A picture containing sketch, drawing, illustration, line art

Description automatically generated

Fallout 4: Love from Beyond

RTM Readme

|  |  |
| --- | --- |
| Designer: | Conger He |

# Table of Contents

[Table of Contents 1](#_Toc139202449)

[Key Issues 2](#_Toc139202450)

[Installation & Play Instructions 2](#_Toc139202451)

[Quest Information 2](#_Toc139202452)

[Entrances/Key Locations 3](#_Toc139202453)

[Reference IDs / COC Labels 3](#_Toc139202454)

[Walkthrough 4](#_Toc139202455)

[Overview Map – 1st Floor 4](#_Toc139202456)

[References 10](#_Toc139202457)

# Key Issues

* N/A

# Installation & Play Instructions

1. **Download** “He \_DFSI\_RTM.zip” from Canvas.
2. Unzip the file, and **copy** “HeC\_LoveFromBeyond.esp” and “HeC\_ LoveFromBeyond - Main.ba2”.
3. **Paste** these 2 files under *C:\Program Files (x86)\Steam\steamapps\common\Fallout 4\Data*
4. Open Fallout 4, select **“Mods”** in the main menu.
5. Click **“Load Order,”** or press “T” button on the keyboard.
6. **Uncheck** all the other mod files, and **check** “HeC\_ LoveFromBeyond.esp”.
7. The game will **reload** automatically.
8. When the main menu is present again, press **“`”** which locates under the “esc” button on the keyboard.
9. Type in “**coc RedRocketExt**”, then press “**Enter**”.
10. The **second way** of playing, is to load the **saving file**, teleport to **Red Rocket Station**
11. The mod will load and be ready to be played.
12. Talk to **James** to **accept** the quest to start playing the level.

# Quest Information

In order to start this quest, the player needs to get to the **Red Rocket**, and talk to **James** to accept the quest. The player can find **James** next to the **Red Rocket Sign**.

## Entrances/Key Locations

|  |  |  |
| --- | --- | --- |
| Name of Entrance / Location | Map Marker Name (In Game) / Icon | Description / General Location |
| Red Rocket Station | [1] | [1] |
| James House (Interior) | [1] | [1] |

## Reference IDs / COC Labels

|  |  |  |  |
| --- | --- | --- | --- |
| In-Game Name | Reference ID | COC Label | Description |
| Love from Beyond | ghC32HCLoveFromBeyond | N/A | Red Rocket |
| James’ House | ghC32HCJamesHouse | coc ghC32HCJamesHouse | Interior Cell |

# Walkthrough

### Overview Map – 1st Floor

A picture containing text, diagram, screenshot, plan

Description automatically generated

Figure : Overview Map – 1st Floor [2][3]

|  |  |  |
| --- | --- | --- |
| Map Label | Top Level Walkthrough | Development Notes |
| 1 | The player meets **James** in the **Red Rocket** Station and accepts the **quest**. |  |
| 2 | The player gets the **key** to James’ **house** and follows James to get to his house. |  |
| 3 | The player enters the house, and **investigates** around James’ son, **Isaac’s body**, to get **clue1** and the **Clue Investigate Note Holotape**. |  |
| 4 | The player goes to the **dining table** to find the **Refrigerator’s key** (under the cake pan). |  |
| 5 | The player then goes to the **refrigerator**, unlocks it, and finds **clue 2**. |  |
| 6 | The player goes to the **shelf** which has **power armor figures** standing on top, find the **container’s key** **Inside** the **head** figure. |  |
| 7 | The player uses the **key** to unlock the **container**, gets **James room’s key.** |  |

A picture containing text, screenshot, diagram, parallel

Description automatically generated

Figure : Overview Map – 1st Floor [2][3]

|  |  |  |
| --- | --- | --- |
| Map Label | Top Level Walkthrough | Development Notes |
| 8 | The player goes to James’ room, use the key to unlock the door. |  |
| 9 | The player enters **James’ room** and finds terminal 1 is **overridden** by terminal 2. A riddle on terminal 2 says that the **password** to authorize terminal 1 is in **the bedroom safe**. |  |
| 10 | The player then needs to search Isaac’s room to find **evidence**. To enter Isaac’s room, the player needs to **collect notes 1 to 4**, each **note** will have only **one number** written in paragraphs. The player needs to line the **numbers** up by the order of **dates** (early to late), to get the **password** to open **James’ bedroom**.  **First Clue** – On living room table, number 1, date 8/05  **Second Clue** – In refrigerator, number 5, date 7/19  **Third Clue** – On the living room’s small table, under the cake dish. Number 3, date 3/15  **Fourth Clue** – On one of the bedside desks, under books, number 2, date 4/20  The **password** is **3251**. |  |

