

GENERAL INSTRUCTIONS

FONLINE: 2238

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SPECULATIONS FOR THE FUTURE

ADDITIONAL NOTES INCLUDED

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GENERAL INSTRUCTIONS

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Section I. Welcome to FOnline: 2238**GENERAL**

The small indie development group, “Rotators”, supported by the main developer of FOnline, A. Tsvetinskiy “Cvet”, are proud to present FOnline: 2238, the new massively multiplayer game, free of charge, based on the famous award-winning CRPG titles Fallout and Fallout2.

Bringing the single player experience into a massively multiplayer game is not an easy task. Merging the existing features with new ones in order to provide as much game experience as possible, the young developers aimed for the recreation of the Fallout world as we knew it back in the late '90s, keeping the emphasis on the alternative, unique universe and its settings. The game will remind you of Fallout 1 & 2 everywhere you go - the places, the people, the common history and the events that shook the world and keep it trembling.



Humanity, or at least what is left of it, has no time for a break. Faced with constant challenges, surviving in the harsh post-apocalyptic, post-nuclear, barren world, struggling for an uncertain tomorrow, the humans, ghouls and mutants are organizing themselves to push it through. To make it. To stay alive. Each group, each place, each organization with its own agenda, with its own ideology, fighting for their place under the scorching Sun. What they believe may be right or wrong... Who are we to judge, while striving for the same old necessity – survival?

The game adds several unique features regarding the players and their interactions, be it with other players, their respective groups or NPCs. First of all, there are groups: factions, gangs - call them whatever you like, which determine the fate of the world. Some of them are more powerful than others, some are cunning and treacherous, some even hideous. But they are there, conflicting with each other, or aligning with the policies of the greater powers - those who have technological advances, political power, are just plain bigger, or any other advantages over them. Choose your way: join your favorite group and spread their agenda throughout the wasteland. Decide for yourself how to handle the resistance - with good will or stubbornness. Respect the authorities or lead a revolution to throw them off the throne - it is your world, you decide.

If you don't feel like belonging to a group and have your own ideology, then you can take one of the numerous paths the wasteland offers. Some of them are: bounty hunting, brahmin trading, crafting, exploring and trading in general. The brand new system of professions allows you to polish up your skills and learn things you will rarely find in books, giving you a certain advantage over other players. Scavenging, gathering resources and useful items will be an inevitable part of your FOnline: 2238 life. Crafting something useful out of the gathered junk or selling it directly to your favorite vendor are just a small part of the great possibilities this game offers you. And of course, you can just take them off someone else, simply by brutally killing him/her or using more exquisite methods, like stealing. The choice is yours - and so are the consequences.

IMPORTANT NOTES

FOnline: 2238 is still in its early development stage and is going to stay, most likely, in this stage for the next few months. Keep in mind that some features are still not included into the game. However, we are working hard in our free time to give you the best FOnline experience you and all other players can get.

Due to the fact that the game is currently in its early alpha stage (remember, the engine development has progressed much further and the engine itself can be considered almost fully functional), it is necessary to test the numerous features and additions. Taking this into account, the decision to organize another open beta test has been made, and the date is today, the August 15th, 2009. We are looking forward to seeing you in the game and hearing your impressions of our creation so far.

2238

Desert. Sand as far as the eye can see. The wind is blowing through your hair, a hot chick is sitting by your side and nothing else than freedom in front of the windscreen. Even the life on a wasted planet has sometimes its good times. The fact, that Cal is turning me on now with this versatile expression in her eyes and let her fingers dance upon my crotch, shows me, that she is thinking something equal at the moment. Ay yo, my name is Tobey by the way. Tobey Scott Monroe and this beautiful piece of sex appeal besides me is called Cal Johannson. A razor-sharp girl! She told me once, that she has Scandinavian ancestors, but fuck... wherever this Scandinavia – or however this place was called – should have been, now it is surely nothing more than a big, fat hole of radiation somewhere in the ground. But you know what? I don't care at all... and neither does she.

But to start at the beginning: everything began in this bar, with this strange name, "Jumpers Go"... No worries, I wouldn't bother you with pulpy details. Let's go a little further on and just say that both of us were really randy about each other and ... uhm ... now we are here. Two ass-kicking go-getters on the hunt for some A-C-T-I-O-N. The hot-rod, which we're using for the trip is my pride and joy! A fully functional Kaiser M71. Damn, rides are rare as pure water these days, but sometimes you gotta have some luck, don't cha? I've got this jewel from my dad. He repaired and pimped it himself. With this rod you can score some pussy, man, I tell ya...! Uhm... Whatever... Where did I stop? Ah, yes, I...

"Hey, Tobey!" Words are breaking the red thread in Tobey's inner monologue. The crazy but quite good looking Twen wrinkles his brow as he notices, that his new chick has stopped jerking off his meat. "What's going on, babe? Why did you stop? I was about..." - "In the rear mirror!" stops the slender blonde in the white tank top his budding flow of words and Tobey looks in the mirror.

Dust. All he could see was dust. A churned up cloud, almost near the horizon. "A little sandstorm?" guesses the young man with the brown, slight curly hair and shrugs his shoulders. "What about it?" Cal doesn't even notice it all. "Is the machine gun in order?" she asks hasty. "Why?" - "Does it work?" - "Yeah, goddamit, but what the..." - "Shut up and let her rip, ok? Full speed!" She stands up and climbs skillfully onto the bed of the robust Jeep, where a large-caliber Browning M2 is mounted. "Hey!" her lover protests "What's the matter with you? How are you talking to me? Sit down, or..." - "These are Wheelers, you

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dumbass! Now put your goddamn foot on the pedal!” Tobey’s expression freezes for a moment. “Wheelers? HERE?” Without another word he drives with the pedal to the metal. The heavy vehicle plows through the rough terrain. It’s rattling and tugging on all parts, while Cal inserts a feeder of .50.ammunition with practiced movements into the heavy machine gun, and charges it loud and noisy. Harassed Tobey looks again and again in the mirror. The cloud gets nearer and nearer to them. “Faster!” Cal shouts at him. “We cannot go faster, goddamit!” he cries back to her in panic and glances over his shoulder, because it seems he doesn’t want to believe the reflection in the mirror. He can see his girlfriend standing at the machine gun. The shoulder-length hair is bathed in a red gleam by the evening sun and flutters in the raging headwind like a flickering flame. Then the Jeep crushes onto a rock and the car gets serious damage. Tobey is hardly managing wheel and looks forward. Cal almost falls from the loading area but regains the position. Only a few seconds later the machine gun begins to rattle on in a muffled sound, as the first bikes leave the formation and hunt their prey. But the first two of them are devastated in their saddles. Cal swings the barrel of the weapon from one side to another and covers the pursuers with a wide hail of bullets, keeping them in distance. Tobey looks in the rear mirror again and is able to see the first Wheelers falling down and a few followers while crushing into them. For a second the mixture of euphoria and adrenalin let his courage and his ego grow. “Woohoo! Fuck off, you suckers! You won’t get us!”

Then a bang – so loud, that everything else drowns out. Tobey flinches. He shortly glances over his shoulder, as he hears the machine gun hushing and sees Cal collapsing. Velocity and centrifugal force are knocking her down and she crushes onto the enclosing of the loading space, which protects her from leaving the car involuntarily. Her lovers eyes widen, the short lucky moment elapses. His head shoots forward. He gets everything out of the car, but he has no chance against the light motorbikes of his enemies. Quickly he’s flanked on both sides. Flashy painted helmets are laughing at him faceless, as he risks a look through the windows of the side door. The gangsters? sharing the one seat of their fast bike – the one in the front drives, the one behind him aims. Tobey looks in the dark barrel of a Magnum .44, but with bare teeth he is raging the wheel, pulls it risky to the left and sweeps both of the attackers from their bike. The car goes into a skid, falls almost head over heels, while the other man on the second machine starts to fire from the right side.

With great difficulty Tobey regains control of his vehicle, but with panic he notices a pickup heading fast for his car. Through a hole in the top of the car he can see the scope of a gun flashing and it becomes clear, what was hitting his girl and that the bikes are only a vanguard. Desperate he tries to hold the car steady on course and at the same time avoiding the attacks from the right side. After a swerve he stares into the mirror, when Cal unexpectedly struggles herself in the scene. One side dipped in dark red, she pulls herself on the feet with the help of the Browning and seconds later the machine gun rattles deadly again. With a another swing to the side Tobey forces the annoying second bike into defense for the moment, but behind the pickup there are more and more vehicles getting in sight...

Short story “Joyride”, written by Cerebro

Thank you.

Section II. How to step into the wastes (Tutorial)**Installation Instructions**

Thank you for trying out and playing FOnline and FOnline: 2238, a new massively multiplayer online role playing game from Fallout fans for Fallout fans. You are about to enter a wide world of desolated wasteland full of mutants, radioactivity, strange technology, breath-taking exploration and much more. Before you start playing, you are going to need a legal copy of Fallout 2. It doesn't matter if you have a CD- or Download-Version of the game.

The basic requirements for the game are:

- MS Windows 2000/XP/Vista
- 56K or better internet connection
- Fallout 2

There are reports the game will run under Linux too (using WINE emulation), but generally we do not support it.

To install FOnline, follow these steps:

- (1) Download the latest version of the client from www.fonline.ru.
- (2) Extract the archive into a folder of your choice.
- (3) Start the “FOConfig.exe” and set the paths to master.dat and critter.dat files, they can be usually found in the Fallout2 folder or on your Fallout2 CD. You can also simply copy&paste the files to your Client folder.
- (4) Set other options like screen resolution, sound volume etc.
- (5) Press “save” or “play” buttons to save the settings or to start the game right away. The list of active servers will be regularly updated on www.fonline.ru or <http://fonline2238.blogspot.com>

To uninstall the game, all you have to do is to delete your client folder. No additional data is ever saved in your registry.

SimTek Operations

The Vault-Tec Research Group has determined that after a possible nuclear war, the surviving population would be endangered by many menaces of the post-apocalyptic outside world. The SimTek 5000 will provide reassuring return to a safe life with the best possible outcome. This chapter will give you a brief walk-through of the operation of the SimTek 5000.

Experienced citizens may want to start directly with the Character Creation and skip this tutorial chapter. For everyone else, this tutorial is kind of preparation for the hostile environment created by a nuclear holocaust.

After starting the FOnline process on your terminal, you should click the REGISTRATION button from the Main Menu. The character creation screen will appear.

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For more information about how to create your own personal profile, please visit Section 3, page 7.

Once you are finished the character creation, press the OK button. The simulation shall start now and you will find yourself in one of the many possible starting locations. The position is chosen randomly and you have no influence on it.



Starting out in one of many possible locations.

Seen here: The Den, a town of junkies and slavers.

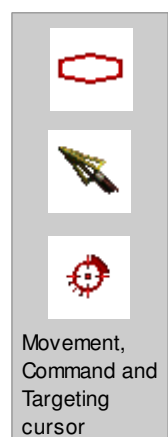
It is a good idea to check out your inventory first and see if you have anything useful on you. To do this, click the INV button on the interface bar at the bottom of the screen. In general all citizens will get one Radio Communicator, model 2043B, from the fine people at Wattz Electronics. To equip and use your Radio Communicator, click and drag the item to one of the ITEM slots. Release the mouse button. Now a new window appears where you can type in a channel number and change the frequency by flipping the switch. You are now connected to the rest of the world! Click on the DONE button and you will return to the main game view.

INFO: You can talk via radio by using the “/r” prefix before writing a message in the chat message window, e. g. “/r Hello world!”

The next thing you could do is to investigate the surrounding area for anything that could come in handy, like medicines, weapons, protective gear or any other useful item.

The red hex cursor is a movement cursor. Move it to where you want to walk and left-click to walk there. If you want to run, double left-click on the same position and you will run there. For running, you can also use SHIFT + left-click. During the walk, you can move the movement cursor to another location. If you want to interrupt your current route and move to another position, simply use the left-click again to move there.

If you want to use objects in the world, right-click once. This will change the cursor from the movement cursor to the command cursor. The command cursor is what you need when you want to interact with items/objects, critters or players. If you move this cursor over something briefly and take a look at the display window in the lower left-hand



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corner of the screen, you will see the description of the object you pointed at.

Left-click on your character a couple of times. Notice that you are rotating him or her. Your facing generally does not matter, since your character will turn to the right direction whenever it is needed. For now, right-click again to change the cursor back to the movement cursor.

In certain situations the combat mode will start. Notice that the combat button in the lower right corner of the interface bar open up. The combat mode is ON! In this case, left-click on the active item button. If it is a weapon, the cursor will change to a target and if you click on your enemy, you will attack him using that weapon. The number next to the cursor is how likely you are going to hit it. The higher the number, the better. The closer you are to your target, the easier it is to hit it using a ranged weapon. You can continue to attack until you run out of action points. Then you need to wait until your Action Points (APs) are reloaded (Real-Time, RT) or until the turn is yours again (Turn-Based, TB).

INFO: *Keep in mind! Some enemies are stronger than you. In such situations it is wiser to flee from combat than to die in a horrible way. Read more about combat in Section 5, Conflict Resolution.*



No-Combat Mode. The situation is clear and you are not in the Combat Mode. As soon as you attack a creature or a creature attacks you, the Combat Mode will begin.



Combat Mode. The **END TURN** button will end your current turn, the **END CMBT** button will attempt to end the combat mode. If there are still hostile creatures involved in the battle, the fight will continue!

The amount of the remaining action points is always displayed as a row of small green LEDs (Light Emission Diodes) above your active slot. To use a weapon you will need a certain amount of Action Points (Aps), and this amount is displayed in the lower left corner of the slot. If the battle runs in Turn-Based Mode and you have used most of your Aps, so that you cannot perform any more actions, you can simply end your turn by clicking on the END TURN button. Everyone else involved in the combat will now get a chance to act. In the end, there will be your turn again. As soon as your turn starts, your action points will be restored.

While in combat, you will probably get hurt. If so, you need to heal yourself. In order to do this, you can use medicines like Stimpaks. The alternative to this is to use the First Aid or Doctor skills on yourself. If you have a Stimpak on you, open your inventory up using the INV button and right-click on the Stimpak. A list of options will appear.

