

## 1: Fallout: New Vegas for PlayStation 3 - GameFAQs

*This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Fallout: New Vegas for PlayStation 3. If you have discovered a cheat you'd like to add to the page, or have a*

Sell 10, caps worth of goods. Cause 10, damage with Energy Weapons. Cause 10, damage with Explosives. Cause 10, damage with Guns. Heal 10, points of damage with Stimpaks. Cause 10, damage with Melee Weapons. Make 50 Speech challenges. Heal 10, points of damage with food. Cause 10, damage with Unarmed weapons. Know When to Fold Them: Win 3 games of Caravan. Play 10 spins of Slots. Play 10 spins of Roulette. Play 10 hands of Blackjack. Win 30 games of Caravan. The Courier Who Broke the Bank: Play the game from start to finish in Hardcore Mode. Complete They Went That-a-Way. The House Always Wins: Complete The House Always Wins. Complete For the Republic. Complete Render Unto Caesar. Complete All or Nothing. Complete Veni, Vidi, Vici. No Gods, No Masters: Complete No Gods, No Masters. Come Fly With Me: Complete Come Fly With Me. Complete Return to Sender. That Lucky Old Sun: Complete That Lucky Old Sun. The Legend of the Star: Complete The Legend of the Star. Up and Comer 20 points: The Boss 30 points: Mod Machine 15 points: Install 20 weapon mods. Walker of the Mojave 10 points: Master of the Mojave 25 points: Globe Trotter 25 points: Discover all snow globes. You Run Barter Town 15 points: Blast Mastery 15 points: Love the Bomb 15 points: Lead Dealer 15 points: No Tumbler Fumbler 15 points: Stim-ply Amazing 15 points: New Vegas Samurai 15 points: Jury Rigger 15 points: Hack the Mojave 15 points: Artful Pocketer 15 points: Outstanding Orator 15 points: Desert Survivalist 15 points: Old-Tyme Brawler 15 points: Know When to Fold Them 10 points: One Armed Bandit 10 points: Little Wheel 10 points: Double Down 10 points: Caravan Master 30 points: The Courier Who Broke the Bank 30 points: They Went That-a-Way 25 points: The House Always Wins 30 points: For the Republic 30 points: Render Unto Caesar 30 points: Wild Card 30 points: All or Nothing 15 points: Veni, Vidi, Vici 15 points: No Gods, No Masters 15 points: Come Fly With Me 20 points: Talent Pool 20 points: Return to Sender 20 points: Arizona Killer 20 points: That Lucky Old Sun 20 points: The Legend of the Star 20 points: Where Caesars Legion are. When you finally get the chance to choose how Benny dies kill him yourself, after you kill him you can loot his body and get his suit and a custom 9mm. Requires a quest to be done first. Nightkin are present Gannon -In the old mormon fort, in freeside. Veronica -At the trading post, directly north of el dorado dry lake. Boone -Novac, requires a quest to be done first. Lily -Jacobstown, requires a quest to be started. ED -E-Primm, in the mojave express building. Upon opening the back door With a slight karma hit , you will find too many dino figurines and those bomb souveneers, too to count. You can take as many as you want with no karma deduction. He also has about ish more in his house. Not much of an easter egg, but it is a funny joke. Xbox Submitted by tatertotking Monty Python Reference Camp Searchlight Underneath one of the church houses in Camp Searchlight, there will be a box of 5 holy hand grenades. An obvious reference to Monty Python and the Holy Grail. Camp searchlight is irradiated and you must have the wild wasteland trait. You can read it for 2 or 3 survival skill 4 if you have comprehension perk. When you go in you see all the weapons, and some of them goes at the value of almost bottle caps. Anyway pick up a weapon pressing "z" and take it out to the second toilet at the store, then press "ctrl" to see if your hidden and if you are then take weapon pressing "e". Xbox Submitted by lucidem Fastest money and Items glitch Infinite money and Items All you have to do is go to any salesman and hit select wait one hour which will auto save. Now you want to go memory, hard drive and find the auto save file. Copy it to your memory card. Then go to your memory card and copy back to hard drive. Now load the game and start. You should be at the salesman. You want to wait one hour

## 2: Fallout: New Vegas Walkthrough (Xbox , PS3, PC) Guide â€™ GamerFuzion

*For Fallout: New Vegas on the PlayStation 3, GameFAQs has 22 FAQs (game guides and walkthroughs).*

