REFERENCE GUIDE

This guide serves as a quick reference to gameplay basics in *Wasteland 2*. If you're just starting *Wasteland 2* and want a quick overview to get you going, you're in the right place; if you want a more detailed overview, we recommend you read the full *Wasteland 2* Ranger Field Manual.

The Basics

Below is a short list of instructions to walk you through the basic steps of character creation and starting a brand-new game. Follow this if you're starting *Wasteland 2* for the first time.

1. Launch the game
2. Select **New Game** from the Main Menu
3. Create a squad of up to four Desert Rangers from pre-made characters, or
4. Create your own Desert Rangers
    a. Assign Attribute Points to Attributes
    b. Assign Survival Points to Skills
    c. You can spend up to 10 points in each Attribute or Skill
    d. Skills are broken into three categories: **Combat**, **Knowledge** and **General**
    e. Initial party equipment is determined by a Ranger's highest combat skill
    f. Additional Skill Points are earned with each **Field Promotion** (level up) and may be allocated to enhance an existing skill or learn a brand new one
    g. Customize your Appearance, Portrait, Gender, Nationality, Religion, Smoking Preference and Biography
    h. Save your custom Ranger for future plays
5. When your Ranger squad is complete, select **Play Game**
6. Select your preferred difficulty level (**Seasoned** is recommended for the most balanced experience for first-time players)

Movement

Movement is defaulted to **party movement** mode. Right-clicking in the game world will cause your Ranger party to run to that location. You can change the movement mode to **individual** mode by hitting the Spacebar or selecting the group/individual button on the HUD. Sometimes it is necessary to split up your party to complete difficult objectives or to set up for fights.

In party movement mode, you will have a leader selected for the group. Their portrait on the party list is **larger** than the rest. This is the part member whose skills are selected and can be seen in the **Skill Bar**. They will also be the first to enter into conversations when you talk to characters in the game world.

Attributes & Skills

Attributes determine an individual Ranger's base level of effectiveness in the field. For example, a Ranger with higher **Strength** can carry more weight and does more damage in melee combat than a Ranger with lower Strength.

Skills are fields of knowledge or expertise that determine what a Ranger can actually do. For example, knowing how to use a specific type of weapon, or how to repair mechanical devices, are skills. Skills operate in different ways. Some are **active** in that they must be selected from the **Skill Bar** interface and used in the game world. Others are **passive** in that they grant you bonuses to normal gameplay actions (for example, firing a weapon). Yet others are **contextual** in that they may only appear in certain situations (such as using Hard Ass to intimidate someone in conversation).

Many skills work on a relative difficulty system. The difference between the skill level of your character and the skill check of the obstacle is shown on screen when hovering the mouse cursor over that object. You'll gain experience for successful skill uses and higher obstacle checks will yield more experience.

Conversational keywords skills are only used when in a conversation with an NPC. They will be active if your characters skill level is higher than the skill check. You can select different squad members to reply by selecting them from the party list during a conversation and the available Conversational Keyword Skill options will update to match the newly-selected squad member.

Companion NPCs

You will find **companions (CNPCs)** throughout the wasteland. Some will ask to join your Desert Ranger party, while others you'll need to convince to join you. You can have up to seven party members at any one point (normally, this will be four of your own Rangers + three CNPCs). To remove a CNPC squad member, you click on the Dismiss Button in that squad member's character screen.

You can also visit **Ranger Citadel** if any of your original Rangers dies to replenish your ranks using the **recruits** there.

User Interface

The following elements of the user interface/heads-up display (HUD) are how you will primarily interact in the game world.

Skill Bar

Weapon HUD

Radio & Compass

Conversation

In *Wasteland 2*, you will spend plenty of time talking with characters (NPCs) in the game. You perform conversation through a special user interface, which allows you to select various **keywords**; each keyword corresponds to a full statement.
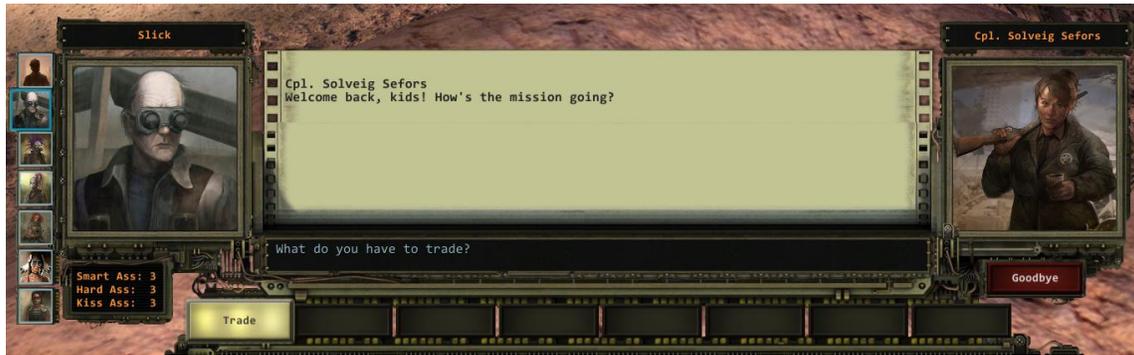
In conversation, you will learn more about the game world and characters, receive objectives and quests to complete, can trade items and equipment for Scrap (currency), and more. It always pays to talk to people!

