

Interplay Productions Presents

# Fallout™

## A Post Nuclear Role-Playing Game

### Interactive Demo Manual

Welcome to the **Fallout** interactive demo. This manual will describe how to install and play the Win95 version of the demo. We suggest you print a copy and keep it handy!

If you need further assistance, the bottom of this file has a "Customer Support" section.

### Requirements

You will need a Pentium™ computer with at least 16 megs of RAM, running Win95 with DirectX 3.0. The other helpful pieces of equipment you will need: mouse, keyboard, monitor, hard drive (with about 30 megs of free space), a Win95 compatible soundcard and a chair.

### Starting the Demo

Double-click the FALLDEMO icon in the installed directory. If you do not have a copy of DirectX 3.0+ installed, the demo will not run. Get DirectX from the Microsoft website (<http://www.microsoft.com>).

Press ESC to bypass the Interplay logo. For space reasons, your copy of the **Fallout** demo may not include the intro movie. In that case it will go straight to the Main Menu.

LOAD GAME is disabled on the Main Menu. NEW GAME will take you to the character selection screen, INTRO will replay the intro movie, CREDITS will list all the great people who worked on **Fallout** (and wrote this manual) and EXIT will close the **Fallout** demo.

### Character Selection

This screen lets you pick a pre-made character, if you want to start playing immediately, or select an option to create a character, if you want to fine tune the statistics. Since this is a demo, we will let you look at and choose any of the three pre-made characters, or let you play with the character editor, but there is only one character that you can play - Max Stone.

TAKE will select this character, and start the game immediately. MODIFY will take this character but give you a chance to play around with the editor first. CREATE CHARACTER will start the character editor with a blank slate. BACK returns to the MAIN MENU.

### Character Editor

*The character editor is functional, but the demo only allows the pre-made character, Max Stone.*

In **Fallout**, characters are defined by *statistics* and *skills*. The primary statistics, the ones that modify everything else, can only be changed at creation. Skills will increase as you gain experience, but the primary statistics are set. They can be changed by drugs, or special events in the game world.

ST	Strength: Your raw physical strength.
PE	Perception: Your ability to notice things, especially small things.
EN	Endurance: The physical ability to resist bad things, like radiation and damage.
CH	Charisma: Your good looks and charms.
IN	Intelligence: Mental prowess, including memory and cognitive abilities.
AG	Agility: Your fine motor skills. How good you are with your hands and feet.
LK	Luck: Fate and karma. Affects game events to an unknown degree.

The primary statistics range from 1 to 10, with the higher the number being the better. All beginning characters start with 5 (average) in all statistics. You get 5 bonus points to spend. Use the little up and down arrows next to each primary statistic to adjust them. Want more points? Sell from one statistic to buy additional points in another. You cannot leave the character editor until you have spent all character points.

Want to know more about the skills and statistics? Click on things to change the info card in the corner.

**Tag Skills:** During character creation, you will select three *tag skills*, or skill specializations. Each tag skill gets a +20% bonus, and they increase twice as fast as other skills.

**Traits:** If you want to better detail your character, you can take from 0 to 2 *Traits*, or unique characteristics. For example, if you take the *Bruiser* trait, your Strength is much higher than a normal person, but you move really slow and cannot take as many actions per turn. Traits are optional; you do not have to take them.

As you gain experience, you will be able to increase the skills of your choice. Every third level, you get to pick from a list of *Perks* - character enhancements that are specific to your character and the way you have been playing.

DONE enters the game, but in the demo version you cannot use your generated character, you must use one of ours. CANCEL returns back to the character selection screen. OPTIONS brings up other stuff.

## Playing the Demo

Well, about time we got around to this.

Most of the game screen is taken up by the world view, this is where your character is and where you interact with the environment. This is where you use the *Action Cursor*.

The bottom of the screen is the *Interface Bar*. This is where you perform game-related tasks, such as: Selecting what weapon to use, displaying the automap, or displaying inventory. The interface bar gives you some feedback by displaying what is happening in the game, and how many hit points you have left.

The first thing you will want to do is equip your character. Use the Inventory button on the Interface Bar to do that. Then walk around using the Movement Action Cursor. Talk to some people, and try a simple combat or two. The demo will automatically restart after a minute of no activity. We're evil people and we want you to buy our game.

## Action Cursors

There are three different kinds of Actions Cursors: Movement, Command and Target. The default cursor is Movement, but you can easily switch between them by clicking the right mouse button.



The *Movement* cursor looks like a red hex. If you left-click, your character will attempt to walk to the target hex, by the shortest route possible. Hold down shift when you click to run.



The *Command* cursor is probably the most complex. Right-click from the Movement cursor to change to the Command cursor. If you click on an item, critter, object or yourself, it will automatically perform the default command (usually examine, use/get or talk). If you actually want to see the default command, pause the cursor over the object in question and wait a brief moment. If you want to use another command, left-click and hold the mouse button. While holding the button, a stack of commands will appear. Move the mouse up and down to highlight another command and release the mouse button. The bottom command will always be cancel.