The following list tells you their locations. Hollow Rock 1 - Northern Passage: Hollow Rock 2 - Ruby Hill Mine: Part of the rock wall, just to the right of the door. Hollow Rock 3 - Charleston Cave: Part of the rock wall to the right of the door, by the heart graffiti. Hollow Rock 4 - Silver Peak Mine: Part of the wall, just to the right of the shack through which you enter. Hollow Rock 5 - Vault Hollow Rock 6 - Jacobstown: Just outside the perimeter, to the right of the main entrance, where the Super Mutants stand guard. Hollow Rock 7 - Remnants Bunker: About 10 feet north of the entrance, part of the rock wall. Hollow Rock 9 - Bloodborne Cave: Just to the right of the cave entrance. By the campfire, NW of the shack. Hollow Rock 12 - Camp Guardian: Built into the steps of the signal box structure. Hollow Rock 14 - Boulder Beach Campground: Hollow Rock 15 - Cazador Nest: Part of the rock wall, on the east side of the nest alcove, facing back towards the alcove. Hollow Rock 16 - Tribal Village: At the start of the Ravine Path, close to the corpses and tents. On the west side of camp, near the desert plants. Hollow Rock 18 - Yangtze Memorial: At the base of the south steps, with the peace symbol graffiti. Hollow Rock 19 - Goodsprings Cave: Hollow Rock 20 - Primm: Attached to a large rock, near the scattered chems and the rock perimeter, above the concrete support wall. Hollow Rock 21 - Jack Rabbit Springs: South of the pools of radiation, on the shore of the Dry Lake. Hollow Rock 22 - Morning Star Cavern: By the entrance to the cavern, by the bones and the explosive crate. Hollow Rock 23 - Crescent Canyon West: In the canyon, on the west exit slope, adjacent to a rusting car husk. Hollow Rock 24 - Crescent Canyon East: On the east exist slope, just after the rail bridge. Hollow Rock 25 - Vault Just to the north of the fallen radar dish. Hollow Rock 27 - Dorado Dry Lake: Due west of the Savaged Brahmin, in the sands of the Dry Lake. Hollow Rock 28 - Hidden Valley: Hollow Rock 30 - Primm Pass: Close to the Brahmin bones, on the western end of the pass. Hollow Rock 31 - Dead Wind Cavern: Hollow Rock 32 - Hidden Supply Cave: Hollow Rock 33 - Walking Box Cavern: Hollow Rock 34 - Broc Flower Cave: With the small cluster of rocks and shale on the slope leading up to the bunker grating. Hollow Rock 36 - Techatticup Mine: To the right of the entrance, with the white blocks graffiti. Hollow Rock 37 - Lucky Jim Mine: Slightly beyond the shack, near the wooden cart. On the flat rock bank to the south of the entrance hole. Southeast of the entrance. Climb on the pile of rock and shale to reach it. Hollow Rock 40 - Cottonwood Cave: On the west side of the entrance, by the small valley landslide. Hollow Rock 42 - Fire Root Cavern: At the foot of the entrance slope, on the left.

*Fallout: New Vegas is the follow-up to Bethesda's critically acclaimed Fallout 3. It is a massive, wide-open RPG in a post-apocalyptic world. A unique combat system called V.A.T.S. lets players.*

October 19, Hints Infinite Caps After your restore law in Primm either with NCR or With the sheriff go back to the casino and talk to the raiders who show up however you please. Then leave Primm and return 3 in-game days later and buy chips and the cash them in. You get the caps and keep the chips and you can trade in the chips however much you want. Unlimited Caps In Lonesome Road There are many commissaries in lonesome road, they recycle themselves when they get below caps, back to a full bank of 6, You can sell everything you want until you empty it, then close, reopen, repeat until you have a million plus caps like I did. They look good next to the 37 gold bars. Easy Caps If you go to the strip and go into Tops you can or even in freeside you can gamble in blackjack. Buy chips and go to a table. Then while you are playing bet max. And every time you win stop playing and save again. Every time you lose all you have to do is load. But make sure you save before you play. Alien BlasterAt the Hovering Anomaly. Cleaver â€” ChopperOn the stove of Wolfhorn Ranch. Fat ManIn Quarry Junction, near the skeleton by the southern silt pool. It is also occasionally found on prospector corpses. Wild Wasteland must be taken. Ways to get Into the Strip Once in freeside, go talk to the woman in the atomic wrangler, if shes not there wait a couple hours. She will say she needs debt collected, all of them are in freeside. The lady killer perk is when you talk to Lady Jane, you can persuade her to fork over the caps, plus she gives you a caravan location, I think there is or so caps inside. Kill everyone at freeside except: Someone has a C4 charge sell it for caps, take a job at the silver rush guarding the door, you will earn caps, the next job there is also caps. If you want to kill them all visit nellis air force base, kill raquell take the grenade launcher, really fast one, not the ordinary grenade launcher! These ways only take a few minutes! Go through the unlocked door and then go and get a gun off of the table. Take it to the bathroom and then put it in your inventory. You will not get caught and you can get all the guns you want. Truly Unlimited Experience I have uncovered the ultimate tip in fallout, new vegas. Down in the south east corner of your map, Accessed by pip boy there is a village called cottonwood cove. In cottonwood cove there is a building with a fence on one side of it. Possibly containing slaves if not yet freed. Inside you will find a man by the name of Aurelius of Pheonix. He is offering to reward you for each NCR trooper you slay. You must bring back dog tags as proof. You have the option to barter instead for weapons supplies. Each time you select this conversation action, you will receive 69XP. Rapidly press X to keep selecting this for infinite XP. I have already went up 10 levels, now level Go through the Reactor level to find the password in the Atrium on the podium: Watch the movie and kill the robots the goto the computer and click the third option FIRST and continue to click it until desired level. Hollow Rock Locations 1. Ruby Hill MinePart of the rock wall, just to the right of the door. Charleston CavePart of the rock wall, just to the right of the door, by the heart graffiti. Silver Peak MinePart of the wall, just to the right of the shack through which you enter. JacobstownJust outside the perimeter, to the right of the main entrance, where the Super Mutants stand guard. Remnants BunkerAbout 10 feet north of the entrance, part of the rock wall. Bloodborne CaveJust to the right of the cave entrance. Cazador NestPart of the rock wall, on the east side of the nest alcove, facing back towards the alcove. Tribal VillageAt the start of the Ravine Path, close to the corpses and tents. Makeshift Great Kahn CampOn the west side of camp, near the desert plants. Yangtze MemorialAt the base of the south steps, with the peace symbol graffiti. Goodsprings CaveJust to the right of the cave entrance. PrimmAttached to a large rock, near the scattered chems and the rock perimeter, above the concrete support wall. Morning Star CavernBy the entrance to the cavern, by the bones and the explosive crate. Crescent Canyon WestIn the canyon, on the west exit slope, adjacent to a rusting car husk. Crescent Canyon EastOn the east exist slope, just after the rail bridge. Vault 11Just to the right of the entrance. Black Rock CaveJust to the north of the fallen radar dish. Primm PassClose to the Brahmin bones, on the western end of the pass. Dead Wind CavernOn the south rock wall slope, around 20 to 30 feet from the entrance. Walking Box CavernAround 20 to 30 feet east of the cavern entrance. Abandoned BoS BunkerWith the small cluster of rocks and shale on the slope leading up to the bunker grating.

