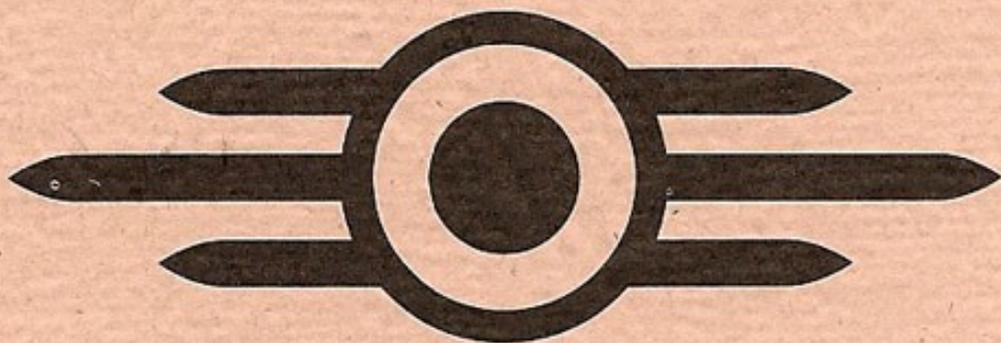




VAULT DWELLER'S SURVIVAL GUIDE

VDSG PRE VTB-003-101 POCKET REFERENCE EDITION



WASHINGTON, DC © 2077 VAULT-TEC INDUSTRIES

ISSUED BY VAULT-TEC DOCUMENTATION DEPARTMENT

All visual representations and projections have been developed through the use of Science.

VDSG PRE VTB-003-101



SO... YOU'RE THINKING ABOUT GOING ABOVEGROUND

AS RESPONSIBLE AMERICAN CITIZENS, WE IMPLORE YOU TO REMAIN UNDERGROUND

in the safety of your vault until the all-clear signal is given. There's no need to be impatient.

The authorities will contact your Overseer the moment it is safe to return to the surface.

On the other hand – and this is the important part – should you leave the vault, there is a slim chance of your survival. Beyond one-half mile away from the vault, only one in ten will survive.

The others will die a frightening, unspeakable death.

If you still feel it necessary to venture out of the cocoon of safety provided to you by Vault-Tec, make sure you have completely read the following material. After several readings, we are confident you will understand why staying underground is the best option.

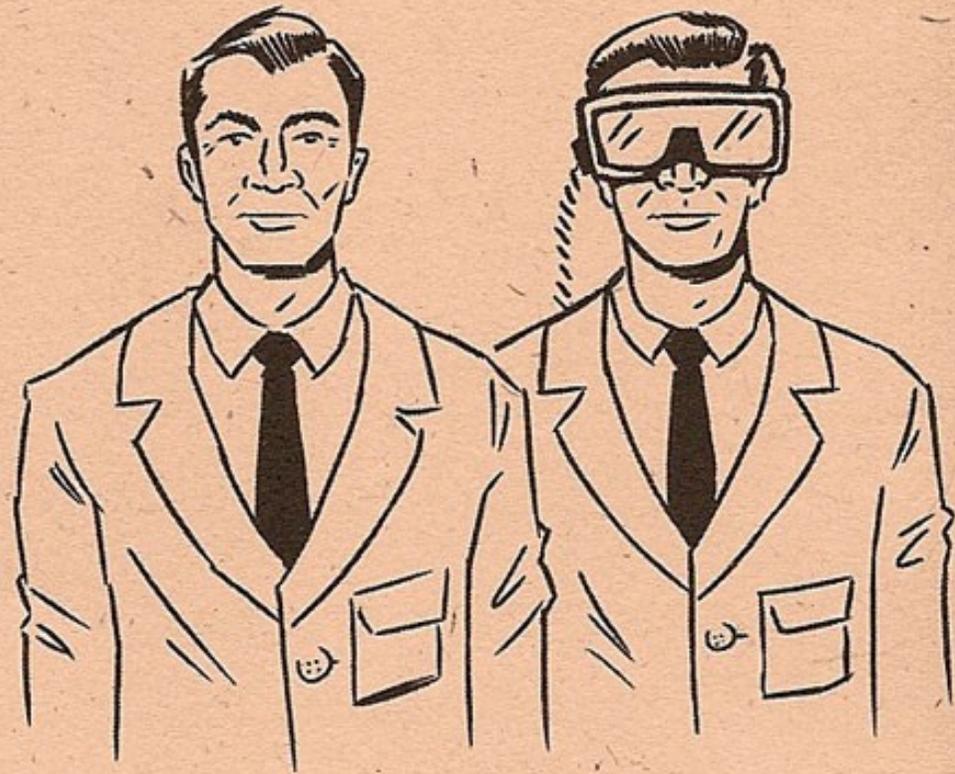


VDSG PRE VTB-003-101

A NOTE ABOUT THE FOLLOWING INFORMATION

These scenarios were developed through scientific projections obtained from roughly 2,000,000 documented tests using the SimTek 5000, Vault-Tec Science Service's most advanced post-nuclear simulation.

The Vault-Tec Documentation Department has used the most likely projections as the basis for this guide. As this information was gleaned through simulation, we cannot guarantee 100% accuracy. It is possible that things aboveground will be worse. For this reason, we must remind and implore you that your only real safety lies in a comfortable and sensible life underground.



Projections obtained through documented tests.



SECTION 1

GETTING ACCLIMATED

INITIAL KNOW-HOW FOR WASTELAND SURVIVAL

TOPICS COVERED

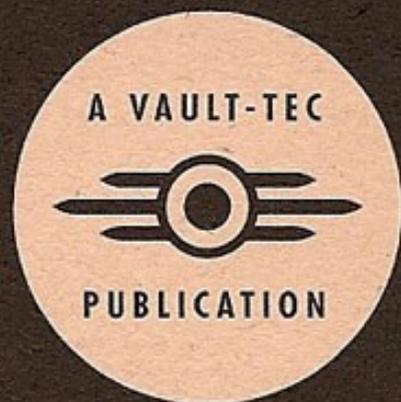
METHOD FOR ADJUSTMENT
ADAPTING TO THE OUTSIDE WORLD
WATCH YOUR STEP
THE ELEMENTS
PANIC
RADIATION



VDSG PRE VTB-003-101

SECTION 1

- 1.1 METHOD FOR ADJUSTMENT
 - 1.2 ADAPTING TO THE OUTSIDE WORLD
 - 1.3 WATCH YOUR STEP
 - 1.4 THE ELEMENTS
 - 1.5 PANIC
 - 1.6 RADIATION
-



VDSG PRE VTB-003-101 - SECTION 1.1

METHOD FOR ADJUSTMENT

THE FOLLOWING SYSTEM IS AN EASY AND FUN WAY TO ENSURE YOU ADJUST QUICKLY TO LIFE IN THE WASTELAND:

- T**RUST IN YOURSELF
- I**NITIAL DISCOMFORT IS NORMAL
- M**AKE A PLAN
- E**NJOY WHAT YOU ARE DOING

- P**ARTNER WITH FRIENDLY LOCALS
- A**CTIONS SPEAK LOUDER THAN WORDS
- T**REAT WOUNDS IMMEDIATELY
- I**NTUITION IS YOUR GREATEST ASSET
- E**MBRACE CHALLENGES
- N**OTICE YOUR SURROUNDINGS
- C**OMBAT FEAR AND LONELINESS
- E**XERCISE CAUTION ALWAYS

№ 1

HELPFUL HINT
from Vault Boy!



TROUBLE ADAPTING?
REMEMBER:
T.I.M.E. & P.A.T.I.E.N.C.E.

ADAPTING TO THE OUTSIDE WORLD

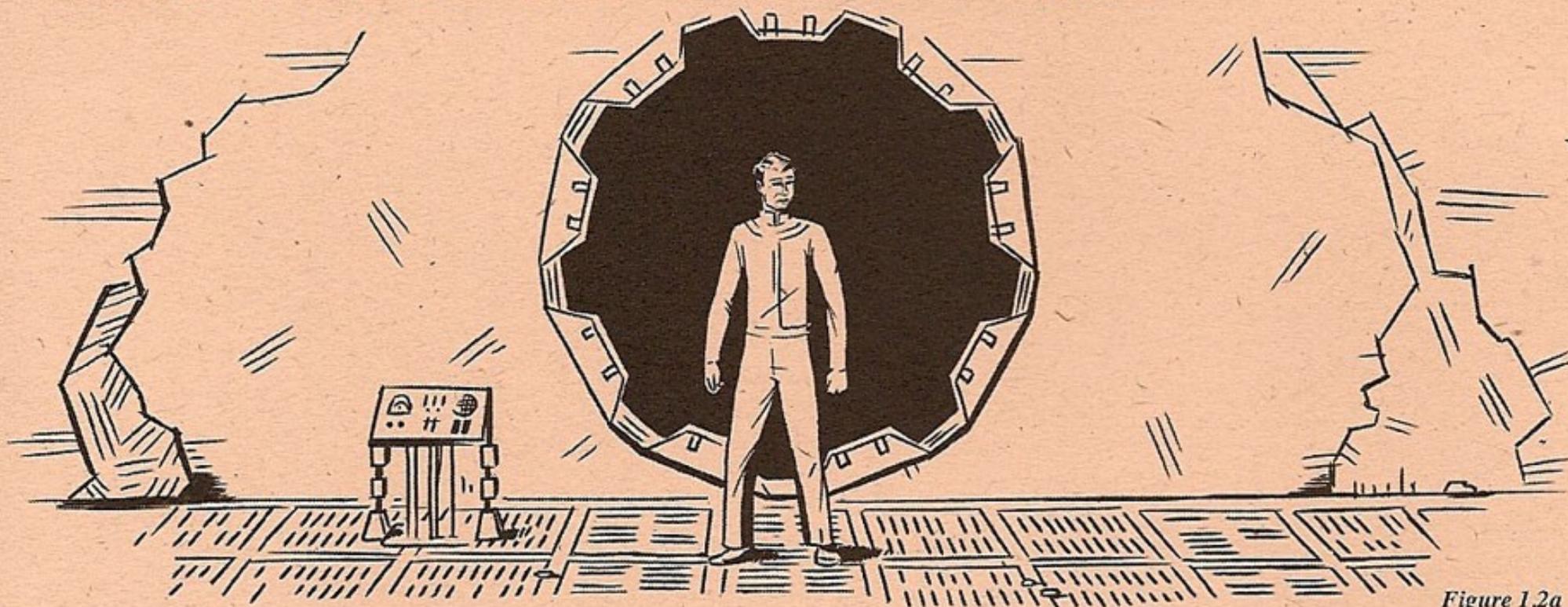


Figure 1.2a

YOU'VE LEFT THE SAFETY AND COMFORT OF THE VAULT. WHAT NOW?

The moment you exit the vault, you will notice a piercing bright light. Like a creature of the night, your eyes are not accustomed to the bare sun. Make sure to shield the retinas with tinted goggles.