In combat, you can also access the *Target* cursor. When you hold the cursor over a target, a number will appear next to the cursor. This is your percentage chance to hit the target. The higher the number, the better. Left click to attack! Right click to go back to Move.

## The Interface Bar

At the bottom of the screen, you will find this Interface Bar:



- **Monitor:** The large display monitor is where you get all sorts of feedback. You can scroll it up or down by using your mouse cursor. Move the cursor over the monitor and see what happens.
- **INV:** This button brings up your inventory screen. See *Inventory*, below, for more info.
- **The Big O:** This is for you people who like options. You can save/load games, and set preferences from here (but these are disabled for the demo.)
- **Action Points:** The lit lights show the number of remaining action points during combat.
- **Active Item:** This is your action button, this shows what action your targeting cursor will do. Press the red button that is connected to it (the one we didn't talk about earlier) to change between your two active items. Right click on the large button to change the different modes those items might have. If the item displayed is a weapon, and uses ammo, then the green bar next to the large button is the ammo counter. Examine the weapon to get an exact count.
- **HP:** How many hit points you have left. When you reach 0 remaining hit points -- you're dead.
- **AC:** Armor Class. How hard it is to hit you. The higher this number, the better. Since any remaining movement points are converted to your armor class at the end of your turn, we show it here, and this number will often bounce up and down during combat.
- **Skilldex:** Press the pretty red button on the right to display a list of useable skills. The use of these skills may require a target. In that case, you'll get a targeting cursor.
- **MAP:** Press this button to display the automap.
- **CHA:** This brings up the character screen. It is here that you can review your character, and spend any earned skill points.
- **PIP:** Personal Information Processor. An online diary of your adventures.

- **Combat Buttons:** There are two buttons hidden under the combat button: Turn and End Combat. These buttons are only available in combat. Pressing Turn will end the current combat round, and transfer any remaining action points into armor class. Pressing End Combat will attempt to end the current combat. If hostile critters are nearby, it will not always be successful.



End  
End

If you need more help, press F1 while in the game view.

## Inventory

The inventory screen will allow you to equip your character, and use items in your inventory as well. Left-click and drag an item to move it around. Armor can be worn, and up to two items can be readied for instant use. Weapons must be readied before you can use them. Right-click to change to the Inventory Action Cursor. This will let you use, drop, or examine inventory items. Your inventory screen will also give you a brief character sheet.

## Combat

There are many ways to avoid combat, but at some point someone will want to stomp you or you'll want to womp on someone. This is life in the wasteland; get used to it.

Combat starts when you attack a critter, or when a critter doesn't like your looks. Combat is turn-based. Everyone gets a chance to act in a turn, starting with critters with the highest Sequence stat, and working down from there. When it is your turn, the green lights on the interface bar will light up.

Actions cost action points to perform. Different actions can cost different amounts. Moving one hex costs one action point, while rotating in place is free. Attacking someone with a gun takes more time to do properly than just slamming them in the stomach (or thorax, or whatever). The cost of an attack, in action points, is listed on the large button.

Use the active item button to select the weapon and mode of your attack. Move the targeting cursor over your intended victim, the number next to the cursor shows your percentage chance to hit, and left-click to attack. If you want to cancel an attack, right-click. If you still have action points, you can make additional attacks or move behind a large object for cover.

Right click on the active item button to change the mode of your attack. To make a targeted shot, right click until you see SINGLE and the little target icon in the lower right hand corner of the button. Left click to select this attack, and then select your target. You then get to choose what location on the target you want to specifically target.

When you are out of action points, your turn will automatically end and the combat will continue with the next person. If you end your turn with action points remaining, they carry over as a bonus to your armor class (you are anticipating the next attack and can better dodge it).

## Skills

Skills are abilities that your character can learn and make better. Some skills are used automatically, like when you shoot a gun. Other skills will require you to actively use them in the game view. The higher the skill percentage, the more likely you will succeed. Skill percentages are often modified by the game. It's a lot easier to shoot someone close to you, than it is farther away, for example.

*Small Guns, Big Guns, Energy Weapons, Unarmed, Melee Weapons, and Throwing* are all combat skills. They govern the use of weapons and attacks in combat. They are used automatically.

*Speech* is the dialogue skill. The better your Speech skill, the more likely you will be able to get your way when talking to people. Automatic use.

*Barter* is the skill of trading. In the post-nuclear world, currency is not used commonly. Barter will allow you to get more for less when trading equipment, weapons and other items. Automatic use.

*Gambling* lets you play games of chance, and win more often. Automatic use.

*Outdoorsman* is the skill of outdoor living, and survival. Not many people from the Vault are skilled in Outdoorsman! Automatic use.

*Sneak* is the skill of being able to move quietly and out of sight. When you are Sneaking, and doing it successfully, other people will be less likely to notice you – at a distance. If you get too close to a dangerous mutant, no matter how good you are at Sneaking, they will notice you. Active use. Use Sneak to toggle it on and off. You automatically stop Sneaking when you run.

*Lockpick* is the skill of opening locks when you *forget* your key. Having an actual lockpick will improve your chances, but it is not necessary. Active use. Select a target to lockpick.