Techatticup Mine To the right of the entrance, with the white blocks graffiti. Lucky Jim Mine Slightly beyond the shack, near the wooden cart. Searchlight North Gold Mine On the flat rock bank to the south of the entrance hole. Searchlight East Gold Mine Southeast of the entrance; climb on the pile of rock and shale to reach it. Fire Root Cavern At the foot of the entrance slope, on the left. Near the water tower is a patch of upturned soil by a small, rectangular grave marker. The Snow Globe is sitting in front of the marker. Hoover Dam " Hoover Dam: Search the visitor center for a terminal near two curved desks. The Snow Globe can be found on a desk here. Mormon Fort " Old Mormon Fort: Julie Farkas has an office inside a tower at the fort. The Snow Globe is on top of a bookcase here. Charleston Snow Globe " Jacobstown: In the lodge, search the entrance and reception area. This Snow Globe is sitting on a curved desk by some terminals. Test Site " Lucky 38 Casino: Head to the cocktail lounge and look for the cash register. The Snow Globe is behind the register. The Strip " Vault Infinite XP If you can get your speech skill to at least 50 or higher, you can persuade Old Ben to offer his escort services to the local bar. If you succeed in his Speech Challenge, you gain 61 XP. If you follow him back to the bar afterwards and wait until he sits down, you can speak to him again and redo the same Speech Challenge over and over again for unlimited XP. You can find Old Ben sitting by a fire close to the King headquarters in Freeside. Unlockables Currently we have no unlockables for Fallout: If you have any unlockables please feel free to submit. We will include them in the next post update and help the fellow gamers. Remeber to mention game name while submitting new codes. Easter eggs Currently we have no easter eggs for Fallout: After you get finished doing the quest with Sunny Smile follow Joe Cobb and help him take over Goodsprings. Kill Ringo and report back to Joe Cobb and tell him you killed Ringo and he should say you need supplies from town. Kill Joe and the powder gangers and goto talk to Chet. Tell him the Powder Gangers need supplies and use your barter or speech to get the supplies, leather armor, 30 9 mm rounds, and 25 xp. Every perk that is unlockable in level four and up you get to keep when you leave Goodsprings and pick other perks when it takes you back down to level one to level you up.

## 4: Fallout New Vegas Dead Money walkthrough video guide for DLC (Xbox , PS3, PC)

*Fallout: New Vegas is the all-new, latest addition to the Fallout line of games, and if you loved Fallout 3, well, you'll love Fallout: New Vegas, too. But that love provides you with an all-new set of problems.*