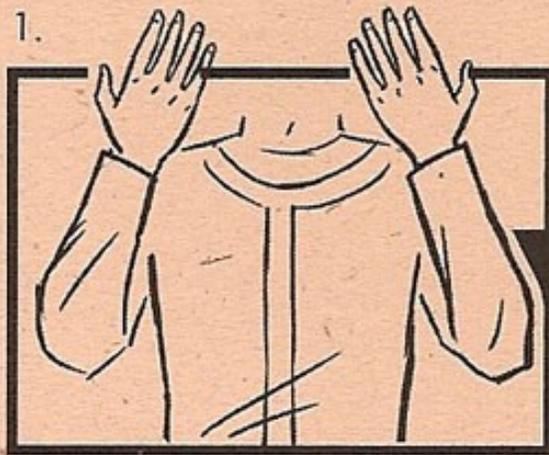


Figure 1.2b



Figure 1.2c

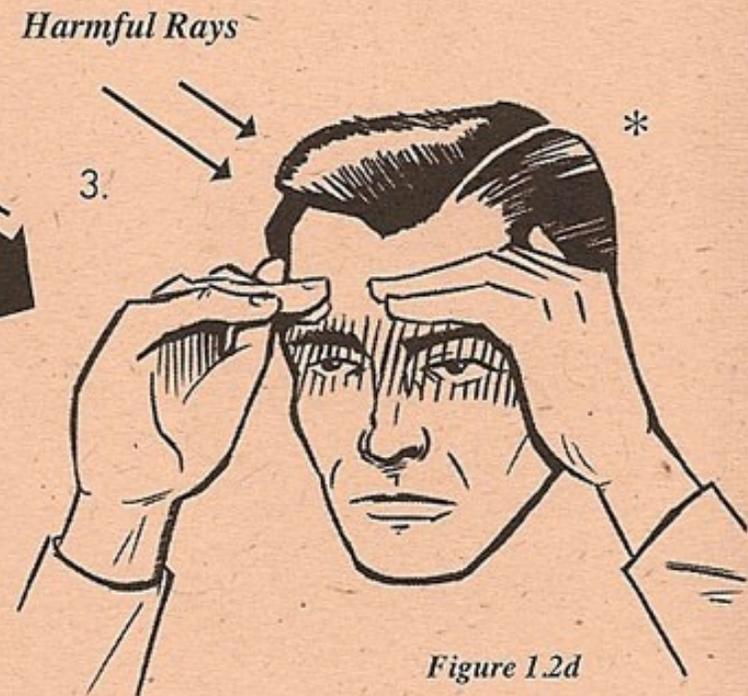


Figure 1.2d

IF PROTECTIVE EYEWEAR IS UNAVAILABLE,

press your index fingers and thumbs together and place your hands over your eyebrows in an open and horizontal fashion, thus shielding yourself from the most harmful rays.

** Note that this is not an ideal form of eye protection and may not allay the threat of blindness.*

WATCH YOUR STEP

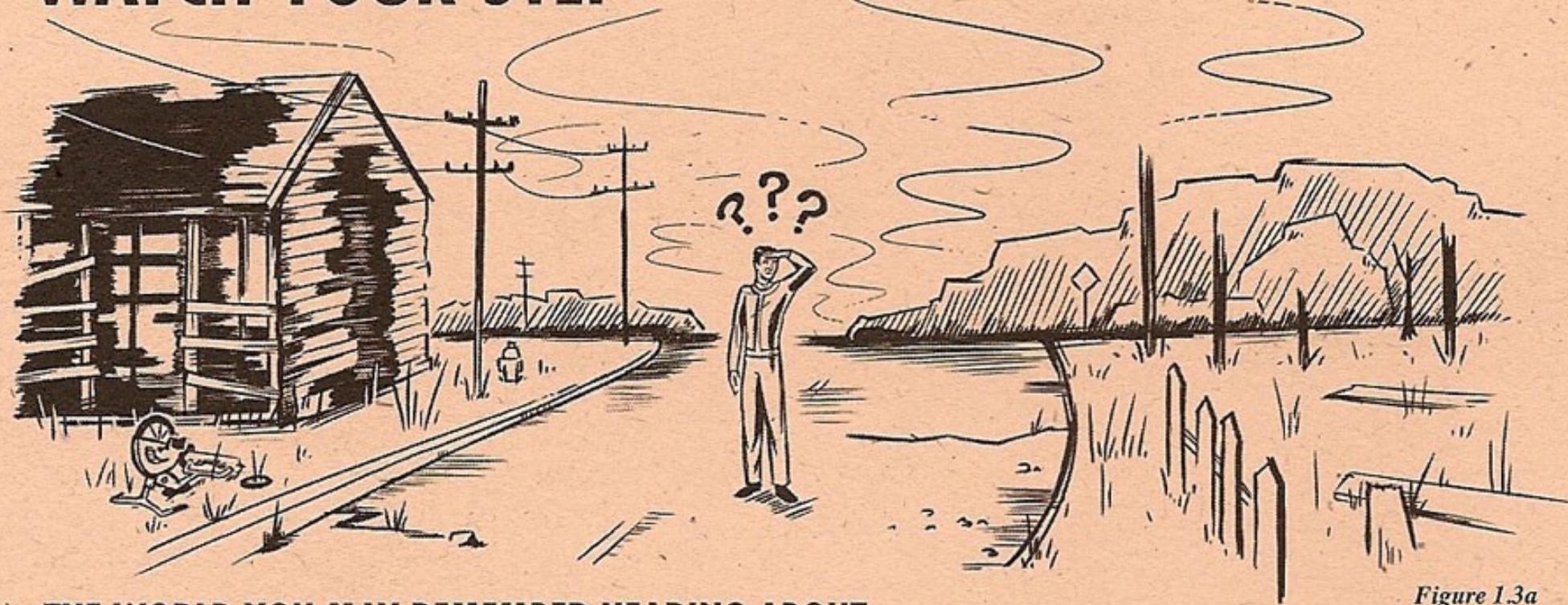


Figure 1.3a

THE WORLD YOU MAY REMEMBER HEARING ABOUT

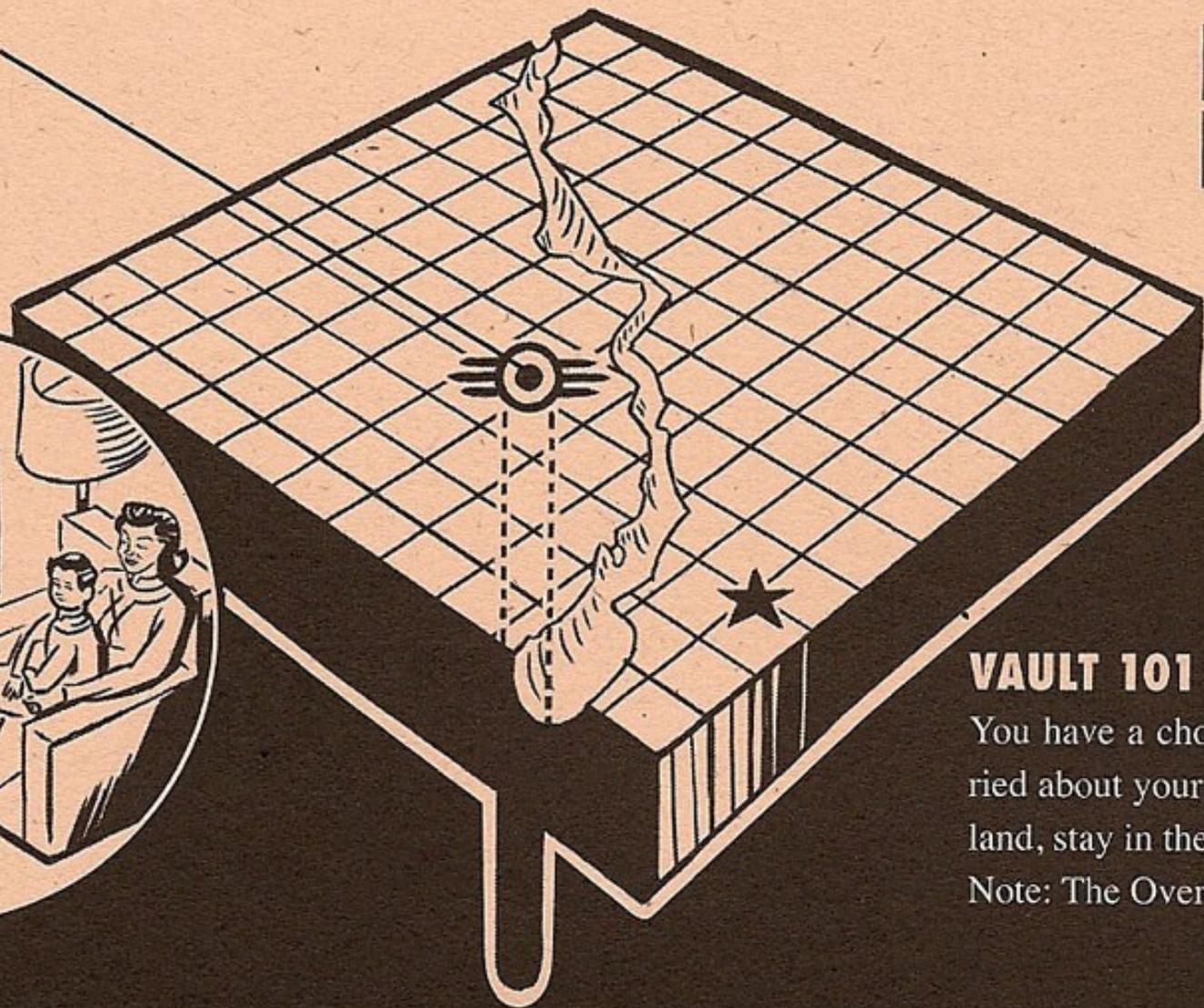
will be rendered unrecognizable. All that will remain of that more tranquil time will be decaying ruins and fallen landmarks. Negotiate this world with care, as the exposed rebar and damaged stairways of unstable buildings may lead to grievous pain. If you suffer an injury, but can dust yourself off and walk away, consider the experience a lesson learned.

THE CAPITAL ★ WASTELAND

VAULT 101 ENTRANCE



Figure 1.3b



VAULT 101

You have a choice. If you are worried about your safety in the Wasteland, stay in the vault. No problem!
Note: The Overseer's word is law.

№ 2

HELPFUL HINT
from Vault Boy!



**KEEP GOING.
YOU CAN DO IT!**

VDSG PRE VTB-003-101- SECTION 1.4

THE ELEMENTS

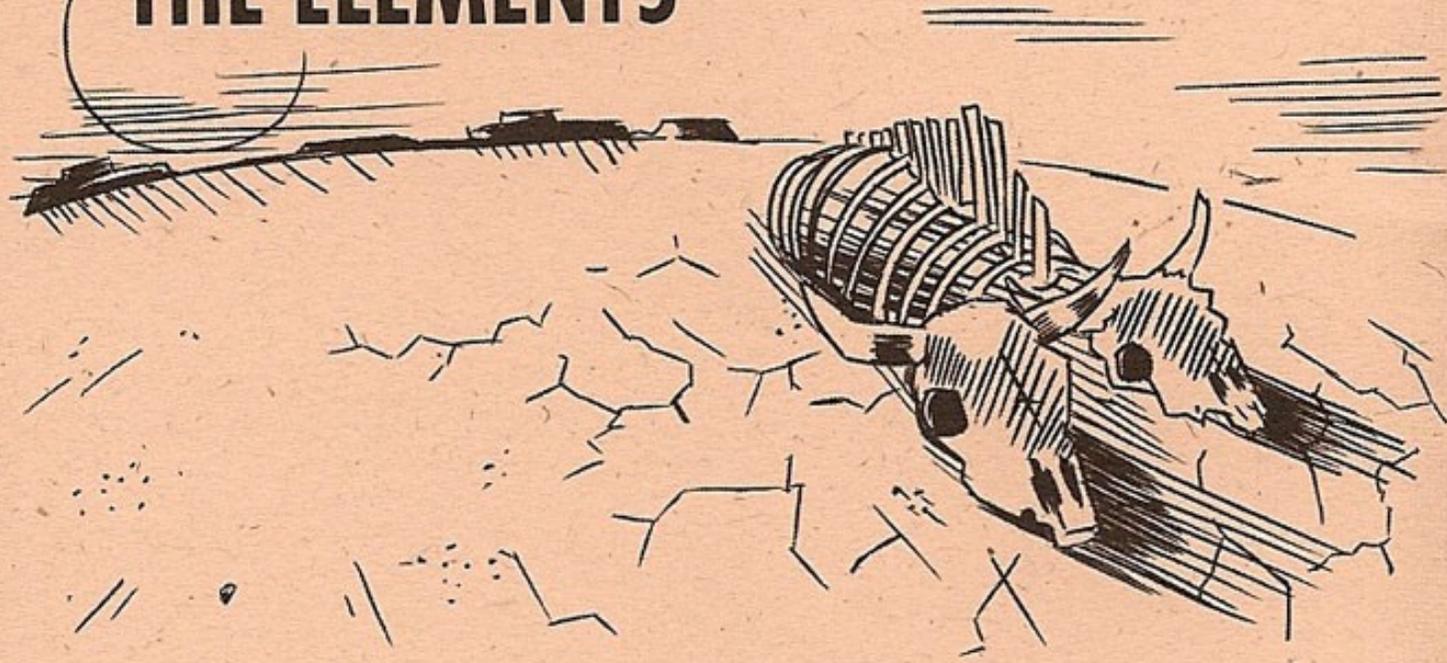


Figure 1.Aa

WHILE MEN OF SCIENCE DIVERGE

on the catastrophe's scale, all agree that a nuclear incident will leave the surface a shattered, intolerable, and dangerous place. To be more specific, the cracked earth and terrific heat alone may kill you. If you survive the scorching thirst and blistering skin, you should begin to acclimate within several months.

