

Fallout

BROTHERHOOD OF STEEL

To Mom
♡
Billy Bob

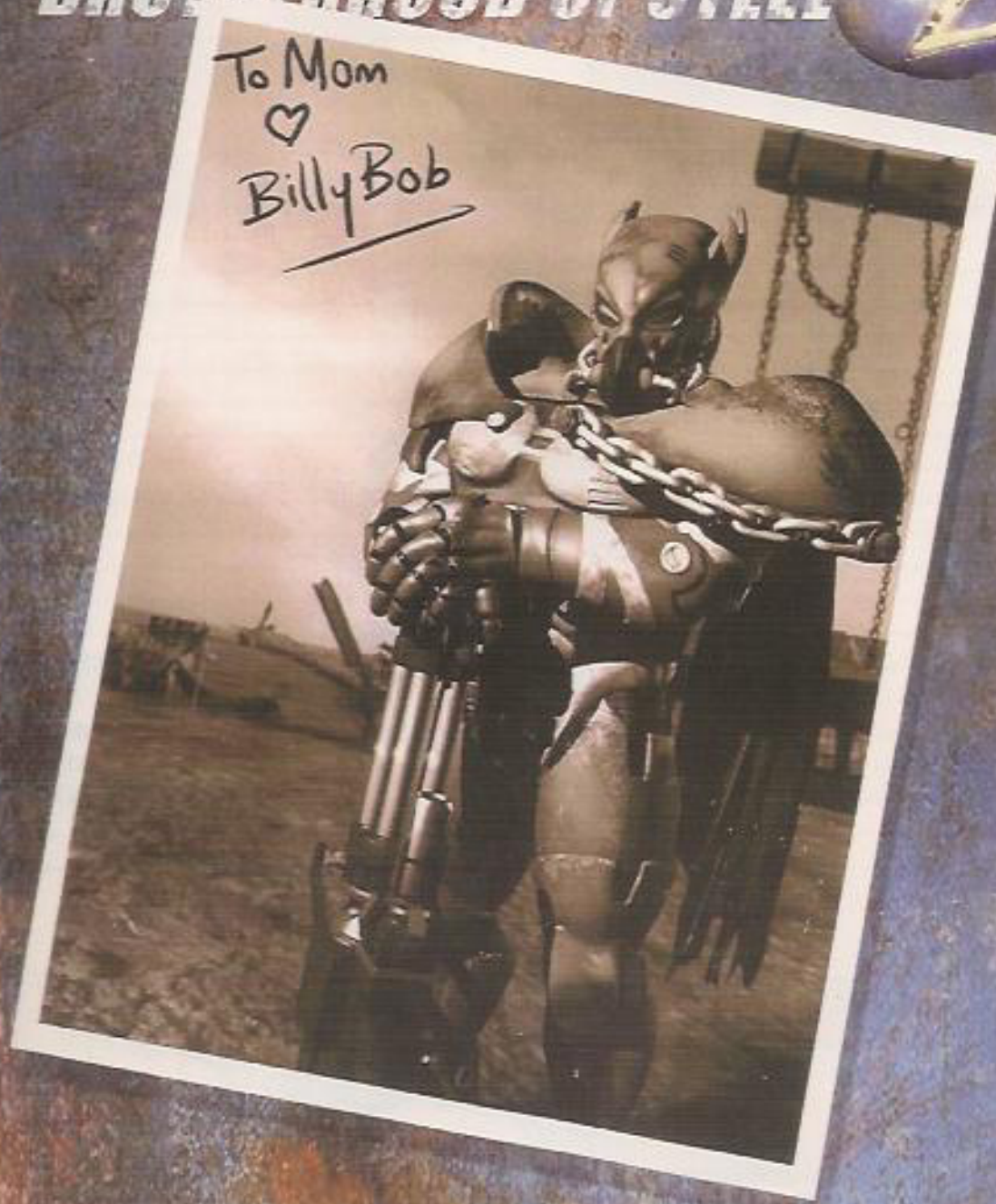
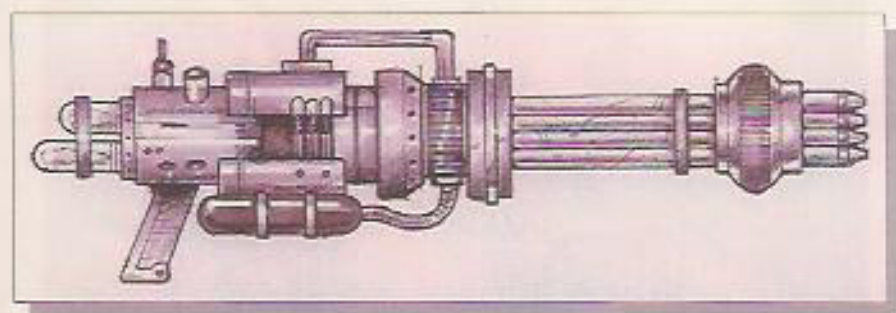


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Fallout: Brotherhood of Steel 2

Overview

Play It Again, Harold

Fallout: Brotherhood of Steel 2 builds on the grand tradition of its predecessor. The original **Fallout: Brotherhood of Steel** was basically a high-octane action-RPG that took the Fallout universe to a whole new level. The sequel will take this a step beyond, adding new quests, new towns, new player characters, new weapons... you get the drift. Basically you take everything that was fun about **Brotherhood of Steel** and then crank it all up to 11.

This isn't to say that **Fallout: Brotherhood of Steel 2** (or **FBOS 2** as we call it) is just a rehash of the first one. Most experiences for the player are getting a major overhaul. In fact, most of the quest structure and character structure is going back to what made the original **Fallout** fun.



Key Points

Console: Playstation 2

Peripherals: Analog Controller (DUALSHOCK™ 2), Memory Card (8MB)(for Playstation® 2)

Genre: Action \ RPG. Combat heavy action mixed with four distinct characters, each with their own skill set.

Target audience: Males ages 18-28, both gamers and mass market.

Gameplay: *Baldur's Gate: Dark Alliance, Hunter: The Reckoning, Gauntlet: Legends, Fallout, Fallout 2, Fallout Tactics, Crusader, Diablo 2*

Style: *Mad Max, The Road Warrior, 50's sci-fi films*



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Goals for FBOS 2

- **To continue the FBOS line with a action-packed sequel.** With more guns, more creatures and more flexibility to the quest structure. This includes:
 - **Reputation.** The game will unfold depending on what the player does. If the player wants to be the Hero who rescues small kittens from trees, the game will progress along those lines. However, if he wants to be the Scourge of the Wastes, and shoot little old ladies who are trying to cross the road, the game will shift accordingly.
 - **New Items.** The game will include 14 new weapons, 10 new monsters, and 4 different player characters. It will also include new quests and a whole new storyline.
- **Stroking the Player's Ego.** Whether the player plays the game as a good guy or a bad guy, the world should quake when he walks past.
- **Character Development and Replayability.** There are four playable characters in *FBOS 2*, each with his or her own skill sets. The game will be tailored so that one person playing the gun maniac will have a completely different experience than the person playing the Black Ops soldier.
- **Reuse the *Fallout: Brotherhood of Steel* engine.** We've now had time to flesh the engine out, so that means we can spend more time refining the experience for the player.
- **Mature audience.** Also continuing the tradition of the *Fallout* games, the game will have plenty of ugly monsters to gib, NPCs to seduce and cuss out, and plenty of the black humor that the series is known for.
- **Multi-Player.** Join a friend for blood and carnage! Play *Brotherhood of Steel 2* alone, or have a friend join you in 2-player cooperative multiplayer mode. Imagine your friend sneaking through a door, or blowing open a safe, while you go in guns blazing. Extra areas and secrets will also be available only in multiplayer mode.
- **Targeted for release in Q4 of 2004.** All of the design points to a kick-ass game that can be ready for the Christmas season, 2004.