Hints Infinite Caps After your restore law in Primm either with NCR or With the sheriff go back to the casino and talk to the raiders who show up however you please. Then leave Primm and return 3 in-game days later and buy chips and the cash them in. You get the caps and keep the chips and you can trade in the chips however much you want. Unlimited Caps In Lonesome Road There are many commissaries in lonesome road, they recycle themselves when they get below caps, back to a full bank of 6, You can sell everything you want until you empty it, then close, reopen, repeat until you have a million plus caps like I did. They look good next to the 37 gold bars. Easy Caps If you go to the strip and go into Tops you can or even in freeside you can gamble in blackjack. Buy chips and go to a table. Then while you are playing bet max. And every time you win stop playing and save again. Every time you lose all you have to do is load. But make sure you save before you play. Alien Blaster At the Hovering Anomaly. Cleaver - Chopper On the stove of Wolfhorn Ranch. Fat Man In Quarry Junction, near the skeleton by the southern silt pool. It is also occasionally found on prospector corpses. Wild Wasteland must be taken. This Machine At the end of the "Dealing With Contreras" quest, it will be a reward from Contreras for not turning him in. Ways to get Into the Strip Once in freeside, go talk to the woman in the atomic wrangler, if shes not there wait a couple hours. Ask for work, also have the "Lady Killer" perk. She will say she needs debt collected, all of them are in freeside. The lady killer perk is when you talk to Lady Jane, you can persuade her to fork over the caps, plus she gives you a caravan location, I think there is or so caps inside. Kill everyone at freeside except: Someone has a C4 charge sell it for caps, take a job at the silver rush guarding the door, you will earn caps, the next job there is also caps. If you want to kill them all visit nellis air force base, kill raquell take the grenade launcher, really fast one, not the ordinary grenade launcher! These ways only take a few minutes! Go through the unlocked door and then go and get a gun off of the table. Take it to the bathroom and then put it in your inventory. You will not get caught and you can get all the guns you want. Truly Unlimited Experience I have uncovered the ultimate tip in fallout, new vegas. Down in the south east corner of your map, Accessed by pip boy there is a village called cottonwood cove. In cottonwood cove there is a building with a fence on one side of it. Possibly containing slaves if not yet freed. Inside you will find a man by the name of Aurelius of Pheonix. He is offering to reward you for each NCR trooper you slay. You must bring back dog tags as proof. You have the option to barter instead for weapons supplies. Each time you select this conversation action, you will receive 69XP. Rapidly press X to keep selecting this for infinite XP. I have already went up 10 levels, now level Go through the Reactor level to find the password in the Atrium on the podium: Watch the movie and kill the robots the goto the computer and click the third option FIRST and continue to click it until desired level. Hollow Rock Locations 1. Ruby Hill Mine Part of the rock wall, just to the right of the door. Charleston Cave Part of the rock wall, just to the right of the door, by the heart graffiti. Silver Peak Mine Part of the wall, just to the right of the shack through which you enter. Vault 22 On the north bank, across from the "Keep Out" sign, by the entrance. Jacobstown Just outside the perimeter, to the right of the main entrance, where the Super Mutants stand guard. Remnants Bunker About 10 feet north of the entrance, part of the rock wall. Bloodborne Cave Just to the right of the cave entrance. Cazador Nest Part of the rock wall, on the east side of the nest alcove, facing back towards the alcove. Tribal Village At the start of the Ravine Path, close to the corpses and tents. Makeshift Great Kahn Camp On the west side of camp, near the desert plants. Yangtze Memorial At the base of the south steps, with the peace symbol graffiti. Goodsprings Cave Just to the right of the cave entrance. Primm Attached to a large rock, near the scattered chems and the rock perimeter, above the concrete support wall. Morning Star Cavern By the entrance to the cavern, by the bones and the explosive crate. Crescent Canyon West In the canyon, on the west exit slope, adjacent to a rusting car husk. Crescent Canyon East On the east exist slope, just after the rail bridge. Vault 11 Just to the right of the entrance. Black Rock Cave Just to the north of the fallen radar dish. Hidden Valley West of the eastern bunker, with the "no missile" and heart graffiti. Primm Pass Close to

the Brahmin bones, on the western end of the pass. Dead Wind Cavern On the south rock wall slope, around 20 to 30 feet from the entrance. Hidden Supply Cave To the left of the cave entrance, with the "no missile" graffiti. Walking Box Cavern Around 20 to 30 feet east of the cavern entrance. Abandoned BoS Bunker With the small cluster of rocks and shale on the slope leading up to the bunker grating. Techatticup Mine To the right of the entrance, with the white blocks graffiti. Lucky Jim Mine Slightly beyond the shack, near the wooden cart. Searchlight North Gold Mine On the flat rock bank to the south of the entrance hole. Searchlight East Gold Mine Southeast of the entrance; climb on the pile of rock and shale to reach it. Fire Root Cavern At the foot of the entrance slope, on the left. Near the water tower is a patch of upturned soil by a small, rectangular grave marker. The Snow Globe is sitting in front of the marker. Hoover Dam - Hoover Dam: Search the visitor center for a terminal near two curved desks. The Snow Globe can be found on a desk here. Mormon Fort - Old Mormon Fort: Julie Farkas has an office inside a tower at the fort. The Snow Globe is on top of a bookcase here. Charleston Snow Globe - Jacobstown: In the lodge, search the entrance and reception area. This Snow Globe is sitting on a curved desk by some terminals. Test Site - Lucky 38 Casino: Head to the cocktail lounge and look for the cash register. The Snow Globe is behind the register. The Strip - Vault Infinite XP If you can get your speech skill to at least 50 or higher, you can persuade Old Ben to offer his escort services to the local bar. If you succeed in his Speech Challenge, you gain 61 XP. If you follow him back to the bar afterwards and wait until he sits down, you can speak to him again and redo the same Speech Challenge over and over again for unlimited XP. You can find Old Ben sitting by a fire close to the King headquarters in Freeside. Unlockables We have no unlockables for Fallout: If you have any unlockables please submit them. Easter eggs We have no easter eggs for Fallout: After you get finished doing the quest with Sunny Smile follow Joe Cobb and help him take over Goodsprings. Kill Ringo and report back to Joe Cobb and tell him you killed Ringo and he should say you need supplies from town. Kill Joe and the powder gangers and goto talk to Chet. Tell him the Powder Gangers need supplies and use your barter or speech to get the supplies, leather armor, 30 9 mm rounds, and 25 xp. Every perk that is unlockable in level four and up you get to keep when you leave Goodsprings and pick other perks when it takes you back down to level one to level you up.