PANIC

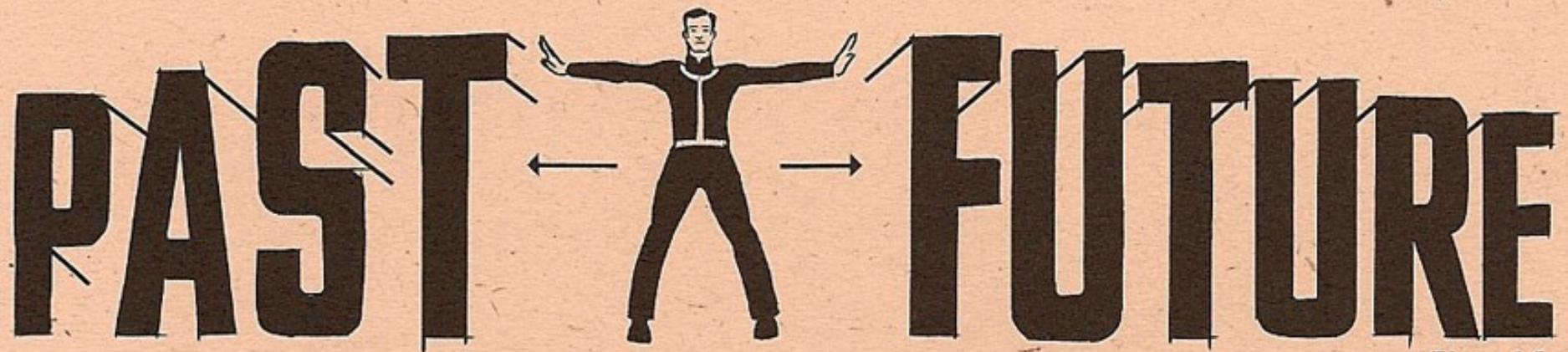


Figure 1.5a

ROUGHLY ONE IN ONE HUNDRED TEST SUBJECTS HAS BEEN FOUND TO STAY CALM

in the face of gnawing fear. The very nature of living aboveground after a widespread nuclear event will create anxiety. It helps to focus on the moment at hand, asking yourself what you can do right now. Do not wander into daydreams of the past or worries about the future.

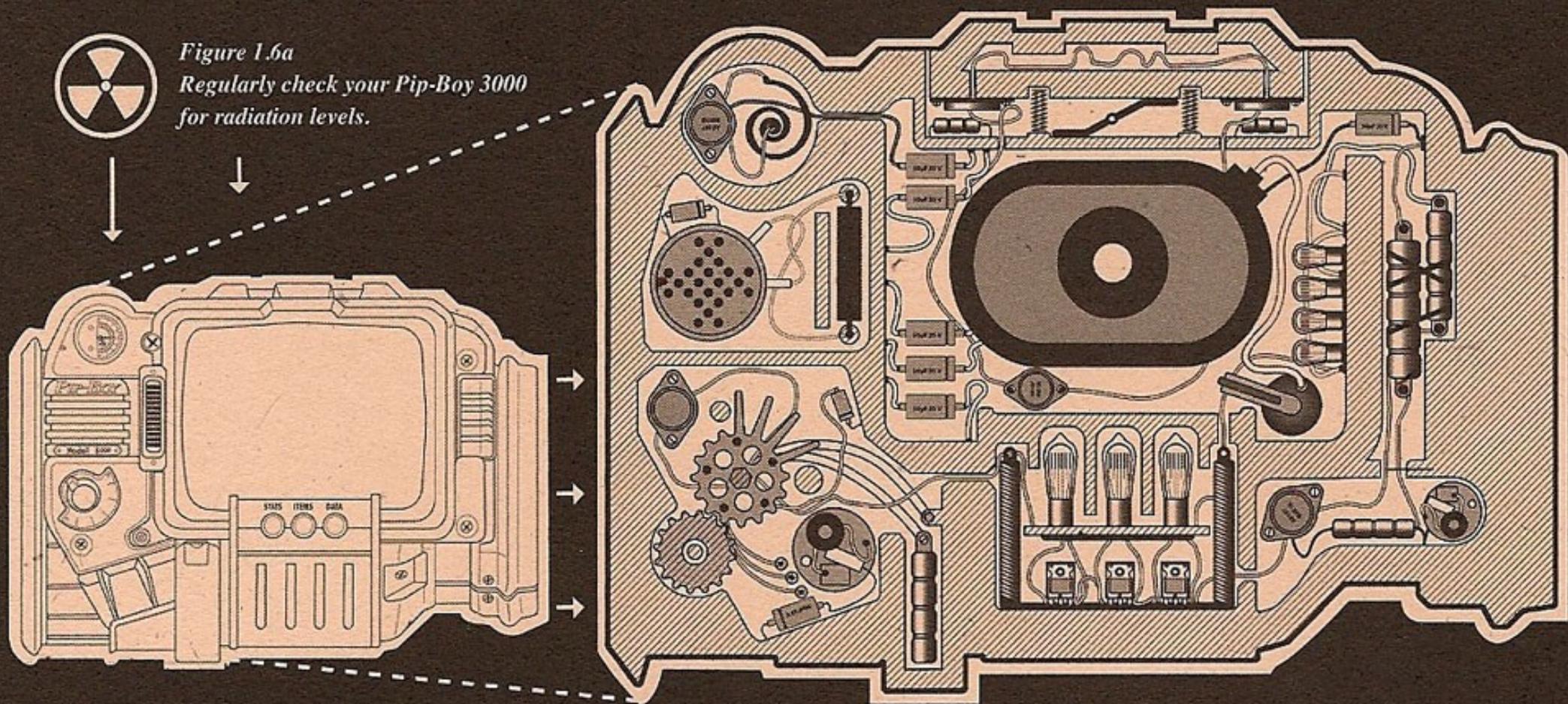
If panic does set in, admit that you are panicking. Have something close at hand that will calm your senses: a soft blanket, a child's toy, even a favorite rock. Anything to get you out of your thoughts.

INTRODUCING THE PIP-BOY 3000

RADIATION



Figure 1.6a
Regularly check your Pip-Boy 3000
for radiation levels.



RADIATION

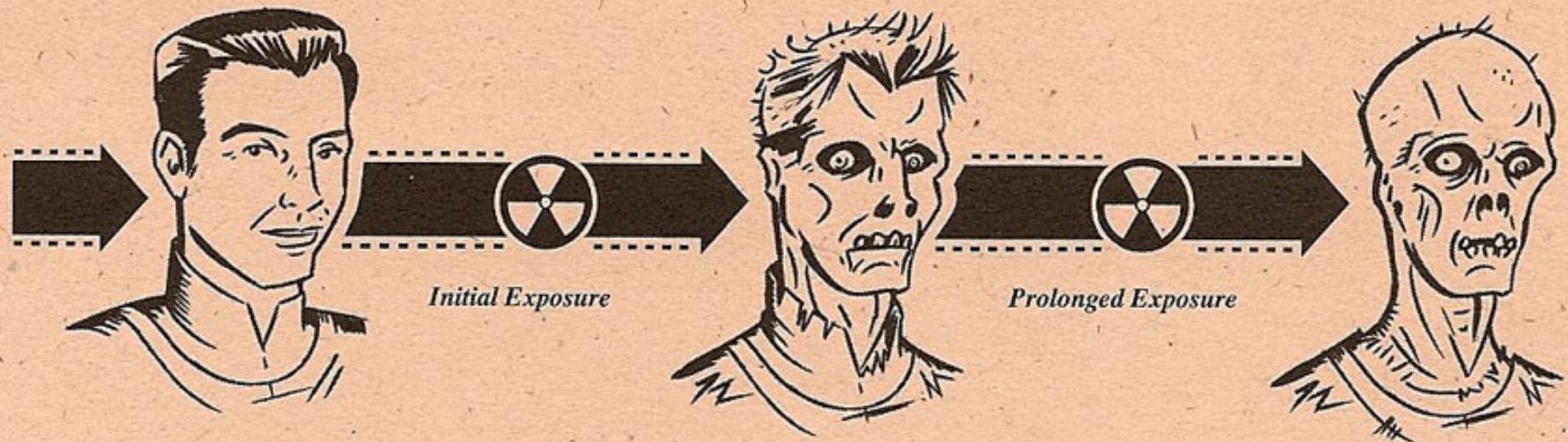


Figure 1.6b

BEWARE THE SILENT KILLER

While some harmful radiation should have dissipated years ago, lingering radiation will remain. Ceaseless radioactive bombardment attacks your body without warning until it's too late and you begin to suffer the debilitating effects of its poisoning. This will be a real threat to your survival. Use your Pip-Boy 3000 to monitor radiation levels.



SECTION 2

GETTING INTEGRATED

ADJUSTING TO LIFE ABOVEGROUND

TOPICS COVERED

BLENDING IN

FINDING FRIENDS

HOSTILE MUTATED CREATURES



VDSG PRE VTB-003-101

SECTION 2

2.1 BLENDING IN

2.2 FINDING FRIENDS

2.3 HOSTILE MUTATED CREATURES

VDSG PRE VTB-003-101- SECTION 2.1

BLENDING IN

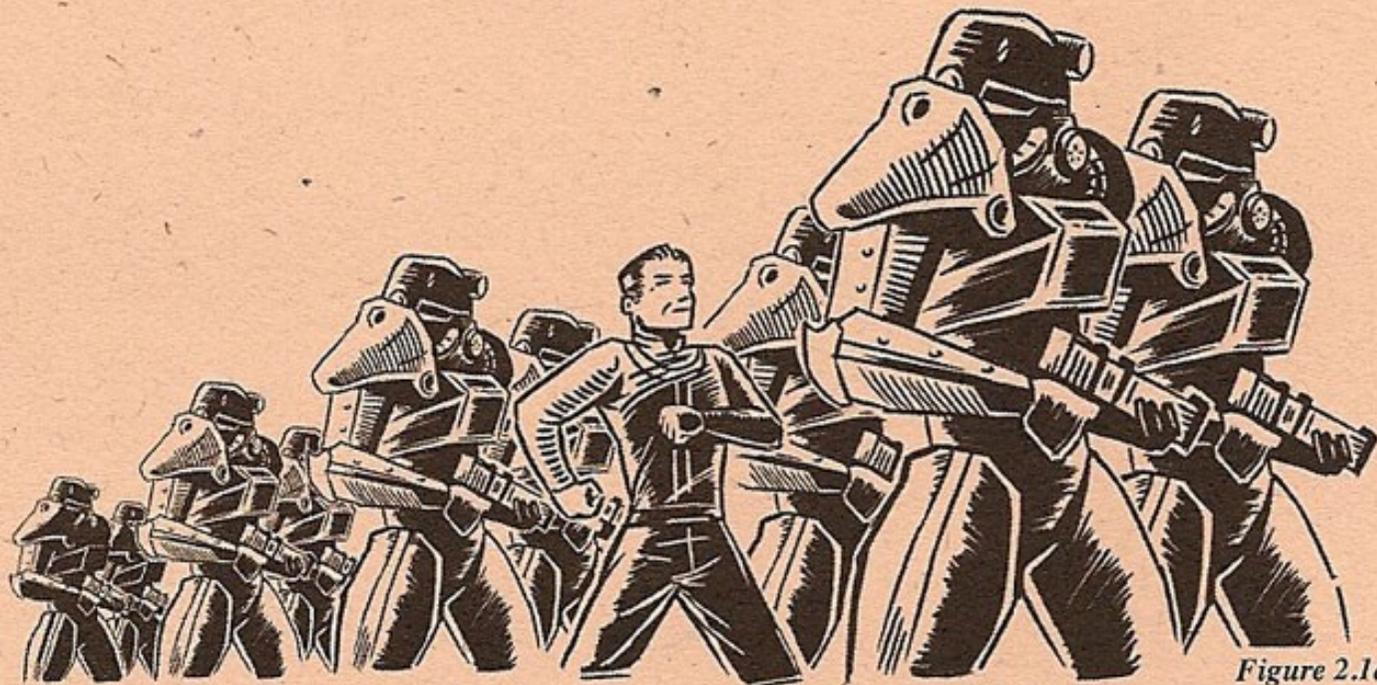


Figure 2.1a

IDEALLY, YOU WANT TO FEEL AT HOME IN THE WASTELAND

Learn to mimic the people around you. Do what you see. This will put them at ease about interacting with a stranger. But – and this is crucial – do not lose your head. Blending in does not mean undermining your ethics. Say no to disagreeable situations. Trust your instincts.