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Stealth and Sniping

And for those who like the finer things in life? There's the Stealth Character. A brand new Sneak Mode will be added to *FBOS 2*, as well as other thieving abilities, such as Lockpicking, Stealing and Backstabbing. The shadier player can sneak up to a Ghoul, take him by the throat and slit open the jugular. Is there a Super Mutant patrolling down at the end of the hallway? No problem. Just pull out your trusty Sniper Rifle and take him down with a shot to the head.



Different Strokes for Different Folks

So how do the different characters and their skills make the gameplay vary? Harkening back to the original *Fallout*, *FBOS 2* will have a quest structure that is directly related to two things: The Player's Skills and the Player's Reputation. Do you want to play the game as a sneaky assassin who doesn't care about morals? The quest structure will let you. Do you want to play the lone hero, always saving the innocent and the weak? You can do that too.



What the player does in the game will affect what happens later on. Remember all those puppies you shot down in Lubbock? Well, the Lawmen in Lone Star will remember, and they'll react accordingly. Not only that, but if your reputation gets low enough, you'll get lucrative side quests from the dregs of society. Quests those do-gooders wouldn't even touch.

And the same goes for the other end. If you're known for helping old ladies across the street, then the Lawmen will have some jobs for you.

While the main quest stays linear, what you do to get to the end is entirely up to you.

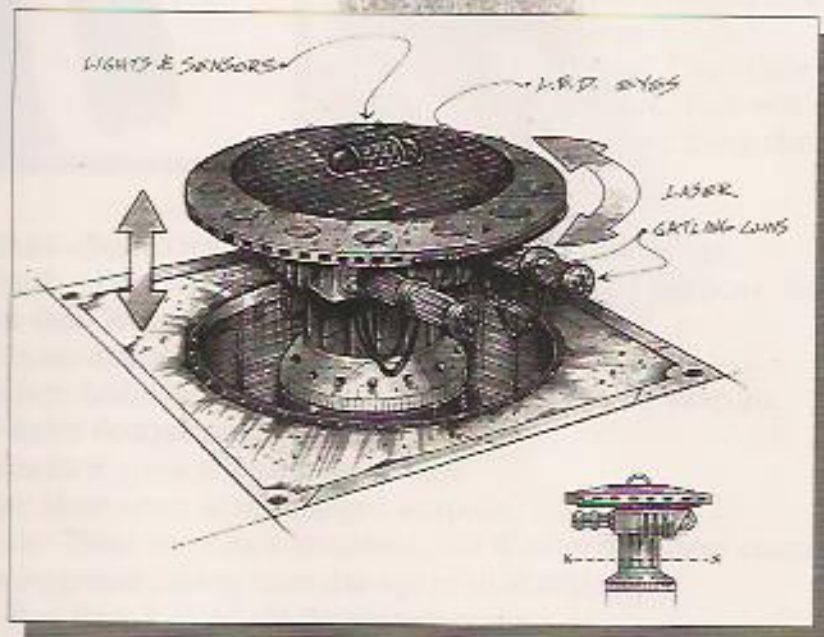
Sniping and Turret Mode

Fallout: Brotherhood of Steel 2 will also introduce Sniping Mode. Basically it works like this: the player equips the Sniper Rifle and activates its special attack. The player's character then lies down on the ground, and the player now has control of a targeting cursor. This cursor is then used to fire the sniper round, doing upwards of 2x normal damage. This cursor is restricted by line of sight and the player's Sniper Skill.



There is also Turret Mode, for those characters that cannot shoot the Sniper Rifle. Turret Mode is basically the same as Sniper Mode, except now the player is in control of a heavy machine gun turret.

There will be missions in the game where you have to take out a bad guy, or in which you have to mow down an army with a single machine-gun turret. All in all it comes down to a variety of gameplay.



Player Characters



Lilith

Background: Lilith grew up in the BOS, like most recruits. She is extremely hot-tempered and rash, but her range skills are unequaled. Most of the elders in the BOS put up with her attitude because of her potential.

Physical Description: Lilith is Latino, with short black hair, green eyes and a killer body. She has no tattoos, and tends to wear a sports bra under her tank top. She likes to wear jean shorts, almost like Laura Croft shorts.

Weapon Preference: Lilith can use Dual Weapons, but cannot use Big Guns. She is fast, but her health is less than the others. She also gets a good opening bonus for all Small Guns (Pistols and Rifles). Cannot set traps.

Special Abilities: *Each character has three different special abilities that the player can buy throughout the game.*

- 1) Dual Weapons: Opens up Dual Weapons.
- 2) Energy Charge: The ability to charge up energy weapons. Use Square button to charge.
- 3) Final Move: Unload Clip: Only works if the player has a ranged weapon in hand. This will unload 20 bullets into the enemies around the player. Long charge up time.

- A. Weapon Skill – Small Gun: Adds damage to your ranged weapons.
- B. Weapon Skill – Dual Weapons: Adds damage to all dual weapons. Not available until the player unlocks the Dual Weapons skill.
- C. Future Woman: Additional critical chance to all energy weapons.
- D. Desert Soldier: Additional critical chance to all conventional weapons.
- E. Catlike: Faster dodges and melee.
- F. Sadistic: Health is given when a creature dies.
- G. Gun Dodge: More armor against ranged weapons.
- H. Thrill Junkie: There are certain situations, like if more than three enemies are attacking, that Lilith becomes a juggernaut, doing more damage to all attacks.
- I. Woman's Best Friend: Good old doggie companion.

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Maxus



Background: Maxus never liked the quiet life. When he was a teenager, he ran into a Brotherhood Paladin, who convinced him to join the cause. While Maxus doesn't like small guns too much, the large weapons in the BOS arsenal impressed him. He is the only link to FBOS 1, as his father was, you guessed it, Cyrus.

Physical Description: Similar to Cyrus, of course, except a bit smaller. Maxus likes jeans and a simple t-shirt.

Weapon Preference: Maxus can use Big Guns, but cannot use Dual Weapons. He also has a disadvantage with all Small Guns. He gets a good opening bonus to melee weapons. Cannot set traps.

Special Abilities:

- 1) 1-2-3 Combo: Opens up the ability to do the third attack on all melee weapons.
- 2) Melee Charge: The ability to charge up melee weapons. Use Square button to charge.
- 3) Final Move: Flaming Fist of Death: Maxus' weapon disappears, and he charges up. Then he does a five-hit combo on the creature in front of him. Long charge up time.