*North of New Vegas is an area where you can get one of two Unique energy weapons, depending on whether or not you have the Wild Wasteland trait chosen at the beginning of the game.*

Get the latest news and videos for this game daily, no spam, no fuss. Our Fallout New Vegas Game Guide includes a walkthrough across this branching journey, tips for gaining companions, and strange secrets across the Mojave Wasteland. Gain new Trophies for your collection Xbox Achievements: Melee weapons, inventory weight Perception: Energy weapons, Lockpick, Explosives, compass range Endurance: Unarmed, Survival, highpoints, radiation resistance Charisma: Medicine, Science, Repair, skill points on level up Agility: Guns, Sneak, Action Points Luck: Affects all skills slightly, critical hit rate, gambling results If you want to make a fighter type character, Endurance, Agility, and Strength are key stats to go after. However, a more wits based character will want to focus on Charisma and Intelligence to get the job done. Companions Throughout your journey you can find allies that are willing to join you in your quests and aid support. Not only can they fight, but can carry items and some time make quests easier. If you choose to listen to mister house, you can even get a base of operation in the Lucky 38 Arcade Gannon: In the Old mormon Fort in Freeside. Prisoner in Black Mountain. Found at Trading Post. A broken robot inside Primm. Repair him with science skill, repair, or gain the needed parts Rex: These tagged skills will boost a skill by a free 15 right from the start. Finally, pick whatever first level perks work well for your character. Back in the Saddle After making your character and recovering a bit, enter the Prospector Saloon and talk to Sunny Smiles. She will train you in the use of a rifle by destroying a few bottles. You can gain some caps and a little favor with Goodsprings by joining her and Cheyenne in killing a few Geckos. There are a few camps of Geckos, but none of them are very strong. Simply using VATS will allow you to dish out a great deal of damage. Locate Beagle and he will tell you to travel through Nipton on the way to Novac. You can also get a pass from The King by completing G. After getting your pass or caps, enter the Strip. Your goal is to enter The Tops and confront Benny. You can also directly fight Benny, but he is surrounded by guards. Alternately, you can talk it out with Benny and gain the key to his room. If you do manage to kill Benny now, loot his body for the Platinum Chip. If you enter his room, you will discover Yes Man, a helpful securitron. You should decide now which end game route you wish to pick. Rescue Deputy Beagle from inside the main town hall. He will ask you to find a new sheriff to help guard the town. Once again travel to Mojave Outpost and ask Knight to pardon Meyers. Finally, you can talk to Nash about reprogramming Primm Slim with a Science skill of 30 or more. This is a fast and easy means to create a sheriff without having to travel very far. Enter inside the test site and use the intercom to talk to Chris. He will lead you to Jason Bright who wants you to help the Ghouls start up the rockets. The basement is filled with not only normal Nightkin, but a powerful boss named Davison. Killing him off will require a good weapon, armor and a few Stimpacks. After the Nightkin are dead, return to Jason and learn about parts needed to repair the spaceships. Head north of Novac and buy a thrust control modules from Old Lady Gibson. Alternately, you can use a Speech check to make Chris take revenge, killing Jason and the remaining Ghouls during the launch. Going here will be required if you want to sort out Eyesight for the Blind. There are a large amount of Super Mutants and Nightkin running around here. If your Speech is high enough you can convince them that each side is revolting against each other, giving you the freedom to kill off the remaining faction. If you have good Repair skills, you can fix the Mr. Handy in the storage room and resolve things peacefully.

## 6: Fallout New Vegas walkthrough video guide (PC, Xbox , PS3)

*Get the latest Fallout: New Vegas cheats, codes, unlockables, hints, Easter eggs, glitches, tips, tricks, hacks, downloads, trophies, guides, FAQs, walkthroughs, and.*

