



BY GAMERS. FOR GAMERS.™

# IMPORTANT!

## FALLOUT REVIEWER'S INFORMATION

Your review copy of Fallout for the PC is enclosed. Though we are presenting this to you as a reviewable copy, we are aware of the following bugs and are in the process of resolving them. Please be assured that these will be eliminated before the game is released at retail. If you have any questions or concerns regarding them, please contact Courtney Thompson at 714/553-6655.

- Ian will currently not draw a better weapon if you ask him to do so. This is already fixed. In the build you have, if you switch hands using the red button and try it again, he should put his weapon away and draw a better one next time you go into combat.
- To give party members things, you can just barter with them and offer them things without taking anything from them.
- If you get Katja in your party and go to the Military Base or the Downtown map of the Hub, the game will crash. This is now fixed.
- We are still resolving the crash bug upon exit of the game.
- If you plant the bug on Gizmo and then kill him, the game will crash. This is fixed.
- If you return the Urn to Neal, the game will crash as soon as you leave the map or if you try to load a game while on the map. This is now fixed.
- Bartering might be a little confusing. The equation starts at 100%, then it subtracts the other person's Barter skill, then adds your barter skill. The resulting percentage is what your offer is modified by when compared to the base price of the item/items that you are trying to buy. So if your Barter skill is 50% and their Barter skill is 100%, then the 1000 caps that you are offering are actually only worth 500 caps for the purpose of whether the person will accept your offer or not. This means that if you want to buy stuff from merchants in the Hub, you need to have a pretty good Bartering skill, or a bucket full of caps.
- If you drop a lot of items and then pick them out without ever moving the mouse or if you keep dynamite highlighted with the cursor as it explodes, this will cause a crash as soon as you move the mouse again. This has been fixed.

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# **FALLOUT**

## **HINTS & TIPS**

The following hints and tips are provided by Tim Cain, Producer of Fallout. These tips should help the player get started playing.

### **Making Characters**

- Easy characters, to start the game with, have Agility or Perception scores.
- Easy characters, to finish the game with, have high Intelligence or Luck scores.
- No stats below 4.
- Take Small Guns as a tag skill and increase it with skill points when you can.
- Gifted is a useful trait.

### **Playing the Game**

- Pick up Ian in Shady Sands, even if you have to pay him. He's worth it.
- Search carefully in Vault 15. Good things are in there.
- Ask Ian where Junktown and the Hub are and go there! Both places have a lot of things to do.
- Talk to people a lot. They will tell you where things are and how to do stuff.
- Find out where Necropolis is and go there!
- Not everyone with an animated head and digitized speech is important and vice versa.
- It's OK just to wander around but remember your time limit for the water chip.
- Most adventures are easier with a group of friends but some aren't.
- Remember you can barter with almost everyone, including your own party.
- If you're crippled, don't forget your Doctor skill.

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## FALLOUT™

### Reviewer's Guide

#### Product Facts

**Name:** *Fallout*™

**Software Category:** Role Playing

**Publisher:** Interplay

**Producer:** Tim Cain

**Developer:** Interplay

**Designer:** Interplay

**Release Date:** September 1997

**Estimated Street Price:** \$54.95

**Order Information:** 1-800-Interplay

**Rating:** Mature (ages 17+)

**Medium:** 1 CD ROM

#### **Computer Type:**

IBM PC & 100% compatibles running Windows '95 or MS-DOS 6.2 or later.  
Intel Pentium Processor required (P90 minimum).  
2X speed CD-ROM drive.

#### **Memory Requirements:**

16 Mb RAM for Windows or 32 Mb RAM for DOS  
Hard Disk Space: 20 Mb (minimum install).

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**Graphics Supported:**

SVGA graphics supported running in MS-DOS / DirectX 3.0A support in Windows '95.

**Sound Devices Supported:**

Supports Soundblaster series & 100% compatibles.

**Supported Peripherals:**

Mouse (Microsoft mouse or 100% compatible).

**Product Features**

- *Fallout* brings back the classic old school role-playing experience with all new depth and complexity.
- Over 50 mini-quests with multiple solutions take you through devastated wastelands such as Red Scorpion dens, Junktown, and the Brotherhood of Steel.
- Turn-based combat system lets you target specific body parts to wound, cripple, or kill as you see fit.
- Make your own character or start with one of three pre-generated types: Diplomatic, Deceptive, and Combative.
- Improve your character's skills through play and receive perks tailored to your character's abilities.
- Victims don't just perish - they get cut in half, melt into a pile of goo, and explode like a blood sausage.
- If you agitate someone with your comments, they'll look and act agitated - and remember that encounter. Depending on the player's choice of conversation topics, characters will look happy, normal, and/or angry.

**Product Description:**

In a post-nuclear era, *Fallout* challenges the player to survive in an unknown and dangerous world. The player takes the role of a vault-dweller, a person who has grown up in secluded, underground Vault 13. The immediate task is to find a replacement water chip for the broken water purification system. Without a chip, vault dwellers are doomed to dehydration or will be forced to leave the safety of their vault.

In *Fallout*, the core game revolves around the player's character. The player begins by choosing or modifying one of three pre-made characters or creating one from scratch. The options offered by the character creation system allows the player to create a truly unique character. The player not only chooses character attributes, but also chooses specific and specialized character skills.

When experience is gained (through combat, solving adventure seeds and non-combat situations), the character grows as determined. No classes here! *Fallout's* combat is tactical turn-based. Players may take all the time needed to make decisions. Choose from various attacks, diverse weapons and different attack skills. Weapons include: shotguns, flamers, chain-guns, rocket launchers, sledgehammers, brass knuckles and more.