A VAULT-TEC



PUBLICATION

FINDING FRIENDS

YOUR NEIGHBORS WILL BE AN ACQUIRED TASTE

Simulations show drastic changes will occur in the human psyche due to the constant anxiety of daily survival. You will find neighbors whose very existence seems a sheer nightmare. But remember, while those aboveground will be seasoned by the horrors of the Wasteland, they are people just like you. Give them no reason to be hostile, and they will remain amicable.

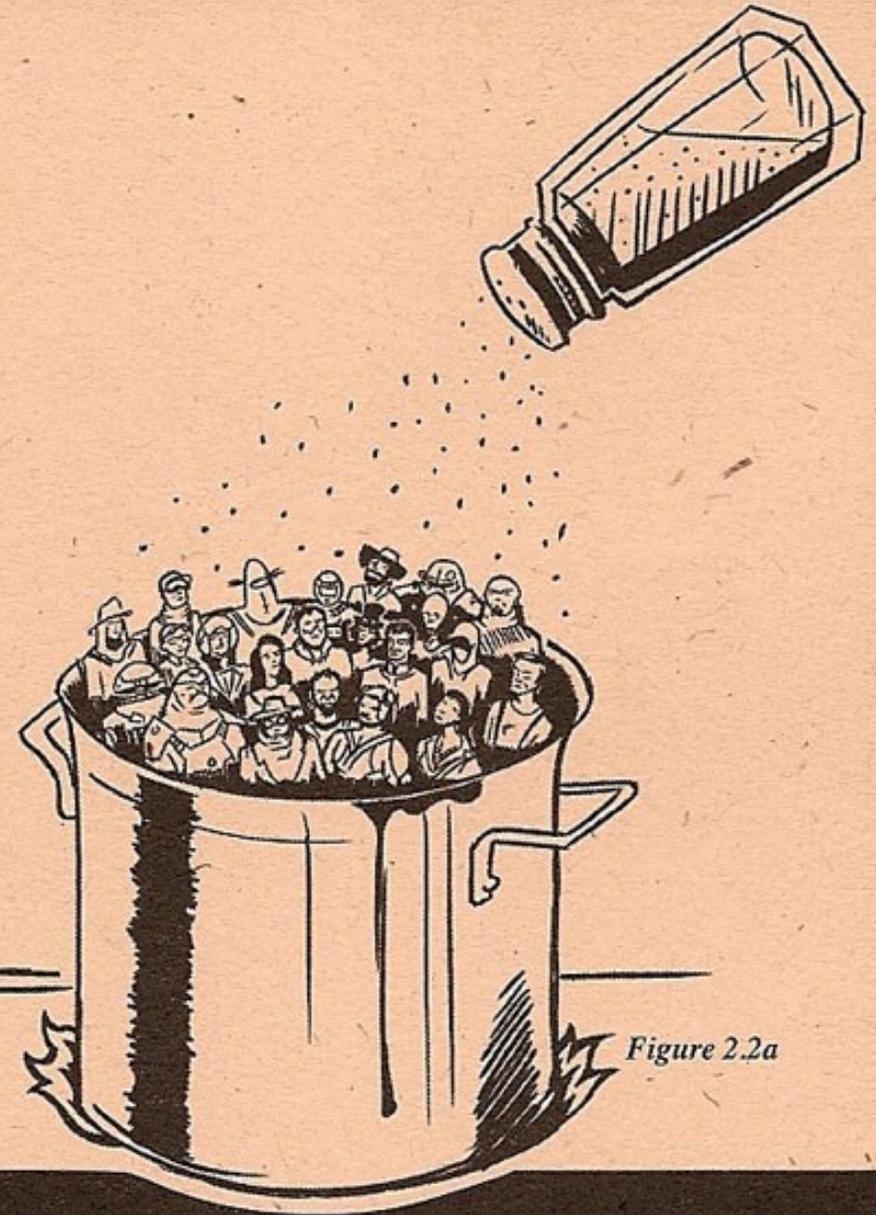


Figure 2.2a

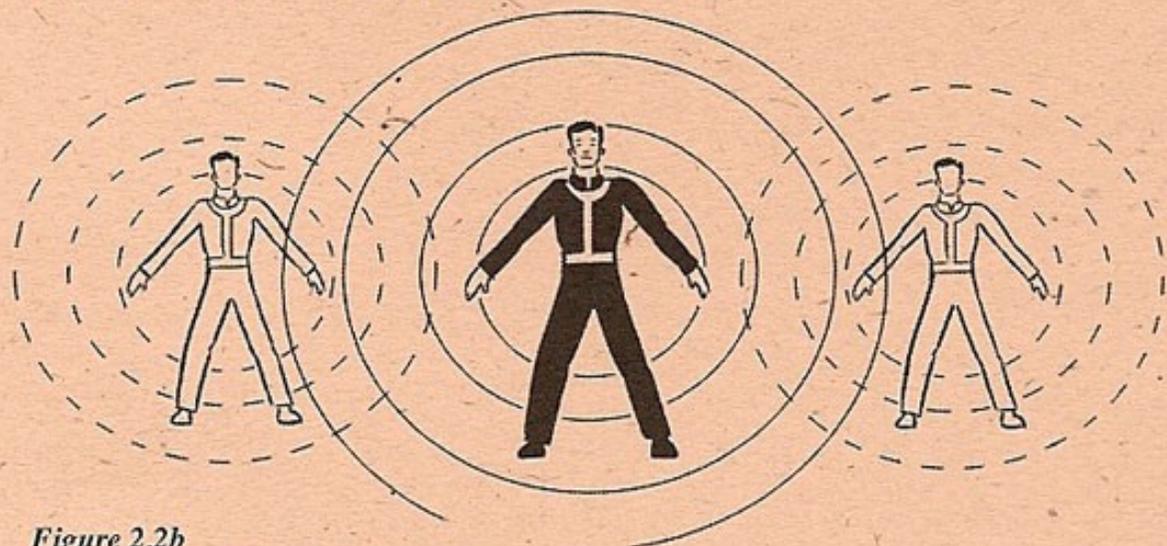


Figure 2.2b
You are like a pebble thrown into a pond.

SECURE YOUR PLACE IN WASTELAND SOCIETY

As a stranger, every person you meet will cause a ripple throughout the social structure. The way others perceive you and the way you perceive them will open and close the doors of possibility. In many cases, your survival will depend on friendships. Be sure to help as many people as possible. Only turn away those who pose an immediate and obvious threat to your personal safety. Remember – you are your actions.



Figure 2.2c
Make eye contact when talking to others.

PROJECTIONS SHOW A HIGH LIKELIHOOD OF FOUR MAIN CULTURES

01. MERCENARIES

Everyone is available for a price. With some negotiation, these armed men will do anyone's bidding.

02. MILITARY FRATERNITIES

A product of the military industrial complex, these brotherhoods will use honor and technology as commodities.

03. ROVING GANGS

Unlike the hoodlums in the vault, these opportunists will use whatever and whomever they need to continue the prosperity of their kind.

04. SURVIVOR COMMUNITIES

The remnants of society before the nuclear event, these will be secured communities with social structures and a distribution of labor.



No 3

HELPFUL HINT
from Vault Boy!



**DON'T DISTURB THE
IRRADIATED ANIMALS.**

VDSG PRE VTB-003-101- SECTION 2.3

HOSTILE MUTATED CREATURES

ANIMAL SPECIES WILL HAVE CHANGED

It is certain that many factors, including radiation, environmental changes, and possible exposure to quarantined viruses will play a role in the new face of wildlife in the Wasteland. In succumbing to these factors, many animals will develop physical, mental, and emotional changes. So will humans.

Until you become familiar with your surroundings, do not attempt to approach hostile mutated creatures. Move slowly so as not to portray yourself as a threat. And, whenever possible, avoid conflict.

As your familiarity advances, you will sense danger in an instant. Through experience, you will learn the best defensive and preventative measures for each creature.

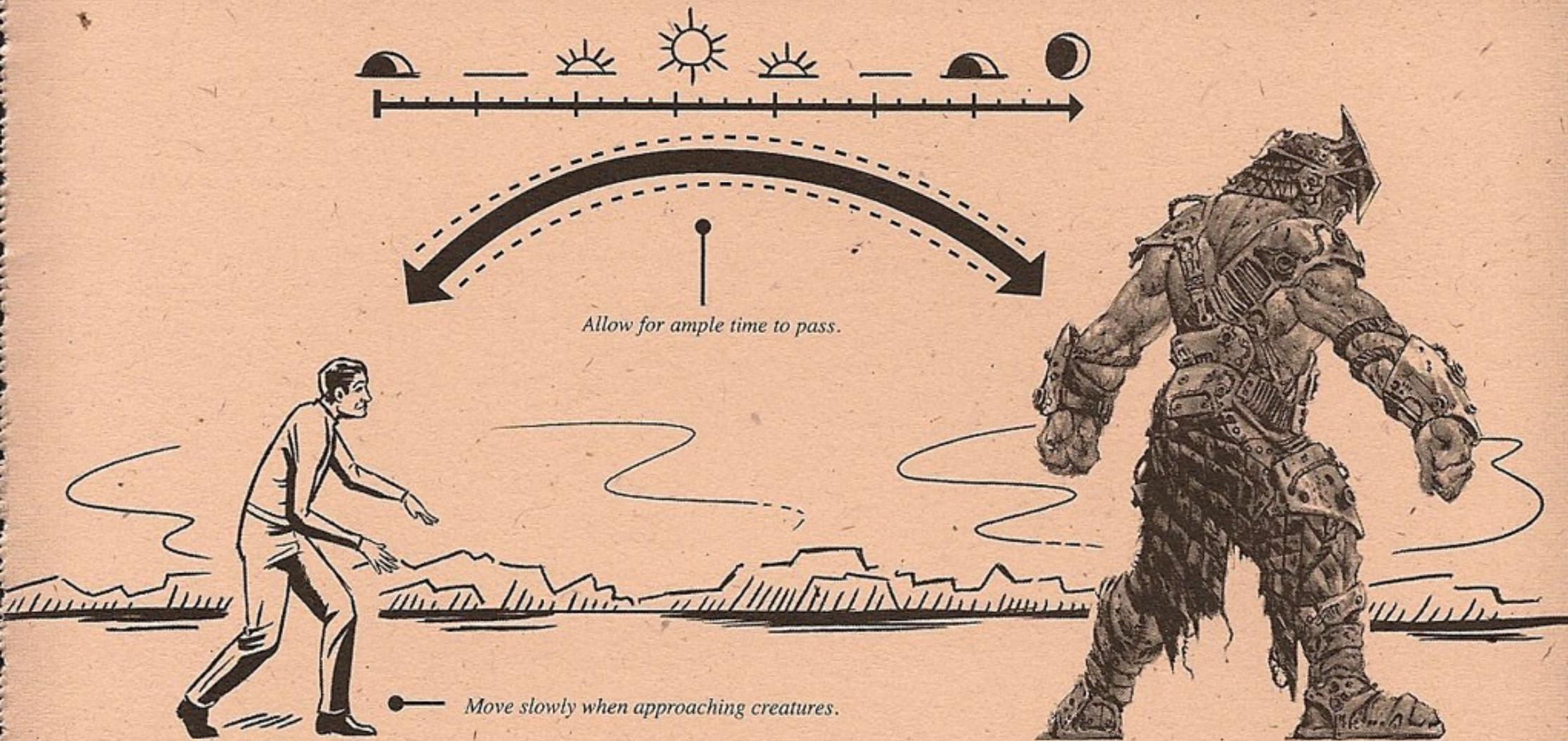


Figure 2.3a

30ft

Figure 2.3b

Projected scale of creatures may not reflect actual size.

