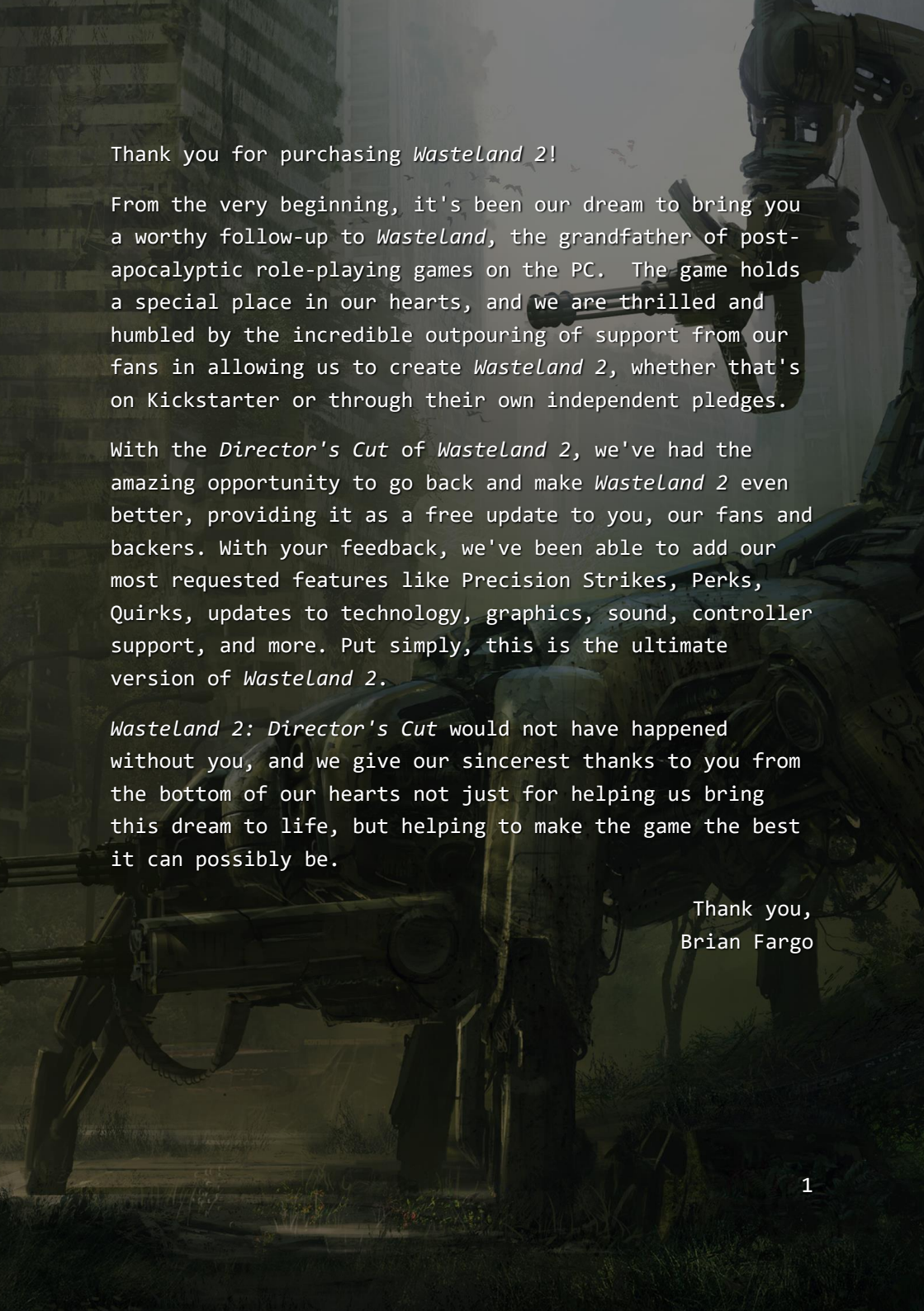


# WASTELAND™ 2

## DIRECTOR'S CUT



A large, dark, industrial robot stands in a post-apocalyptic setting. The robot is composed of various mechanical parts, including a large head with a camera-like lens, a thick neck, and a body with multiple joints and pipes. It is positioned in the foreground, partially obscuring the background. The background shows a dilapidated building with a grid-like facade and some overgrown vegetation. The overall atmosphere is gritty and dystopian.

Thank you for purchasing *Wasteland 2*!

From the very beginning, it's been our dream to bring you a worthy follow-up to *Wasteland*, the grandfather of post-apocalyptic role-playing games on the PC. The game holds a special place in our hearts, and we are thrilled and humbled by the incredible outpouring of support from our fans in allowing us to create *Wasteland 2*, whether that's on Kickstarter or through their own independent pledges.

With the *Director's Cut* of *Wasteland 2*, we've had the amazing opportunity to go back and make *Wasteland 2* even better, providing it as a free update to you, our fans and backers. With your feedback, we've been able to add our most requested features like Precision Strikes, Perks, Quirks, updates to technology, graphics, sound, controller support, and more. Put simply, this is the ultimate version of *Wasteland 2*.