Choose the USE button (Hand) and release the mouse button. The result: you will use the Stimpak. If you don't have Stimpak or don't want to use one, open the Skilldex, pick the First Aid skill and click with the yellow target cursor on your character. If your skill is high enough and you don't fail, you will manage to regenerate some of your Hit Points (HPs).

You can also use medicines or your healing skills on other players, if they are in need of your help.

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There are also other skills on the Skilldex list that can be used. The First Aid and Doctor skills allow you to heal yourself and other characters in the game.

If you want to open a locked door, select the Lockpick skill, for placing explosives, you will need a high Trap skill and so on.

All the skills except Sneak require a target for using the skill on. Choose a skill, and then place the target cursor over the object, critter or player you want to use your skill on. Depending on how high your skill is (the better your skill, the better you are going to perform the whole action), you may fail or succeed.

SKILDEX	
SNEAK	040 %
LOCKPICK	020 %
STEAL	015 %
TRAPS	020 %
FIRST AID	024 %
DOCTOR	017 %
SCIENCE	028 %
REPAIR	021 %
CANCEL	



INFO: Your weapon-skills are passive skills. Read more about all your skills in general on page 3-11.



Section III. Instrumentation (Interface)

General

If you already have some experience with Fallout or Fallout 2, you can skip this section because the overall controls of FOnline are very much inspired and taken 1:1 from its ancestors in order to provide the best possible retro feeling. However, there are some small changes and additions here and there, so it would not hurt to at least glance thru the section over.

Main Menu

When you start FOnline, the first thing you are going to see is the main menu.

The main menu is easy to navigate. In the top right corner you will notice the text box for your username (the name of your character in the game), as well as the other box for your account password. If you haven't created any character yet, you will have to do this first before running the game.

To enter the game, you need to have an already created account. Without a valid account, you will not be able to log in to the game. So, create your character profile first (REGISTRATION) and wait for the confirmation about the successful creation in the lower left corner of the screen. If everything went fine, type in your name and your password into the text boxes above and press the red button next to ENTER.



To create a new character, you have to click on the button for „Registration“. After this, the character creation screen will show up and you will be able to create your account. You can get more information about the character creation in the chapter „Character Creation“.

To change your game options, you can click on the button for „Options“ (his function does not work yet but will be implemented soon) or use the external FOConfig.exe in your client folder.

The credits button shows you the team that is working on FOnline and FOnline: 2238.

If you want to exit the game, click the button next to „Exit“. But keep in mind, we know where your dog sleeps!

Also, there is the actual game version in the bottom left corner of the menu. This way you can keep track of the latest client (game) version.

Game View

From the technical point of view, the game brings back the good old 2D isometric perspective used in Fallout and Fallout 2. Considering this, the greatest part of the screen is the game window. This is where the action takes place. Your character, all other player and non-player characters (NPCs) can be seen here. Performing most of your actions, such as moving around, picking up items, talking to other characters, fighting, opening doors, exploring, and others will be possible in this window.

The Game View

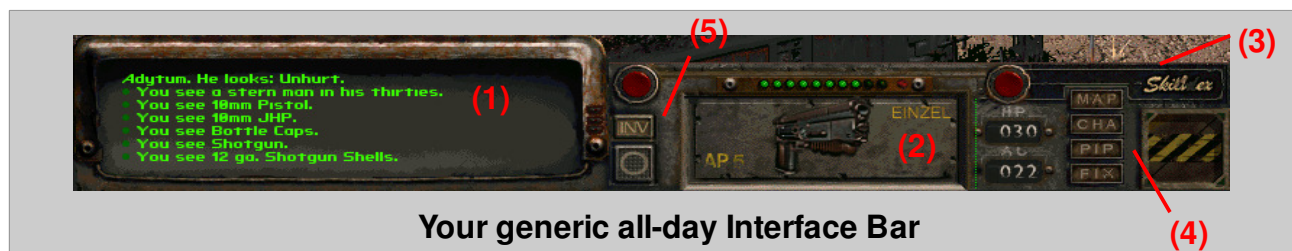
You eyes will be stuck to this window most of the time.



The bottom part of the screen is the interface bar. Here you will access your inventory, select a weapon to attack with, go to the character screen, adjust options, use the FIXBoy, receive messages which can be read in the message window and more.

Interface Bar

The lower part of the normal game screen is also known as “interface bar”. You will see it all the time while in game. This is what it looks like:



Your generic all-day Interface Bar

LEGEND:

- (1) **Message window.** This window show reports about your actions as well as the actions from the world around you. If you miss something, you can

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always scroll up and down to browse through the messages. The log window is very important for nearly every action that is performed.

- (2) **Active slot window.** Here you can see which item you are currently using. The green dotted line to the right displays the amount of ammo your weapon. The red dotted line next to it shows the deterioration grade of the weapon. Some weapons have no ammo bar, but almost all of them can break. The AP number in the bottom left corner informs you how much Action Points the usage of the current item will cost you. **Above the active slot window you can see your APs** (Action Points). Your APs define how fast you can perform your actions. Read more about APs on page 4-2.
- (3) **Skilldex.** The skilldex menu gives you access to your 8 primary skills. More about the skilldex on page 3-6.
- (4) **Various buttons.** Here you can open up the Map of the actual region you are in, your character sheet, your PIPBoy and the FIXBoy, your crafting tool.

Inventory Bar vs. Cursors

If you actually have a cursor like the yellow skill target cursor, or the red targeting cursor, moving it over the interface bar will cancel that action and give you the normal mouse pointer instead. If you want to shoot someone to start combat, click the weapon in the active slot window, and move the little red crosshair to the game window. Click on the target and your character will commence the attack.



Cursors

FOnline, just like Fallout 1 and Fallout 2, uses the Action Cursor to show you what kind of actions can be performed in certain situations. You control your character with the default Action Cursor, a simple pointer that will take a brief moment to learn everything about it. The Action Cursor allows your character to move, fight and to interact with the environment and manipulate objects. You can use three modes of the cursor:

Movement, Command, Targeting.

The targeting-mode is only available during combat or when you attempt to start one. To change between the various modes, right-click once. If you continue to right-click, the cursor will cycle to the next available mode. If you are using the moving cursor, right-click once to switch to the command cursor. In the non-combat situations, another right-click will take you back to the movement cursor. Otherwise, right-clicking again will switch to the targeting cursor.

Action Icons

FOnline uses the same Action Icons as his spiritual successor but adds some more to it. A table of all Action Icons can be found on the next page.

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EXAMINE

If you want more detail about an object or person, use this action. You will get a longer description of the item or person, often with important information (like how much ammo is left in a gun, or how wounded a person appears to be). *You can examine virtually anything in the game.*



TALK

Talking will attempt to start a dialogue with a living, breathing person (or a high-tech computer). You cannot talk to the dead, or the unconscious. *This action only works on people, and some computers.*



USE ITEM/GET

Performing this action will attempt to pick up an inventory item (like a rock), or use a scenery item (like a door). *You can get inventory items, loot bodies, and use scenery objects.*



DROP ITEM

If you no longer want to carry an item around or your inventory is getting a little crowded, then use this action. It will drop the item at your feet. *This only works on inventory items in your inventory.*



USE INVENTORY ITEM ON

If you want to use a object on something, use this action. *This action will work on people and on scenery objects.*



UNLOAD AMMO

If you want to remove ammo from a gun, then use this action. It will work in the inventory or loot screens. *Only works on weapons that contain ammo, and only in the inventory and loot screens.*



USE SKILL ON

When you use this action on a object, the skilldex will be displayed and you can choose what skill you want to perform on this item. *You can use this icon on any object that a skill can be used on.*



ROTATE CHARACTER

Use this action to rotate your character clockwise. Every click will rotate you one hex-facing. There is no Action Point cost to use this action. *This action only works on yourself.*



MOVE ITEM UP

Use this action on a item in your inventory and it will be moved to the top of your items list. *This action only works in the inventory.*



MOVE ITEM DOWN

Like the Move Item Up action, this can be used on a item in your inventory to move it to the bottom of your items list. *This action only works in the inventory.*



FOLLOW

If you want to travel in a group, use this action to mark the leader of your group. When you are the leader, others need to mark you. *You can use this action on every living object.*



BARTER

You want to trade with other players? Then this option comes handy for you: Face the other player and choose the Barter action. The barter interface will pop up and you can offer or buy. *This action only works on other human players.*



BARTER HIDDEN

The Barter Hidden Action works like the normal Trade action, with the difference, that your barter inventory will be invisible for your trading partner. Also you cannot see the inventory of your trading partner. *This action only works on other human players.*



PICK UP ITEM

If you see items on the ground and want to pick them up, place your character over the items and use this action. Your character will now pick it up. *This works only while standing over items on the ground.*

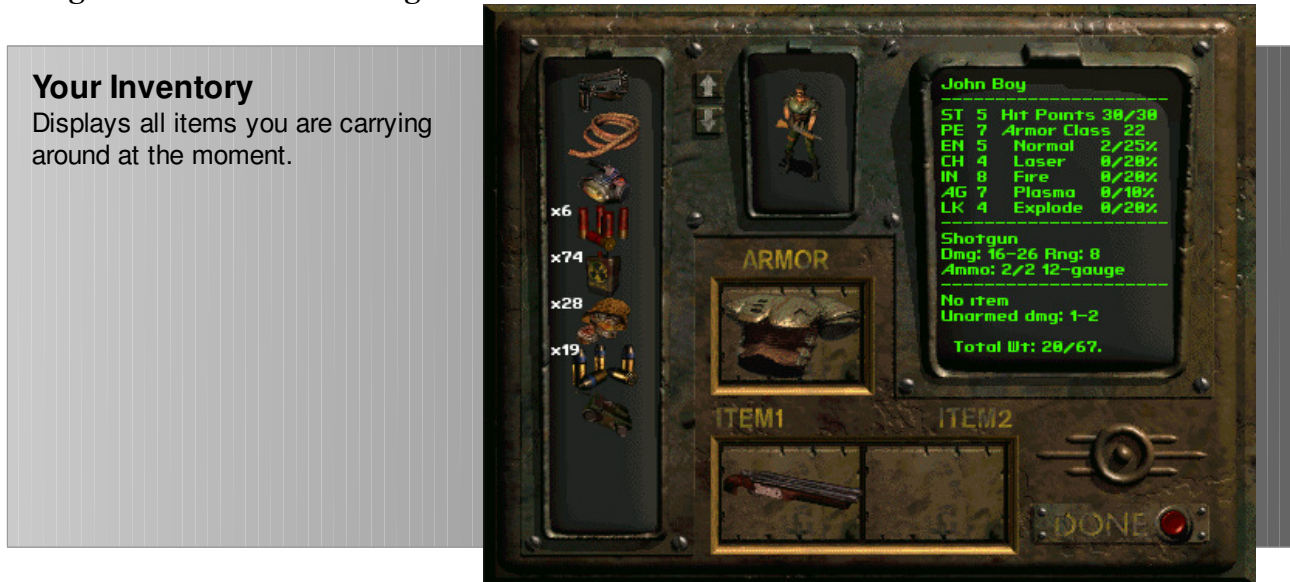


CANCEL

If you don't want to perform any of the above actions on the target, select the cancel action, and it will be as if nothing happened. *Always available, from everywhere on everything.*

Inventory

Your inventory screen is where you keep track of your possessions and use them. Those are usually items which you can find during your adventures. You can carry a certain amount of items in your inventory, limited by your carry weight. It is good to know that items have different weight and volume. Examine an item to get some more info about it, along with its individual weight.



There are two cursor types in this mode, the inventory and the inventory action cursor. Right-click to switch between them. The inventory cursor looks like a hand, and allows you to pick up and drop items. Click on an item and hold the left mouse button for a while. Move the mouse to select the proper icon (hand) and release the button to drop the item down. If you are working with more than one item (grouped items), a special menu will appear after releasing the button. Here you can define how many of the items you want to move, drop or use. Click the arrow buttons to increase or decrease the amount of items. Press ALL to increase the counter to the total number of items in the stack. Select CANCEL to cancel the entire action. You can also type the amount of items using your keyboard.

The inventory action cursor allows you to perform actions on items in your inventory. Selecting USE will use the item automatically on you. The DROP icon will drop the item to the ground. You will be able to pick the item up again in most cases. If you leave an item around, it is possible that it will be picked up by another player soon. And if you drop an item somewhere in the wasteland, and then leave that location or if you drop it while on the world map, you will never see it again. So think twice before dropping something down. Loose hands drop clams!

The inventory screen is divided into three parts: Info Display, Equipped Items, and Inventory List.

Info Display provides you info about your character, and items you are examining. As you move inventory items around, the Display Monitor will refresh to show you the statistics of selected weapon, armor or any other item. Use the display monitor to compare items, this is important method to learn more about the game!

Equipped Items include what armor you are wearing and what items you are holding in your hands (active slot) or prepared for use (reserve slot).

The Inventory List shows the remaining items in your backpack. They are not immediately accessible like your slot items, but this really matters during combat only.

Maintaining your equipment

If your protective gear or your weapon breaks, and this can happen pretty often in the harsh wasteland, you can try to repair it. Examine your items regularly, if they need to be maintained. It is not that bad if they are damaged, but not broken yet. However, if they are already broken or nearly broken, right-click on the item and use the USE SKILL ON icon to open up the skilldex. Now choose the repair skill and your character will try to repair the item. If you succeed in your intentions, your item will be repaired to a certain degree. If you fail completely, it is possible that the item becomes broken forever. A high repair skill comes quite handy in here.

Other Inventory Actions

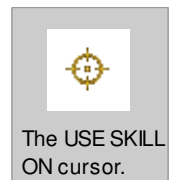
You can also load or unload your weapons using the inventory mode. For unloading, right-click on the weapon and choose the UNLOAD ADDMO icon. If you want to reload your weapon, you have to put it into one of your two main ITEM slots and then drag and drop the ammo you want to use on the weapon. Keep in mind that you have to unload the weapon first, if a different type of the same caliber is already loaded.

Skilldex

Your character has active and passive skills. Passive skills are automatically taken, if you want to use a gun, throw a stone or kick somebody's ass, while active skills need to be activated by you manually. The active skills are as example Sneak, Lockpick, Steal, Traps, First Aid, Doctor, Science and Repair. To get a better access to these skills, they are all open lined up on the skilldex.