25ft

20ft

15ft

10ft

5ft

2ft



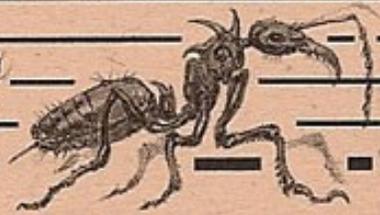
BLOATFLY

2ft



MOLE RAT

2.5ft



GIANT ANT

4ft



YAO GUAI

4ft



CENTAUR

6ft



YOU

6ft



NUKA-COLA MACHINE

6.5ft



FERAL GHOUL

8ft



DEATHCLAW

9ft



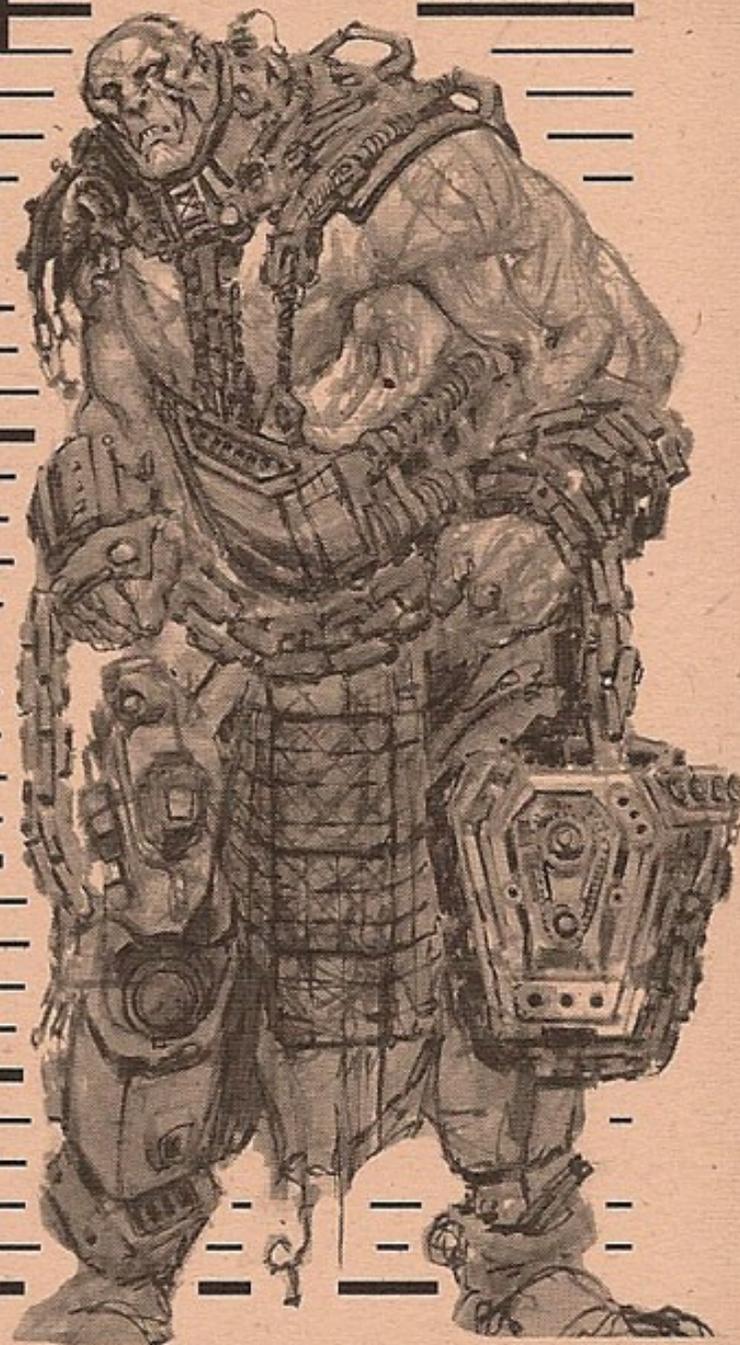
MIRELURK KING

11ft



SUPER MUTANT

30ft



SUPER MUTANT BEHEMOTH



SECTION 3

ADVANCED UNDERSTANDING

FURTHER INTO THE WASTELAND

TOPICS COVERED

ASSESSING THE SITUATION
THE UNAPPETIZING TRUTH
DON'T LEARN THE HARD WAY
REGULAR CHECKUPS
MIND YOUR MECHANICS



VDSG PRE VTB-003-101

SECTION 3

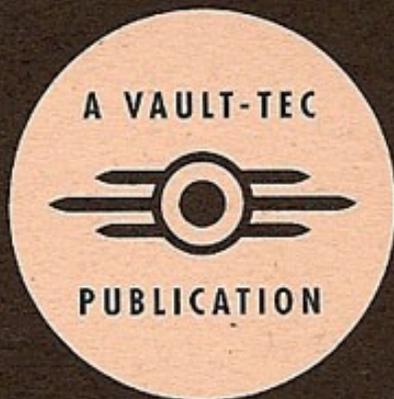
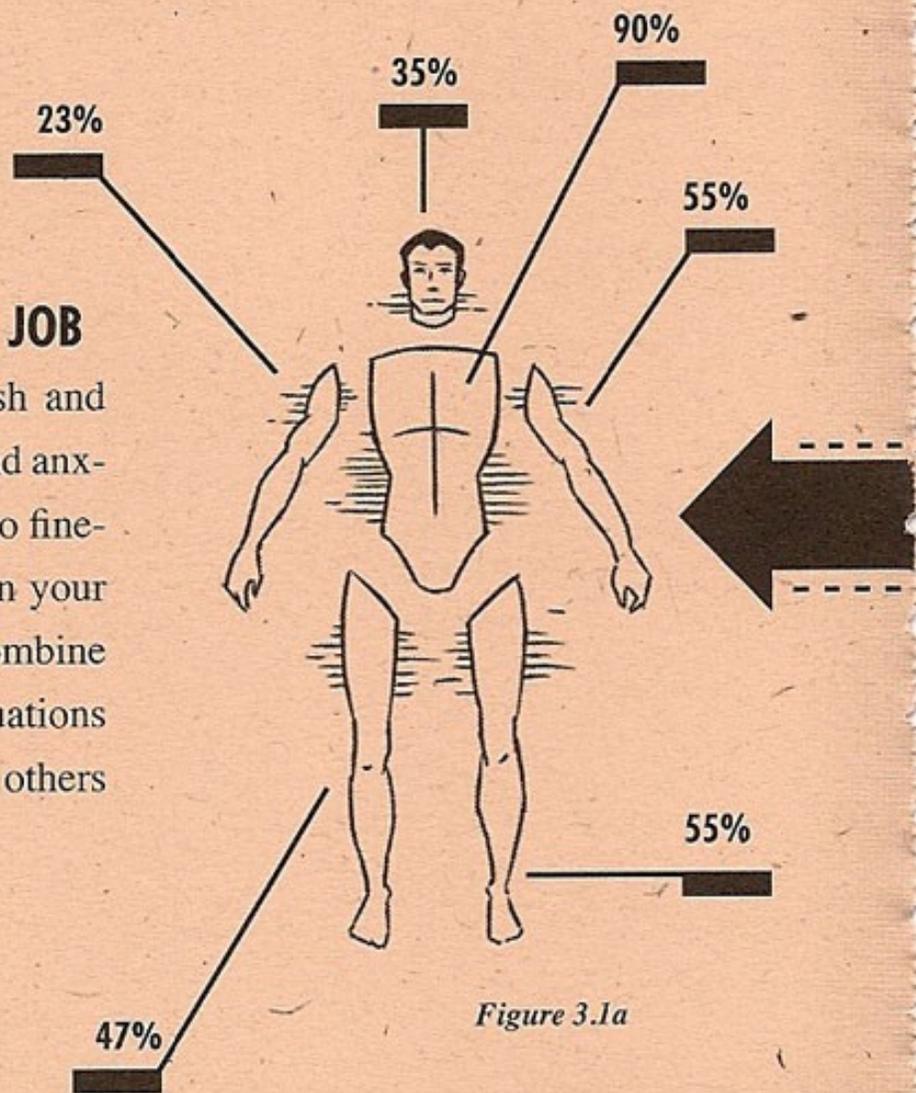
- 3.1 ASSESSING THE SITUATION
- 3.2 THE UNAPPETIZING TRUTH
- 3.3 DON'T LEARN THE HARD WAY
- 3.4 REGULAR CHECKUPS
- 3.5 MIND YOUR MECHANICS

VDSG PRE VTB-003-101- SECTION 3.1

ASSESSING THE SITUATION

USE THE RIGHT TOOL FOR THE JOB

Once you are able to see this harsh and violent world without attachment and anxiety, you will have the opportunity to fine-tune your skills. Without fixating on your enemy's terrifying intentions, combine armaments and strategy. Some situations might call for a laser rifle, while others just a simple metal pipe.



THE TOOLS OF SURVIVAL WILL BE HIDDEN IN PLAIN SIGHT

Commonplace items strewn through the Wasteland can be turned into weapons of destruction and tools for survival. Make yourself at home in abandoned buildings. Raid the liquor cabinets, cash registers, desks, dumpsters, vending machines, and lockers. Take the time you need. But don't dawdle and become an unwelcome houseguest.