- A. Weapon Skill - Melee: Added damage to melee weapons
- B. Weapon Skill - Big Guns: Added damage to all Big Guns.
- C. Butcher: Added crit chance to knives
- D. Heavy Hitter: Added crit chance to hammers
- E. Adrenaline Rush: When health goes below 40%, all melee attacks do more damage.
- F. Hand 2 Hand Dodge: More armor against melee attacks
- G. Sadistic: Health is given when a creature dies.
- H. Hit One Out of the Park: Increases knock-back on all melee weapons.
- I. Man's Best Friend: You get the doggie.

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Jaffe

Background: Like Lilith, Jaffe grew up in the BOS, and from an early age he was fascinated by fire. He also had a fascination with taking things apart and putting them back together again. As time went on, he was sent to the demolitions department of the BOS for R&D, but as the tension between the NCR and the Brotherhood mounted, they pulled him for active duty.

Physical Description: Jaffe is a short, yet thick man about five feet, six inches tall. He has little neck and likes to wear a nice little beatnik goatee perched on the tip of his chin.

Weapon Preference: Jaffe can use all weapons except Dual Weapons. He starts with an advantage to all Explosive Weapons. He can also get the ability to Set Traps.

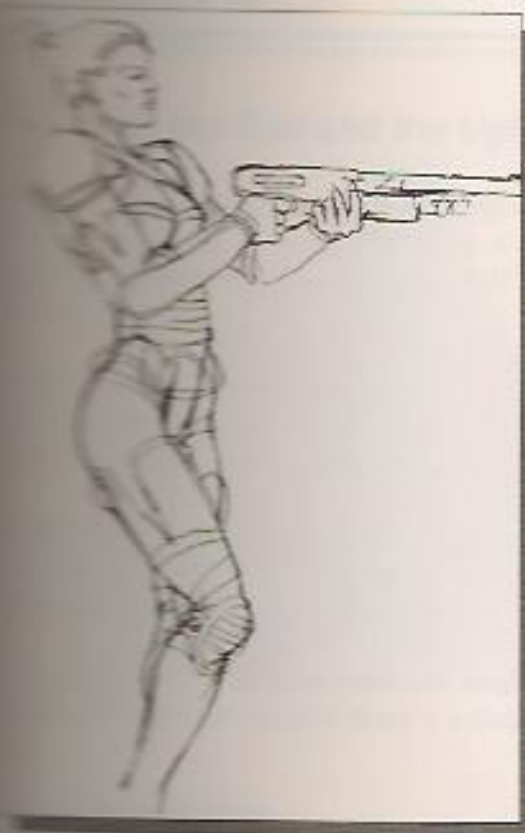
Special Abilities:

- 1) Set Traps: The ability to set explosive traps, like landmines and such. Use Square button.
- 2) Quick Hands: The ability to throw out four grenades out in a fan of death. There is a charge up time.
- 3) Final Move: Death Flower: 12 grenades pop out, making a circle around the player. Jaffe then drops to the ground to cover his head as everything explodes. Long charge up time.

- A. Weapon Skill – Explosives: Added damage to explosives
- B. Weapon Skill – Flame: Added damage to all flame weapons
- C. Pyromaniac: Added crit chance to all flame weapons
- D. Demolitions Expert: Added crit chance to all explosive weapons
- E. Fixer: The ability to make weapons.
- F. Duck and Roll: Armor added against explosive and fire attacks
- G. Electronics: The ability to control electronic devices
- H. Crazy Midnight Bomber: When health drops below 40%, all explosive and flame attacks do more damage.

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Scarlet



Background: Scarlet was born an albino, and her fellow citizens immediately left her out to die in the desert. An old mutant named Harold found her, and took her in. She traveled with him all over California, listening to his tales of adventure with the Vault Dweller. Finally, when she was old enough, she joined the Brotherhood, thinking that she would one day return to her birthplace and raze it to the ground. Her initial tests showed a certain... moral ambiguity that led her into the Brotherhood's special ops division. There she learned the art of snipers and stealth, and she became of the best black ops the BOS had ever seen.

Physical Description: Scarlet is what one would call an "albino hotty". She has pale, almost white skin, with thick white hair. She is five foot seven, and has a body to die for. She dresses in red leather, like a red version of Trinity in the Matrix movies.

Weapon Preference: Scarlet can use all weapons in the game, but she has a disadvantage to each. Also, her Stealth Skill does not work when handling Big Guns. She is proficient in rifles.

Special Abilities:

1. **Death Dealer:** This gives the player a 10% chance of instantly killing any creature.
2. **Five Lives:** This gives the player a 20% of getting up from a fatal wound.
3. **Final Move: Nightstalker:** If Scarlet drops down below 20% health, she can press the Square button to go invisible for ten seconds. Either to get away or attack without counterattack.

Skills:

- A. **Weapon Skill - Knives:** Adds damage to all bladed weapons.
- B. **Weapon Skill - Sniper:** Adds damage to all rifles.
- C. **Assassin:** Added crit to all weapons.
- D. **Awareness:** This is a strange ability to make creatures turn from the player. There is a percentage chance that this will work.
- E. **Catlike:** Speed added to Melee and Dodging.
- F. **Stealth:** The ability to sneak.
- G. **Lock Picking:** The ability to pick locks.
- H. **Stealing:** The ability to steal from merchants.

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Critters

The Good, the Bad and the Ugly

How often would a Fallout game be without a wide variety of creatures and people who would rather gnaw on your leg than look at you? There are a variety of baddies in the Wastes. Some will become your friends depending on your reputation. Some will shoot first and ask questions later. And still others will try to use you as their new toy.

Why would you want to kill things? Besides from the obvious fun of watching a Rad Scorpion blow up into bloody chunky bits, the player has the satisfaction of looting the bodies and gaining valuable experience points. Plus, did I mention that it was just plain fun?

Be very careful, because what you do and who you kill could come back and haunt you. Think it's funny to kill a bunch of thieves and cutthroats in the beginning of the game? Well, it is until the buddies of those thieves and cutthroats meet up with you in a dark alley later on...

There are a total of **10 new creature models** in *FBOS 2*. That's not including all the old models from the first game. And this time around there's a little more variety, giving us a plethora of critters for the player to deal with.



Friends

Who your friends are depends on your reputation. If you're generally liked by the populous, the Lawmen might be willing to talk to you. If you're lower than a rattler's belly, than the Lawmen might open fire on sight. The good news is that those thieves and cutthroats mentioned earlier might really like you.

For the most part, your friends will help you by giving you quests, experience points, items to barter with, etc, etc. Just don't expect them to be very generous if you decide to blow up their town.

Friends consist of **Humans**, **Super Mutants** or **Ghouls**, depending on your reputation.



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The Bad Guys

These are a little easier to categorize. That's because these critters will either start shooting at you as soon as you see you (The Jackal Raiders) or they'll start chewing on your backside simply because it tastes good (wild varmints). Here's a quick rundown of the varmints that you'll have to send back to the dust where they came from.

The Jackals:

These are the only Raiders in the game that will attack on sight, no matter if you are Blackbeard the Great or Mother Teresa. The good news is that you can pretty much have fun destroying every last one of these varmints.

Different groups will have different levels of equipment. Some might be little more than psychotic junkies with knives and nothing to lose... others may have the equipment and the training of a small army. None of them like you.

Varmints:

This pretty much sums up the wildlife of *FBOS 2*. As the player progresses through the Wastes, he can encounter mutated critters. Anything from Giant Rattlers to Mutated Prairie Dogs.