World Map

Wasteland 2 is divided into both local **area maps** and the **world map**. When you leave a location, you will be asked if you want to enter the world map. Doing so will put you in a zoomed-out perspective representing the wide-open world, allowing you to travel to other locations.

Right-click to move on the world map, and left-click to enter any locations you find. Some locations, like **hidden caches**, will not appear until you are very close; locations you know about will be marked with an **X.** Remember to pay attention to **water** and **radiation**; water will need to be replenished at **oases** you find, while radiation can damage your party if you don't have adequate **radiation suits** to protect them.

Combat

Combat occurs when you encounter enemies (humans, animals, robots) who are hostile towards you. Some will be hostile by default, while others may only become hostile as part of the story. During combat, the game enters a turn-based mode and characters move individually, one each turn, depending on their **Combat Initiative** statistic. Once initiated, combat is to the death.

Actions in combat are limited by **Action Points (AP)**. You can only take as many actions in combat as you have AP for, and each action (firing, moving, etc.) can take different amounts of AP. To move, right-click a spot on the ground. To fire at an enemy, left-click on him or her.

During combat, you will see a blue and yellow grid around your character, which indicates how far he or she can move (the blue grid indicates how far the character can move and shoot with their current weapon; the yellow grid indicates how far the character can move by spending all remaining AP).

In combat, it's possible to take **cover**. Cover makes you harder to hit and gives you a small accuracy bonus. You will recognize cover by the white shield icon that appears when you move the mouse cursor over a designated cover point.

Cover can also sometimes be destroyed by weapons fire or explosives, so remember that a fragile-looking wooden box may not last long when shot up by an angry raider. Enemies can also take cover, but are subject to the same rules, meaning you can also destroy their cover to drive them into the open.
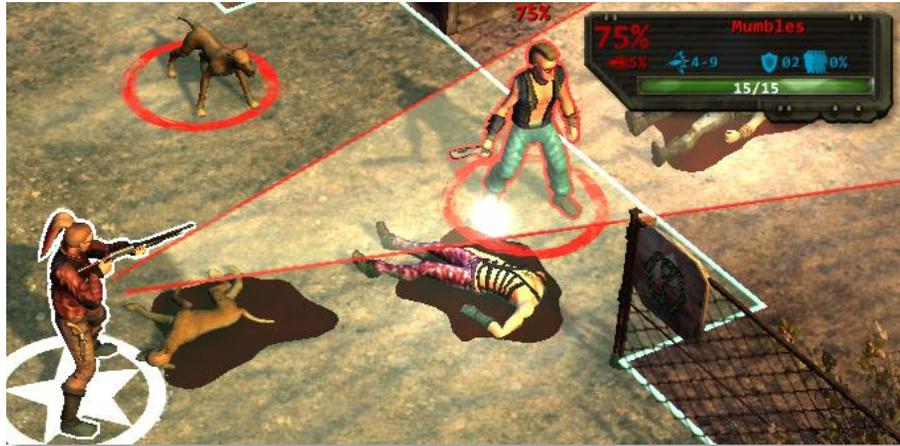
When you target an enemy, additional information appears. This popup displays your chance to hit, your critical hit chance, the enemy's name, damage, armor, evasion chance, and his CON (hit points/health).

You can view all your weapon's relevant information, as well as certain combat actions available to you, by checking the **Weapon HUD**. This displays your weapon's damage, AP cost to fire, Armor Penetration, critical hit chance, as well as various range statistics. You can also use the buttons on it to toggle **stance** (crouched or standing), **reload** your weapon, or change **fire mode** (where applicable).

Different weapons have different strength sand weaknesses, as well as different options available, so we recommend experimenting with different characters, weapon types and tactics for best results.

Contact Us

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