

# Fallout Yesterday v0.5

## Main Story Walkthrough



**DISCLAIMER:** This document contains heavy spoilers. The game is still undergoing active development and, as such, contains unfinished content and bugs. This walkthrough only covers the “speedrun version” of the main story for now. There are optional parts to the main story which we still need to implement. It's a huge game, and we must start somewhere. Stay tuned!

**THE PRISONER BUILD:** At the moment, the game can be successfully finished with a Science! character. Think of someone that puts their skill points into Science & Repair and can hack their way through the systems. Put LOTS of skill points into those skills; we're talking -99 penalties here for endgame checks. The build would also be good at sneaking, fighting or lots of drug tolerance because there will be physical obstacles in the way. Other major builds haven't been tested since some of them require access to locations which haven't been finished yet. We are working hard to cover those builds in 2024, so stay tuned!

### ACT I

1. First things first, you must either exit or finish the SimTek hologram by resolving the gang conflict. If you don't want to experience the glorious Scrapheap lovingly ported straight from the Fallout 1 Demo, just turn around and walk to the exit grid.
2. Talk to Welcoming Committee Director (WCD) and afterwards check out your fancy Lil-Pip 3000. Also, check out its Mr. Fixit addon by using Repair on yourself. Useful little thingy.
3. Exit Cell Block 13 and attend your trial ran by ODYSSEUS. Once that circus has ended, head out and explore Tibbets looking for means of your escape. Although Tibbets is your home, you can't stay locked up forever in a prison

that is deteriorating together with its warden. If Tibbets goes down, so does everybody inside it.

4. Look for a kid called Syd somewhere near the Atom bar. You want him to give you WCD's key, which will come in handy. Otherwise, that key can be pickpocketed from WCD.
5. Now you can either wait for Halloween (October 31st) or blow up the turbine. On Halloween, Tibbets will be stormed by mysterious outsiders. Another person of interest is the smuggler standing outside the bar. He can sell you a Mach V Mine, which can be used to blow up the gigantic turbine. Because blowing up that turbine is the best way to start a prison break and possibly open a hole in the complex. But it seems someone has interfered with your plans, for better or worse!
6. Once Tibbets gets stormed, a gaping roof hole will be your way out into the wasteland. It seems you were living underground all this time.
7. Explore the wasteland and engage in adventures until you encounter a small family of prisoners being executed by Tibbets' manhunter robots. A small tribute to the Fallout 2 scene.
8. Check your Lil-Pip for a list of prisoners that are still tracked down by ODYSSEUS. In order to pacify your former "landowner" and make him leave you alone, you'll have to find those persons—dead or alive.
9. Now comes the tricky part. Time to hit the world map until you track down all escapees except Presper and his party. At the moment, you have two options to figure out where they are. One is to visit Boulder Dome and try to board the train you find there. The other way is to find Captain Pierce deep inside the Grand Canyon. He'll hang around the former miner town, now a ghost town. Unless you wasted him in Tibbets earlier. He's the gym asshole Martin. If you have very high Speech, you might even get info from him on where Presper will go next.
10. Once you track them down, or earlier for some always useful XP, you can go back to the small room where your trial was held and use the console to inform ODYSSEUS about each escaped prisoner.
11. After all the escaped prisoners are accounted for, including yourself, the security lockdown will end, and you will be able to descend into the lower parts of Tibbets. Of course, you can do this earlier by hacking one of the elevators but ODYSSEUS won't talk to you just yet.
12. Before you make your way to ODYSSEUS, you might want to check out some optional content that is related to the main story, such as running the Vault 8 simulation, finding the location of VACCS 8 and visiting it in the real world.

Or perhaps visiting Tibbets' Chemical Treatment Area and talking to a certain robo-brain.

13. When you're ready to descend deeper, make your way to the Service Vehicle Depot, aka "the Kennel," where ARGOS resides, then through Mechanics Bay, Robot Maintenance Bay, Arsenal, and finally Defense Tunnels—the firewall of Tibbets. Either sneak or fight your way through to reach Warden ODYSSEUS. These areas don't have all the content yet but it's coming.
14. Use the computer console to finally talk directly to ODYSSEUS. Once the dialogue ends, you have 5 minutes to escape. Use WCD's card and/or Science/Repair to disable the force fields and board the "John Henry" train.
15. Imagine an epic CGI movie of you escaping Tibbets aboard the "John Henry" train.