This is also the name of a gun in previous Fallout games. Edit Unique Weapons Each weapon type in Fallout 3 has a unique weapon with special capabilities. Here is a list of where you can find these unique weapons. It can be found in Fields Shack on the shelf to the far left corner of the house. This laser rifle is located in Vault Look on the ground next to a skeleton and there it is. Find the crashed alien ship near top right hand corner of map. The ship is on top of the cliffs. Below are 3 aliens. All American is a unique Marksman Carbine. You can find it at the armory in Vault First, find the passwords from the drowned techies underwater -- it helps if you have the rebreather. Find the terminal that holds one of the passwords, that will unlock a door. That leads to another room with another drowned techie. Take that password to security sector A and there is another terminal that will control the pump to drain the water. Using the new found password, you will unlock the Overseer door and with that terminal. You unlock the armory door that holds All American and a crap ton of other loot. Beware of ALOT of feral ghouls. All American is found on a turned over table directly to your right point of view once you enter the room. You must kill her -- preferably silently and undetected due to the amount of dogs with her. The tribal Village is located north west of Goodsprings Cemetery and North and little west of Goodsprings itself. The village is dangerous in a sense, since they are usually some Cazadors and a few Fiends. Bring a good weapon just in case. The Chopper is a unique meat cleaver found on the stove of Wolfhorn Ranch. Wolfhorn Ranch is located South East of the Prospectors Den, which is South East of Primm, and the ranch is also fairly close to Nipton, North East of Nipton where the road turns right and splits into a bunch of roads. You must kill him to get the Cram Opener. He will disappear eventually, so be quick. Here is how to find the upgraded mini gun called the C Avenger. The easiest way to get to it is to find Ranger Station Bravo. If not, it is six sections down from the top of the right side of the map, and between three and four to the left. Once you get there, travel east. It is highly radiated so have some Rad-X on hand as well as some Rad-Away. You can make pretty easy work of the Evolved Centaurs and the Centaurs there. Once you clear the area, this extremely fast mini gun is in the truck along with plenty of 5mm ammo for it. Submitted by Frankie Schaller. The golf club is located on Driver Nephi, who is a fiend, so either way, you will probably kill him. You can activate the quest by talking to a guy located in Camp McCarren.. It can only be fired once per day -- and only outside -- because the lasers must recharge. You can find it in freeside, near the east gate -- a boy named Max carries it. You can either buy it for Caps or 20 Caps with a barter skill of 45 , pickpocket, or take it from his bedside while he is sleeping. He goes to sleep around 9: He sleeps on the second floor of the building on the right after coming into Freeside from the East Gate. Submitted by Zackari Graham. Figaro is a unique straight razor. Try to be stealthy about it; everyone in that building has a gun. Sergio is the barber of the Kings. Gobi Campaign Scout Rifle: Look in the Casino upstairs on the left side above the cashier station and look in the top shelf on the left side of the bar table. The Golden Gloves and the Boxing Times magazine will be right there. Submitted by FNV easter egg finder. The Holy Hand Grenades are exactly what they sound like; grenades. You can find them in the most eastern church of Camp Searchlight, which is somewhere in the southern part of the map. There is a catch though: The basement does contain some golden geckos and high radiation, so pop some Rad-x before heading down. You need to have a key to the building so first go talk with prospector leader who is stationed at the church basement. Go fetch few radiation suits for him and then you can follow him to the police station and after that to the fire station. Kill this massive Queen radscorpion and grab a couple fire axes with you can be used to repair the "Knock Knock". Go to second floor and advance to the toilets. Open the second booth from the door and grab "Knock Knock. La Longue Carabine is a unique Cowboy Repeater carried by Corporal Sterling whom you must kill if you want to obtain it. Eventually he will send you and 3 other guys to retake Nelson. You will probably kill Dead Sea by the end of it. Search corpses until you find the Liberator -- it will be found on dead Sea. Love and Hate is a unique spiked knuckles. You can get it from Bonnie Springs located north from Goodsprings cemetery. Kill Viper gang leader and loot her

body. Lucky is a unique. It can be found at the Steve Bison place in Primm. The gift shop is the the most North Eastern part of the first floor. You must have a lockpick skill of 75 to open the lock. This pistol is really easy to get. Kill Benny and then loot his corpse. You find this pistol "Maria", which by the way is the same pistol that Benny used to "kill" you when the game began. Mercy is a unique grenade machine gun is THE most difficult weapon to obtain in the game. This unique weapon can obtained when you are doing a quest to bring in fresh talent for The Tops. Every time you draw out that weapon, you sound like you are the Mysterious Stranger, which we may now confirm the relationship. Submitted by Michael Charles. The over powered weapon is on the ground next to the dead nightkin. The location is part of a quest, so activate it by talking to Doctor Henry. You have to kill a few nightkin, and the toaster will be found on the corpse of a prospector. This glove is pretty much an EMP punch that can kill at any unarmed skill level. Pew Pew is a insanely powerful laser pistol and can be found on the body of Allen Marks. To get to Allen Marks you must complete the quest, "The Legend of the Star" to do this, you must collect 50 Sunset Sarsaparilla blue star bottle caps and turn them in to Festus, the goofy broken cowboy guy directly left when you enter the Sunset Sarsaparilla headquarters. Pew Pew may be powerful, but there is a downside. This beast of a gun eats up 15 energy cells per shot. You will find Pushy on the body of a dead Jackal member Near a giant pool of water. This unique Plasma Rifle and item that Marvin the Martian always looked for in Looney Tunes is found on the first floor. The easiest way to obtain this weapon is to make your way to the 3rd floor and find beside the pile of rubble the B. Open it and remove the security key. Go to the second floor and find its corresponding door to enter a room with a hole in the floor to find the rifle in the corner in a strange container. Submitted by Linkmelee This is a super-powerful revolver. When you confront Hanlon, choose to turn him in and he will accept. Afterwards he gives a speech and promptly commits suicide in his office on the first floor. Open the office and pick up the super-powered revolver for yourself. You will lose a little Karma because you have to steal it even though he is dead -- it is lying on the floor. It does well over damage when guns maxed out. Submitted by Spencer Stone. Ask about getting a room, but instead of paying the 10 caps, ask if you could work out a deal.