With some Mutated Plants and Fish and you get a really concoction. Here are some of the more really creatures of the Texas countryside:



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The Texas Rattler: This giant rattlesnake is no bark and all bite. Weighing in at 500 pounds and standing almost six feet tall when coiled, this critter can really ruin a man's day. The good news? The radiation and the growth diluted their poison. Now you'll only get sick if they bite you, instead of stone cold dead. Of course, they don't need poison that much. Not with fangs six inches long...



Giant Naked Molerats: Yup, the Naked Molerats from *Fallout 1* are back after a long hiatus. And they're meaner than ever. Standing over three feet at the shoulder, and weighing in at around 200 pounds, these critters are fierce and dangerous, and ten times as ugly. The only good news is that their eyesight is poor in the daylight. You just don't want to meet one in a dank, dark cave.



Wild Mutant Coyotes: Imagine a large, wolf-sized coyote trying to take your face off. Now imagine a pack of them. Sound like fun? Then you'll love these scavengers. They hunt in groups, and they are always looking for a little meal to tide them over until nighttime. You just happen to be the next thing on the menu.



Other Critters: Besides these, there are other creatures ready to take a chunk out of your hide. Giant Kangaroo Rat, Mutant Plants and Fish and others are out there waiting for you to come and turn them into Kibble. Add to those the old favorites from *Fallout: Brotherhood of Steel*, like the **Deathclaws**, **Rad Scorpions** and **Giant Bats**, and we'll have plenty of stuff for the player to kill.

And don't forget the humans, Super Mutants, Ghouls and Raiders that are on opposite factions than you. All in all, the action never quits in *FBOS 2*.

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Stage Bosses

Stage bosses are special creatures who mark the end of each segment of the game. In some cases, stage bosses are variations on the general population of creatures – an Albino Rattlesnake may be a stage boss early in the game, but may be encountered in groups later on. In other cases, stage bosses are completely new creatures ... individuals who have an important role in the story as enemies of the player character and humanity in general. Either way, stage bosses are meant to be tough, look deadly, and act smart. It's rare that you'll be able to beat a stage boss through brute force. More often, defeating a stage boss will require a more "puzzle-ish" solution, requiring the player to make use of the environment or employ particular strategies.



Equipment

Survival 101

No game would be Fallout without equipment. Guns, knives, Geiger meters, stimpacks, and Rad-X. All things that the survivor needs to get through the hazards of the Wasteland. Here's a small sample of the implements of carnage at the player's fingertips:

Guns, Guns and More Guns

Let's face it. The one thing people like the most about Fallout are the guns. Sure people use melee every once in awhile, and we even have a melee-based character. But the thing that gives us the biggest thrill is watching away a Super Mutant with a high-powered Plasma Cannon when he even gets down the hallway. Because of this, the emphasis in *FALLOUT 2* will be the guns. 10 new guns will be introduced, and the older weapons from the original are scaled back accordingly.

The setup is also going to stay the same. Target your enemy with the shoulder button, and strafe around them, with the occasional dodge to get out of the way. Some of the new weapons are: a handheld rocket launcher for those who can't use Big Guns, a gun that shoots a rapid spread of red-hot needles, a sniper weapon with its own Super Mode, and more.



Up Close and Personal

Although the emphasis is on ranged combat, there are still enough melee weapons for those who like getting up close and personal. Both Maxus and Scarlet are melee specialists, and each will have advantages using the myriad of blades and hammers in the game. Scarlet will be especially deadly with her various swords that only she can use. There will also be more melee combos in the game, making the hand to hand a little more intricate.

Uber Weapons

Not only does the player have a choice of 40+ ranged and mini-weapons, but there is also an Uber Weapon he can construct as he makes his way through the game. This Uber Weapon will be broken into 5 parts, each scattered through the levels. The player can either put this weapon together himself (if he's playing Jaffe), or he can pay an NPC to put it together for him.

The following are the Uber Weapons, by character:

Name:
Weapon Name: Dual "Squirts"

This dual mini-rocket launcher needs some enhancements before she can wield two of them for maximum destructive power:

1. "Squirt" Mini-Rocket Launcher Pistol
2. Second "Squirt" Mini-Rocket Launcher Pistol
3. Metal Braces
4. Stabilizer
5. Mini-Rocket Ammo Feed

Name:
Weapon Name: Tesla Cannon

Talk about a work of art. The Tesla Cannon is a high-powered mass-cannon, throwing tessellated plasma forward in an orgy of death and destruction. Don't try this at home:

1. Plasma Cannon
2. Tesla Coils
3. Pip Boy Bounding Glue
4. Unlicensed Nuclear Reactor Core
5. Steam Line



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Weapon Name: "Fat Boy" Portable Nuclear

Presenting the "Fat Boy", for all your daily needs. This handy little baby packs all the power of a nuclear bomb, with little of the clean up! Batteries required.

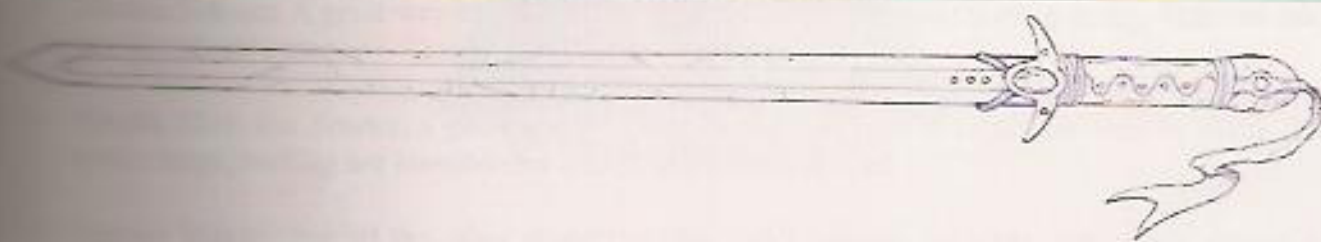
1. Homemade Plasma Mine
2. Mail Order Uranium Kit
3. Pip Boy Neutron Generator
4. Conductive Sphere
5. Radiation Dampener Device



Weapon Name: Ancient "Dragon Heart" Tang of Quiet Death

Legend says that this ancient weapon could cleave stone bricks and still be able to chop up aluminum cans. It is rumored that this sword was broken into five parts, to protect the world against its destructive power.

1. Dragon Hilt of Destruction
2. Crosspiece of Doom
3. Talon Jewel of Ghastly Rewards
4. Sword Blade of Death
5. Mononuclear Sharpening Device



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Other Equipment

Which, of course, leaves us with the rest of the equipment in *FBOS 2*.

The usual Health Kits are in the game, including **Stimpak**, **Rad-X** and **Psycho**. Some other equipment that the player might find useful:

- **Armor:** There will be various pieces of armor scattered throughout the game, from **Leather Armor** to **Advanced Power Armor**. Like *Fallout: Brotherhood of Steel*, the player's character will be updated as the character dons armor.
- **Nightvision Goggles:** This is the state of the art in night vision. Put these on and the screen goes green, and all your enemies pop out like fireflies. Don't ever let them sneak up on you when the sun goes down!
- **Underwater Suit:** For those days when you really need to walk on the ocean floor. This handy-dandy scuba kit let's you enter the *FBOS 2* underwater level, where you'll have to battle mutant piranhas.
- **Car:** At one point in *FBOS 2*, the player will come into possession of a car. This handy vehicle will help him go back to previous levels, or go on to the next level without having to walk the great distances between towns.
- **Motion Sensor:** A great way to tell where the enemies are and what they're doing. This can hook right into the player's map.
- **Stealth Girl:** For **Scarlet**, a great way to get past the bad guys is to not be seen by them. This little device helps, making her **invisible** for a time. Batteries Required.
- **Energy Shield:** For all the other characters that can't become invisible, this handy device makes a small, personal energy shield for those critters that hit extremely hard.