*Wasteland 2: Director's Cut* would not have happened without you, and we give our sincerest thanks to you from the bottom of our hearts not just for helping us bring this dream to life, but helping to make the game the best it can possibly be.

Thank you,  
Brian Fargo



# MANUAL CREDITS

## Writers

Thomas Beekers  
Matthew Findley  
Eric Schwarz

## Editors

Nathan Long  
Eric Schwarz

## Designers

Maxx Kaufman  
Eric Schwarz

**INXILE**  
entertainment

# TABLE OF CONTENTS

Manual Credits .....	2
TABLE OF CONTENTS .....	3
INTRODUCTION .....	5
GETTING STARTED .....	11
Health Warning .....	11
CHARACTER SYSTEM .....	12
Dossier .....	12
Attributes .....	13
Derived Stats .....	15
Skills .....	17
Weapon Skills .....	17
General Skills .....	20
Knowledge Skills .....	23
Skill Odds .....	25
Quirks .....	26
Perks .....	26
Experience Points & Leveling Up.....	27
Recruitment .....	27
INTERFACE .....	29
Main Menu .....	29
Heads-Up Display (HUD).....	31
Movement & Exploration.....	34
Context Menus (Keyboard & Mouse).....	35





Radial Menu (Controller).....	36
Combat HUD .....	38
Conversation Screen .....	39
Character & Inventory Screen.....	41
Vendor Screen .....	45
Local & World Map .....	46
COMBAT .....	48
WORLD MAP .....	54
THE WORLD .....	57
Locations .....	57
Enemies .....	60
Equipment .....	64
APPENDICIES .....	69
Hints & Tips .....	69
Customer Support .....	71
End User License Agreement.....	72



## INTRODUCTION

Welcome, Recruit.

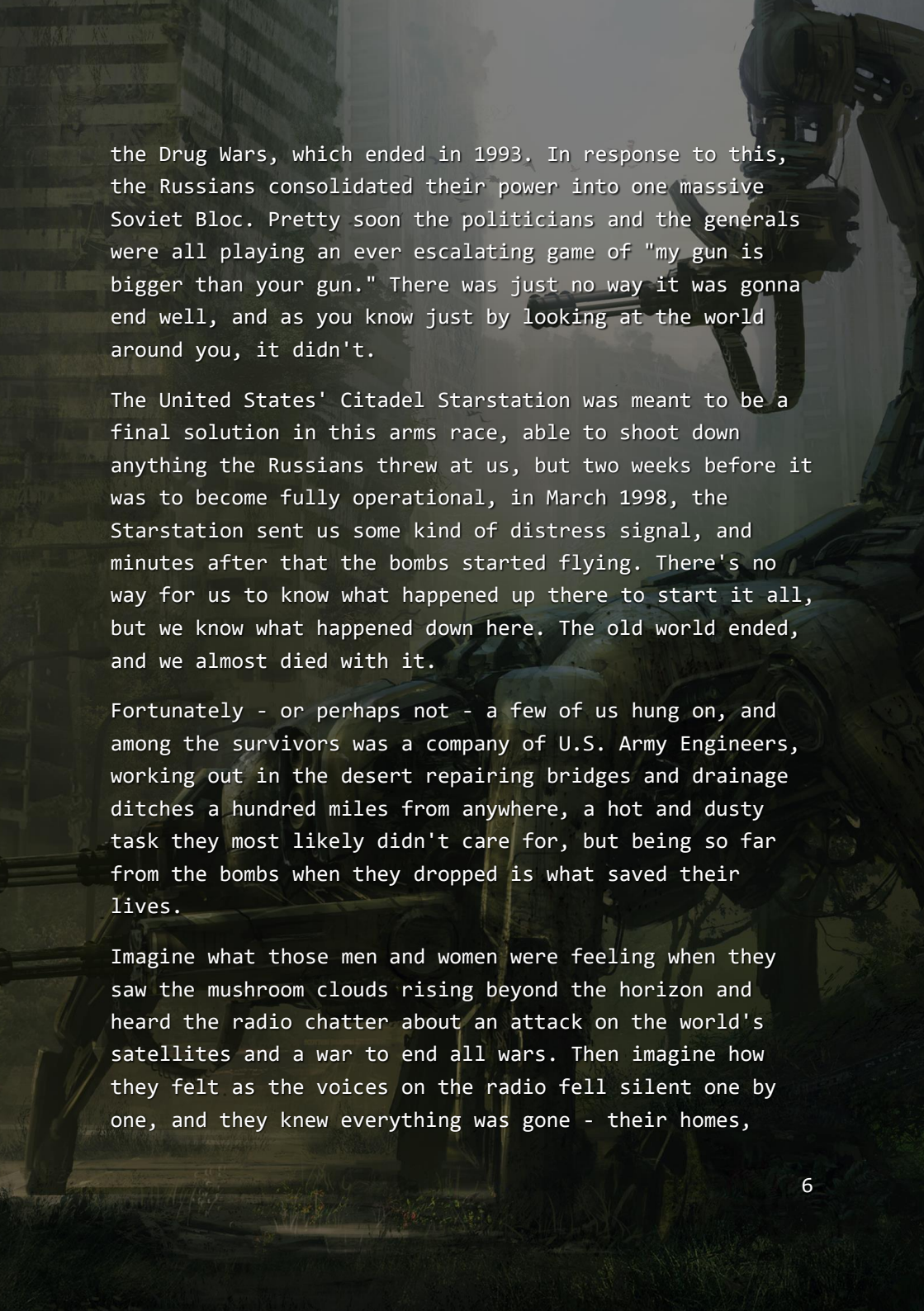
If you're reading this, you're taking your first steps towards wearing the proud badge of the Desert Rangers, and upholding all the values and traditions that come with it.