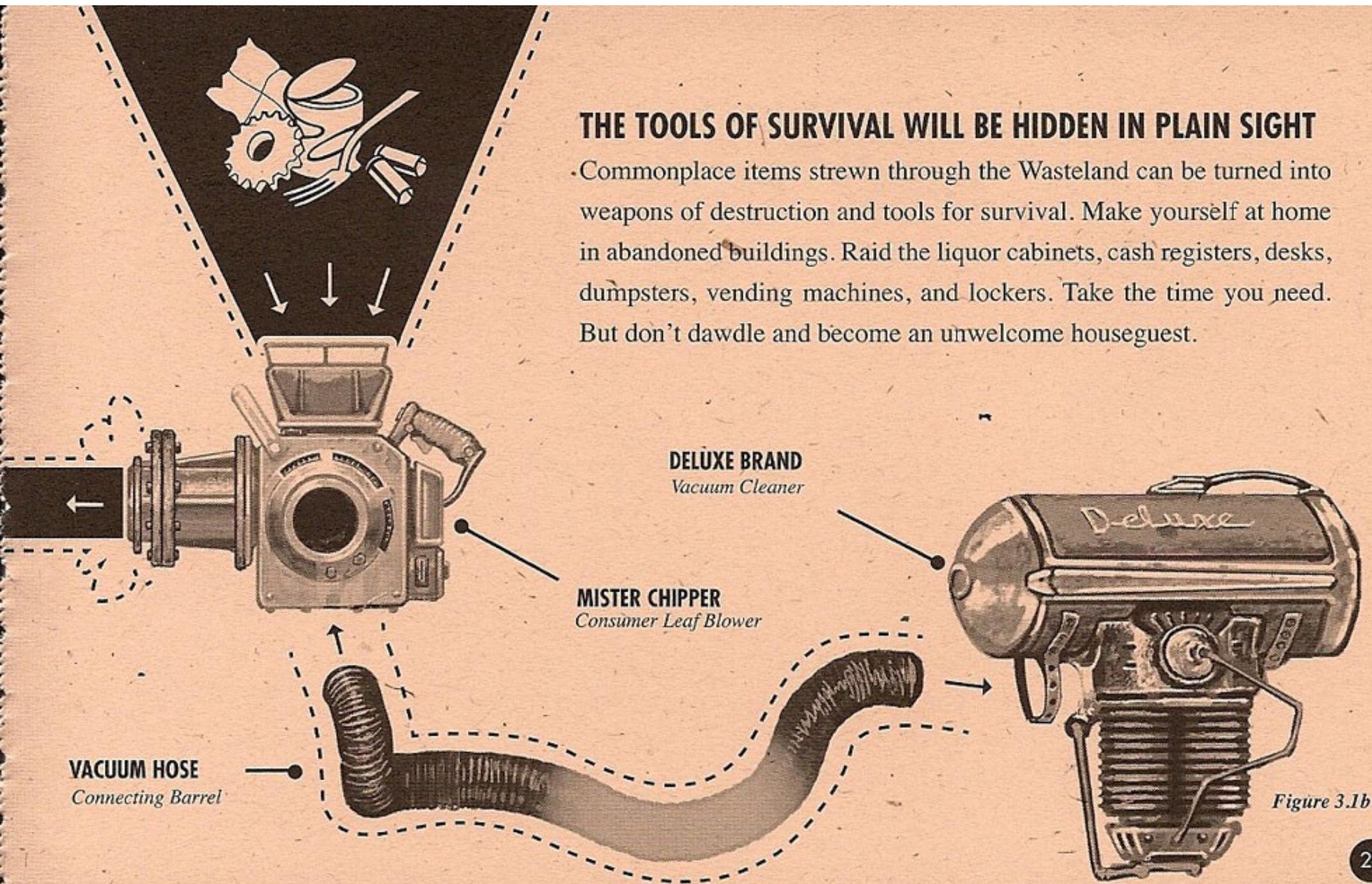


Figure 3.1b

THE UNAPPETIZING TRUTH

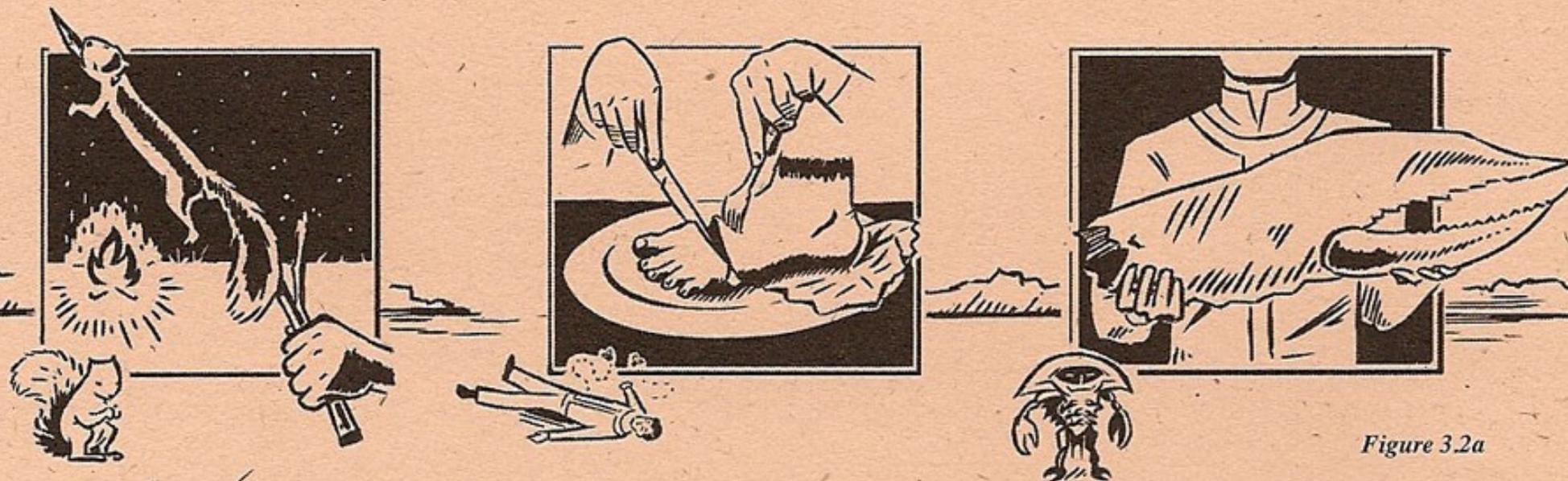
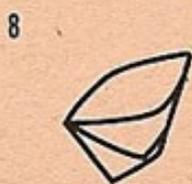
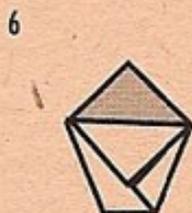
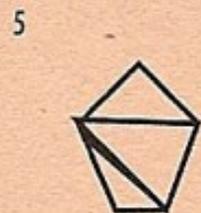
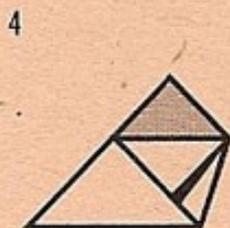
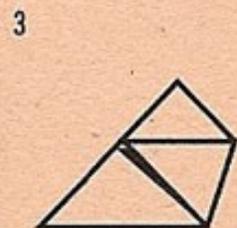
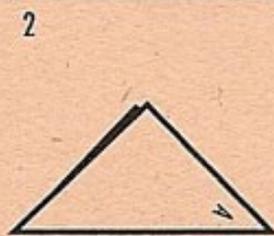


Figure 3.2a

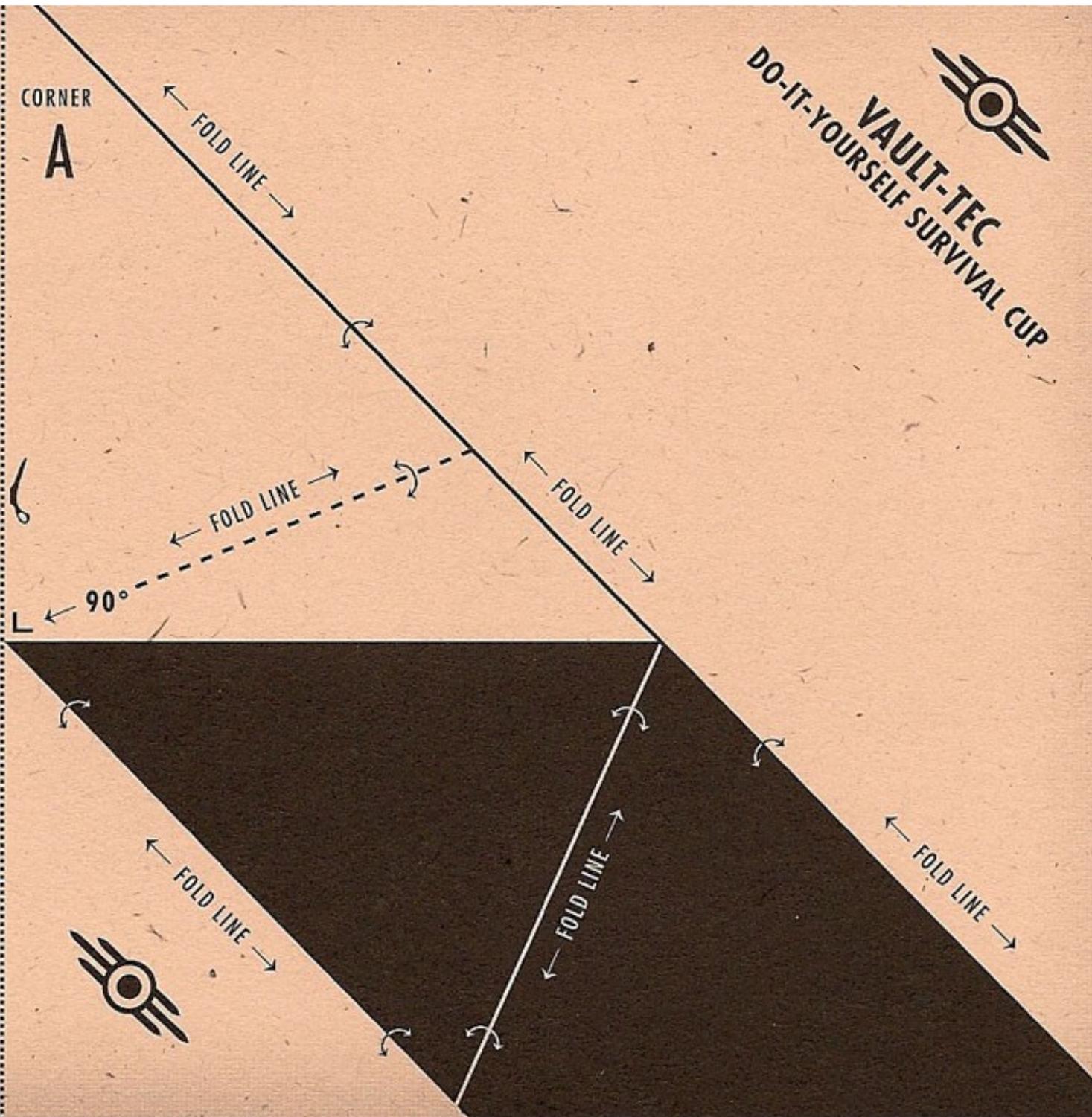
CONSIDER THE SOURCE OF YOUR FOOD

You may have heard rumors that the Wasteland will have no safe food or drink. This is so much bunk. Science shows fresh produce and safe water will be available. However, you will likely encounter the need to eat irradiated food like raw chunks of two-headed Brahmin meat. And, in your darkest of moments, when all options are spent, you may shamefully choose to eat the flesh of your own kind.

EASY-TO-FOLLOW INSTRUCTIONS



CORNER
A




VAULT-TEC
DO-IT-YOURSELF SURVIVAL CUP

REGULAR CHECKUPS

IF YOU BECOME ILL OR INJURED,

do not ignore the pain. The Wasteland is a savage place. An ailment that seems like nothing, such as a small cut, minor sprain, or low-grade fever, can quickly put you in dire peril. Make an effort to prevent any health problems from escalating. Take immediate action, no matter how drastic.

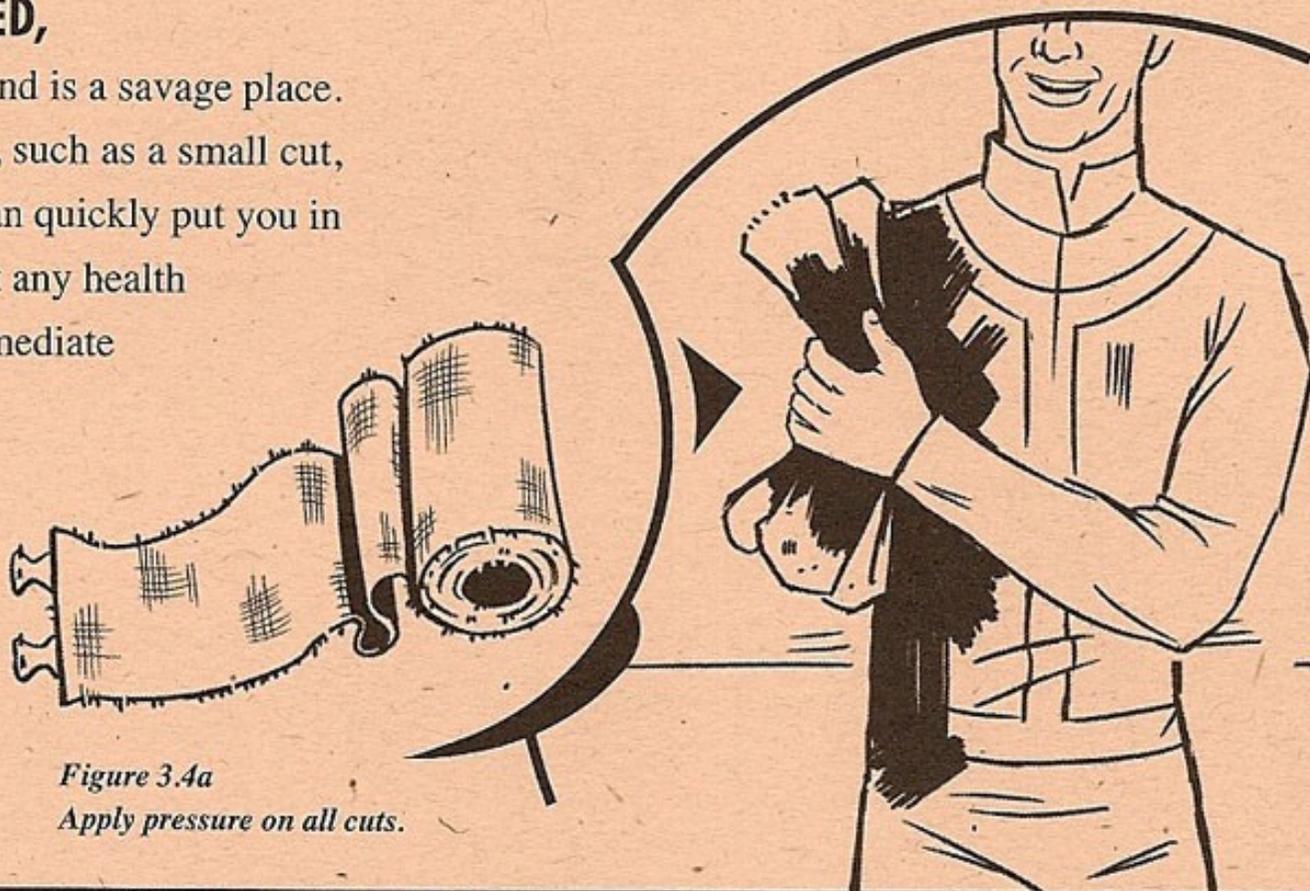


Figure 3.4a
Apply pressure on all cuts.