To open the skilldex, press the S key on your keyboard or click the big red button on the top right side of the interface bar.

If you want to use a skill, you need to click on the name. Now the action cursor changes to the yellow targeting cursor. Left-click with this cursor on your target object and the skill will be performed. Only the Sneak-Skill will work without a target (since it's just something you do). To stop Sneaking, you can either toggle it off by using the Skilldex again, or by running. As a reminder, when you are Sneaking, you will see a Sneak icon just above the interface bar.



INFO: You can access the active skills much faster by pressing the keys 1 – 8 keys on your keyboard.

Character Screen

Using the character creation screen, you can create your character and effectively determine in what way he or she is unique, comparing to other player characters. For more information about character abilities, see the Character Tag Skills on page 3-10.

You can click on any element of the character screen to get more information from the info card in the lower right corner of the screen. If you need more details about any stat, skill or trait, simply click on its name. The card will change to show you its graphical presentation with a short text description.

INFO: Not all character elements are working yet. The engine developers still work on some of them!

How to create your character

Your character is a representative of you in the game world. Your character will follow your commands, and perform actions as you require. It is up to you to make the character that best suits you and suits your style of play.

The easy way to create your character is to follow some simple steps. The character editor does not require that you follow of all these steps in order, so you can branch out and make little tweaks as you work on your character.

1. Think of a concept for your Character.
2. Select the Primary Statistics.
3. Select up to two Traits.
4. Choose three Tag Skills.
5. Select the sex of your Character.
6. Adjust the age of your Character.
7. Type your Character's name.
8. Register your Account!



Character Concept

You can always start with an idea who your character should be. Think about it, what kind of character would you like to play? Should the character be male or female? Strong or weak? Smart or dumb? Skilled with ranged or melee weapons, or maybe an expert of martial arts? The answers to these and other questions will determine your character's concept. Some characters are pretty much specialized for certain things, others possess an average knowledge about everything (the generalists) – but in the end, it is only you who decide about your character's future.

Primary Statistics

Adjusting seven primary statistics will give you the best overview over your character. You can spend your attribute points on:

ST – Strength: The physical strength of your character. This statistic affects your ability to carry inventory items, do damage with melee weapons and use powerful weapons effectively.

PE – Perception: The ability to see and hear. A high Perception is critical for sharpshooting characters.

EN – Endurance: How tough your character is. Characters with a high Endurance can take more damage, and they are more resistant to poison and radiation.

CH – Charisma: The ability to look good and act charming. If your character has a good Charisma, it will make your relationships with non-player characters in the game easier.

AG – Agility: How well your character moves. How far you can move in combat is directly related to the Agility score of your character. It will also affect the rating of many physical skills.

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IN – Intelligence: How bright and smart your character is. The number of skill points you get each experience level, and the starting ratings of many mental skills, is based on your character's Intelligence.

LK – Luck: This is the most unusual of all of the primary statistics. It covers nothing at all, a little bit of some things and everything. All at once. Luck affects many things in tiny amounts.

In General

you start with a base of 5 points in all of your primary statistics. This is average. Primary statistics are valued from 1 to 10, with 1 being the worst and 10 being the best. This is in detail: Very Bad, Bad, Poor, Fair, Average, Good, Very Good, Great, Excellent and last but not least, Heroic which is what it says – heroic.

You also get 5 free CHAR POINTS that can be spent on your primary statistics. You must spend all of these free points before you can start the game. You can spend these free points in one statistic, spread them out over several statistics or in any combination you desire.

If you need more points, since you may want to increase more than one or two statistics to higher levels, you can always decrease any number of statistics. You cannot lower a statistic below 1. Any free points gained from lowering your statistics will appear in the CHAR POINTS display. You must also spend these points before you can start the game.

Lowering your statistics is a drastic measure, however. It should be considered with care. Lowering your Intelligence below four, for example, can have serious consequences on what your character can say to other people in the Fallout world.

Adjusting your primary statistics is the single most controllable thing you can do during character creation to define your character. The initial level of your skills, the derived statistics, and what you can excel at during the beginning of the game are based on your primary statistics. Choose wisely, as it is very difficult, if not impossible, to permanently modify your primary statistics after you are finished creating your character. Your skills will increase, and you will gain equipment that will allow your character to do different things, but your primary statistics will rarely change in any meaningful way.



Derived Statistics

Derived statistics are based on one or more primary stats. While you cannot directly adjust derived stats, you will see the values of the derived statistics change as you adjust your primary stats. Derived Statistics are:

HP – Hit Points: The amount of damage your character can take before buying the farm, croaking, taking a long dirt nap, and otherwise exiting the corporeal world. Based mostly on Endurance, but modified by ST as well. Fortunately, as you improve and gain experience levels, you will also gain more hit points.

AC – Armor Class: How likely you are to be hit in combat. Slightly different than Damage Resistance (see below). High AC is better than low AC. Based strictly on Agility.

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AP – Action Points: How much you can do in a single turn of combat. The higher the number, the better it is. Based solely on Agility. For more information, read page 4-2.

Carry Weight: The total amount of equipment you can lug around the world. Characters with high Strength scores can obviously carry more than characters with low Strength scores.

Melee Damage: How much bonus damage your character does with melee weapons or in hand-to-hand combat. Bigger is better. Based on Strength.

DR – Damage Resistance: If you do get hit, how much less damage to you take compared to the next fellow. Higher DR means you take less damage. Starts at 0% and goes up from there. Not based on any primary statistic.

Poison Resistance: How much damage you take from poison attacks is based on this derived statistic. The larger your poison resistance, the less damage you take. Based on Endurance.

Radiation Resistance: The larger your resistance to radiation, the less damage you will take when exposed to it. Based on Endurance.

Sequence: This statistic determines when you get to take an action in a combat turn. It is based on your Perception.

Healing Rate: How many points of damage you heal when you rest. Based on Endurance.

Critical Chance: The chance of causing a critical blow, and doing some form of additional damage, is based on this statistic. This statistic is based solely on Luck.

Traits

Traits are characteristics that better define just exactly who your character is. They don't really fit into a single statistic or location, but are instead just called Traits. They all have a good and a bad impact on your character. If you want the good side of a Trait, you must take the bad with it.

Fortunately, Traits are optional. You do not have to take a Trait to finish your character. If you do want to select Traits, you may select up to two. You must do this during character creation, since you cannot select a new Trait once you start the game.

To select a Trait, click on the small button next to the Trait name. Select Traits will be highlighted. Click the button of a highlighted Trait to deselect it. You can have at most two Traits selected at a time.

Fast Metabolism: This will increase your Healing Rate, but reduce your radiation and poison resistances.

Bruiser: This increases your Strength, but lowers your Action Points. Popular with the mean and nasty crowd.

Small Frame: At the cost of a reduced carry weight, you gain some Action Points. You will not be able to carry as much inventory, and this can have a major effect after the beginning of the game.

One Hander: You are more likely to hit with smaller, single-handed weapons, and less likely to hit with larger, two-handed weapons.

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Finesse: You do less damage, but have a greater chance of doing a critical hit.

Kamikaze: You act before other people, since you have a higher Sequence, but you lose some Armor Class and are easier to hit.

Heavy Handed: You do more damage in melee or hand-to hand combat. And while you have the same chance to cause a critical hit, your critical hits are not as good as the next fellow.

Fast Shot: You can use a projectile or thrown weapon more often each combat turn. The AP cost to use a weapon is reduced by one. Unfortunately, you cannot make targeted shots if you have this Trait. You will not even be able to switch to targeted shot mode if you are a Fast Shot.

Bloody Mess: This has no real game effect, beyond the fact that you will always see the bloodiest way a person can die. This is based on the setting of the Violence Level in the preference screen.

Jinxed: Everyone in the game is more likely to have a critical failure when fighting. That includes you, too.

Good Natured: Your combat skills start lower than normal, but your skills in First Aid, Doctor, Speech and Barter start higher.

Chem Reliant: Your chance to be addicted when using a Chem is higher, but you recover faster.

Chem Resistant: Chems only affect you half as long as normal, but your chance to be addicted is reduced by half as well.

Sex Appeal: This trait increases your chance of having a good reaction with members of the opposite sex. Unfortunately, this trait tends to annoy members of your sex. Jealous twits.

Skilled: The trait increases the number of skill points you receive every new level of experience. The cost is that it takes longer to gain Perks, additional abilities, which also come from earning experience levels.

Night Person: As a night-time person, you are awake when the sun goes down. Your intelligence and perception are improved at night, but dulled during the day.

***INFO:** Some traits are still not included in the game. Not working traits are marked in red!*

Tag Skills

Skills are learned abilities. You will be able to improve your Skills as you gain experience and learn more. All skills have a skill level, expressed as a percentage. The higher the skill level, the more likely you are able to succeed at using the skill.

The tagged Skills define in what skills you are especially good at. They are your specializations. This is the reason, why you must select three Tag Skills before you can leave the character creation screen. Selecting what Skill to Tag is important. Tag Skills get an immediate +20% bonus, and more importantly, improve faster than normal skills.

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When you gain experience levels, you will gain a number of skill points to spend. Each skill point is doubled when spent on a Tag Skill!

Small Guns: The use of pistols and other small firearms in combat. Based on Agility.

Big Guns: The use of bigger firearms and other massive weapons. Based on Agility.

Energy Weapons: Using energy weapons in ranged combat. Based on Agility.

Unarmed: Using your fists and feet in hand-to-hand combat. Based off of the average of Strength and Agility.

Melee Weapons: The use of melee weapons, like knives and spears, in battle. Based on the average of Strength and Agility.

Throwing: How well you can aim a thrown object. This is used with grenades, throwing knives, and other tossed weapons. Based on Agility.

First Aid: The healing of minor wounds. Based on Perception and Intelligence.

Doctor: The healing of major wounds, and crippled or broken bones. Based on Perception and Intelligence.

Sneak: The art of moving silently. Based solely on Agility.

Lockpick: How skilled you are in defeating locks and other mechanisms designed to keep you out. Based on Perception and Agility.

Steal: The skill of acquiring what is not yours. Can be used to steal items off of a person, or to give a person an item without them knowing about it. Based on Agility.

Traps: The skill in spotting and disarming traps. Also used to set traps and explosives. Based on Perception and Agility.

Science: Knowledge of all things scientific, like chemistry and computers. Also includes knowledge of machines, but not how to repair or jimmy them. Based only on Intelligence.

Repair: The practical side of the Science skill. How to fix (or break) machines and other man-made devices. Based on Intelligence.

Speech: How well you can talk to other people. A high speech skill can improve your chances of talking people into doing what you want them to do. Based off of Charisma.

Barter: The skill of trading items. A good Barter skill will allow you to trade less and get more. Based on Charisma.

Gambling: The skill of cards, dice and other gambling games. Based only on Luck.

Outdoorsman: The knowledge of plants, animals and living in wide open areas. Based on Intelligence and Endurance.

Name, Age and Sex

Click on the empty button in the upper left corner of the screen to give your

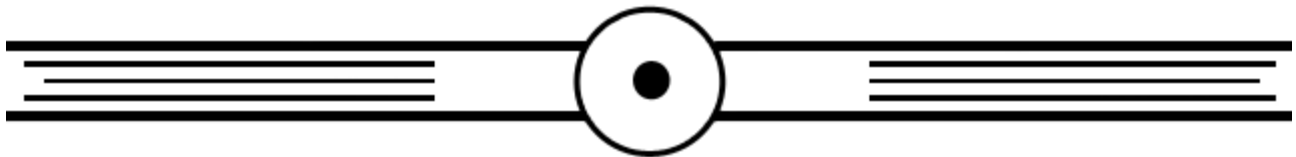
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character a proper name. You will also have to assign an account password for your name. You cannot change your name once you start the game, so pick your name wisely. Your name is also your account name at the same time. This info needs to be provided in the main menu before logging in.

Beside the name, your character's age and sex will also define your character. These attributes will have only minor effects in the game world. Some non-player characters will react differently to your character if your character is male instead of female. Age, on the other hand, will rarely affect your character and there is no difference between older or younger characters. There is no penalty for growing too old, either, in the game world.

Finishing your Character

Once you have spent all of your character points on your primary statistics, selected any optional Traits, selected your three Tag Skills, chosen your name, sex and age, you are ready to begin. Click on the DONE button to register your character on the chosen FOnline server. Click on the CANCEL button if you want to return to the main menu. Warning: the current character data will be lost then.



RobCo PIPBoy & FIXBoy

To help citizens recording information (and information is extremely valuable, in fact, it might be the most valuable weapon we have against the end of civilization, so pay attention!), Vault-Tec has selected the RobCo Industries RobCo PIPBoy 2000 and the RobCo FIXBoy 2000 as the Personal Information Processor of choice for our citizens.

Your PIPBoy 2000

The RobCo PIPBoy 2000 (hereafter called the PIPBoy), is a handy device that you wear on your wrist. It's small, especially by today's standards and it will store a goodly amount of information for you.



RobCo PIPBoy 2000
Your handy device for *EVERYTHING!*

Don't wait, get one now!

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Open up your PIPBoy and use the buttons to select the various functions of the PIPBoy. Some of the function screens have text in the display window that can be selected as well. These text buttons will change brightness when you move the mouse over them.

Status: Click on this button to view the current status of any adventure seed or task that you are on. The adventures will be sorted by location. Seeds that you are currently on, and have not finished, will be listed in green. Seeds that you have completed will be crossed out. As you get new tasks to perform, they will show up here.

Automaps: Click on this button to display a list of the locations you have visited. Select a location to view the automaps for that location. Your PIPBoy stores a map of all the locations you visit automatically. If you have a question of where a location is, use the Automap feature.

***INFO:** Automaps are still not available in your PIPBoy. We apologize!*

Archives: The PIPBoy also has a video recorder. All movies are automatically recorded by the PIPBoy for later viewing. Select any previously viewed movie to watch it from here.

Close: Power down the PIPBoy for now and return to the Fallout world.

Your FIXBoy 2000

The RobCo FIXBoy 2000 (hereafter called the FIXBoy), is a handy add-on device that you can combine with your PIPBoy to get the ultimate information resource.