Story and Quests

Life is a Stage

When you think of the *Fallout* series of games, a few things always come to mind. A good story, with multiple locations. Quests with different solutions depending on what character you play. Grungy, broken down cities, blasted wastelands and clean, sterile Vaults.

And that, and more.

No great game can get away with having a bad story. A great story in a game can be hampered by a poor game. The good news about *FBOS 2* is that now that the core of the game is done and polished, we can focus on making a great game AND a great story. For only those games that give you all will be remembered for years to come.



Quest Structure

In *FBOS 2*, the quest structure will be set up a bit differently. Not only will quests be based on the player's character, but also on his skill set.

Let's say that you need to get through a locked door. If you're playing Scarlet, you could set up your electronic lock, walk and have that door open in a minute flat. If you're playing Jaffe, you could hook up a block of dynamite to the door and just blow the damn thing open. (Although that would alert every bad guy within a city block to your presence). If you're playing Maxus or Lilith, you could find the control room, shoot everyone inside and then open the door through the control panel.

Halfway through the game, the main plot will branch, giving the player a chance to play on either the side of good, or evil. The main game will be geared towards giving the player the illusion of choice in a linear structure.



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The Background For the Story

Miles Reese joined a raider group who called themselves the Cyphers. These raiders were the complete opposite of the Brotherhood of Steel. Instead of revering technology, the Cyphers hate it. Yet, even in their opinion, Reese was too reactionary for their tastes. His hatred for the Brotherhood ran deep, and he wanted to wage war on them.

It was while he was doing research that Reese discovered the GECK, or Garden of Eden Construction Kit. Knowing that the GECK had the ability to transform the land, he thought this might be the key to a new world. So one day Reese found the Nursery, where the GECK was made, and stole the prototype.

However, as Reese headed down to the Gulf of Mexico, the prototype started working on the way down, leaving a strange patchwork of plants all across the countryside. When he hits the Gulf of Mexico, he finds his source of life, and then spends the next five years working on making the GECK bigger and better. But no one could predict what effect a magnified GECK could have on the FEV environment. Strange weather effects, people popping up in the middle of the desert, and the Gulf... came back, flooding the military compound. Reese's bio-tech compensated, making an organic shell around the base, and air holes to the surface of the water. And still he worked on creating a new world... one without humans... an Eden.

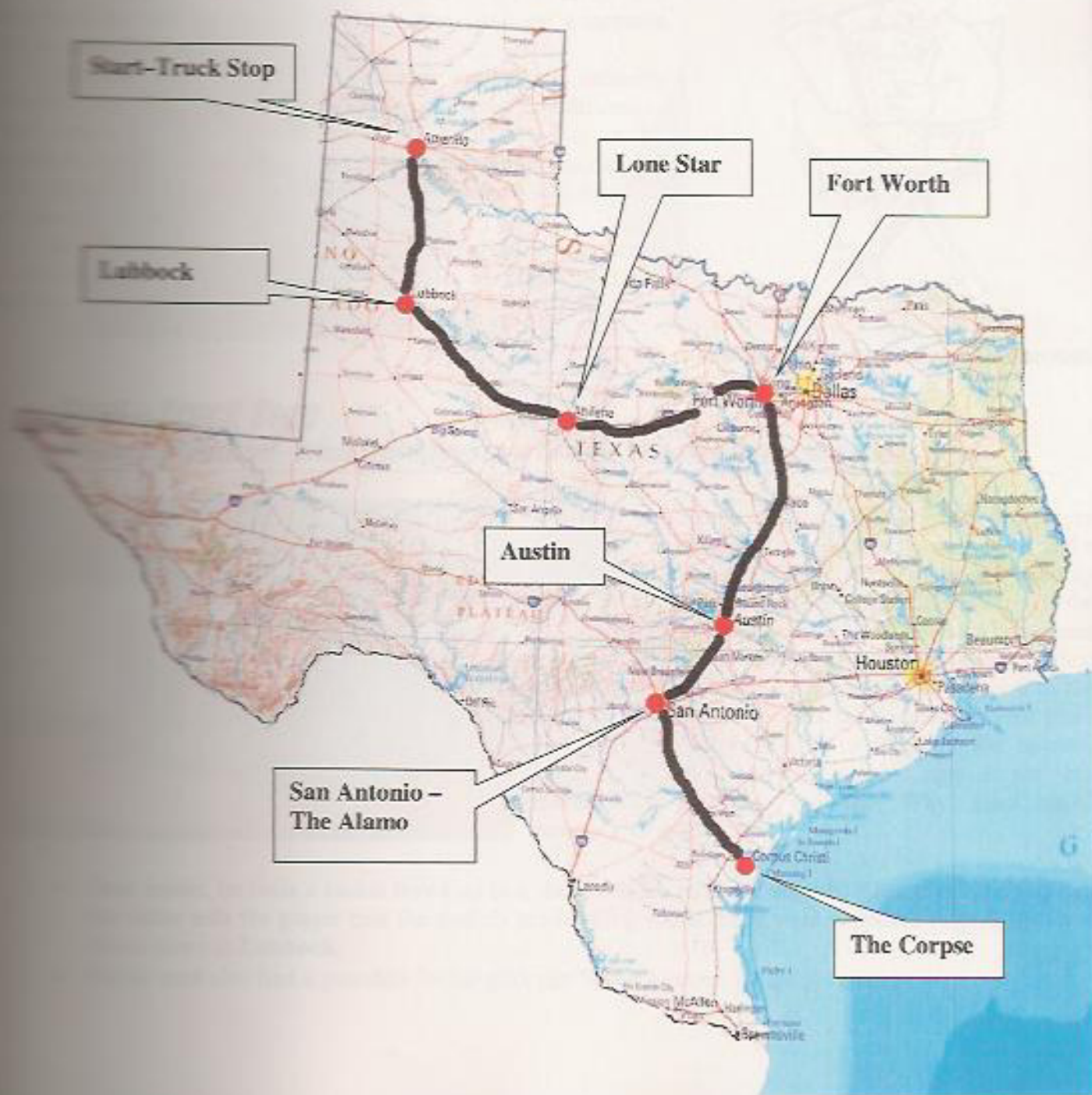
And that's where the raider group, the Jackals, come into the picture. Reese's hatred of the BOS runs deep, and he wants to see what happens when they don't have their toys. So he sent the Jackals out to steal the technology from the Brotherhood. What Reese hasn't told Banshee, the leader of the gang, is that each of the Jackals are infected with a bio-organism, grown by the GECK. Mini-bombs, to detonate at will. You see, once the New Eden device is ready, he plans on detonating the Jackals, destroying the technology with them. And the new Eden will spread across the land, reclaiming this world and restarting it over.