A picture containing text, diagram, screenshot, plan

Description automatically generated

Figure : Overview Map – 1st Floor [2][3]

|  |  |  |
| --- | --- | --- |
| Map Label | Top Level Walkthrough | Development Notes |
| 11 | The player uses the **password** on **terminal 2** to authorize **terminal 1**.  **Secret Note 1** – Can be found next to the **television**. Needed for the true end. |  |
| 12 | The player uses **terminal** **1** to unlock and enter **Isaac’s room**. |  |
| 13 | The player finds **items 1 to 3**, uses the **crafting table** to craft a **battery** to put inside the **container**, to power up and open the door of **Isaac’s workshop**. |  |
| 14 | The player opens the door and goes downstairs to enter **Isaac’s Basement.** |  |

A picture containing text, diagram, screenshot, plan

Description automatically generated

Figure : Overview Map - Basement [2][3]

|  |  |  |
| --- | --- | --- |
| Map Label | Top Level Walkthrough | Development Notes |
| 15 | The player enters **Isaac’s Basement**, taking the **pistol** to shoot the **target** on the wall. The two **locked doors** will **switch** state from close to open back and forth on every hit. The player enters the innermost room to find the **key**. |  |
| 16 | The player finds the **key** and uses it to open the door to enter the next room.  **Secret Note 2** – Can be find on the **drawer** which next to the table with the key. Needed for the true end. |  |
| 17 | The player finds **the Treasure box** is on the table and is locked. A hint note is next to it. |  |
| 18 | The player then uses the **pistol** to **shoot** the life-sized cardboard cut-outs in the **correct order**, the **treasure box** will **unlock.**  **Order**: Silver Shroud, two-eye target, one-eye target, headless. |  |
| 19 | The player takes **Olivia’s letter** and the **key** to leave the basement, reports back to James. |  |
|  | **Normal End** – Player only has **Olivia’s letter**.  James will despair and start attacking the player for caps. The player will be able to get 100 caps after defeating him. |  |
|  | **True End** – Player has **Olivia’s letter**, **Secret Note 1, and Secret Note 2.**  James will ask the player to kill him. The player then needs to make a choice.  **[Kill James] –** The player kills James to complete the quest, gets the reward from his body.  **[Turn James to Police]** – The player decided to turn James in to the police, then complete the quest.  **[Bribing Me with Caps]** – Requires **charisma** check. If **successful**, James will give the player 300 caps to pretend he is already dead. If **failed**, James would refuse to do that, and return to the other two choices. |  |

# References

[Cover Image] “Red Pill or blue pill? the Matix sticker by lemonrinddesign,” Redbubble, https://www.redbubble.com/i/sticker/Red-Pill-or-Blue-Pill-The-Matix-by-LemonRindDesign/25776301.EJUG5?gdffi=aa308446f0204ceb814e04f9c214a536&amp;gdfms=079BFEB425AB461F9A456B5265024498&amp;epik=dj0yJnU9Tmg0SjZHc00yUlRsRUt6OUtxT1pwcHB6SnVSSTBjSlomcD0wJm49QjBoc1VDcVY3eUJYbkp5NlIyU2RJdyZ0PUFBQUFBR1J4TTRJ#&amp;gid=1&amp;pid=3 (accessed May 26, 2023).

[1] Screenshot took by He, Conger, from Level “Love from Beyond”, built by He, Conger, In Fallout 4, Bethesda Game Studios, 4 June, 2023.

[2] “Already 4131 free icons for your games,” Game, https://game-icons.net/ (accessed May 26, 2023).

[3] He, Conger, created in Adobe Illustrator, 2 July, 2023.