To use your saved construction instructions for crafting new and fancy objects, simply get everything you need for putting it together, follow the instructions and press the FIX button - the instructions about possible item combinations will be displayed in green letters. If you don't have the materials or skills required, instructions will be marked in red.

To close the FIXBoy, press the DONE button.

If you want to know more about crafting and creating new objects and the so-called PPC-System, read more in Section V. Professions-Production-Crafting.

Automap

To remind you where you have been, your helpful PIPBoy 2000 keeps track of all the locations you have visited, and what they look like. These are stored in the Automap function.

INFO: Right now, your PIPBoy **cannot** save the maps. This functionality will be added later!

As a very helpful shortcut, you can access the automap for the town you are in by pressing the MAP button on the interface bar. It will only show the current level of the location. To see the other locations, you must access the full Automap list from the PIPBoy.



The Hi/Lo switch will change between high and low resolution. In high resolution, you can see more details. The low resolution is sometimes easier to navigate. The Scanner button will activate the Motion Sensor, and zooms deeper into the map, up to x12. If you want to go zoom back to x1, press the SCANNER button once again after reaching the x12 zoom. The CANCEL button returns you to the game.

World Map

The game window and automap are great for small areas, but the wasteland is a large place. To move from location to location, you will need the world map. The world map shows your global position and will be covered by the “fog of war” in the beginning.

As you explore, new areas will be revealed. Left-clicking on a spot on the map will move your character into the direction of that spot. While traveling on the world map, you will discover special locations, marked as green circles. You should stop by and explore every important area that you come across. Be careful while exploring, some of those places are dangerous. If you already know the position of an important location, you will see its name in the tab bar on the right side of the interface. To travel directly to such location just click on the corresponding button and you'll start moving there in a straight line.

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INFO: *Traveling in a straight line from one location to another is not always the best path. You will be faster if you try to avoid big mountains and rough terrain.*

You can move on the World Map on foot or in a car. Traveling on foot is cheaper, but slower. Cars, on the other hand, are expensive and difficult to maintain, but faster and can be used as storage. You also should not forget that having a car can make you a possible target for other jealous wastelanders who didn't have had that much luck to get one for themselves.



LEGEND:

- (1) **Various Buttons.** From here you can access your inventory, the options menu, your character sheet, the RobCo PIPBoy and FIXBoy.
- (2) **Team Menu** will show you everyone currently in group. Depending on the charisma of the group leader, there can be up to 9 players or NPCs in one group.
- (3) **Car** window displays the vehicle you are traveling with. If you travel on foot, it stays plain black. There is info about the current fuel status under the car image, as well as info about the damage the vehicle has taken. The amount of damage depends mostly on the terrain. For example, Buggy is very fast, but driving it over mountains can damage the vehicle in no time. Driving the sturdy Scout is totally different experience. You will be much slower, but the tough construction of the vehicle won't take as much damage as Buggy.
- (4) **World Map.** Here you can see the actual game map. This is where you set your routes and move from one location to another. Green circles show important locations. The bigger the green circle is (small, medium, big), the more important and bigger the location.
- (5) **Message Window** prints out the same feedback of your actions and the actions from the world around you just like the other one on the interface bar in the game window. If you missed something, you can always scroll up and down to browse through the messages. The log window is very important for almost any action performed. Above the Message Window there is a text box.

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Press ENTER to activate it. You can write something there and send the message by pressing ENTER again. If you press ENTER with no text, the text box will be closed. The same applies to the Game Window too.

- (6) **Time and Date.** In the top right corner you can check out current time and date. Time is one of the critical aspects of Fallout. Try to accomplish your goals in the shortest time possible. Traveling across the world map can sometimes turn into a great waste of time.
- (7) **Important Locations** are shown in the vertical tab bar once you discover them or someone shows you their coordinates on your PIPBoy (NPCs only). If you want to travel to one of such locations, you do not have to look for it on the world map. Just click on the button next to the location name and you will start your journey there immediately.

When you reach your destination and enter one of the green circles, you will notice a green triangle. Click on the triangle to visit that location. You can click on the triangle also if you are not near an important location, thus exploring the piece of wasteland you are in right now. If you are interrupted by a random encounter, you will see a flashing red lightning bolt. This means that you will be automatically moved to the wasteland map and be involved in the encounter. After you leave the encounter map, any items left on that map will be lost forever.

Traveling in a group

In FOnline it is possible to travel together with other players or non-players (NPCs) in one big group. Generally it is safer to travel in a group and the option to prefer. Of course, brave lone wanderers can survive the harsh environment too, but it's always better to have another gun barrel around to watch your back.

If you want to travel with other players, you will have to choose a group leader. Normally, the group leader is the person with the highest charisma (the higher the charisma, the more people can follow the group leader). All followers need to mark the leader and stay close to him, especially near the exit grids. If everyone is ready to move out, the leader steps on the exit grid and finds himself on the world map. He has to wait there until all of his followers appear on the Team Menu list.

When the leader steps on an exit grid and leaves the current location map, the following players will get a message window with the question to follow the leader or not. In order to follow the group leader, simply click the FOLLOW button.



Left as the Leader:

The group leader and his follower. See the small yellow arrows over your follower. Move into the grid and wait until the group is complete.

Right as a Follower:

The group leader and his follower. See the small yellow arrow over your group leader. To follow him, he steps into the grid and you press FOLLOW in the upcoming popup.



Traveling by car

You got your dirty, bloody hands on a car? You must have been lucky! Cars are the fastest way to travel throughout the wastelands - but having a car is not that simple.

Cars are expensive, difficult to maintain and have to be acquired first. They also react to the terrain types differently. The table with cars (and Vertibird) and their basic statistics allow you to compare them easier and, eventually, to decide which one suits your needs.



Buggy

Buggy is very fast and cheap vehicle, but it cannot transport more than two. The gentle construction does not allow the car to be driven on rough terrains, since the car will be damaged significantly.

Price: Low

Reliability: Low

Fuel Consumption: Low

Trunk Capacity: Low

Capacity: 2

Speed: Very High



Scout

Scout is very slow, but unbreakable. It can pass through almost any terrain, transport up to four people and comes with a spare tire!

Price: Average

Reliability: Low

Fuel Consumption: Low

Trunk Capacity: Very High

Capacity: 4

Speed: Low



Hummer

Hummer is your best bet for bigger groups, since it can hold up to 8 players at once. Pretty sturdy, but rather expensive and needs to be refueled often.

Price: High

Reliability: High

Fuel Consumption: Very High

Trunk Capacity: Very Low

Capacity: 8

Speed: Average



Highwayman

Fancier than two-sleeve jacket, faster than lightning, more durable than Power Armor... Behind the wheel of such Corvega-Gem you can only win.

Price: Very High

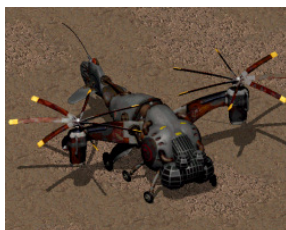
Reliability: Average

Fuel Consumption: Average

Trunk Capacity: High

Capacity: 6

Speed: High



Vertibird

The Enclave engineers have developed this vehicle in order to solve the problem of fast deploying their own troops all over the wasteland. It flies extremely fast over any terrain, even water. It cannot be bought.

Price: -

Reliability: Very High

Fuel Consumption: Extreme

Trunk Capacity: High

Capacity: 10

Speed: Extreme

Terrain

In Fallout, there are four different basic types of terrain: Mountain, Desert, City and Coastland. Mountain terrain is hardly passable and it will take the largest amount of time to get anywhere. Desert and Coastland terrains will take an average and City terrains, even covered with ruins, the smallest amount of time for traveling.

Terrain will also determine what kind of encounters you may get. Human beings can usually be found near cities or any other civilized settlement. Dangerous critters and their offspring inhabit the places far away from the influence of humans, mutants or ghouls. You are, most likely, going to have a lot of random encounters in certain areas. If you are too weak to confront the critters or humans in a random encounter, try retreating and visiting some other area of the world map until you gain more experience, better skills and more lethal equipment.

The encounters may be filled with hostile creatures, friendly traders, environmental hazards (e.g. radiation hotspots) and other, more bizarre events. They are sometimes safe, and other times very dangerous – watch your steps.

Dialogue

Talking to others will take some of your time and a lot of your attention, to perform it properly. You will have to notice their reactions towards you, choose one of the options according to the dialog flow and, at the same time and watch for clues about quests, hidden agenda or chance to gain something for yourself.

To start talking to people, use the command cursor and the Talk action icon. The Talk icon is the default action when you click on a NPC person. Some NPCs will initiate dialogue on their own, but all dialogues work the same once you start a conversation.

There are two different types of dialogue: chat and extended dialogues. Talking to player characters works always and only in the chat mode. To start chatting with another player press ENTER key to open up the text box, write what you want to say and press ENTER again. Now the text will be visible over the head of your character. The visibility of the chat messages is related to the message length - the longer messages will be visible for a longer time. Don't panic if you miss something, all messages are archived in the Message Window.

Chatting Dialogue

If NPCs have nothing special to say to you, then they will just chat with you. A floating line of dialogue (*float* shortly) will appear above their heads and the dialogue screen will not be started. Normally, chats are not particularly informing, but you should keep your eyes open. Occasionally, you may learn something more about the current location or some other events in the area. The guards communicate in this fashion too. Not obeying their demands will, most probably, make them quite angry.

Other player characters will communicate with you using the same chat method. What they say will always be visible above their heads, unless they use the whisper mode and you are standing far away from them. There are 4 chat modes:

- **Normal**, just type in your text and press ENTER.
- **Whisper**, type in your text and press ALT + ENTER to whisper to someone

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who is at least two hex close to you.

- **Shout**, type in your text and press CTRL + ENTER to shout. Even players far away can hear you and read your text in their Message Window. If you are very far away, your name will be replaced with “?” because you cannot determine exactly who was shouting.
- **Radio**, type in your text and press SHIFT + ENTER to post your text via the radio. The radio works only if you first equip it in one of your ITEM slots and set a specific channel. All players listening to that channel can read your text but not your name. This is why it is important to follow certain communication-rules, like writing your name on the beginning or the end of a sentence.

***INFO:** People will also chat during combat. These messages are also known as combat taunts and they will probably sound somewhat offending. You can either ignore them or kick their asses even worse than you have initially planned! (Or even run away, if you have shit your pants!)*

Extended Dialogue

If someone, usually NPCs, would like to talk to you more than just to chat, the dialogue window will be started. This is a good opportunity to question them and respond the way you like or think it is appropriate. The extended dialogue window will show you their and your dialogue options at the same time.

Barter & Trading

You will use Barter when you want to exchange goods. Without a real monetary system, and a government to back it up, most people have resorted to barter in order to get by. To access the bartering interface, press the BARTER button from the dialogue window. If the character wants to barter with you, and most of them will, the barter interface will slide up and cover the lower section of the screen. If you decide to cancel bartering, press the FINISH button. You will return to the dialogue window.



Your generic all-day Barter Interface

To barter with NPCs successfully, you must meet their offer. Your Barter skill will modify the overall worth of the items in your inventory (haggle). High or low Barter skill can significantly raise or lower the prices of the items you offer for exchange, as well as the items of the NPC you are bartering with.

Your inventory list is on the left-hand side of the screen. The equipment and items of the NPC who is willing to barter with you is always to the right. The table between the two lists is where the bartering actually takes place. At the bottom of each table are the total values of all items that are up for trade. As you add more items to your side, for example, the total value of your items will rise. The caps value on the NPC's side of the table shows the total value of all items you want to trade for.

To barter with another player, you must next to your trading partner. Right-click on him and choose the barter mode:

Normal Barter, you can see everything in the inventory of your trading partner, at the same time he can see everything in yours.

Hidden Barter. The inventories of both barter participants are hidden. This is useful if you don't want to show your inventory to the other person.

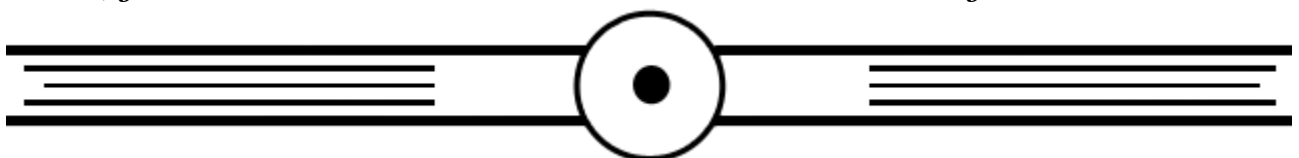
Price Influences

There are many things that will determine the total value of your goods compared to what the NPC will barter them for. Obviously, your Barter skill is the single most important factor. Remember, the better your Barter skill, the more you can get for your items. The Barter skill of the NPC affects the trade in the exactly same way. Some NPCs, for example shopkeepers, usually charge more for their goods.

Your reputation will modify the value of the trade. Having a good reputation should give you a better price break. The NPCs personal reaction to your character will also modify the value of the goods being traded. If the NPC likes your character, he is more likely to give your character a break and a better deal. If you offer a really poor trade, it may actually insult the NPC and lower their opinion of your character.



IMPORTANT NOTE: Control your inventory on a regular basis! If you carry too much, you will become encumbered and will not be able to run anymore!



Section IV. Conflict Resolution (Combat)**General**

Sooner or later during your adventure, diplomacy or stealth will fail and the last resort will be combat. Combat is defined when you have an attacker attempting to do damage to a defender. It requires two or more people to have a combat situation. There are two Combat Modes in FOnline: Real Time and Turn-based. RT mode will be used most of the time. The other, TB mode, can be used encounter battles.

Combat will often refer to hexes (short for hexagon, or a six-sided polygon). A hex is a way of dividing the area of the battlefield, actually the whole map, into small, manageable chunks. Each hex in Fallout is one meter from side to side. Someone who stays two hexes away from you would be, actually, two meters away from you.

Turn-based Combat

While in turn-based combat, you will get a chance to act if it is actually your turn. After your action or actions, the next character involved in combat gets to go. When all of your opponents or allies involved in this combat have taken their actions, then you get another chance to act. This is called a new turn. This continues until all the combatants are dead, unconscious or fleeing.

When it is your turn the lights around the combat button will glow bright green. During your opponents turn, the lights are red.