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Locations

In the original *Fallout*, the player will visit many locations on his way through the story. He'll travel through Texas, solving various problems, until he finally has to face Reese before the madman destroys the world with his modified GECK.



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Act One: In the Beginning

The player starts the story being briefed by a superior. It seems that the Brotherhood has detected an energy surge in the western part of Texas, and they're sending you and your squad to check it out. He also tells you that there are a couple of BOS forts down there, but with the tensions going on they can't get a message down to them. That's where you come in.

On your way down, you and your squad are suddenly ambushed by a group of raiders. These raiders, however, are dressed in power armor and have massive weapons. Your squad is caught completely flat-footed. As a blast from a plasma cannon knocks you down, the leader of the Raiders, **Banshee**, approached and strips off your armor. You are left for dead.

However, a wandering ghoul, good old **Harold**, comes across you just as you are about to kick the bucket. He heals you, and then watches you walk off...

And the story begins.



Start - Truck Stop

(4 maps; 2 small maps - Truck Stop Exterior and Interior, 2 medium maps - Junkyard)



Stopping place for caravans. Harold brings the player here in the beginning. Consists of a dozen houses and a truck stop. Instead of gas tanks, there are feeding troughs, that sort of thing. The north and south roads the player cannot go yet. And the east gate can be opened when he talks to **Stella**, the truck stop owner. When asked about the **Jackals**, she points the player into the junkyard to the east. Seems the Jackals invaded there awhile ago, looking for parts to scavenge. But beware; there are "giant naked rats that are ugly as sin" out there. What are they, you ask? Why, giant naked molerats, of course.

- Once inside, he finds a Jackal holed up in a shed with ten molerats outside. After much threatening, the raider tells the player that the Jackals are heading south. They were supposed to pick up some slaves down in **Lubbock**.
- Player must also find a gearshift for the pink car. When he does, he can get out of town.

Fallout: Brotherhood of Steel 2

In the Road

[Maps: 1 small map – Farm, 3 medium maps – Garden, 2 medium generic fighting maps]



On his way down to Lubbock, however, the driver wrecks the car. The player then comes across a small farmhouse with a woman named Fey. She has kids in the yard, but no husband.

Anyway, it seems that a bunch of giant rattlers have taken over her garden. Going through the maze of giant corn and giant veggies, the player comments on how odd it is. Then he comes across an albino rattler... and the one controlling it all: Harry the Rattlemaster. Take both of them out and return to Fey. She tells him that Harry was a vagrant that came up from Lubbock. Player's rep goes up.

From the farm house, the player will go through 2 medium fighting maps on his way to Lubbock.

Lubbock

[Maps: 2 medium maps – Town, 3 medium maps – Airport]



Once he reaches the town, he finds the human residents being attacked by ghouls. Seems the ghouls are mad because a number of their people have been found missing, and they blame the humans. The humans also have had a number of their own kidnapped, and they blame the ghouls. The player can help the humans, the ghouls, or both.

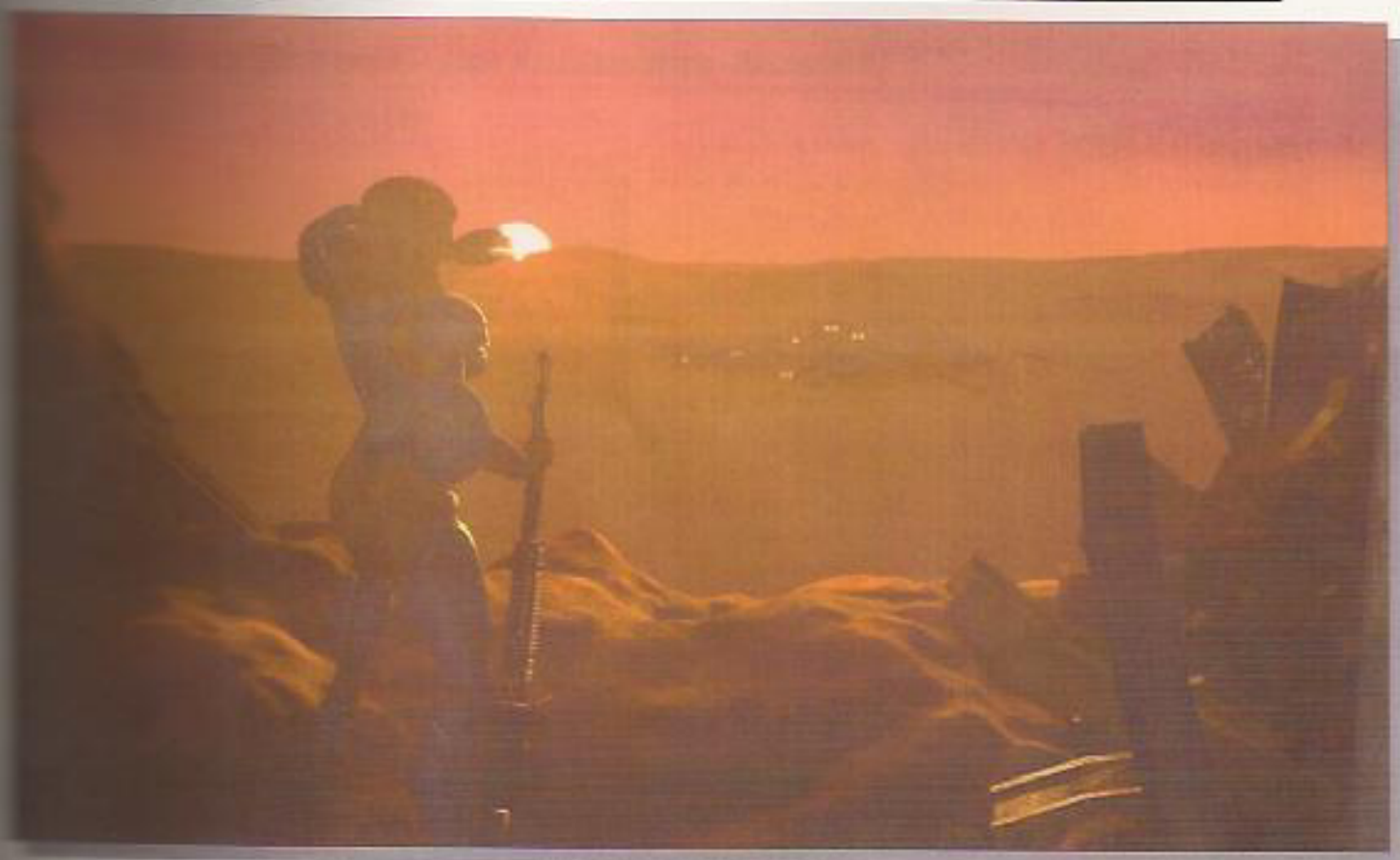
- Basically Lubbock is broken into two parts, **Ghoul Town** by the airport, and the **Square**, run by the humans.
- Who's behind this? Why, the Jackals of course. Once things are straightened out, the player finds the raiders holed up inside the airport.

- In the airport, the player fights a Jackal named **Bulldog**, as Banshee gets away.
- Important: If the player frees the slaves, the player's rep goes up. If the player kills them or leaves them there and skips town, then rep goes down.
- Anyway, the player learns what Banshee's plan is: He wants to take on **Fort Worth**, which is the biggest BOS outpost around. He was hoping to use the slaves as fodder.
- The only road out is the road to **Lone Star**, the trading center of Texas.