Now, I know our drill sergeants have already shown you how to shoot, how to fight, how to deal with injuries, and generally given you all the tools you'll need to survive your journeys in the Wasteland. But there might be one thing they didn't tell you, and that is *why* you're doing what you're doing. And that's why I'm writing this introduction instead of having a beer and watching the sunset up on the helipad.

So, let me just assume you don't know your ass from a honey badger and start at the very beginning, or rather, the very end. Y'see, humanity hasn't always lived in this savage hell hole of a world. Once there were great civilizations spanning the globe, people living in warm luxurious houses, working in offices, and enjoying their day-to-day lives in peace and prosperity.

But tensions were building. The two continents of the Americas had recently come under control of the United States following a six-year period of hostilities known as



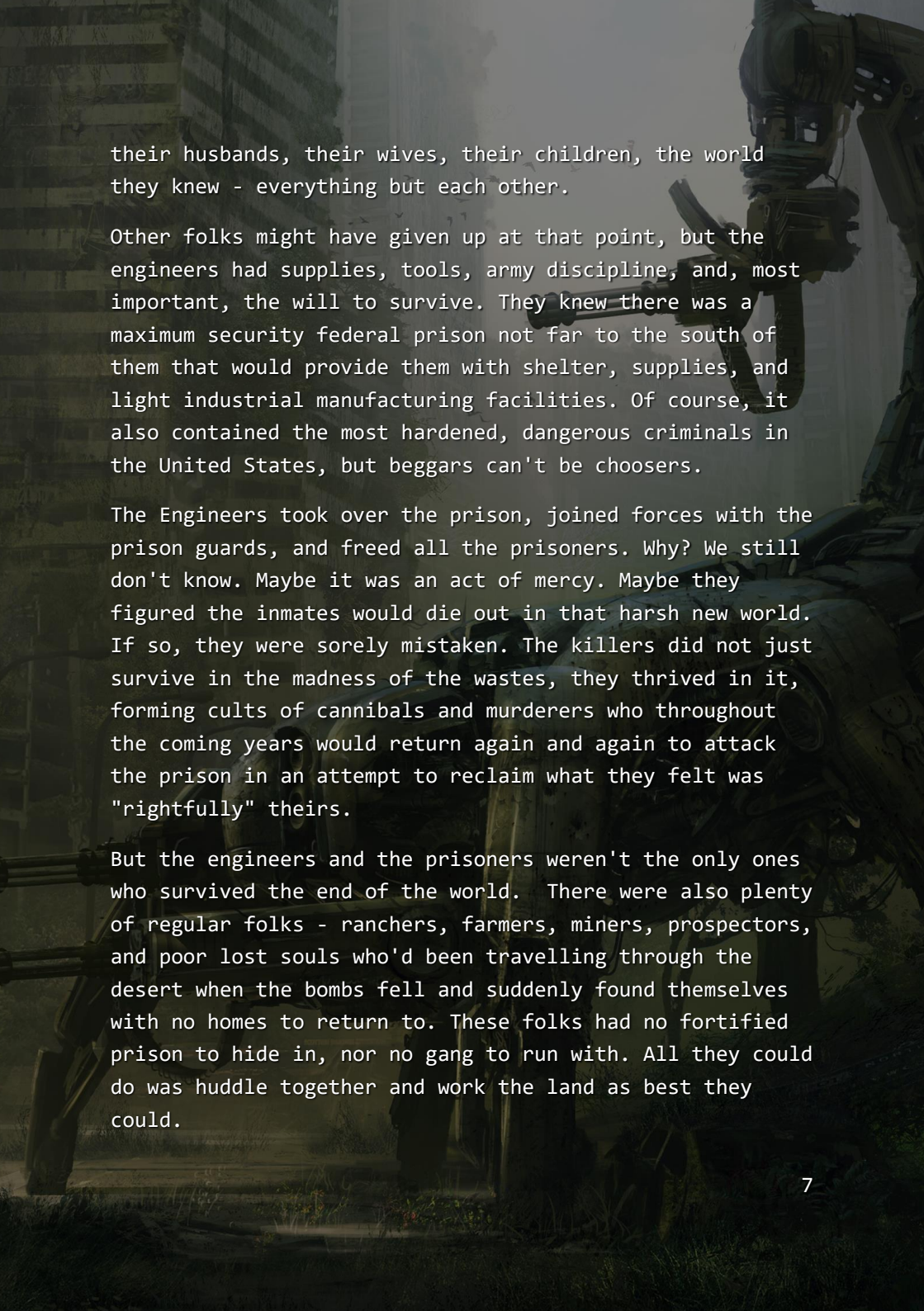


the Drug Wars, which ended in 1993. In response to this, the Russians consolidated their power into one massive Soviet Bloc. Pretty soon the politicians and the generals were all playing an ever escalating game of "my gun is bigger than your gun." There was just no way it was gonna end well, and as you know just by looking at the world around you, it didn't.