## 7: fallout new vegas ps3 - All Latest Cheats Codes

*See our member submitted walkthroughs and guides for Fallout: New Vegas. Help for Fallout: New Vegas on PC, PlayStation 3, Xbox , Nintendo DS. More help, hints and discussion forums for on Supercheats.*

Take the long way around, and stay as close to the vending machines as possible. Follow the wall around the back way. Make sure the other soldier has his back to you. Crouch and sneak up to this soldier. You may hear the phrase indicating that if you get any closer, they will have to shoot you. However, as long as you remain hidden, it should only flash "Detected" briefly a few times. As soon as you are close enough to the door, you can go through it and take a monorail directly to the strip. This may require a few attempts. Be careful when returning to the monorail from the strip, as you will probably be shot. However, as soon as you enter the monorail, it resets, and you can again ride it back to the strip again. By using this glitch, you can bypass many annoyances and quests, and skip directly to meeting Mr. House and finding the person who shot you. This trick requires a few C4 and a Detonator. In the final part of the "Dead Money" downloadable content, you will enter a vault with 37 gold bars weighing 35 pounds each. Each gold bar is worth 10, caps. You are not supposed to be able to take them all; however, this glitch allows you to take all 37 gold bars. Enter the vault, and the door will lock behind you. Take everything in the room that you want including the 36 gold bars on the table to your right and the gold bar on the Overseers desk. Deactivate the security system, and activate the computer on the desk. Then, only read "Vera", and do not access the file that shows up after you read it. Elijah will appear on the monitor; convince him to meet you in the vault. When the conversation ends, the door will unlock. Leave the room immediately, and walk to the far right stairway. A blue force field will appear blocking your path; lay the C4 at the bottom of those stairs, and then press your body against the blue force field in the doorway. When Elijah finishes speaking, he should switch places with you. Make sure he is on or very near your C4. Detonate the C4, and then leave the way you came. You should now have all 37 gold bars worth a total of , caps. Chinese Stealth Armor location Enter the offices in Hoover Dam, and find the room with radiation signs around it. In that room are barrels of goo. To the left is a stack of crates. One of the crates contains the armor. There are two sets, so you can make repairs. It is the best non-power armor in the game, and has no faction connections. Go to the basement where Chris goes when they are about to launch the rocket and asks for spare parts. In this room to the left side as you enter is a shelf with an orange suit and a helmet that resembles a fish bowl. Unique weapon locations Search the indicated locations to find all unique weapons: Carried by a Fiend named Driver Nephi, in his territory. On Benny, when you kill him. Locate the large spaceship north and a little east of Horowitz Farmstead east of Brooks Tumbleweed Ranch , then kill the Alien Captain. Wild Wasteland trait is required. Bladed Gauntlet - Cram Opener: Boxing Gloves - Golden Gloves: Inside Lucky 38 Casino, on the upper bar of the casino floor. On the stove of Wolfhorn Ranch. Cowboy Repeater - La Longue Carabine: Displacer Glove - Pushy: In Quarry Junction, near the skeleton by the southern silt pool. It is also occasionally found on prospector corpses. Fire Axe - Knock Knock: In the Camp Searchlight Fire Station, in the restrooms. Frag Grenade - Holy Frag Grenade: In Camp Searchlight, in the basement of the eastern church. At the Mercenary Camp; Wild Wasteland trait must not be taken. Grenade Machine-gun - Mercy: Grenade Rifle - Thump-Thump: At the Nellis Array, lying on the floor near the Ant mound. Hunting Shotgun - Dinner Bell: At The Thorn, in the sewers in front of Westside. Laser Pistol - Pew Pew: Inside the Vault 22 Common Area, on the blocked stairwell only accessible from the fifth level Pest Control. Lead Pipe - The Humble Cudgel: Inside the Sealed Sewers, near the Prospector Corpse. In Nelson, carried by Dead Sea. Minigun - CZ57 Avenger: In the middle of the crater is a truck. Inside is a dead prospector, and next to him is the CZ57 Avenger minigun with a pack of ammo. The Party Hat and Authority Glasses are unique apparel items. Missile Launcher - Annabelle: Marksman Carbine - All-American: In the Armory Cache, Vault 34, on the floor, on an upturned table. Plasma Rifle - Q Matter Modulator: In the Armory Cache, Vault Sawed-Off Shotgun - Big Boomer: Spiked Knuckles - Love and Hate: Straight Razor - Figaro: Tesla Cannon - Tesla-Beaton Prototype: On the ground near the crashed Vertibird, which is located at the south of the map, in about the middle. At the end of the "Dealing With Contreras" quest, it will be a reward

from Contreras for not turning him in. Varmint Rifle - Ratslayer: Inside the Broc Flower Cave, propped up against the desk. Zap Glove - Paladin Toaster: In Black Rock Cave, near the body of the dead prospector. The following unique weapons require the "Honest Hearts" bonus downloadable content: A Light Shining In Darkness: In a footlocker in front of the Southern Passage right after the main quest is completed. In Zion, Red Gate. Companion locations Search the indicated locations to find all eight companions. Successfully complete the listed tasks to recruit the corresponding companion. You can only have one human as a companion at a time. If you recruit a new human companion, you will need to tell them to go to the Lucky 38 Casino so you can swap with him or her later. Arcade Israel Gannon Location: Hoover Dam help or Tesla Armor as a gift when you complete the quest. Rose of Sharon Cassidy is a caravan merchant and the daughter of John Cassidy, and can be found at the Mojave Outpost inside the Mojave Outpost Barracks sitting at the bar drinking. You must complete the "Heartache By The Number" quest to start the process of being able to recruit her. Additional quests may come up during these quests depending on the choices you make and how you are playing the game. Whiskey Rose gives you and Cass a higher damage level when you both drink whiskey. You will also not suffer intelligence loss from consuming alcohol and ignoring the effects of alcohol addiction. Hand Of Vengeance or Calm Heart.