## **ACT II**

1. Exit Circle Junction and go to Bloomfield. In case you haven't found it yet, search for it in the southwest. If you met Pierce earlier in Act I and managed to persuade him, he will reveal Bloomfield's exact location to you.
2. So, it's a grand old space center overrun by a gang. There seem to be some power issues here, so Rusty Hooks will need an expert (someone not afraid to die from radiation poisoning) to get the Sub-Reactor running better. Go inside the Operations and Communications building and take the elevator deep down to access the Sub-Reactor. Access the computer and divert all power to increase the efficiency from 45% to 85%. See, this is only something an expert could do and live to talk about it.
3. Now you can go up and access the mainframe computer to find out how Presper already boarded Hermes-14 and launched into space. You were too late! What to do? What to do?
4. Go east to the Runway and even further to see that there's Hermes-13 there. Hah! It has seen better days, so let's go back to the Runway and access the computer there.
5. We don't have the required Access Codes, so we'll have to hack the computer twice in order to fool it. These are tough checks with -99 penalties, but you can do them if you leveled up and put enough skill points into Science. You did, right?

6. Run "Mission Control Status" to get a list of requirements for reaching B.O.M.B.-001 space station.
7. To get the rocket fuel, we will need two things: the fuel itself and the means to transport it. You can find out that Fort Abandon has rocket fuel by either liberating it and talking to Kiru or simply by checking out the labels on the spherical white tanks.
8. To transport the fuel from Fort Abandon to Bloomfield, we will use Eddie Galenski's truck. Since he left Boulder Dome in Act II, we will need to find him. Travel the wasteland until you find him and his truck. Help him get the truck into running state again and get the Space Suit from him. How you do all this depends on you. You can be more or less friendly.
9. Let the repair bots from the Launch pad repair the engine sabotage and copy the flight data from Hermes-14. Easy-peasy!
10. Pack your Space Suit and hope it's not leaking.
11. Now that you are ready to blast off, head back to the Operations and Communications building and hack Launch codes. More difficult Science skill checks at a -99 penalty, but I believe in you. You can do it!
12. Imagine an epic CGI movie of Hermes-13 launching into space and docking onto B.O.M.B.-001.

## **ACT III**

1. Welcome to B.O.M.B.-001! Prepare for a cold welcome, as security bots have noticed you docked, and Presper enabled safety protocols. You can hear the speakers informing you that orbital bombardment will commence in 2 hours, so we don't have all the time in the world. How you go about this depends completely on you. There are multiple choices to be made here.
2. This part is optional, so if you want to see lots of fireworks later on, skip it. A total of 8 nuclear warheads will launch, and you have enough time to block the outer hull doors for 5 of them. This will save lives but will cause catastrophic integrity loss of the station as you can imagine what happens when firing rockets have nowhere to go. To do this, you can access the military SimTek to open the door and use the handwheel to crank those missile outer hull doors and block anyone from gaining remote access. Prepare for lots of cranking.

3. Once you're done here, head to the east exit doors. It's time for a spacewalk. This part was a bit rushed; there will be more safety measures implemented regarding inner/outer door control, but for now, you'll just need a spacesuit. Unless you want to see the explosive effect of space on your unprotected body. I know it's not scientifically accurate, but hey, it's retro Science!
4. Prepare to fight some security robots or sneak/run past them.
5. Once inside the Command Center, you can either go straight for it or go south for the reactor, which you can either overload or blow up. Overloading means you manipulate the console with the red wheel, while blowing it up means you'll have to destroy 4 Tesla Coils MK II firing lightning at you. Good luck with that, commando!
6. Once you are ready, lockpick the Command Center door or access the eye scanner next to it. If you access the eye scanner, you'll fall into a little trap set up by Presper. He knows that while in Tibbets, you have been conditioned (brainwashed) to be susceptible to CODE messages, so he sends you on a little journey for two reasons. One is to try and change your mind, and the second is to buy himself even more time. Either way works for him.
7. Talk to "Presper," and once you wake up, head again to the Command Center. I really hope you got rid of those security robots. The Command Center door is unlocked now.
8. Use the left console to retarget the missiles if you want to. Different targets mean different end game content.
9. You can't talk to others from Presper's party yet; they are here to make sure you think twice before harming Presper. They also want to make sure everything they worked for goes according to the plan. Talk to Presper or just run by going for the escape pod hatch.
10. Imagine an epic CGI video of nukes and a space station blowing up that would make Michael Bay happy.
11. Congratulations on finishing Fallout Yesterday! Enjoy the results of your actions in a (for now) silent narration. See you in the next update!