The United States' Citadel Starstation was meant to be a final solution in this arms race, able to shoot down anything the Russians threw at us, but two weeks before it was to become fully operational, in March 1998, the Starstation sent us some kind of distress signal, and minutes after that the bombs started flying. There's no way for us to know what happened up there to start it all, but we know what happened down here. The old world ended, and we almost died with it.

Fortunately - or perhaps not - a few of us hung on, and among the survivors was a company of U.S. Army Engineers, working out in the desert repairing bridges and drainage ditches a hundred miles from anywhere, a hot and dusty task they most likely didn't care for, but being so far from the bombs when they dropped is what saved their lives.

Imagine what those men and women were feeling when they saw the mushroom clouds rising beyond the horizon and heard the radio chatter about an attack on the world's satellites and a war to end all wars. Then imagine how they felt as the voices on the radio fell silent one by one, and they knew everything was gone - their homes,



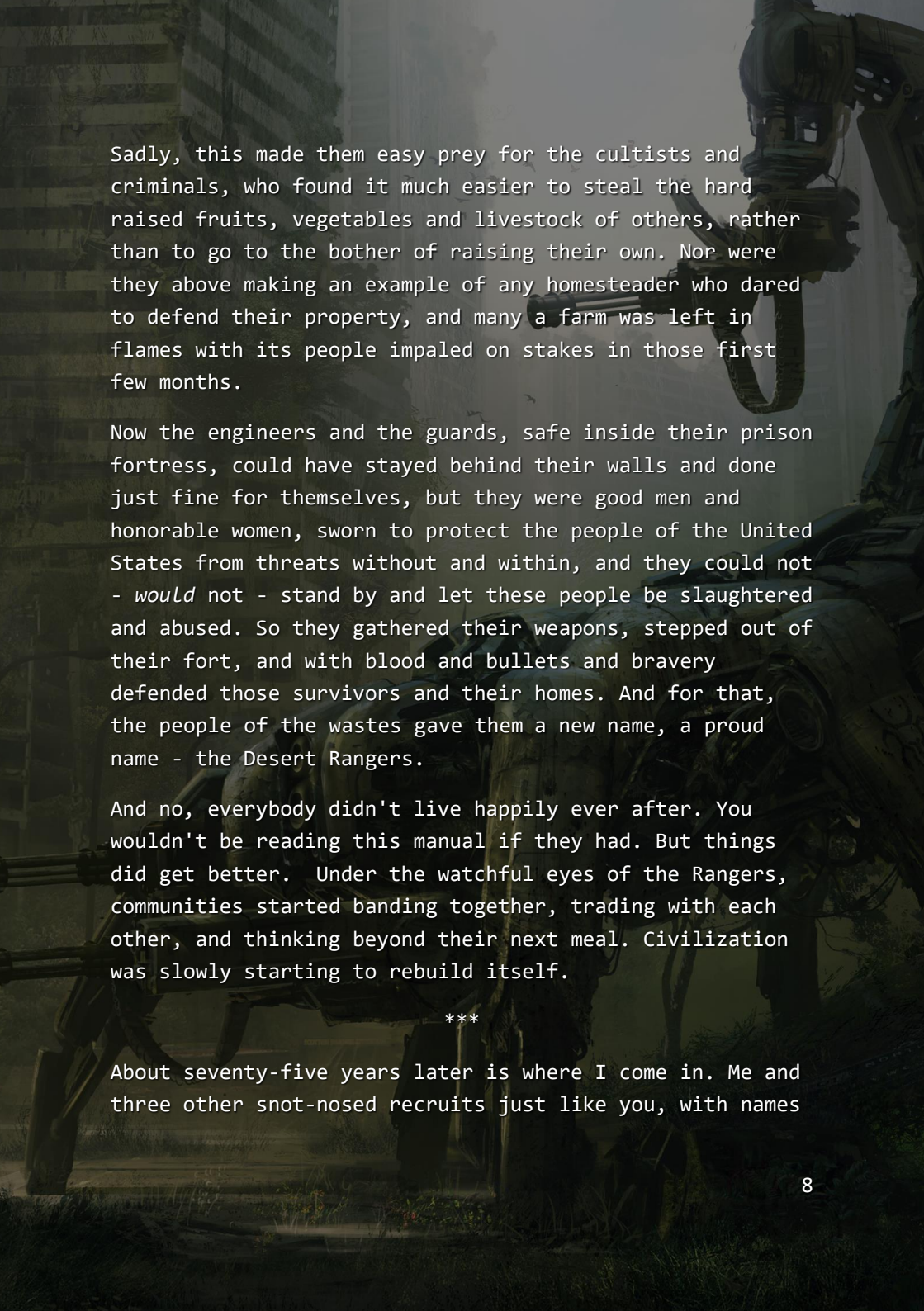
their husbands, their wives, their children, the world they knew - everything but each other.