### 8: Dead Money | Fallout Wiki | FANDOM powered by Wikia

*Fallout: New Vegas Cheats For PlayStation 3. Infinite Experience Glitch (Pre-Patch) If your speech skill at 50 or higher, you can persuade Old Ben to offer his escort services to the local bar, if.*

These two quests serve as a tutorial, and an introduction to gameplay mechanics. They Went That-a-Way[ edit edit source ] During this quest, you will attempt to track your attackers through several towns. Escaped prisoners from the NCR Correctional Facility have overrun the town, killed the sheriff, and kidnapped the deputy. The deputy knows where your attackers went and will tell you once rescued. ED-E , a damaged eye-bot and possible companion, can be found at the Mojave Express here. Nipton , a small community southeast of Primm is your next stop. You can still attack them, but it can be a difficult fight on the lower levels. It is best to just agree and leave without a fight. Manny knows the next destination and Boone is a possible companion. There are Three ways to get the information. If you have the Confirmed Bachelor Perk you can convince him to tell you where they went. You will discover that Benny , the leader of the group that attacked you left his Great Khan assistants at Boulder City and betrayed them. When you get to the center of Boulder City, an NCR officer will tell you the Great Khans took some prisoners and there are three ways for you to resolve the situation. Note that you are not required to complete all steps of the quest. You can go directly to Boulder City and deal with the Great Khan situation. Any side missions the above steps wants you to perform can still be done by talking to the appropriate non-player character. Report to Mr House or go after Benny directly. You catch up with Benny in the Tops Casino. There are 4 ways of completing this quest: Use your Charisma to convince the manager of the hotel to delay Benny, sneak into his room and find information. Kill Benny either in his room, in the presidential suite, or straight away in the hall, and then take the Platinum Chip. Try to Negotiate with Benny, he will betray you and flee. You are ambushed by some of his henchmen while he escapes to The Legion. This will require you to track him down all the way to The Fort. Either kill him in his room, sleep with him and kill him in his sleep, or sleep with him and let him go. Each path has a different ending: House and Secure the Platinum Chip. Activate or Destroy the Securitrons at Fortification Hill. Install override chip at El Dorado Substation. Activate the Securitrons at Fortification Hill. Secure the aid of the Boomers, or wipe them out. Destroy the Brotherhood of Steel at Hidden Valley. Make the Kings ally with the NCR, or wipe them out. Destroy the Brotherhood of Steel, or make them sign a peace treaty. Fight your way to the Legion Camp. Kill Legate Lanius and his guards. Kill Mr House Secure the aid of the Boomers, or wipe them out. Secure the aid of the White Glove Society. Destroy the Brotherhood of Steel at Hidden valley. Caesar is sick, cure him. Or intentionally fail the operation. Assassinate the president of the NCR. Fight your way through the Hoover Dam. Kill General Oliver and his guards. Each of them will propose to you an amnesty in exchange for your help in the coming struggle.

### 9: Fallout: New Vegas Cheats, PlayStation 3

*The best place to get cheats, codes, cheat codes, unique weapon locations, walkthrough, guide, FAQ, unlockables, trophies, and secrets for Fallout: New Vegas for PlayStation 3 (PS3).*

Edit Once you have launched the rocket from the Ashton silo control station , you can travel through the Ashton missile silo. Enter the control station and activate the elevator. Be prepared for a rough ride, as once the elevator has been activated, tunnelers will climb into it and attack you. Once you have reached the bottom of the elevator shaft, continue into the missile silo, and make your way through it to get to the central room. An Auto-Doc and a commissary terminal , guarded by a sentry bot , are on the same level as the bottom of the elevator. Then climb down into the pit at the bottom. Go through the opening, killing or avoiding the small number of tunnelers to get to Sunstone Tower. Climb up the staircases of the tower to get to its roof, being wary of the tunnelers which inhabit the building. Having reached the roof and conversed with Ulysses, you must then climb down the building using the fallen platforms. Once you get to the platform, follow your map marker through the array of ruined buildings, dispatching any marked men you meet. You will need to detonate a few warheads to pass, and there are a few optional warheads as well. Once you reach the Cave of the Abaddon , everything will go quite dark. Travel through the cave, killing all the tunnelers, or just run straight through. Enter the door, and you will emerge in the Boxwood Hotel. Climb up the railings and through the two rooms to get to its roof. Once you emerge, you will talk to Ulysses again, and he will override ED-E , and you will lose him as a companion. Use extreme caution when traveling here, as a number of deathclaws patrol the area around the cave Rawr is in. Some marked men will be patrolling a collapsed building near a warhead, which you must detonate to continue. Travel under the collapsed building, and take out any marked men snipers who engage you. Take care when walking around here, as Blade , a unique marked man, hides here using a Stealth Boy, and can easily sneak up on you. When the area is safe, travel through the wastewater treatment plant to get to the roof of a collapsed building, being wary of marked men. Cross the top of the building and follow the stairs and walkways, then cross a bridge to get to the second floor of another collapsed building. Enter the large door to complete the quest. Notes Edit A Ralphie poster for the Feel Like a Kid Again challenge can be found in the ruined room off the stairwell on the third floor inside the tower. Selecting "Why would I have brought it here? Selecting "You said you made a promise not to kill me. How do you know me?

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