*Steal* is the art of removing things from a person or object, without being noticed. Even if you succeed, there is a chance that a critter might notice you. Active use. You will need to pick a target to steal from.

*Traps* is the skill of disarming bad things that will hurt you. Your Perception will find them for you. Active use, but sometimes used automatically. You will need to pick a target to attempt the disarming.

*First Aid* is the skill of minor healing. You will be able to cure minor wounds, cuts and bruises with this skill. You can only use it three times a day, and it takes a little while to work. Active use. Select a target to heal, but this is most likely going to be you!

*Doctor* is a more advanced skill of healing. You can heal more damage, crippled limbs but not poison or radiation damage. Using this skill will take a while to perform. You can only use this skill three times a day, but you can combine it with First Aid. Active use. You need to pick a target to play Doctor with.

*Science* is the skill of knowledge. It covers computers, electronics, mechanical and other brain hurting tasks. Active use, but sometimes used automatically. You will need to pick a target to Scientetize.

*Repair* is the physical use of Science. This skill will let you fix things, and in a world of broken stuff, this is a good thing. Active use. You will need to fix a target.

Press the Skilldex button on the interface bar, or use a keyboard equivalent, to use an active skill. Some skills are not used in the demo.

## **Dialogue**

If you want to avoid combat, you would be wise to talk to as many people as possible. Your Intelligence and Speech skill will be very important. To talk to someone, left-click on them with the Command Action Cursor. The default command for another critter is always Talk. Unless they are dead or unconscious. In which case, they would not have a lot to say, except possibly, "Ow."

If they have little to say, a little bit of dialogue will appear above their head. You don't get a reply.

If they have a lot to say, you will go to the dialogue screen. At the top of the screen will be the character you are talking to. If they are really important, you will get a close-up of their face. Below that is what they are saying. Any comments will be in brackets, like [ and ].

Your possible responses are below that. The more Intelligent your character is, or the more you know about the world, the more responses you can choose from. Any character with an Intelligence of three or less will have a lot of problems talking to other people.

## Keyboard Equivalents

C	Character	P	PIPBoy 2000
I	Inventory	S	Skills
O	Options		
1	Use Sneak	B	Toggle equipped items
2	Use Lockpick	M	Toggle mouse mode
3	Use Steal	N	Toggle active item mode
4	Use Traps	?	Game date/time
5	Use First Aid	< >	Rotate PC
6	Use Doctor	ENTER	End turn in combat
7	Use Science	SPACE	End turn in combat
8	Use Repair	ESC	Attempt to end combat
F1	Help Screen	TAB	Display Automap
F2	Decrease Volume	-	Decrease Brightness
F3	Increase Volume	+	Increase Brightness
CTRL-Q, CTRL-X, F10 Exit to main menu			

## How to Exit

You must first exit back to the Main Menu before you can exit Fallout.

## Screenshots

Press F12 to take a screenshot. **Fallout** will attempt to save a Windows Bitmap file to the **Fallout** directory. It will name the first one SCR00000.BMP, the consecutive one SCR00001.BMP and so on. You can view these with any .BMP viewer.

## The End

Well, that's it. If you need technical support, see the Customer Support section towards the bottom of this document.

If you have any questions or comments about the demo, visit the **Fallout** shelter at:

**<http://www.interplay.com/fallout>**

and leave us some comments and feedback.

## The Full Version

There are many things disabled in this version of the **Fallout** interactive demo. We wanted to take a moment and tell you about what is to come in the full, final game:

- The full game plays for 30+ hours!
- The real game has 3 pre-made characters, and a fully functioning character editor to create your own!
- More combat features: Targeted shots, critical hits and critical failures.
- The real game has 15 unique locations, with over 50 maps to explore.
- Random encounters in the deserts, mountains, cities and coasts of a nuked world.
- Pretty good looking rendered heads.
- The full version will be available for: Win95, DOS and Macintosh CD-ROM.

## How to Buy the Full Version

Visit your local retailer, the Interplay website or call 1-800-INTERPLAY for purchasing details and mention the code: FE01

**Fallout: A Post Nuclear Role-Playing Game**  
available late Summer 1997

## Customer Support

If you are experiencing problems, Interplay Technical Support is available 24 hours a day through our Automated Customer Service system, with human representatives available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Other ways to get help:

Interplay Productions  
attn: Customer Service  
16815 Von Karman Avenue  
Irvine, CA 92606

In the UK, write to:

Customer Support	UK telephone: +44 (0) 1628 423723
Harleyford Manor	UK FAX: +44 (0) 1628 487752
Harleyford	
Henley Road	
Marlow	
Buckinghamshire	
SL72DX	
England	

Japan:

Customer Service via Electronic Arts Victor at:

Japan Phone: 03.5421.3815

Japan FAX: 03.5421.3722

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1.

You also may contact our BBS over the Internet. Telnet to [bbs.interplay.com](http://bbs.interplay.com). This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the Software Libraries.

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there.

You can also download fixes and demos from Library 4 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS).

Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to **support@interplay.com**. Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to:

**<http://www.interplay.com>**

or you may ftp to ftp.interplay.com.

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