Fallout: Brotherhood of Steel 2

In the Road Again

(2 maps: 2 medium maps - hills)



across the hills. As the player makes his way across the freeway system to Lone Star, he will fight giant mutants, big mutant Prairie dogs, huge mutant Kangaroo Rats and mutant dogs.

We can also have some side quests in here, like a caravan that's broken down, and the player needs to fend off a horde of mutant critters in order to save them.

Then it's off to Lone Star, the jewel of Texas.

Fallout: Brotherhood of Steel 2

Act Two: Lone Star

Lone Star

12 maps; 4 medium maps - town, 8 medium maps - Basements)



This is a big town, with various groups that the player can hook up with. Some of the groups in the town:

- The Ghoul Trading Company
- Caesar Raiders
- The Lawmen
- The Hand Gang (thieves and thugs group)

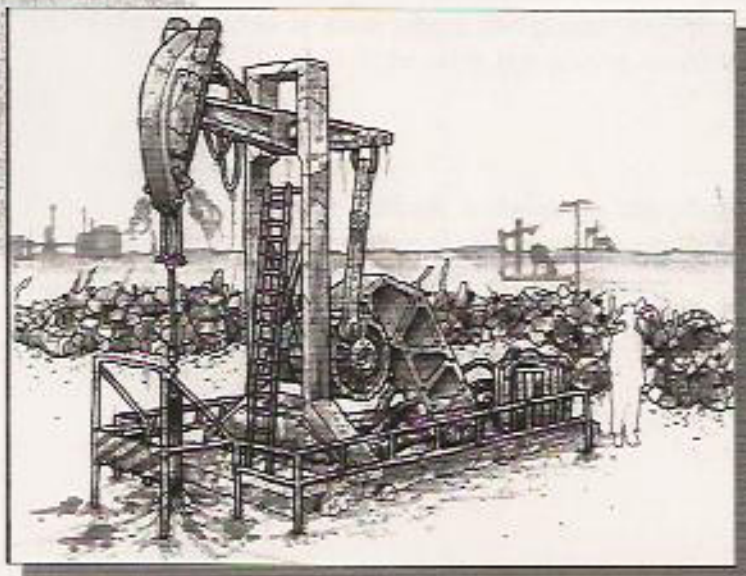
The player will be able to get 1 - 3 side quests from these groups, depending on the his reputation. For example, if the player has a low reputation, then he will be able to talk to the Hand and the Raiders. But the Lawmen will not speak to the player, except maybe give him a warning.

All of the quests in this town will have to do with taking out the other groups or the GEK. For example, the Lawmen want the Hand Gang wiped out. They'll hire the player to do this, if he reputation is good enough. Or the Ghoul Trading Company is having trouble with the raiders, that sort of thing.

Lone Star will also have the old **Abilene Vault** (Vault 39), but the player cannot get into it yet. There are also rumors around town of a strange man who came to town bearing seeds. Seeds that were planted on the east side of town. (Which make up the Farm).

Also in town is a strange individual named **Rose**. He's a heavily cloaked Cipher. If the player is playing Jaffe, he can understand him, otherwise it's all gibberish. He will also give some side quests to Jaffe, like getting some equipment and such. There is also something strange about the Cipher. Things... move... underneath his cloak.

Anyway, the player finds out that the **Jackals** came through town on their way towards Fort Worth.



Fallout: Brotherhood of Steel 2

On the Way to Fort Worth

(1 large map - Hills and Plains)



More road kill. Except this time there is going to be some strange plants, all huge and misshapen. The critters are also going to be bigger and more vicious as the player makes his way through the hills.

The player also meets up with a group of Caesars. If the player helped them out in Lone Star, they'll sell him stuff. If not, they'll attack.

Fort Worth

(4 maps; 1 medium map - the Fort, 3 large maps - Underground)



Fort Worth is a BOS base. When the player gets here, havoc has already been unleashed. Dead bodies everywhere, broken and smoldering walls. On the upper level, the player must figure out how to get past two huge tanks sitting in the courtyard.

The rest of the maps are underground levels of the base. The player must fight his way past Jackals, as well as past Brotherhood traps. This is also where the player will meet **Cyrus**, Maxus' dad. He will fight with the player, until he gets killed... by Banshee.

The last level is a boss level, against Banshee. When the leader of the Jackals is defeated, the player threatens him, and Banshee gives him a key to the vault in Lone Star, and says all the answers are there. But before he can tell the player who's behind it all, he explodes...

Fallout: Brotherhood of Steel 2

Lone Star Vault

maps; 3 medium to large maps - the Vault



Now the player has key to the Vault. He can also do any quests that he hasn't done before.

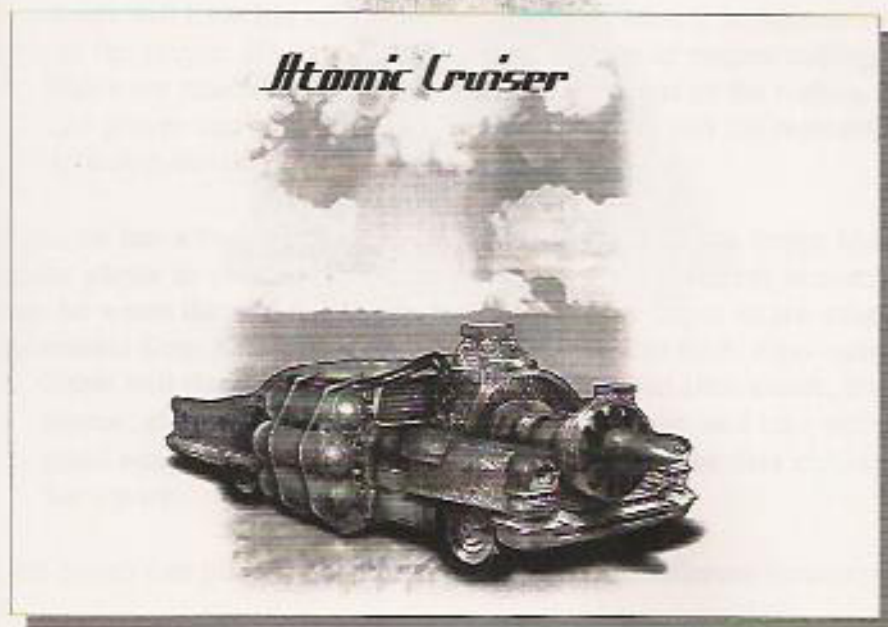
The Vault is made up of three levels. Inside is basically a jungle. Huge, mutated plants and plant walls, that sort of thing. The player will fight mutated plants as the ecology tries to desperately kill him.

At the bottom of the Vault is another key and a GECK. There is also a desk, with a map. The map shows the origin of the Nursery, and small circles as Reese moved south. Finally, there is a large circle around the city of Austin, and the words "number 2" written there.

There are also bios of Banshee and the Jackals, as well as a map showing key Brotherhood locations.

Next to the Vault is a broken-down shed. The player finds the key and opens it, leading to a car. (A '59 VW Bug if we can). The player gets in and the car drives off as the screen goes black.

At this point the player can use his car to return to Lubbock. He can also head towards Austin, which will bring about the end of Act II.



