screeching noises). Occasional squeal of a giant rat.
	WALLA SFX
	None.
MAP 5: Sub- Level 1 - Confidential	MUSIC DESCRIPTION
	Fallout Soundtrack – Track # 15 – Flames of the Ancient World
	BASIC SFX
	Murky water splashing here and there. The distant sound of a stream, or water trickling in from a hole. Occasional buzzing of water touching open electrical equipment and wires.
	WALLA SFX
	Again, nothing. Eerily quiet area.

ROOM FOR IMPROVEMENT

Room for Improvement:

- **All of Hoover Dam**
 - Should the player blow up the construction debris on the Rim:
 - The Rim will be nothing more than the main gate, a small stretch of concrete after it, and a crumbled drop off where there used to be homes, NCR HQ, and a dam.
 - Player can no longer access the elevator to Downtown since Downtown has been washed away.
 - Everyone is either gone or dead.
- **The Rim**
 - If the player brokered peace between Hoover and Mason's.
 - BOS soldiers and NCR soldiers mix and mingle.
 - Overall cleaner look of area.
 - Civilians walking about at night as well as day.
 - Some more housing gets built.
 - Better equipment in trade stores.
 - If the player did not broker a peace between Maxson's and Hoover (i.e. ignore the war between the two, or did very little to change things).
 - Less and less people are in the Rim over time. Mid-game is ¾ of what was there at PC's first arrival (maybe when 3 prisoners are returned to

- the pokey). Act II, after prisoners are returned, $\frac{1}{2}$ the original population present at Hoover.
 - At $\frac{3}{4}$ population, Frieda's Firearms closes down, as well as the Look Out Below Café & Bar.
 - At $\frac{1}{2}$ population (Act II), General's Store closes down and $\frac{1}{2}$ less NCR troops are present. Dodge has killed himself, and Ailis McLafferty has assumed Governorship. 3-Some is closed and the Giordano triplets are "missing." Can no longer do peace treaty quests.
 - If the player wiped out Maxson's for Hoover.
 - Overall cleaner look of area.
 - Civilians walking about at night as well as day.
 - Some more housing gets built.
 - If the player blew the shit out of everyone and everything.
 - Ghost town. The occasional raiders will pass through and take potshots at the player.
 - If the player exposed Ailis.
 - Crimson Caravan Company is closed.
 - Look Out Below Café & Bar is booming in business.
 - **Downtown**
 - If the player brokered peace between Hoover and Maxson's.
 - There are more civilians.
 - Shanty shacks are upgraded to better built shanty shacks.
 - If the player did not broker a peace between Maxson's and Hoover (i.e. ignore the war between the two, or did very little to change things).
 - Less and less people are in the Rim over time. Mid-game is $\frac{3}{4}$ of what was there at PC's first arrival (maybe when 3 prisoners are returned to the pokey). Act II, after prisoners are returned, $\frac{1}{2}$ the original population present at Hoover.
 - At $\frac{3}{4}$ population (3 of 6 prisoners returned), Dusty's Desires closes down and $\frac{1}{2}$ less NCR troops are present.
 - At $\frac{1}{2}$ population (Act II), Hock-it to Bob closes down and no NCR troops are present. Crops are dead and Farmer Dave is gone.
 - If the player told Billy-Bob about Mary-Jo being a prostitute.
 - After battle between trogs and NCR/Downtown: Dusty's Desires is shut down.
 - Crops are dead. Farmer Dave is gone.
 - **Baseline**
 - If the player told Billy-Bob about Mary-Jo being a prostitute.
 - After battle between trogs and NCR/Downtown: Baseline is empty of trogs.
 - A couple of humans NPC's take over maintenance duties.
 - **Scum Pits**
 - If player kills off all the monsters and gets shipment of materials from Denver.
 - Stage one (four months after completing last part of quest)
 - Goo holes are covered by steel plates
 - Debris is cleared all around.
 - Stage two (eight months after completing last part of quest)
 - Hydroponics equipment is set up and running. No crops.
 - Stage three (twelve months after completing last part of quest)

- Crops are growing in new hydroponics farm.
- **Sub-Level 1 - Confidential**
 - If the player cleared out the monsters.
 - After five months, the waist high water is gone and the hole that led to the lake has been sealed. Also, some engineers are shuffling around the computers and such.
 - Player has full use of science lab.

END MOVIES

WHERE TO GO CONDITIONS

The player blew up the construction debris on the Rim, destroying the dam.	Goto 1
The player had the satellite fire on Hoover Dam	Goto 2
If the player brokered peace between Hoover and Mason's	Goto 3
If the player did not broker peace between Hoover and Mason's	Goto 4
Nothing done about the virus	Goto 5
PC distributes smooch through Dr. Yuri	Goto 6

1. CATASTROPHE! (WTG)

What took five years to build, only took seconds to destroy. In one fell swoop from a carefully placed explosive, millions of tons of water and concrete washed away the lives and ambitions of people who longed for a better future. Hoover Dam, in all its glory and engineering marvel, was no more.

Show crumbled dam face with green water cascading over jagged concrete and rebar.

2. SATELLITE DESTROYS HOOVER DAM! (WTG)

Though the missiles of the Great War never touched Hoover Dam, the missiles of B.O.M.B. – 001 did. The atomic warhead incinerated everything. Now Hoover Dam is nothing more than irradiated sludge and scattered rebar, just like so many cities that fell victim to the Great War.

Show a smoldering crater.

3. PEACE BETWEEN NCR AND BOS (WTG)

With peace came cooperation, and with cooperation came growth. Hoover Dam blossomed under the new peace between the Brotherhood of Steel at Maxson's Bunker and the NCR under Governor Joseph Dodge.

Show Hoover Dam's Rim with new housing and happy people mingling with power armor clad BOS soldiers and NCR soldiers.

4. NO PEACE BETWEEN NCR AND BOS (WTG)

12_Hoover_Dam

War, no matter how big or small, always has a high price. Governor Dodge and Hoover Dam could not maintain an extended war with the Brotherhood of Steel. Moral ate away at Dodge's men, and soon there was no one left to protect Hoover Dam. Governor Dodge shot himself as the BOS stormed through the front gates, and the NCR became a forgotten memory.

Show Dodge with a gun under his chin, an explosive exit wound on the top of his head, and a couple of Brotherhood soldiers busting through his office door.

5. LIMIT 115 GOES UNCHECKED (WTG)

Limit 115 takes its toll on Hoover Dam. Those who do not die from the plague, flee Hoover Dam when others perish. Half of those who choose to remain become sterile. Over time, the population of Hoover Dam dwindles, and no matter what mechanical or social successes came before it, the plague eventually wipes out another community.

Show ground perspective of the Rim; empty of life, with a child's doll crumbled on the ground looking at the camera.

6. PC DISTRIBUTE SMOOCH THROUGH DR. YURI AND NEVER CREATES ANTI-TOXIN (WTG)

The impact that smooch has on te citizens of Hoover Dam is overwhelming. Soldiers, police, and the common citizens all succumb to the addictive pleasures of smooch. Soon, mechanical equipment shuts down, systems fail, people starve, and lives are lost. Hoover Dam eventually turns into a ghost town, complete with the rotting corpses of its former citizenry.

Show ground perspective of the Rim; empty of life, littered with clothed skeletons, with one skull smiling at the camera..

RANDOM NOTES

APPENDIX

12_Hoover_Dam

12_Hoover_Dam

12_Hoover_Dam