WEAPONS INDEX

SMALL ARMS

page 35

10 MM PISTOL

HUNTING RIFLE

SAWED-OFF SHOTGUN

10 MM SUBMACHINE GUN

BIG GUNS

page 37

FAT MAN

FLAMER

MINIGUN

MISSILE LAUNCHER

ENERGY WEAPONS

page 38

PLASMA RIFLE

LASER RIFLE

MESMETRON

VDSG PRE VTB-003-101- SECTION 3.5

MIND YOUR MECHANICS

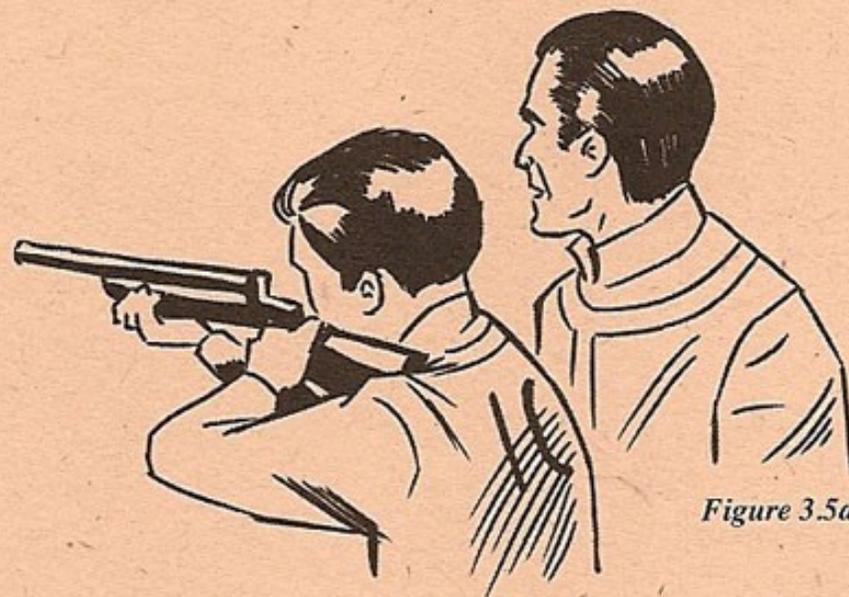


Figure 3.5a

BANG! BANG!

Many weapons will survive the nuclear event and can supply you with a plethora of defense choices. Remember, however, that years of decay will have altered many of these tools. You'll need to find the know-how necessary to repair and maintain any working weapons.

SMALL★ARMS

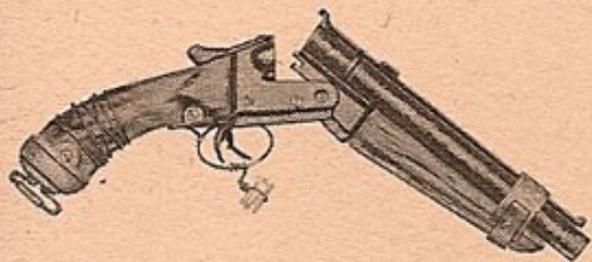
10 MM PISTOL



HUNTING RIFLE



SAWED-OFF SHOTGUN

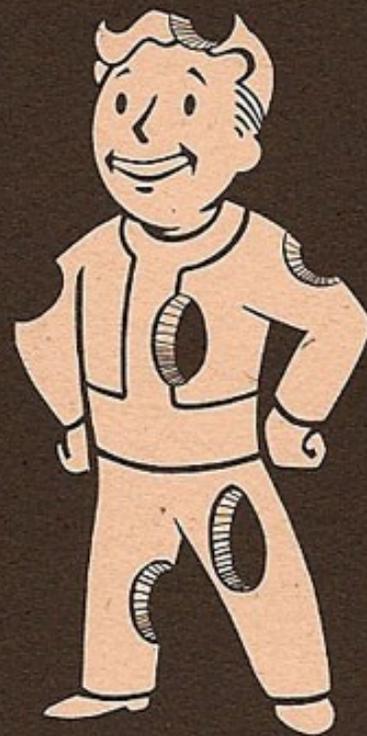


10 MM SUBMACHINE GUN



№ 4

HELPFUL HINT
from Vault Boy!



DO YOU FEEL LUCKY?
TAKE A SHOT.

FAT MAN

The Fat Man Tactical Nuclear Catapult is an effective and speedy method of dispatching enemies.

MICRO-ATOMIC-WARHEAD

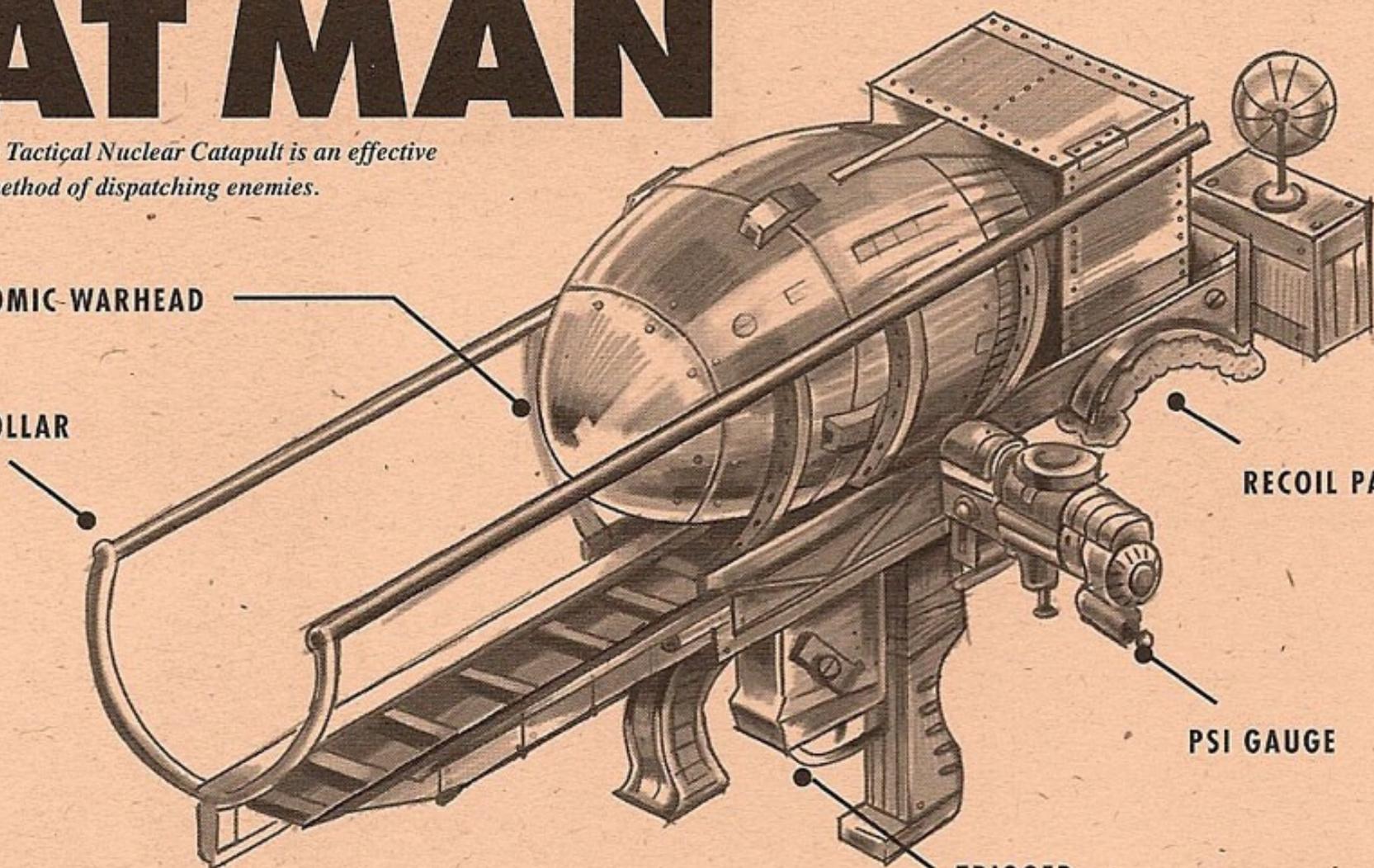
LAUNCH COLLAR

RECOIL PAD

PSI GAUGE

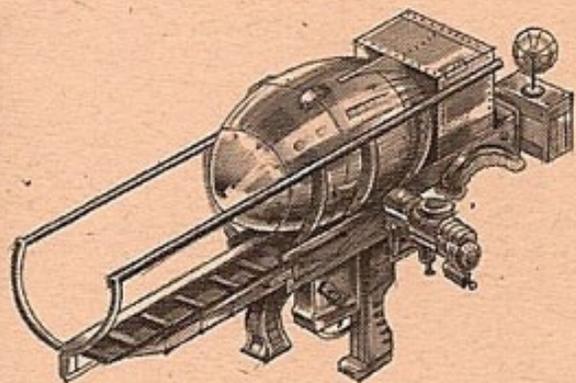
TRIGGER

Figure 3.5b

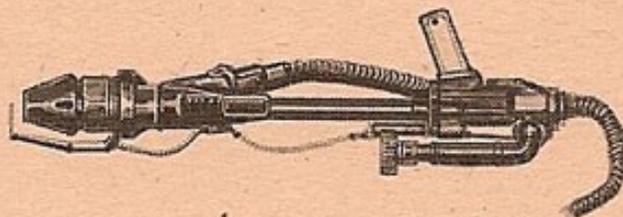


BIG GUNS

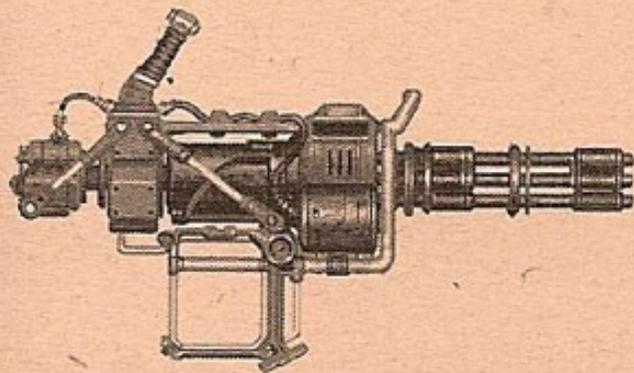
FAT MAN



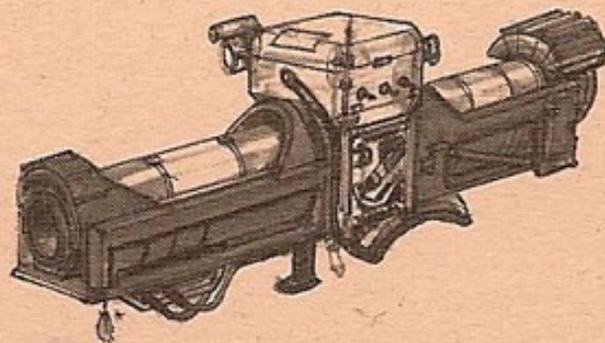
FLAMER



MINIGUN



MISSILE LAUNCHER



№ 5

HELPFUL HINT
from Vault Boy!



FORGET AIMING.
JUST SHOOT.