Atomic Cruiser

Fallout: Brotherhood of Steel 2

Act Three: End Game

Austin

7 maps; 5 medium to large maps – the City, 2 medium maps – Power Plant



The car comes into view as it sputters at the edge of the city. The player needs gasoline. That's going to be a hard find in this day and age, so the only thing he can do is check out the city and hope he finds some.

The city is run by Super Mutants. But they are Super Mutants led by one called **Keats** who is highly intellectual... and who has given up on the whole "taking over the world" thing. He envisions a world where humans and mutants can live together.

Here's where the player rep comes in handy.

- If the player has a good rep, then Keats will ask him to clear out a place in Austin that been infested with mutated plant life. Seems the power station went offline because of it, and he needs the player to turn it back on. He would do it himself, but he wants to show his "people" that a human can be trusted. This is where the player also finds a gas station with a working pump, as well as a second GECK and a strange data chip.
 - When the player gets back, Keats listens to the player's tale of the mutant plants. He nods, saying that he has read about something like that. The player leaves the GECK, and Keats will have his scientists try to find out what it is. Meanwhile, Keats has another job for the player. He has overheard that a group of raiders calling themselves the **Twisted Hairs** are marching against another BOS outpost in the region, this one in **San Antonio**. The player can run there and then come back, and his research into the GECK and the data chip should be done.
- If the player has a bad rep, then he will be approached by a Super Mutant named **Shale**. Shale wants the player to clear out the plants too, but for a different reason. He needs the power on, because he wants the player to open a small weapons depot on the other side of town. He wants to take control from Keats. This is where the player also finds a gas station with a working pump.
 - Shale will then tell the player about the Twisted Hair attack, but this time for a different reason. If the player wants, he can join the Hairs and take out the Brotherhood. Lots of good weapons and armor there. Shale also takes the data chip and offers to interpret it... for a price.

Either way, the player can pile into his car and head to three different locations: Lubbock, Lone Star, or San Antonio.

Fallout: Brotherhood of Steel 2

San Antonio – The Alamo

(5 maps; 1 medium map – outside the Alamo, 4 medium maps - Underground)



The Alamo. The War was merciful to this city. Only 1 bomb fell, blasting the northern part of the town into a crater. The Alamo, by chance, was completely untouched.

About fifty years after the end of the War, the Brotherhood moves in, making it the main base of operations for Texas.

And now it's under siege. This section of the game can go one of two ways, depending on who gave the player the quest:

- **Given by Keats:** The player races through the crowd in his car, and the BOS lets him in. The commander, a stern man named **Paladin Haig**, tells the player the situation. For some reason the Twisted Hairs are attacking. The player will be charged to take out the leader of the raiders, a woman named Harpy. Once he does, Haig gives him a good weapon and sends him back to Austin.
- **Given by Shale:** The player stops the car outside the Alamo and meets up with **Harpy**, the Twisted Hairs' leader. She tells the player about the invasion and about how she was told about this place by a Cipher (Reese). The player is charged with getting into the Brotherhood compound and taking out Paladin Haig. Once he does, Harpy gives him a good weapon and he can go back to Austin.

Austin – Part Two

(No new maps, Use 2 City maps)



When the player gets back to Austin, he finds out about the data chip, either from Shale or from Keats. The plans on the chip point to an abandoned military base down in an area called the **Corpse**, down by the Gulf of Mexico.

At this point, depending on the Player's rep, the player can either be invited to a speech by Keats, or given a mission by Shale to kill Keats.

Either way, Keats will be assassinated and the player will be blamed. He will then have to run out of town, shooting or sneaking his way through Super Mutants who want his blood. Hop into the car, and it's off to Corpse.

Fallout: Brotherhood of Steel 2

The Corpse (Corpus Christi Naval Base)

(7 maps; 1 large map – City, 2 medium map – Underwater, 5 Medium to Large maps – the Base)



The city itself is a huge wasteland, with just parts of buildings left sticking up out of the sand. The base is also submerged in water from the Gulf. Strangely enough, there is also a strange plant thing sticking up out of the water. The player has to visit the docks, where Jackal raiders wait for him. These are the cream of the crop, though. Full power armor and everything. After taking them out, the player finds a divers suit (think of the old metal 50s diving suit), and it's time to visit the base and see who's behind it all.

Underwater, the player will fight mutated fish and other types of creatures to get to the base. Also, as he gets closer, the plants themselves will turn hostile towards him.

Then it's inside the base. Pretty standard as the player must fight past robot sentries, and some Jackals as well. **At one point, he must make his way back** to a previous level, only to find Shale waiting with a group of Super Mutants. **It's time to fight it out.** As the player gets closer to the main boss area, more and more of the area will be taken up with plantlife. Pretty soon he is walking through a jungle very similar to the Lone Star Vault.

Then on to fight **Reese** himself. The Cipher has vine things, and as the player watches, he manages to merge himself with the plant walls. It is his hatred of the Brotherhood that has led him here. And his hatred of you.

Then, in classic Fallout fashion, the player must overload the Super GECK and get the hell out of dodge before it all gets blown to hell.

Multiplayer

Just like *Fallout: Brotherhood of Steel*, up to two players can play *FBOS 2* at one time. The screen will be split down the middle, and the gameplay itself will be advanced to make up for the multiple characters. All the enemies will have more health, and do more damage, and more experience points will be given.

The addition of the different characters will mean that the players can also help each other through the puzzles. One person can lockpick a door while the other stands watch. One character can take out the ranged enemies while the other deals with the melee bad guys.

There will also be additional secret areas and puzzle solutions for two players. Areas that can only be opened by combining the skills of the multiple characters.



Shared Caps/Skill Points

For multiplayer games, the players can choose to split acquired treasure and skill points equally ... or play every man for himself. When starting a multiplayer game, players will be given the option to turn sharing on or off before starting the game. With sharing on, all acquired caps and skill points are split evenly between the two players. With sharing off, the player who gets the caps keeps the caps; the player who gets the kill keeps the skill points (stage boss and quest rewards are still split evenly).



Difficulty Level

The game difficulty level, in addition to affecting the strength of creatures you'll encounter, can seriously affect how two-player games progress. Certain difficulty-dependent settings are handled differently for multiplayer games, to offset the additional power of a second player character (and offer more rewards as well). For instance, in "Easy" and "Normal" difficulty modes, you can only harm friendly creatures. In "Hard" and "Extreme" difficulty modes, all attacks will harm friendly creatures – including other player characters.

The Experience

And the Rest is History...

To sum it all up, *Fallout: Brotherhood of Steel 2* is going to take all that made the first *Brotherhood of Steel* great, and add even more depth. In a lot of ways, *FBOS2* is taking the series back to its roots, going back to what made the original *Fallout* great, while staying true to the console fans.

That means more action, more blood and guts, more weapons and creatures to hack and slash, but it also means so much more.

- A brand new Stealth Mode
- Four new player characters, each with his or her own skill sets and abilities
- New branching quests that have solutions based on the characters and their skills
- A new Reputation system, so that the player's choices and actions determine the plot and the storyline
- New creatures, new levels, new weapons and a whole new storyline



So kick back, pull up a can of minced Gecko, take out your shotgun, and wait for the fun to arrive. For nothing is what it seems when you venture out in the wasteland...