Combat in Real Time

During the real time combat, every player and non-player acts at the same time. Still, every action requires action points. If all of the action points are spent, you will have to wait until they have been replenished to a certain amount which is determined by the action you want to perform.

Starting Combat

There are two ways to start combat: attack or be attacked. Combat will often result if you get too close to a hostile critter (like a mutated rat) or if you say something that really angers some sentient being (like a mutant that you called a rat).

If you want to attack someone with a weapon besides your hands and feet, you must first equip the weapon into one of the active item slots (ITEM 1 and ITEM 2) in the inventory screen. Left-click on a weapon with a valid attack type (single, burst, swing, thrust, throw - see below). The cursor will turn into the targeting cursor and you can then left-click on an opponent to start the combat. Depending on the combat mode, RT or TB combat will start.

Real time combat is the default combat mode and it will be used if you are in a major location (towns).

Turn based combat can be set as your preferred combat mode in the game settings. Every time you get an encounter while traveling on the world map, the combat mode starts will be started in the TB mode. If you have a good outdoorsman skill and recon the encounter, a pop-up window will show and ask you if you want to enter the encounter in real- or turn-based combat, or even to avoid it.

Actions in Combat

Once you are in a combat, you'll have a limited number of actions that you can perform. The number of actions is based on your Action Point stat. The more action points (AP) you have, the more things you can do. You will "spend" AP every time you want to perform an action, until you have just a few or none left. In turn-based combat, the next person will get its turn. In real time you need to wait until your AP are replenished to at least as much as it would take to perform your next action of choice.

Action Points. The number of action points your character has is located above the active item button on the interface bar. The AP lights only show the first 10 AP you have. If you have more than 10 AP remaining, the surplus will not be shown. As you perform actions, and spend APs for that, some of the bright green lights will turn to dull green. The number of the bright green lights are your remaining APs.

Different actions require different amounts of APs. Attacking with a knife is faster than aiming with a rifle, so the knife attack will cost less APs to perform.

ACTION TO PERFORM	BASE AP COST
Walking	1 AP per meter (hex) – in TB mode only
Hand to Hand (HtH) Attack	3 AP *
Melee Weapon Attack	4 AP *
Ranged Attack (Single)	5 AP *
Ranged Attack (Burst)	6 AP *
Targeted Attack	+1 AP *
Reloading Weapon	3 AP
Opening a door	2 AP
Using a scenery item	4 AP
Using Skill on something	5 AP
Picking up something	2 AP

*Some weapons cost more or less AP than listed to use. Amount of APs for using an active item (e.g. a weapon) is always shown in the lower left corner of the active item button. Targeting different body parts also requires different amount of APs. For example, aiming eyes requires +3 APs, the head +2 APs etc.

Movement: In the TB mode, the number of AP points required for moving is shown in the middle of the movement cursor when you hold the cursor for a moment over the destination hex. If there is a red X in the center of the cursor, then you do not have enough APs to move that far, or there is something (or someone) blocking your access to that hex. Running in combat has no advantage or penalty in the TB mode.

Attacking: The number of APs required to attack someone or something will depend on the type of the attack. Weapons that are big and bulky will require more APs, than smaller, easier to control weapons.

All ranged weapon attacks are assumed to be aimed. Ammunition is scarce. Each shot must count. Targeted shots require more aiming time, so they take an additional +1 AP for performing them.

To attack, right-click on the active item slot (also called an active weapon slot when you have a weapon in it during combat) to get to the mode that you want to attack in. Left-click on the button to get a targeting cursor. Move the targeting cursor over your opponent and left-click again to attack.

Chance to Hit

Attacks in combat are risky. People are dodging, your heart is beating like a drum, there is often cover or armor to stop the attack, and palms get a little sweaty. Weapon attacks will often refer to a “chance to hit.” When you move the targeting cursor over your opponent, for example, you will get the chance to hit percentage when you hover the cursor for a moment. The higher this number is, the more likely you will actually be able to hit your opponent with the attack. This number is a percentage.



For example, if the chance to hit is 63%, then 63 out of 100 times, you should be able to succeed. A 50% chance to hit means that half of the time you will hit, and half of the time you will miss. Your chance to hit is based on the appropriate weapon skill and modified by the range, light level, armor, cover your target has, and if the attack is targeted, the location you are trying to hit.

Your Perception will drastically modify the final to hit penalty or bonus for range. The higher it is, the greater initial bonus you will get, and the minimum distance for applying range penalty will increase. If your target is in the dark, they will be harder to see. Targets that are hard to see are also harder to hit. The light level of the target will therefore modify your chance to hit. If the target is in the shadows, there will be a penalty for attacking it. Partial darkness is a -10% to hit, medium darkness is a -20% to hit, and full darkness is a -40% to hit penalty. The light around your character represents your ability to see closer objects better in the dark. It does not modify an opponent’s chance to hit you in combat. Your opponents are subject to the standard darkness modifiers.

Armor provides protection against the target actually being hit by deflecting the attack. Attacks that are deflected (or bounced, for really heavy armor) do no damage to the target. The percentage that the chance to hit is modified by is called Armor Class (AC). The AC is subtracted from the chance to hit. Higher AC is therefore better. Anything over a 20% AC can be considered really good. See the Armor section on page 5–12 for more details.

Cover can be any obstacle between you and your target. Other people, barrels to duck behind, trees, and walls are all considered cover. Cover will modify to hit chance as a negative penalty. You will never have a better chance to hit your target if there is cover between two of you. The amount of the penalty depends on the cover. A barrel may be very small, another person an average, and a wall a really big modifier.

Ranged Weapons

Ranged weapons are weapons that can be used from a distance. Ranged weapons have some sort of finite range that they can be used up to, but this is often 6-8, 15, 20 or more meters (hexes) away. Pistols, rifles, SMGs, shotguns, rocket launchers and flame-throwers are all considered ranged weapons. So are throwing knives, spears and rocks. If you can attack someone from a distance of more than 2 hexes, it is considered a ranged weapon.

Single Shot: Some ranged weapons are single shot. That is, each attack will only use one round of ammunition or one instance of the weapon (in the case of weapons which self-destruct, like a grenade, or physically leave your hand, like a throwing knife). You will have a single chance to hit with a single shot weapon. If you succeed at your skill roll, after

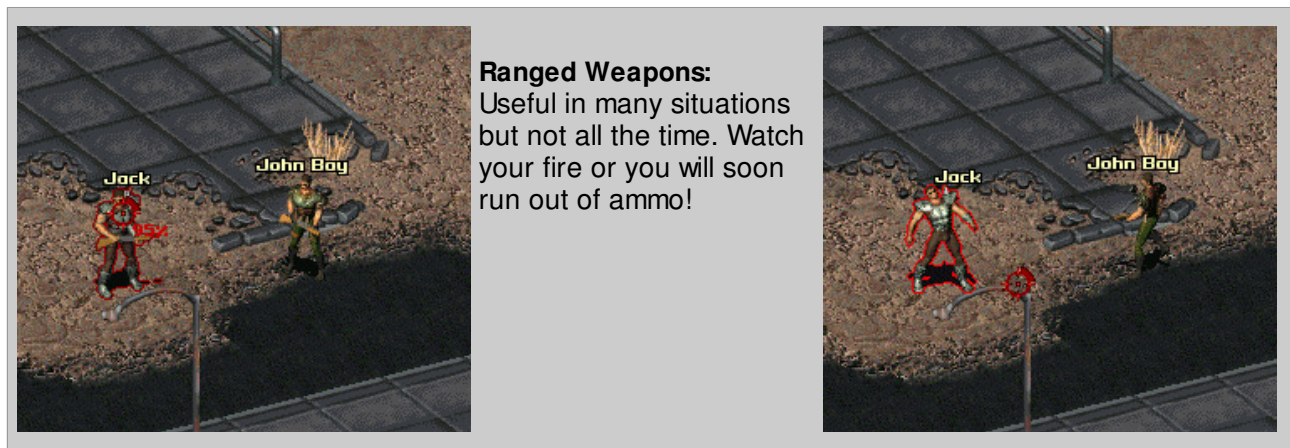
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modifiers for range, light level, and the armor of the target, you will hit. If you fail the roll, you will miss.

Burst: Burst weapons fire multiple rounds of ammunition with every attack. Burst weapons can have a varying rate of fire (ROF). The higher the ROF, the more shots the burst weapon will use per attack. Burst weapons do have the advantage that you will get multiple chances to hit. Each shot has an individual chance to hit. Even with a low skill, a burst weapon with a high ROF will most likely mean that some of the shots will hit.

The other advantage that burst weapons have is a larger area of effect. A burst weapon is capable of covering multiple hexes and hitting several targets at once. The higher the ROF, the more likely multiple targets will be hit during a burst attack. Your primary target (the person or thing you target) will take the brunt of the burst attack. Everyone between you and the target, within a cone that is centered on the target, can possibly be hit by the burst attack. Friends, enemies, and non-combatants. If they are in your way, there is a chance they could be hit.

If you perform a burst attack on an enemy that is very close to you, then you will saturate them with bullets instead of doing the wider, spraying affect. Bursting does have the unfortunate side effect of using a lot of ammo.



Reloading: Weapons that have an ammo capacity (like a gun, but also including any weapons that have fuel or energy requirements) will need to be reloaded from time to time (more often if you attack often, or if the weapon is a burst weapon with a high ROF).

Reloading can be taken care of in one of two ways: you can access inventory, and drag the proper ammunition to the weapon to reload it, or you can right-click on the active slot with the weapon in it until you notice the “Reload” text. The first method is slower, but you can choose the type of ammo you want to load. The second method is a bit faster, but if your gun is empty, you get whatever type of ammo is currently available for that weapon.

The green ammo bar on the right side of the active item button will show the number of rounds or energy remaining in the active weapon. Examine the weapon in inventory to get the exact report about the ammo. If you attempt to attack with an empty weapon, you will automatically fail.

Throw: Some weapons can be thrown. These weapons have a range based on your Strength. Characters with a higher Strength will be able to throw the ranged weapon farther. Grenades are the most typically thrown weapon. They also have the nasty ability to detonate even if you miss. A live grenade has to land somewhere.

Hand to Hand Combat

The use of melee weapons and unarmed combat is collectively known as Hand to Hand combat (HtH). This sort of combat occurs at very close ranges, from one to two hexes. Normally you will be adjacent to your opponent. This type of combat is fast and deadly, and very personal. Melee weapons, like knives and brass knuckles, have the advantage over ranged weapons in that they do not need consumable ammunition and they are generally faster to use accurately.

Hand to Hand combat has the disadvantage that your opponent will always be able to attack you back. With ranged weapons, you can fire from a distance, and if your opponent is not armed with a ranged weapon, he must run up to you. HtH combat is somewhat more dangerous.

Swing: Most melee weapons have two attack modes, with Swing being the most typical attack. Swinging weapons have a base damage range, plus they get a bonus from your Strength. The Melee Damage stat will add to the base damage of the weapon. The higher the Melee Damage, the more damage you are assured of doing.

Thrust: Some melee weapons allow this type of attack. Thrusting weapons also get the Melee Damage bonus. There is no practical difference between Swing and Thrust.

Punching & Kicking: If you have no melee weapon in your hands, you can always punch and kick. This type of attack is based on your Unarmed combat skill. Punching and Kicking attacks always do damage based on just your Melee Damage.

Damage

Damage is the result of a successful attack in combat. The more damage you do, the more likely your opponent will be killed, knocked out, knocked down or just plain put out of the fight. Damage can also occur from traps or other non-combat sources.

Hit Points: Damage removes HP. The amount of damage is always shown as an amount of HP damage. A critter's current HP is equal to their maximum HP minus all the damage they have taken. When a critter's HP reaches 0, that critter is dead. If the player character loses his/her entire HP, the game is over.

Targeted Shots: Targeted shots are attacks that are aimed at a specific location on your opponent. They are harder to do (resulting in a negative modifier to your chance to hit), but can potentially do much more damage and they are more likely to result in a critical hit. If a weapon is capable of making a targeted shot, it will have a different mode on the active weapon button. Right-click on the weapon in the active item button to cycle through the various modes. When you see the target in the lower right-hand corner, then when you attack it will be a targeted shot.

Burst weapons or weapons that cause explosive damage cannot make targeted shots. Most melee weapons can make them. The target icon in the lower right-hand corner will always be displayed for weapons capable of targeted shots.

Critical Hits: Some attacks are just more deadly than others. The attack may have

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hit a critical spot, or was swung with an extra effort, or was just a lucky attack. These critical hits can cause more damage or have some other nasty effect on the poor recipient of the hit. The chance to cause a critical hit is based on the Critical Chance statistic, if the attack was targeted or not, and what the difference was between the attacker's skill and the final number rolled by the computer.

Critical Failures: It is entirely possible that the attack was so screwed up, that the attacker did something really stupid. This is known as a critical failure, and is usually not a good thing. Critical failures can happen to the PC, as well as all other critters. Critical failures happen to the attacker, which can include your character. Trying to make a targeted shot with a really low chance to hit increases the chance that your character will suffer from a critical failure. The Jinxed trait means that everyone will suffer from more critical failures. The type of critical failure depends on the weapon used. Characters making unarmed attacks are not immune to the dread power of critical failures. Some common critical failure effects are:

Running out of ammo: The magazine was damaged, or the ammo malfunctioned.

Jammed Weapon: Oops! The weapon may jam and require time to repair.

Loss of AP: The attacker did something stupid, like brain fart.

Dropped Weapon: The attacker loses grip on his weapon and it falls to the ground.

Weapon Explodes: This is bad. Only really likely with explosive or energy weapons.

Hit Unintentional Target: The attacker misses his original target and hits someone else.

Damage Self: The attacker somehow hurts himself. There are other critical failure effects. Have fun finding them out.

INFO: *Keep in mind, the combat system is still being tweaked! It is possible that the chance for every critical hit or failure gets updated from time to time.*

Poison: Poison is a nasty type of attack. It does damage over longer period of time. So instead of taking 4 points of damage from a knife, you could take 4 points of damage immediately from a poisoned knife, and then 10 points of damage over the next ten minutes. The more poison you are affected by, the longer you will take damage from poison. Fortunately, poison runs out of steam. The poison will weaken over the same period of time. At first, you will take damage frequently from the poison. As time goes on, the period between damage will lengthen. Eventually, the poison will vanish. If you can survive long enough, you can escape the clutches of evil poison.

