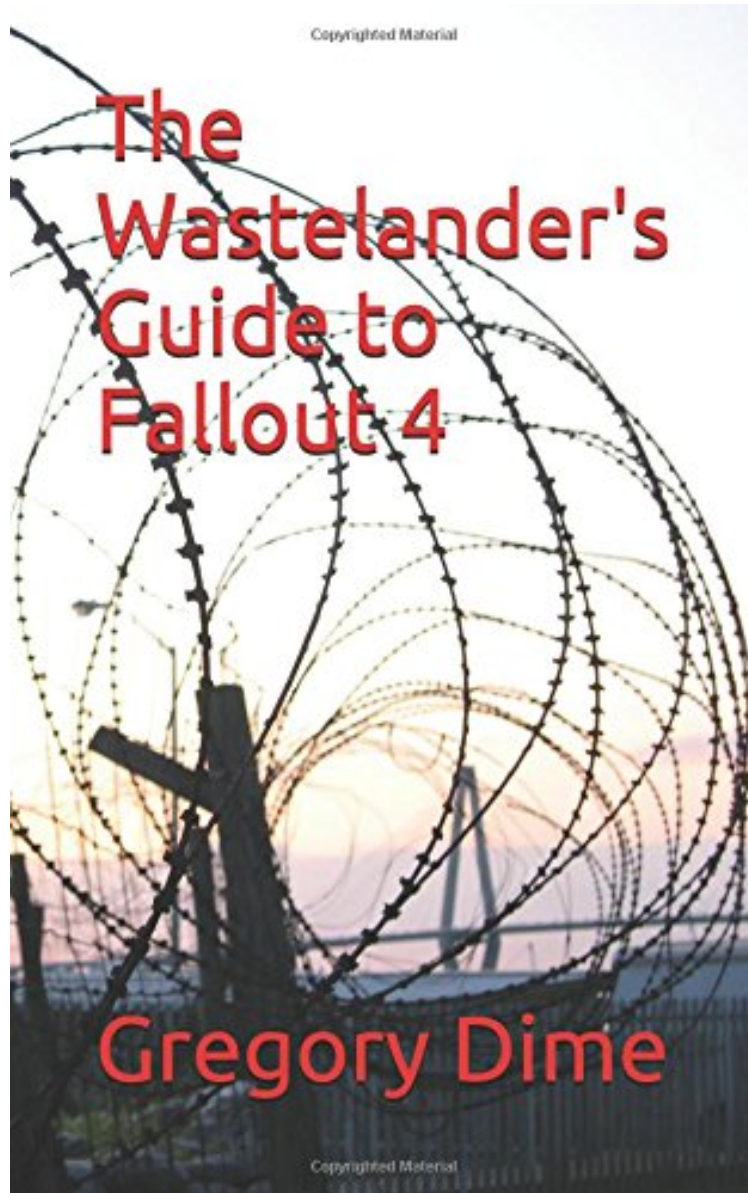


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The Wastelander's Guide to Fallout 4

Gregory Dime

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Gregory Dime : The Wastelander's Guide to Fallout 4 before purchasing it in order to gage whether or not it would be worth my time, and all praised The Wastelander's Guide to Fallout 4:

1 of 1 people found the following review helpful. A WINNER!By John BarayWASTELANDER'S GUIDE TO FALLOUT 4 is a winner. In a fast-paced narrative (never bogged down with unintelligible jargon), it delineates how to successfully complete quests within quests, how to amass wealth and possessions, how to win companions and gives

strategies on how gain all of the above through helpful detailed hints. Since there is much killing (such as rogue robots and ravenous monsters that can "tear you into post-apocalyptic pieces") and blowing things up in the game, many of the hints are geared toward getting the most bang for your buck. It's like reading a director's script laden with secret notes for a blockbuster movie. 1 of 3 people found the following review helpful. Lacks any real insightBy CustomerIt has some basic information but no real survival tactics. The final chapter just ruined any positive reviews, due to just smashing the game play and pointing out the flaws.

Fallout 4 is a difficult game. The Wasteland, never a safe place, is more dangerous than ever. And so, this guide concentrates on increasing your chances of survival. To that end, it provides step-by-step descriptions of key procedures for which the game provides either inadequate explanations or none at all. It also provides clarifications where the game creates unnecessary complications and confusion, as well as recommendations for dealing with particularly demanding or dangerous situations. Specifically, this guide lays out a roadmap for getting from Vault 111 to Diamond City, which constitutes the first phase of the game. This includes the short walk to Sanctuary Hills, establishing your base of operations at the Red Rocket Truck Stop, helping the Minutemen at Concord (in the course of which you'll have to confront and defeat a Deathclaw), followed by the trek to Diamond City. It will then explain in some detail why the game is so difficult, even for veterans of previous Fallout games. Finally, it will offer advice and opinions regarding settlement development, modding of weapons and armor, the use and maintenance of power armor, and the best weapon build, ending (faction choice), companions and perks, as well as both general tips for survival in the Commonwealth Wasteland and tips for completing specific quests. In short, after consulting this guide, you'll be much better prepared to cope with a post-nuclear holocaust Boston.