No 6

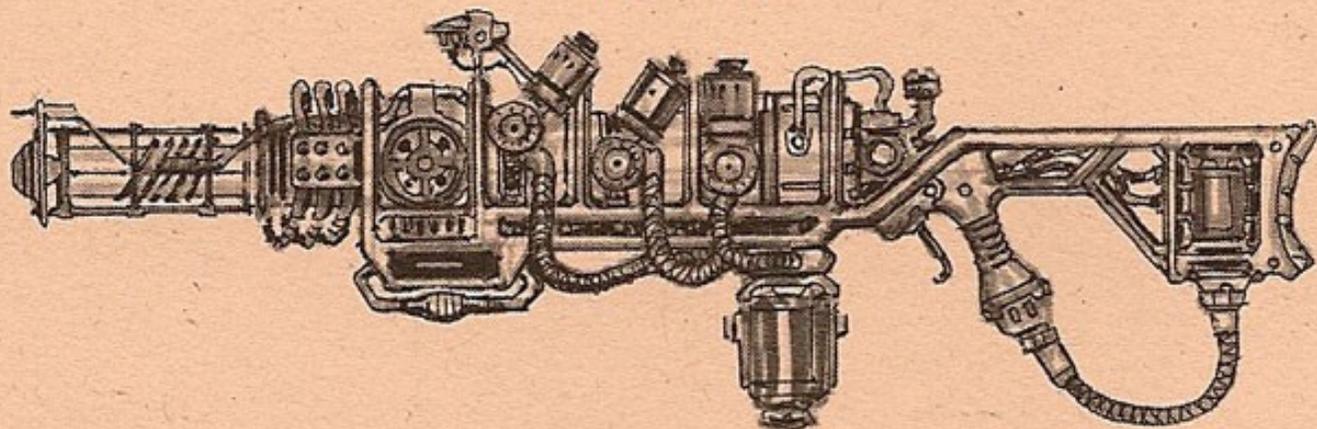
HELPFUL HINT
from Vault Boy!



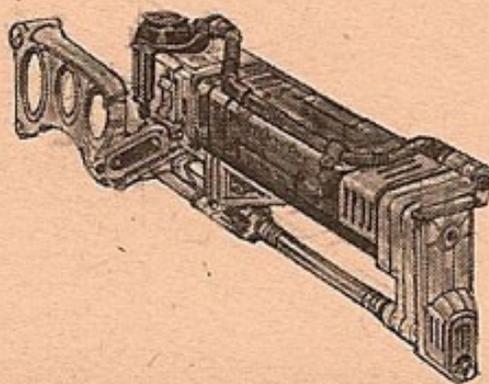
GEE WHIZ.
TURN UP THE JUICE.

ENERGY WEAPONS

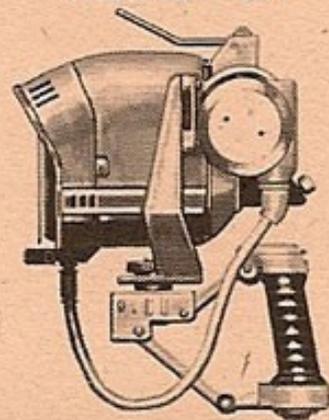
PLASMA RIFLE



LASER RIFLE



MESMETRON



READ • REREAD • RELATE • RESPOND

To truly comprehend this guide, you must study it, taking into account the context of your own experience.

ARE YOU PONDERING LEAVING THE VAULT?

We strongly suggest against it. Reread this book several times. Imagine the bleak future that awaits.

ARE YOU ALREADY ABOVEGROUND?

Panicked? Lonely? In need of medical attention?

Find the sections that correspond most closely to your current situation.

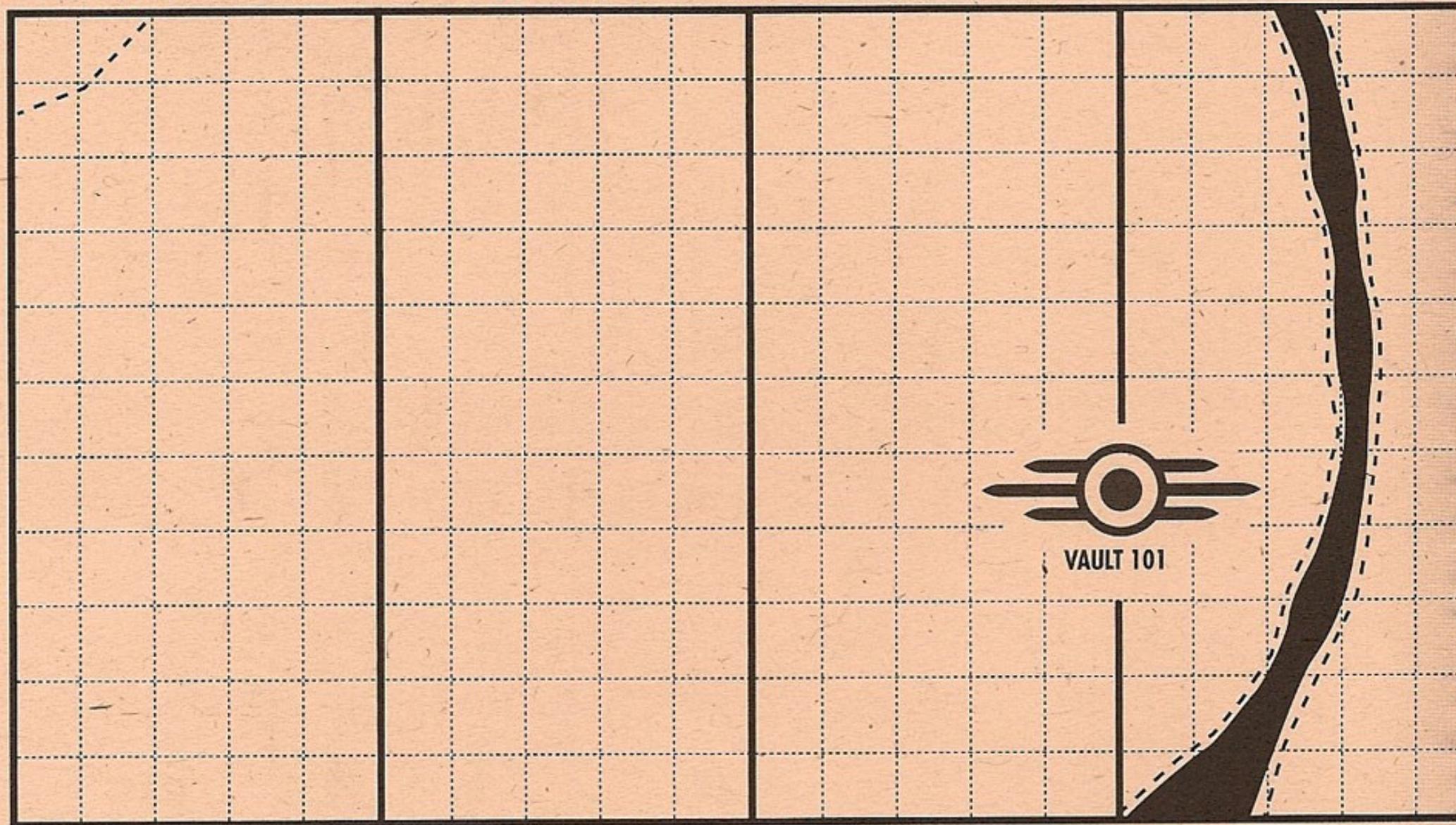
ARE YOU IN IMMEDIATE DANGER?

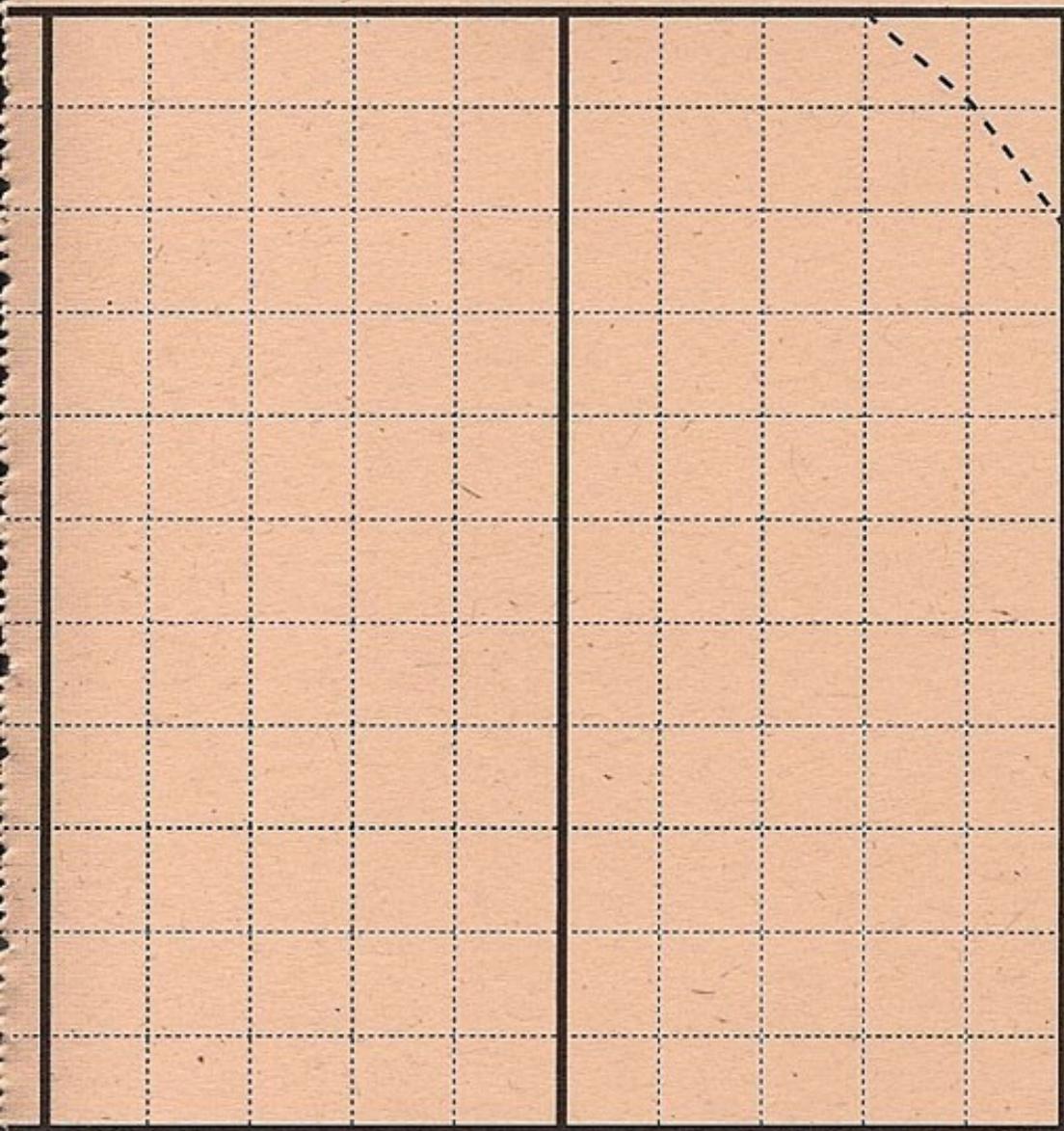
You are beyond help. Drop this book and run.

PASSIVE CONTRACT VT107.29-Q

The act of reading this document (either partially or in its entirety) is a non-verbal agreement between all Vault-Dwelling Parties and Vault-Tec Industries stating that Vault-Tec is not liable for any damages, injuries, or mental anguish inflicted during or after the perusal of the Vault Dweller's Survival Guide, Pocket Reference Edition. Vault Dwellers also agree to refrain from the reproduction, dissemination, or public interpretation of this guide. Furthermore, the availability of this material shall not be construed as approval for leaving the security of the vault. As stated within the Vault Dweller's Protection Agreement (in section 45.6b), "...no member of a vault community may leave the vault without the direct consent of a Vault Overseer or other Vault-Tec Official."

THE CAPITAL WASTELAND - PROXIMITY GRAPH *See figure 1.3b for a detailed artist's rendering of the Wasteland.*





LOCATIONS OF NOTE

Key

Dangerous People



Doctor



Good Water



Hiding Place



Hostile Creatures



Safe Food



Shelter



Supplies



Unsafe Terrain