Other folks might have given up at that point, but the engineers had supplies, tools, army discipline, and, most important, the will to survive. They knew there was a maximum security federal prison not far to the south of them that would provide them with shelter, supplies, and light industrial manufacturing facilities. Of course, it also contained the most hardened, dangerous criminals in the United States, but beggars can't be choosers.

The Engineers took over the prison, joined forces with the prison guards, and freed all the prisoners. Why? We still don't know. Maybe it was an act of mercy. Maybe they figured the inmates would die out in that harsh new world. If so, they were sorely mistaken. The killers did not just survive in the madness of the wastes, they thrived in it, forming cults of cannibals and murderers who throughout the coming years would return again and again to attack the prison in an attempt to reclaim what they felt was "rightfully" theirs.

But the engineers and the prisoners weren't the only ones who survived the end of the world. There were also plenty of regular folks - ranchers, farmers, miners, prospectors, and poor lost souls who'd been travelling through the desert when the bombs fell and suddenly found themselves with no homes to return to. These folks had no fortified prison to hide in, nor no gang to run with. All they could do was huddle together and work the land as best they could.





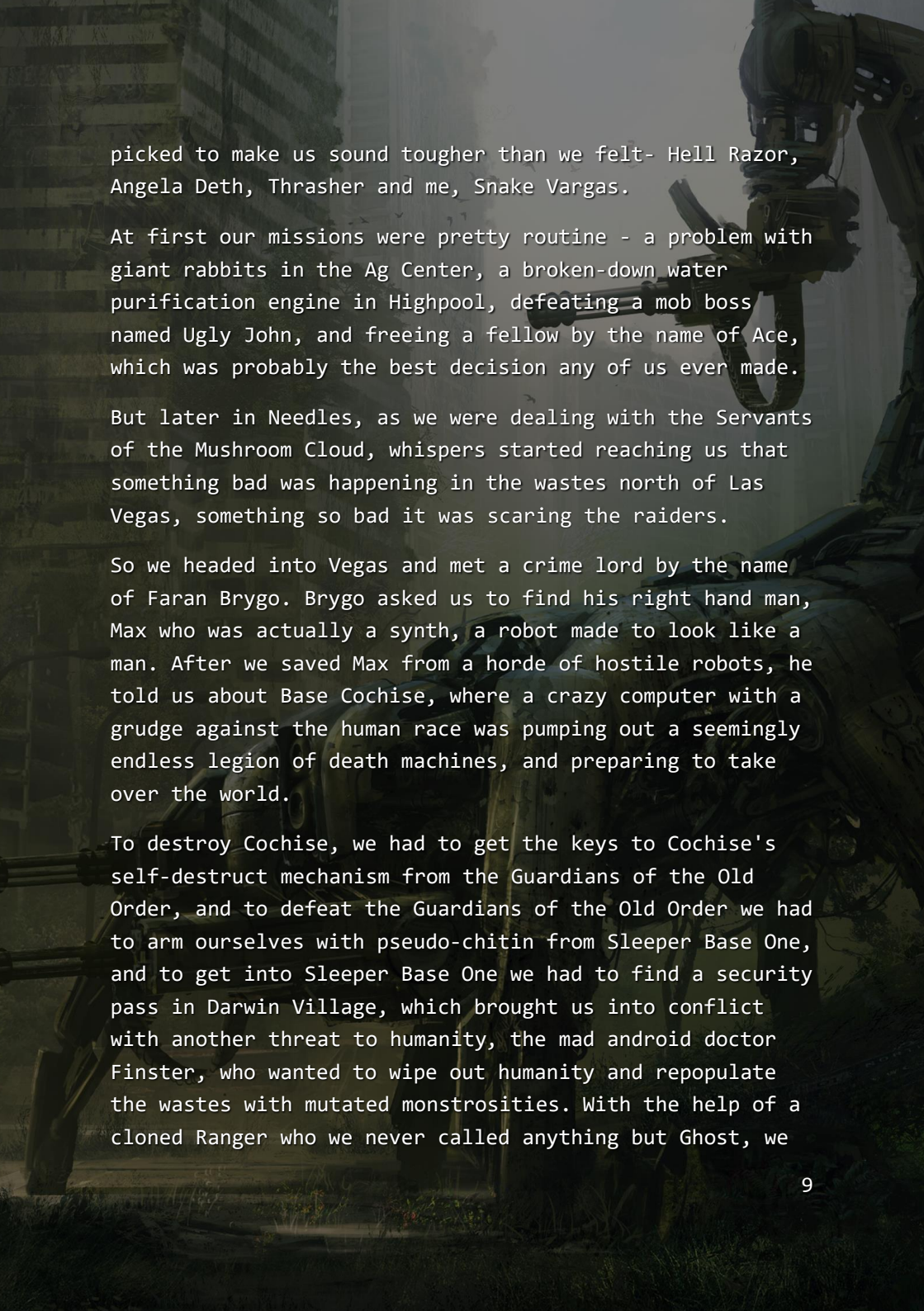
Sadly, this made them easy prey for the cultists and criminals, who found it much easier to steal the hard raised fruits, vegetables and livestock of others, rather than to go to the bother of raising their own. Nor were they above making an example of any homesteader who dared to defend their property, and many a farm was left in flames with its people impaled on stakes in those first few months.