Radiation: Radiation is an insidious, invisible attack. Radiation causes damage to the cells of the target. Dangerous levels of Radiation are left behind in craters from nuclear bomb attacks, for example. Even after hundreds of years, dirty bombs can create hazardous radiation dangers.

The effect of Radiation is based on the total amount of rem(s), a count of the amount of radiation you have been exposed to. The higher your rem total, the more likely

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you are going to suffer ill effects. A rem count of over 100 is dangerous. If your rem count is over 1,000 it is most likely fatal. Radiation will do damage to your hit points, and even to your statistics. Normal armor does not stop radiation damage. Chems, such as Rad-X and RadAway, can protect against the ill powers of radiation.

Unconsciousness: Some attacks, especially critical hits to the head, will cause unconsciousness. During this time, the person can do nothing. The amount of time the affected person will be knocked out is dependent on their Endurance. The higher their Endurance, the shorter they will remain unconscious.

Death. There are two ways to die: lose all your hit points or fall unconscious with remaining hostile creatures around you.

Both are bad ideas.

INFO: *If your HP are just below zero (but not lower than -20HP), you are not automatically dead! In this stage it is still possible to rescue you or any other player character if the First Aid or Doctor skill is used on time. If nobody else is around and you are just lying in the dirt, it is also possible that your Hps will be regenerated. The regeneration rate depends then on the Healing Rate of your character.*

Armor

Fortunately, armor can protect against damage. Armor is protective apparel worn to defend against attacks and damage. Better armor can protect against nastier attacks. There are three parameters determining the quality of armor.

Armor Class: The first function of armor is to prevent the wearer from being hit by the attack. This is known as Armor Class (or AC). The higher the AC, the better the armor. The AC subtracts from the hit chance of the attacker. Example: you are wearing light leather armor, with an AC of 15%. Your attacker has a base to hit chance of 50% (assuming all the other modifiers have been taken into account). His final to hit chance is only (50% - 15%) 35%.

Damage Threshold: The second step is blocking the damaging energy of the attack. This is known as the Damage Threshold (or DT). The DT is subtracted from the hit point damage of the attack. Example: Assume the above attacker succeeds. His attack does 20 points of damage (ouch!). You have a DT of 4. The first four points of his attack are stopped, with only 16 (still ouch!) getting through the first phase of your armor.

Damage Resistance: After the DT, the Damage Resistance (or DR) of your armor takes over. This represents the ability of armor to slow down and disperse the damaging energy. DR is expressed as a percentage. This is the percent of the remaining damage that is nullified. Example: The 16 points from the above attack are still coming. You have a DR of 20%. The damage is reduced by (16 x .2) 3.2 points of damage (round down), or 3 points. The final attack does only 13 points of damage, which is a heck of a lot better than the initial 20 points.

Armor is usually described with its parameters: Armor Class, DT/DR.

Ending Combat

At some point combat must end. Hopefully, you will be on the victorious side. If all the combatants on one side are dead, unconscious, or have fled, the combat will end.

If there are no more hostile creatures remaining, combat will end automatically at the end of your turn or – in real time combat – after a short time delay. If you want to end combat as soon as possible, try the END COMBAT button on the interface bar. If hostile creatures are nearby, you will not be able to do that.



Victorious in Battle and Looting the Dead

Your character will gain a number of experience points based on the toughness of the critters faced. It may be enough XP to increase your character's level, or you may need to explore some more and face additional challenges.

You can also loot the dead bodies for their stuff. Left-click, or select the Use action icon, on a dead body to loot it. A loot screen will appear with your character on the left and the dead body on the right side. If there is more than one dead body on the hex, there will be arrows which allow you to select the additional corpses. There is also the TAKE ALL option on the loot screen that will move all items from the corpse or container object to your character's inventory. The quick way to grab everything. You can also use the Unload Ammo action icon on a weapon in the corpse's inventory and it will drop the ammo directly into your inventory.

Experience

As your character survives the hostile environments and succeeds in the tasks ahead, you will gain experience. In turn, experience will improve your character, increase your character level, allowing you to spend points on skills, and eventually, pick a Perk. Experience is rated in Experience Points (often abbreviated XP). The more difficult the task you solve, or the more difficult the critter you put down, the more experience points you earn.

When you achieve a set number of XP, you gain a level. When you gain a character level, which is a generalized measure of how much experience you have gained and how capable your character is, you gain the following:

Additional Hit Points, equal to 2 + Endurance / 2
More Skill Points, equal to 5 + Intelligence x 2

Every three levels, you gain one Perk.

The maximum level a character can achieve is level 21. Here is a list of the levels, and how much XP is required to gain that level. See more details in the following table on the next page.

LEVEL	XP REQUIRED
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000
21	210,000

As you can see, it takes a slightly larger amount of XP to advance from the lower levels to the higher levels. You have to learn more to achieve the same amount of growth.

Skill Points

When you earn more skill points, you can increase your skills by spending those points on a skill. Every skill point is worth an additional +1% to a normal skill, and +2% to a Tag skill. You can spend skill points whenever you wish, and on whatever skill you want to increase. Storing skill points is a possible strategy, but then you effectively lose them by not gaining their benefit until you spend them.

You earn skill points by going up a level. When you go from level 1 to level 2, you will gain some skill points. The number of skill points you gain depends on your character. Every level will get you $5 + \text{Intelligence} \times 2$ skill points. Average characters will gain 15 skill points a level, or +15% to normal skills or +30% to just Tag skills, or some combination between the two types of skills.

To spend skill points, go to the character screen. The number of skill points is listed above the information card.

Perks

Besides skills, it is possible for experience to reward you in another manner - Perks. You get one Perk every three levels (level 3, 6, 9, 12, 15, 18, and 21), unless you have the Skilled trait (every four levels; level 4, 8, 12, 16, and 20). A Perk is a new ability. Perks are based on your character, and the list of Perks that you can choose from is based on what

Mercenaries

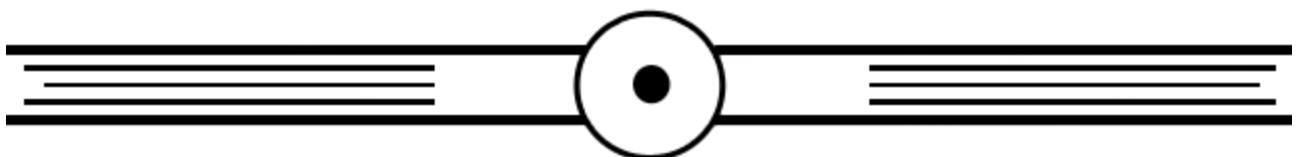
Last but not least, we have implemented generic mercenaries, if you are looking for help during combat or nasty situations.

The follower mercs can be bought in several towns and are quite useful to carry some of your stuff, attack your enemies or take a guarding duty, for example in your gang hideout. There are different types of mercs, like sniper specialists or melee mercs, so be always absolutely sure which one you need before paying for him or her.

The human mercs are not the only one available. Old Super Mutants or even Ghouls can be hired for a certain sum of caps. And if you really don't like everything that has two legs and can talk, you should try it with dogs. They are not as effective as someone armed to the teeth, but hey - everyone loves puppies!



INFO: Be sure about the commands you are issuing to your followers. Also, be careful not to leave them on their own in an encounter!



Section V. Professions-Production-Crafting

General

During the creation of FOnline: 2238, we have realized that an effective economy with a sort of production system was missing. This is why the PPC system (Production, Profession and Crafting) was developed, to let the players harvest or scavenge resources (production), than create something out of it (crafting). The professions are there to help you raise the effectiveness of your crafting.

Production

Before starting with crafting, you are going to need items for it. We prefer to call them *resources* (we will be using this term from now on). These resources can be bought by merchants, but they can be acquired by other means too, e. g. during the hunt (gecko pelts). Most of the resources, however, have to be produced.

For successful production you will need particular skills. Player character with outdoorsman skill lower than 40% will hardly find anything out there, but if he becomes better and better, the chance to find interesting places rises too. Other useful skills for production are Science, First Aid and Doctor.

Prospecting

You discovered an interesting place! Now get your hatchet and make some lumber!



Finding the resources

In the FOnline world there are many locations all over the world map where you can find resources. Some of them can be found in desert (wood, broc flowers, xander roots, mutated plants with fruits or rich in fiber), others almost everywhere (flint). Minerals and ore has to be mined, this can be done on random locations which represent old mining pits or accessible caves. Such locations have to be found first (prospecting), then exploited.

Trees can be found pretty often, but most of them are really not suitable for production because they are old, weak or broken. Still, it is possible to find a small wood consisting of good quality, which can be used for getting wood.

INFO: *You can't chop wood or mine stones all the time. After a while you will be exhausted and need to wait a bit before going on.*

More info about the production itself can be found in the production table on page 5-4.

Professions

The so called Professions are "paths" player characters can take during their adventures in the huge FOnline world. It's a way to dedicate yourself to a certain area of interest, usually by boosting skills, and be recognized and awarded for such actions. For example, an expert gunsmith or a highly educated doctor would certainly be very precious and recognized member in a post-apocalyptic society. Generally, the professions should affect three different gameplay properties:

Players: there should be less "Jack of all Trades" characters, because players with professions will be investing their points into certain skills, not all of them. This encourages role playing, interaction between players and character diversity in the game.

Economy: Player character with a profession is going to craft more effectively than the others normal ones, affecting the overall amount of goods available in the game.

Other features: Professions which are not suitable for crafting only, but for some other activities (e. g. Thief) will receive some special abilities during the game.

Taking a profession is **OPTIONAL**. Increasing the skills of your characters without learning special professions will still provide new crafting options, but not as much as if you'd have a profession. Players will be punished in no other way for not choosing a profession.

INFO: *As of now, the player characters with a profession will be also known as "professionals."*

The professions will not turn your character into a bad fighter. It is still possible, of course, to invest some of your points into a weapon skill and master it almost like anyone else. More about available professions and their requirements can be found in the table of professions on page x-y.

How to obtain a Profession

Professions can be obtained from experts in the field of your interest, all you have to do is to visit them and ask about the particular *Training*. They are usually non-player characters, located in one of the towns.

INFO: *Some of these NPC characters are Baltas in Modoc, who can show you how to make better armors, Boyce in Junktown, one of the gunsmith experts and Zaius in Broken Hills-- he loves to use explosives.*

For more information about where to find professions and teachers and, see the professions table on the next page.

Profession Table

Profession [max level]	Factions supporting This profession [max level]	[level] Prerequisites	NPC/Location To get it [faction]
Armorer [3]	All [2]	[1] Repair 60% + ST >3	Baltas, Modoc [All]
	BoS, Enclave [3]	[2] Repair 120% + ST >5	Rondo, NCR [All]
		[3] Repair 180% + ST >6	Bronco, SF Bunker [BoS]
Gunsmith (Small Guns) [3]	All [2]	[1] Repair 60% + Science 50% + Small Guns 70% + ST >3 + AG >4	Skeeter, Gecko [All]
	NCR, Raiders [3]	[2] Repair 90% + Science 70% + Small Guns 110% + ST >4 + AG >5	Eldridge, New Reno [All]
		[3] Repair 120% + Science 90% + Small Guns 150% + ST >4 + AG >6	Miller, Raiders [Raiders]
Gunsmith (Big Guns) [3]	All [2]	[1] Repair 60% + Science 50% + Big Guns 55% + ST >4 + AG >4	Jester, Broken Hills [All]
	NCR [3]	[2] Repair 90% + Science 70% + Big Guns 95% + ST >5 + AG >5	Eldridge, New Reno [All]
		[2] Repair 120% + Science 90% + Big Guns 135% + ST >6 + AG >6	Jacob, Hub [All]
Energy Expert [3]	All [1]	[1] Science 60% + Energy Weapons 80% + IN >6	Hank, Gecko [All]
	BoS, Enclave [3]	[2] Science 90% + Energy Weapons 110% + IN >7	Brian, Broken Hills [All]
		[3] Science 120% + Energy Weapons 140% + IN >8	Elmer, LA Gunrunners [All]
Demolition Expert [2]	All [2]	[1] Traps 80% + Science 60% + IN >5 + PE >6	Zaius, Broken Hills [All]
		[2] Traps 140% + Science 120% + IN >6 + PE >8	Dan McGrew, Redding [All]
Doctor [3]	All [2] / VC [3]	[1] First Aid 80% + Doctor 50% + IN >6	Dr. Henry, NCR [All]
		[2] First Aid 115% + Doctor 80% + IN >7	Dr. Jubilee, NCR [All]
		[3] First Aid 150% + Doctor 110% + IN >8	Dr. Fung, SF [All]

Keep in mind, this table is not final. The professions for creating The Jet and thievery are still work in progress. There will be also new and more teachers added from time to time to all other professions.

Production Table

Resource	Facility	Method	Resource / Skill / Item	Timeout
Brahmin Hide	Take off the dead brahmin	Pick up	- / - / -	-
Meat	Take off the dead brahmin	Pick up	- / - / -	-
Metal Parts	Workbench	Use workbench	Ore x2 / Science 40% / -	-
Iron Ore	Rockpile in old mines, caves	Use any hammer on rockpile	- / Science 40% / Sledge Hammer or Super Sledge	1h
Minerals	Rockpile in old mines, caves	Use any hammer on rockpile	- / Science 40% / Sledge Hammer or Super Sledge	1h
Fiber	Plants in some towns, encounters	Use any knife on plant	- / Outdoorsman 40% / Any knife	1h
Firewood	Trees in some towns, encounters	Use hatchet on trees	- / Outdoorsman 20% / Hatchet	1h
Flint	In towns, encounters	Pick up	- / Science 30% / -	-
Gunpowder	Workbench	Use workbench	Minerals x1 / Science 80% / -	-
Alloys	Workbench	Use workbench	Minerals x1 / Science 60% / -	-
Rot Gut	Stills in towns	Use item on still	Firewood x1, Fruit x2 / Science 40% / -	1h
Fruit	Plants in some towns, encounters	Pick up	- / Outdoorsman 40% / -	1h
Junk	Barrel with trash in towns	Use Barrel	- / - / Repair 40%	1h
Junk, Electronic Parts	Barrel with trash in towns	Use Barrel	- / - / Repair 80%	1h
Broc Flower	In towns, encounters	Pick up	- / - / First Aid 60% or S*Doctor 40%	1h
Xander Root	In towns, encounters	Pick up	- / - / First Aid 60% or S*Doctor 40%	1h
Gecko Pelt	Take off the dead gecko	Pick up	- / - / -	-
Golden gecko Pelt	Take off the dead golden gecko	Pick up	- / - / -	-
Uranium Ore	Broken Hills Mine	Buy from Zaius	- / - / -	-
Refined Uranium Ore	Broken Hills Refinery	Talk to refinery supervisor	- / - / -	-

Crafting

To finally craft something, you will need to use your RobCo FIXBoy 2000. Open your FIXBoy with the FIX button in the lower right corner of your interface bar and press the F key. Choose your recipe and press the FIX button on your FIXBoy. Now you have crafted a new item using some of the resources from your inventory.