Now the engineers and the guards, safe inside their prison fortress, could have stayed behind their walls and done just fine for themselves, but they were good men and honorable women, sworn to protect the people of the United States from threats without and within, and they could not - *would* not - stand by and let these people be slaughtered and abused. So they gathered their weapons, stepped out of their fort, and with blood and bullets and bravery defended those survivors and their homes. And for that, the people of the wastes gave them a new name, a proud name - the Desert Rangers.

And no, everybody didn't live happily ever after. You wouldn't be reading this manual if they had. But things did get better. Under the watchful eyes of the Rangers, communities started banding together, trading with each other, and thinking beyond their next meal. Civilization was slowly starting to rebuild itself.

\*\*\*

About seventy-five years later is where I come in. Me and three other snot-nosed recruits just like you, with names



picked to make us sound tougher than we felt- Hell Razor, Angela Deth, Thrasher and me, Snake Vargas.

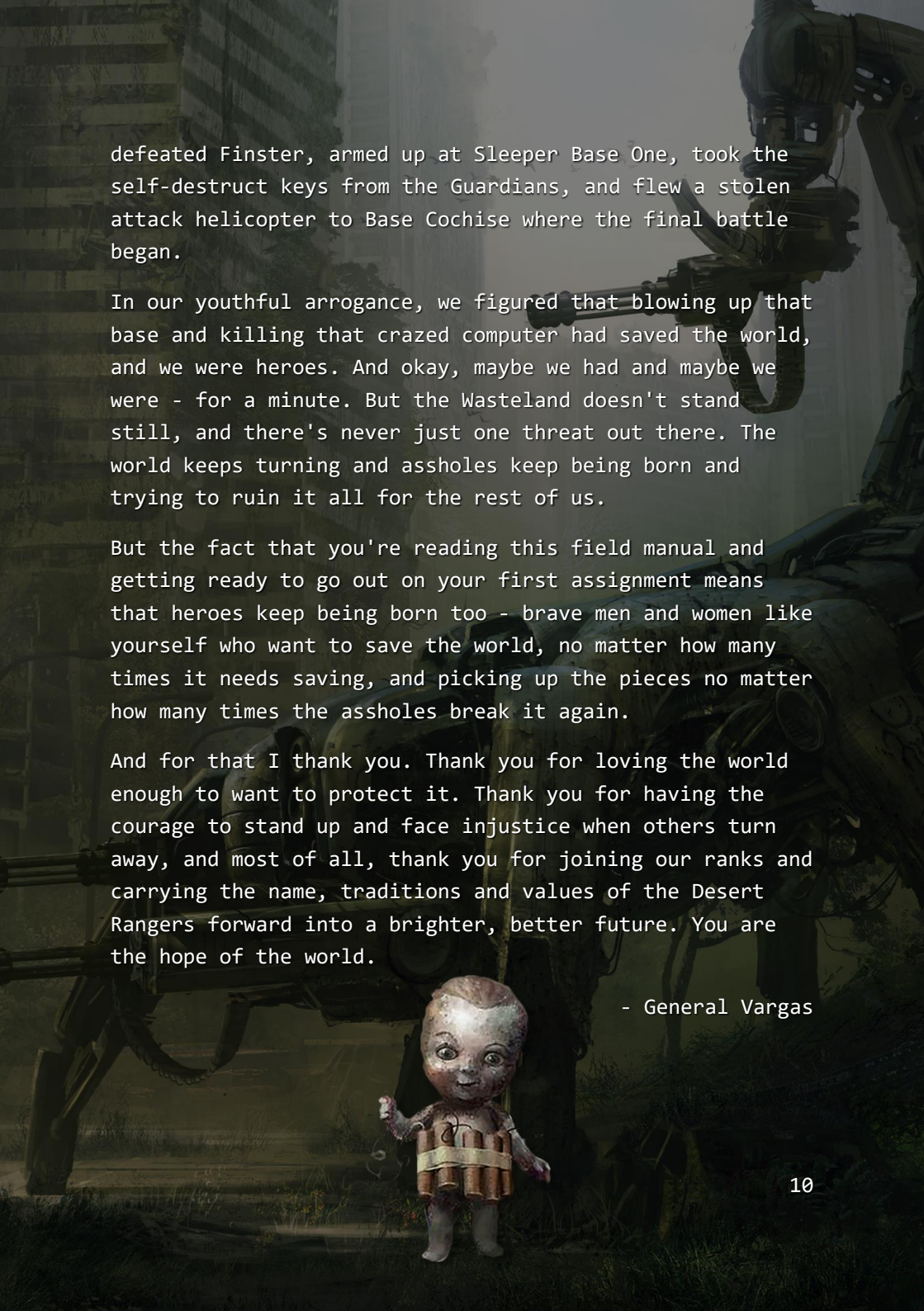
At first our missions were pretty routine - a problem with giant rabbits in the Ag Center, a broken-down water purification engine in Highpool, defeating a mob boss named Ugly John, and freeing a fellow by the name of Ace, which was probably the best decision any of us ever made.