More info about the FIXBoy on page 3-13.

Complex Items

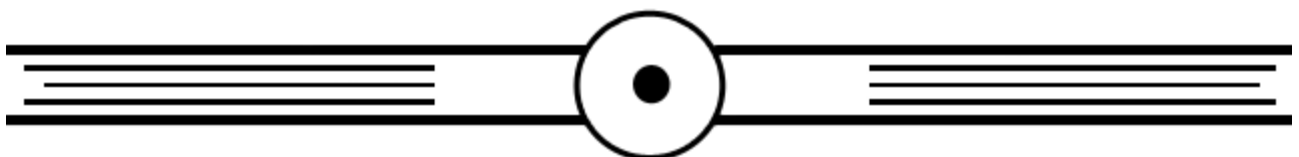
Complex, or technologically very advanced items can't be made in the middle of the desert, using just a multi-tool and the necessary resources. In this case, it is required to use a workbench for crafting.

Practically every town, faction base or any other bigger location has a workbench somewhere. To use a workbench, you need either to right-click on it and choose the USE icon or to simply left-click on it. The FIXBoy window will open up and you will probably see some additional recipes on your recipe list. If you have all the resources and skills for successful crafting, the recipe will be shown in green, otherwise in red.

Generally, simple weapons like knives, spears or knuckles can be crafted without workbench. Weapon modifications like transforming a Hunting Rifle into a 223. Pistol will strictly need a workbench and an additional profession. The crafting tables can be found on the next four pages.



IMPORTANT NOTE: *With a higher profession level, you will also be able to craft more for the same amount of resources!*



Crafting Table - Armor

Item	Stat / Skill / Profession [min level]	Facility
Leather Jacket	Repair 60% or Armorer	Fixboy
Combat Leather Jacket	Armorer [1]	Fixboy
Leather Armor	Repair 90% or Armorer	Fixboy
Leather Armor Mark II	Armorer [1]	Fixboy
Metal Armor	Armorer [2]	Workbench
Metal Armor Mark II	Repair 150% and Armorer [2]	Workbench
Tesla Armor	Armorer [3]	Workbench
Combat Armor Mark II	Armorer [3]	Workbench
Brotherhood Armor	Armorer [3]	Workbench

Crafting Table - Small Weapons

Item	Stat / Skill / Profession [min level]	Facility
10mm Pistol	Repair 50% + Science 25% + Small Guns 50%	Workbench
Desert Eagle (Exp. Mag.)	Gunsmith Small Guns [1]	Workbench
.44 Magnum (Speed Load)	Gunsmith Small Guns [2]	Workbench
.223 Pistol	Gunsmith Small Guns [3]	Workbench
Shotgun	Repair 50% + Science 25% + Small Guns 80%	Workbench
Sawed-Off Shotgun	Gunsmith Small Guns [1]	Workbench
Assault Rifle(Exp. Mag.)	Gunsmith Small Guns [2]	Workbench
Hunting Rifle	Gunsmith Small Guns [1]	Workbench
Scoped Hunting Rifle	Gunsmith Small Guns [2]	Workbench
FN FAL (Night Sight)	Gunsmith Small Guns [3]	Sierra Army Depot
FN FAL HPFA	Gunsmith Small Guns [3]	Sierra Army Depot

Crafting Table - Big Weapons

Item	Stat / Skill / Profession [min level]	Facility
Flamer	Repair 45% + Big guns 50%	Workbench
Improved Flamer	Gunsmith Big [3]	Workbench
Avenger Minigun	Gunsmith Big [2]	Workbench

Crafting Table - Energy Weapons

Item	Stat / Skill / Profession [min level]	Facility
Laser Pistol	Repair 40% + Science 45% + Energy Weapons 50%	Workbench
Magneto-Laser Pistol	Repair 50% + Science 60% + Energy Weapons 80%	Workbench
Plasma Pistol (Ext. Cap)	Energy Expert [1]	Workbench
Laser Rifle (Ext. Cap)	Energy Expert [2]	Workbench
Turbo Plasma Rifle	Energy Expert [3]	Workbench

Crafting Table - Other Weapons

Item	Stat / Skill / Profession [min level]	Facility
Mega Power Fist	Energy Expert [2]	Workbench
Knife	Strength 4	Fixboy
Throwing Knife	Strength 5 + Throwing 40%	Fixboy
Sharpened Pole	Strength 4	Fixboy
Spear	Strength 5 + Melee Weapons 40%	Fixboy
Sharpened Spear	Strength 5 + Melee Weapons 50%	Fixboy
Super Cattle Prod	Strength 5 + Science 50% + Melee Weapons 50%	Workbench
Brass Knuckles	Unarmed 40%	Fixboy
Spiked Knuckles	Unarmed 60%	Fixboy
Molotov Cocktail (x4)	Traps 30%	Fixboy
Grenade (Frag) (x4)	Traps 60% + Science 50% + Repair 50%	Workbench
Grenade (Plasma) (x4)	Demolition Expert [2]	Workbench
Dynacord Stick	Demolition Expert [2] + Traps 150% + Science 160%	Workbench
Sledgehammer	Strength 7	Workbench

Crafting Table - Ammo

Item	Stat / Skill / Profession [min level]	Facility
9mm Ball (20)	Repair 60% + Science 50% + Small Guns 70%	Workbench
10mm JHP (20)	Repair 60% + Science 50% + Small Guns 70%	Workbench
10mm AP (20)	Gunsmith Small Guns [1]	Workbench
.45 Caliber (30)	Repair 60% + Science 50% + Small Guns 70%	Workbench
.44 Magnum JHP (20)	Repair 60% + Science 50% + Small Guns 70%	Workbench
.44 Magnum FMJ (20)	Gunsmith Small Guns [1]	Workbench
HN Needler Cartridge(20)	Gunsmith Small Guns [2]	Workbench
HN AP Needler Cartridge(20)	Gunsmith Small Guns [2]	Workbench
14mm AP (15)	Repair 90% + Science 70% + Small Guns 110%	Workbench
.223 FMJ (20)	Gunsmith Small Guns [2]	Workbench
5mm JHP (50)	Repair 70% + Science 60% + Small Guns 80% or Big Guns 65%	Workbench
5mm AP (50)	Repair 90% + Science 70% + Small Guns 110% or Big Guns 95%	Workbench
12ga. Shotgun Shells (20)	Repair 70% + Science 60% + Small Guns 80%	Workbench
7.62mm (20)	Gunsmith Small Guns or Gunsmith Big Guns [3]	Sierra Army Depot
Explosive Rocket (2)	Gunsmith Big[2]	Sierra Army Depot
Rocket AP (2)	Gunsmith Big[3]	Sierra Army Depot
Flamethrower Fuel (5)	Repair 60% + Science 50% + Big Guns 55%	Workbench
Flamethrower Fuel Mark II (5)	Gunsmith Big[2]	Workbench
Small Energy Cell (20)	Science 60% + S*Repair 50%	Workbench
Micro Fusion Cell (20)	Energy Expert [3]	Mariposa Military Base

Crafting Table - Other

Item	Stat / Skill / Profession [min level]	Facility
Dynamite	Traps 80% + S*Science 60%	Workbench
Plastic Explosives	Demolition Expert [2]	Workbench
Rope	Outdoorsman 40%	Fixboy
Lockpicks	Lockpick 50%	Fixboy
Expanded Lockpick set	Lockpick 90%	Fixboy
Electronic Lockpick	Lockpick 130%	Workbench
Electronic Lockpick Mark II	Lockpick 170%	Workbench
Healing Powder	First Aid 80% + Doctor 50%	Fixboy
Antidote	First Aid 90% + Doctor 60%	Fixboy
Stimpak	First Aid 80% + Doctor 50% or Doctor [1]	Fixboy
Super Stimpak	Doctor [2]	Fixboy
Psycho	Doctor [3]	Sierra Army Depot
Mentats	Doctor [3]	Sierra Army Depot
Buffout	Doctor [3]	Sierra Army Depot
RadAway	Doctor [3]	Sierra Army Depot
Rad-X	Doctor [2]	Sierra Army Depot
Radio	Repair 90%	Workbench
Hatchet	Strength 4	Workbench

Section VI. Factions

General

The most noticeable difference between FOnline to FOnline: 2238 is the faction system. The faction system allows the players to become more than just some players, running around together through the wastelands.

If you want to establish your own player driven group, you need to go to special NPCs in various towns and talk to them about your faction and some special places, the NPC has found for your gang. The caps will reveal you the way to those places. The more money you pay, the better your hideout will be.

The NPC will ask for your gang name and mark your new hideout as a small green circle on the world map. It is not possible to choose a random name for your gang because then he will tell you that he has no clue who you guys are. To see available gang names, take a look at the ADDITIONAL NOTES file in your FOnline client folder. Use the SAY function from the dialogue window to tell the NPC what name you want to use. Press DONE and if the name is still available, you will get your base of operations (hideout).

Headquarter & Hideout

The Headquarter, or also called the Hideout, is the heart of each faction. This is a fixed place where all group members drop by from time to time, discuss their further tactics or manage the rest of the faction internal affairs.

Currently, there are six different bases in the game. They can be split in three groups: Small, Medium and Big. Each of these has two base types. It is not always possible to get all base types in a certain area of the world. For example, around Klamath you will mostly find cave hideouts, while lost houses are more common near Boneyard. The main differences in size are the amount of possible Brahmin, lockers and size. Hideouts can be bought from trappers in Klamath, Redding and Junktown. Talk to the local trapper and tell him your gangs name in the SAY box. A list of all possible faction names can be found in the ADDITIONAL NOTES file.

INFO: For better defending your base for unwelcome wastelander, you also could hire some mercs and let them guard the base. Intruders will have a bad time!

The cheapest hideout is a simple tent somewhere in the desert. Get 10 Brahmin hide. Go to some place in the desert and use your Science skill on the Brahmin hide in your inventory. Now you have built a tent. This hideout is really very cheap and doesn't give much protection or anything else. It is just a small tent with a box to stash some items into.

If you place a new tent on a different position, your old will be destroyed because you have abandoned it. When you want to build a new tent, don't forget to take the stuff from the old stash with you, otherwise they will be lost.



The Cave, one of many possible hideouts.

Other players can find the tents pretty easy. So think about where you place them.

Faction Terminal

The Faction Terminal is the heart of each faction headquarters. It is the most important object in there because you manage your faction with it. Using the terminal is important and every member of your group should take a look at the stored records and news every now and then and update them accordingly.

The Terminal Menu

The Faction Terminal is in fact just a dialogue. If you use the terminal in your Faction Hideout, the extended dialogue window opens and you can check out the latest faction news, view or edit the database or check the actual radio channel. In the next few pages you can read a description of every terminal function:

News: The News section is the Faction log. Here you can read what has happened in the last time, who became leader, who joined or who resigned the faction.

Browse the Database: In the database you can define your faction's friends and foes and everything else. Create new records for players you meet in the wastelands and add additional data. Browse the Database option has some more sub-options:

Create new record for non-member: Use this option if you want to assign friend or enemy status to players you have met in the game world. You add new players with typing in their names in the SAY box.

View/Modify the record: Use this option to read or modify already created records. Type the players name into the SAY box. Then you can look at the status, the faction, his rank in the faction and his reputation. The reputation is very useful to rate players if they are good or bad. If a member of your own faction wants to become the new faction leader, he needs to have good reputation which shows that he is appreciated and supported by other members. Only certain faction members can access this terminal option.

Browse records: Here you can only read the stored records. All faction members can access to this area.

Main Menu: This option brings you back to the main menu of the faction terminal.

Manage Members: In this area you can, as the name already says, manage your faction's members. Like the Browse the Database-option, you have several sub-options to choose from. Read about them on the next page.

Invite new member: Here you can invite people to your faction. Type the name into the SAY box and press DONE. The player is now invited and the status of his record is changed. If the invited player now uses the terminal, he joins your faction, but only if he isn't already a member of another faction.

Promote member: Using this function you can raise the rank of a member in your faction. With higher ranks, members get access to more options on the terminal.

Demote member: Using this function you can demote a member of your faction.

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Expel member: Someone is too fucked up for you? Throw him out using the expel function!

Browse member list: Works like Browse records. You can see all faction members, their status, reputation and rank. You can also promote, demote or expel each member directly.

Miscellaneous: In this menu you can view the actual faction radio channel or resign.

Check/Modify radio channel: With this sub-option you can see the actual radio channel of your faction. If you think your radio channel has been leaked to the outside because some of your members lost their radios or got robbed, you can change the channel number. For this, use the SAY option and type in a new minimum 5 digits long channel number. Press DONE and you have set the new channel. All members should regular check out the terminal if they still use the old frequency and if there is a new set.

Resign: With the resign option you can leave the faction. Be really sure to do this because you will not be able to invite yourself back into the faction!

Log off the Terminal: Like the name already tells, here you close the terminal window and go back to the game.