But later in Needles, as we were dealing with the Servants of the Mushroom Cloud, whispers started reaching us that something bad was happening in the wastes north of Las Vegas, something so bad it was scaring the raiders.

So we headed into Vegas and met a crime lord by the name of Faran Brygo. Brygo asked us to find his right hand man, Max who was actually a synth, a robot made to look like a man. After we saved Max from a horde of hostile robots, he told us about Base Cochise, where a crazy computer with a grudge against the human race was pumping out a seemingly endless legion of death machines, and preparing to take over the world.

To destroy Cochise, we had to get the keys to Cochise's self-destruct mechanism from the Guardians of the Old Order, and to defeat the Guardians of the Old Order we had to arm ourselves with pseudo-chitin from Sleeper Base One, and to get into Sleeper Base One we had to find a security pass in Darwin Village, which brought us into conflict with another threat to humanity, the mad android doctor Finster, who wanted to wipe out humanity and repopulate the wastes with mutated monstrosities. With the help of a cloned Ranger who we never called anything but Ghost, we





defeated Finster, armed up at Sleeper Base One, took the self-destruct keys from the Guardians, and flew a stolen attack helicopter to Base Cochise where the final battle began.

In our youthful arrogance, we figured that blowing up that base and killing that crazed computer had saved the world, and we were heroes. And okay, maybe we had and maybe we were - for a minute. But the Wasteland doesn't stand still, and there's never just one threat out there. The world keeps turning and assholes keep being born and trying to ruin it all for the rest of us.

But the fact that you're reading this field manual and getting ready to go out on your first assignment means that heroes keep being born too - brave men and women like yourself who want to save the world, no matter how many times it needs saving, and picking up the pieces no matter how many times the assholes break it again.

And for that I thank you. Thank you for loving the world enough to want to protect it. Thank you for having the courage to stand up and face injustice when others turn away, and most of all, thank you for joining our ranks and carrying the name, traditions and values of the Desert Rangers forward into a brighter, better future. You are the hope of the world.

- General Vargas

## GETTING STARTED

*Wasteland 2: Director's Cut* is a post-apocalyptic, party-based role-playing game. In it, you control a fully-customizable squad of Desert Rangers, sole upholders of justice and order in the lawless deserts of Arizona. Using both diplomacy and violence, you'll deal with mutants, cannibals, raiders, robots and other threats, and in so doing, decide the fate of the Wasteland.

### Health Warning

Certain individuals are susceptible to epileptic attacks or loss of consciousness when looking at certain types of flashing lights or images in rapid succession. Those people may be at risk of attacks when playing videogames that include such imagery, even if that person has no prior history of such attacks. If you or a family member has already displayed symptoms associated with epilepsy, consult your doctor before using this product. Parents should pay special attention to their children when they are playing videogames. If you or your child displays blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, immediately discontinue use of the computer and this software and consult a doctor.

It is advisable to take frequent breaks while playing videogames for your own health and safety. Please consider taking a 15-minute break per each hour of time spent playing *Wasteland 2: Director's Cut* to stretch, exercise and rest your eyes. We need our Rangers to be in tip-top shape!



## CHARACTER SYSTEM

Upon starting the game, you'll create a squad of Desert Rangers, customizing them from top to bottom to handle the dangers of the Wasteland.

### Dossier

The Dossier defines a Ranger's personal details. These have no significant gameplay impact.

**Name** is your Ranger's name. We hope this needs no further explanation.

**Age** can range anywhere from 16 to 99.

**Religion** represents your Ranger's spiritual or theological beliefs. The Desert Rangers are well known for their tolerant attitudes.

**Smokes** determine your Ranger's favorite cigarette brand, if any.

**Nationality** is your Ranger's background.

**Biography** is a blank canvas for your imagination to fill: write any kind of backstory for a Ranger that you can come up with, or leave him or her as a mysterious wanderer.