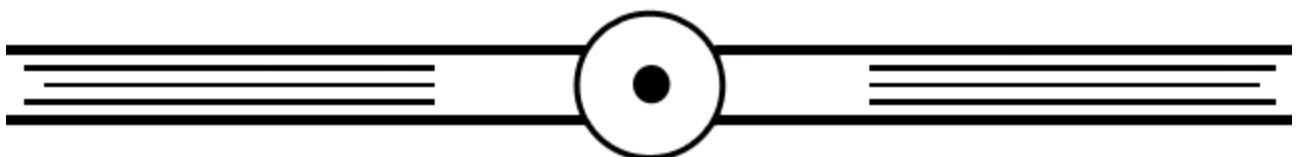
Town Control

You will probably notice that some places are more lawful than the others. In the FOnline world the smaller communities consist very often of farmers, addicts, trappers or other non-combat characters, which are unable to provide serious resistance to any significant armed force.

Such towns can be easy prey for raiders, gangs, opportunists... This is why we have introduced the Town Control. The principle is simple: you walk into a town and talk to the community leader about the security situation there. You can choose to oppress the town using the brute force of your group (e. g. in Modoc) or offer your help against possible attacks (e. g. Redding). Only a gang of formidable size can seize/capture a town, so you better have your pack of misfits with you when you try to take over the town.

In return, you get a part of the town's trading income. Keeping the town safe shall attract other players to trade there, effectively increasing your part of the cake. Also some of the items which are lost in random encounters are brought to the towns by scavengers.

***INFO:** The towns which can be controlled are located on the northern part of the world map.*



Section VII. The Life After General

FOnline: 2238 is – obviously – set in the year 2238, 161 years after the bombs fell in 2077. A lot time has passed since then and the overall life slowly started to come back to normal. New towns and settlements arose from the ashes of their dead predecessors and with them again the first and foremost easiest economics needed for humankind to survive and... start making money again. FOnline: 2238 tries to bring you as much different ways to do things in the world as possible.

After introducing the faction system, the next step is to build up exactly this-- a working economy. The beginning of this is the so called Brahmin- and Slave trading, the first, the tamest, but also dangerous and the second the most brutal way in earning your daily bucks. The next few paragraphs will provide you some more info about both of them. Additional feature mentioned here is the Bounty Hunting.

Brahmin Trading

Brahmin trading is one way in the game to get money without killing something.

The best way to earn some buck is to have a bit of luck in the encounters and stumble upon a brahmin in the wasteland. With an average outdoorsman skill and a rope you can domesticate a wild brahmin, which you can sell in almost any town, just talk to the Brahmin Traders. You can also buy some brahmin from them and sell it good someplace else, taking the profit for yourself. The brahmin prices vary from the amount of available Brahmin in the pens.



Brahmin Herd

Sometimes and if you are lucky, you can find a herd of Brahmin roaming the wastelands.

Beside buying and selling, Brahmin are also useful for making your first cheap money. Not exactly the Brahmin trading, but... the Brahmin dung.

Brahmin are living objects and so they need to place a pile of dung every now and then. And here comes the cheap money in: A lot Brahmin make lot dung. Many Brahmin traders or the NPC in charge of his Brahmin pen don't have the time or the will to clean up the pens. So you can go to them, ask for a shovel and do it instead of them! If you are done

with shoveling some dung, go back to the NPC and talk to him. You will get some money and XP for your work.

Slavery

Slaving practically works like Brahmin trading because the mechanics behind it are very similar, with one difference: You can't run around in the world and catch people with a rope and some luck. You will make lots of money but your reputation pays the price. Slaving is bad!



To get a slave, it is needed to knock out the potentially slave. Then you need to tie him or her up and there you go – you're a proud owner of a brand new slave! If you have your new 'friend' under control, you can use him or her like any other follower. If you don't want to keep your slave, try to sell him to Metzger in Den or Vortis in the NCR. If the slaver has enough money and room free, he shall buy a slave from you. If not – you can try later!

Renting Domiciles

You want to leave everything for a while and slam the door to the outside world? Then take a rentable domicile! This is possible in every town out there. The prices vary, but they are generally very affordable, even for a poor wastelander. Within the room you get a container to stash your items secure. As long as you pay your bills, you get the room for two real-days.

If you don't have enough money to rent a room, you can build a tent somewhere in the desert. To be able to build a tent you have to use your science skill on 10 brahmin hides in your inventory



Get it: Your own room!

INFO: Far more things are planned for FOnline: 2238! Slavery and Brahmin Trading are just the beginning. Next up could be Caravan Jobs or ... Time will tell!

Bounty Hunting

You ever thought about the way to punish someone for killing you and your friends while you were weak, unarmed, with no money or fellow merc by your side?

Now you can! You can talk to sheriffs in Redding and Hub and set up a bounty on the bastard's head. The money will be added for the same villain, so if several people place a few thousand on someone's head, the bounty could/can raise really high. Organize a

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lynch-party and start the chase today!



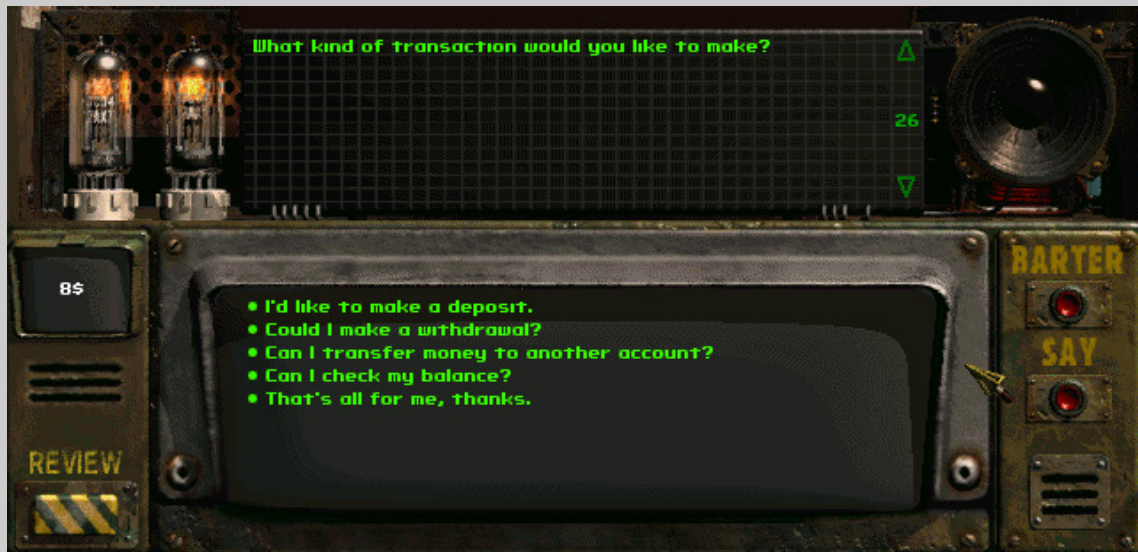
Use the SAY-box to enter the name of the person

If you manage to kill the wanted person, you will find dog-tag in his inventory. Go back to the sheriff, put the dog-tag in your active slot and start the dialog. In a few seconds you will receive your hard-earned reward.

Your Bank Account

If you decided to save all your hard earned money, then opening a bank account is the right thing to do. You can open an account for the feeble price of \$100. Account in a bank guarantees that you won't be left penniles if you get killed by the moneyhungry thieves of the nuclear wasteland

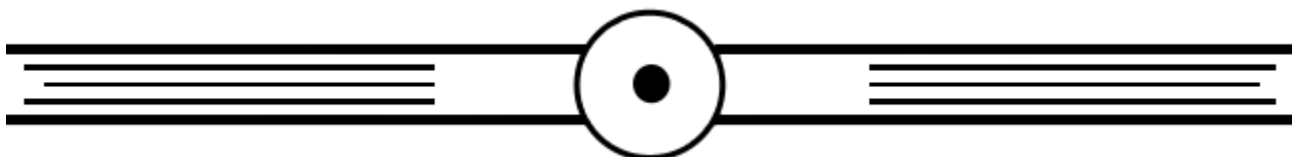
How does it work? Well, you can deposit or withdraw money by using the say-button and telling the banker how much you would like to take or place into your account. For keeping your savings in a bank, you'll gain a weekly bonus in a form of bank's rate of interest.



Your generic all-day Barter Interface

Joint-Accounts

Split-accounts are accounts that allow you to share your bank account with your trusted ones. For the not so feeble price of \$10,000 comes lifelasting (or as long as your account is filled up) friendship.





Nuka Beer

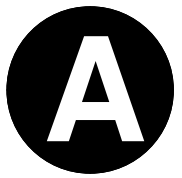
World's Greatest Beer since 2059



Having a
great
time!



WARNING:
NUKA BEER CONTAINS RADIOACTIVE SUBSTANCES.
IN ORDER TO AVOID MUTATIONS, DO NOT CONSUME MORE THAN 5 BOTTLES A DAY.

**Section VIII. Appendices****APPENDIX 1: HINTS & TIPS**

Everybody needs some help every now and then. This is a short list of hints and tips to make your the life with a new character a little bit easier in the beginning. If you have already played Fallout 1 or Fallout 2 before, most of it shouldn't be already known to you.

Starting Out

When you start, remember to equip your character with the best possible equipment as soon as possible. Strip your fallen foes, barter the loot away and steal (if you think you can get away with it, and are willing to live with the consequences of your actions).

Specialize

For the first couple of levels, spend your skill points in two or three skills. Master a small set of skills before attempting to master them all. Spend your skill points as soon as you gain a level. When you create a character, try to make it a theme character. (A thief, a diplomat and a warrior; can you think of any others?). Pick Tag skills that will give you an advantage. If you know that you are going to spend a lot of skill points for a particular skill, tag it. The doubling the skill point invested in a tagged skill is a major advantage.

Generalize

After about level 4 or 5, be sure to spread those skill points out a little bit more. All the skills are important in their own ways. Obviously, if you are a combat oriented character, the weapon skills will be of great importance. Don't forget the other skills, however! Repair or Science are useful for people who like to craft items. Sneak will help when you can't overcome the odds. Take a profession if you think it will help you in your plans!

Examine Everything

Keep an eye on the screen. Examine everyone and everything until you get a hang of the world. The dirt, as it were, is in the details.

Be Nice to People

More often than not, a good reaction will help you. That's not to say that going the route of a heavy, or kicking some poor loser into the dirt won't help, but a few kind words and deeds will help you out in the long run. The other players are humans too!

Get some Friends!

Of course it is possible to play FOnline all alone from A to Z but still it is always easier and much SAFER to travel around in a group. Having additional party members is great. Not only can they offer additional information about the world and everything else, but they also do the following:

- 1) Split enemy attacks in combat. More targets for the enemy means less people actively trying to kill your character.
- 2) Tactical combat. Don't face your enemy alone! Try to surround and place traps.
- 3) Cheap on ammo or other gear? Maybe your friends can help you out here and there. In general it is easier to go around with more people on your side.

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XcentricNoizz

Our kind hosts

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The rest of the French testing group
Iguana Bob/RoadWarrior
burzum
Tails
SmartCheetah
Nails/coliphorbs
BeF1990

Short story "Joyride":

Cerebro
Cando Garon
randy Mc rupp

BeF1990 for our FOnline: 2238 Logo
Gerald Jelitto for "Nuka-Beer"
The BGE-Team for some new graphics
x'il for the new critter graphics

and all others we forgot right now...

APPENDIX 3: TECHNICAL SUPPORT

If you have problems during the installation or using FOnline, please follow these steps:

1. Check the readme file supplied in the client folder.
2. Make a note of any error messages.
3. Check the FOnline or FOnline: 2238 web-site
<http://www.fonline.ru>
<http://fonline2238.blogspot.com>
for details about known problems, updates, patches and actual server lists.

Resolving some problems is possible only if you refer you to your hardware supplier. For hint information please use the number in the following section.

APPENDIX 4:

COOKING FOR SURVIVORS

Wastedland Fajitas

500g shredded or ground beef
2 bell peppers, cut in to strips
coriander/cilantro
1 onion, sliced
3 cloves of garlic, finely chopped
1 tbsp cayenne pepper
2 tbsp ground cumin
1 tbsp oregano

250g Cos lettuce, shredded
Handful of fresh
Salt
Pepper
Salsa*
Tortillas

Optional:

Guacamole
Sour Cream



- 1.** Fry the onions in a frying pan/skillet with a little oil.
- 2.** Add the garlic and beef, stirring occasionally until the beef has browned.
- 3.** Add the bell peppers, cayenne pepper, cumin and oregano to the pan and cook for a further few minutes, stirring to coat the beef with the herbs and spices. Add salt and pepper to taste.
- 4.** Spoon some of the contents of the pan in to each tortilla along with a spoonful of salsa and a handful of lettuce and a few sprigs of the coriander/cilantro. Guacamole and sour cream can also be added if desired.
- 5.** Roll and fold the tortillas in to parcels, and eat them.

*If you want to make your own salsa:

250g fresh tomatoes, finely chopped
1 small onion (red or white onions are fine, as are spring onions/scallions)
2-4 medium chili peppers (chopped and de-seeded)
Handful of finely chopped fresh coriander
The juice of one small lime
3 tbsp olive oil
Salt

- 1.** Simply combine all the ingredients and add salt to taste.

APPENDIX 5: QUICK KEYS

System Quick Keys

?	Current Game Time
+, ,	Decrease/Increase Brightness
F1	Toggle Help
F2	Save Log in a File
F3	Take a Screenshot
F4	Turn the Action Bar on/off
F5	Increase/Decrease the Size of the Log window
F6	See Player Names
F7	See NPC Names
F8	Disable Mouse Scrolling
F12	Displacing Client

Game Quick Keys

A	Attack
C	Character Screen
G	Pickup Item on Ground
I	Inventory
P	PIPBOY 2000 Main Screen
F	FIXBOY Main Screen
B	Switch active Hand-Slots
M	Switch Mouse Cursor
N	Switch Item Mode
S	Skilldex
1-8	Skills
<, >	Rotate your Character
HOME	Center on your Character
Arrow Keys	Move within Window
ESC	Menu

Chat Commands

Type . or / followed by:

S	Shout
W	Whisper
E	Emote
R	Radio

Alternative:

CTRL + ENTER	Shout
ALT + ENTER	Whisper
SHIFT + ENTER	Radio





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BY ~~GAMERS~~. FOR ~~GAMERS~~.
MUTANTS MUTANTS

IN MEMORY OF THE BLACK ISLE STUDIOS