**Gender** makes no difference to attributes or Skills, but some people in the Wasteland may treat men or women differently in certain situations.

**Character Appearance** can be changed, with the following categories available: hair, head, torso, packs, legs and skin tone. You can also use the Randomize button to let fate roll the dice for you.

**Portrait** is a pretty picture of your Ranger. You can either choose from a gallery of pre-drawn portraits, or have the game take a snapshot of your Ranger to use as a portrait.

## Attributes

A Ranger's basic capabilities are represented as Attributes. These determine starting stats and may influence the overall effectiveness of your Ranger, ranging from combat effectiveness to how many Skills they can learn.

### Coordination



**Coordination** defines a Ranger's general motor Skills, both fine hand-eye coordination and sense of balance. Coordination is the attribute of choice for any gunslinger.

### Luck



**Luck** is *special something* that just makes life easier from some of us than for others. Luck affects the general performance of a Ranger, allowing them to at times gain extra health on level-up, make bonus moves in combat, or dodge attacks that would otherwise kill them.

### Awareness



**Awareness** refers to a Ranger's general concentration and situational awareness. Awareness' high influence on Combat Initiative makes it an important attribute for Rangers that you want to move early and often in combat.



## Strength



**Strength** is the brute muscular power of a Ranger - though does not represent the power or skill to actually use it. Strength is most useful for those interested in using melee weapons, but also determines a Ranger's health and ability to carry equipment.

## Speed



**Speed** is not just the ability to run fast, but also refers to the Ranger's reaction speed and quickness in evading threats. Rangers with a high Speed tend to be able to move faster, more often, and get more attacks off in combat.

## Intelligence



**Intelligence** represents the Ranger's ability to process and learn new information. Intelligence is of primary importance to Rangers that want to learn lots of Skills, but also has an influence on certain combat statistics - after all, a Ranger's smart thinking can have an influence in the outcome of a fight, too.

## Charisma



**Charisma** is a unique attribute that does not directly impact any stats, but has a number of effects. A higher Charisma will grant a Ranger bonus Experience Points, may unlock special reactions in conversations with the Wasteland's inhabitants, and increases the range of the Leadership

skill's effect. The squad's total Charisma also influences how willing recruits (CNPCs) are to join the squad.

## Derived Stats

Derived Stats are statistics that are dependent upon your Ranger's Attribute values. These can change over the course of the game as you increase Attributes and gain new equipment and Perks.

## Action Points

**Action Points** determine how many actions your Ranger can take per turn.

## Critical Chance

**Ranged Critical Chance** and **Melee Critical Chance** set the base value for your chance to score a Critical Hit on an enemy with either weapon type. Critical Hits deal more damage than regular attacks.

## Combat Initiative

**Combat Initiative** determines how often your Ranger can take a turn in combat.


## Evasion

**Evasion** decreases the Chance to Hit for any enemies targeting a Ranger.

## CON (Constitution)

**CON** refers to the total health a Ranger has. The more CON, the more damage that Ranger can take before being knocked Unconscious or killed.





## Combat Speed

**Combat Speed** is the amount of distance a Ranger can move per-Action Point in combat.

## Skill Points per Level

**Skill Points per Level** represent the amount of Skill Points a Ranger earns each level-up.

## Maximum Carry Weight

**Maximum Carry Weight** determines how much the Ranger can carry (equipped items included) in their Inventory.

## CON per Level

**CON per Level** is the amount of CON added each time a Ranger levels up.

## Skills

Skills allow your Ranger team to interact with the world in different ways. Skills are divided into three different categories: Weapon Skills, Knowledge Skills and General Skills.

At the start of the game, each Ranger in your squad will be outfitted with the type of weaponry and equipment that best suits his or her Skills. For example, a Ranger with Handguns and Field Medic will start the game with some medical supplies and a handgun to fight with.

## Weapon Skills

### Assault Rifle



**Assault Rifles** are a favorite of the experienced Ranger: flexible, reliable and useful in almost any situation. Assault rifles have good range, good Armor Penetration, good damage and multiple firing modes. However, they use up a significant amount of Action Points per shot, ammo is hard to find and expensive, and they lose accuracy in close quarters.

### Bladed Weapons



**Bladed Weapons** are excellent for getting in close and personal with low-armored enemies, such as the various mutated animals in the wastes. The Critical Hit rate is high, but Armor Penetration and damage of non-Critical Hits are not very good. Bladed weapons do not consume ammo.



## Blunt Weapons



**Blunt Weapons** offer a close range alternative that is a bit more dependable than bladed weapons, and better suited against armored enemies. The Armor Penetration is good and, if you do land a Critical Hit, the damage multiplier is high, but the Critical Hit Chance is significantly lower than for bladed weapons. Blunt weapons do not consume ammo.

## Brawling



**Brawling** is the final fallback if all your ammo is gone or your weapons have been lost. Brawling has a very low Action Point requirement, allowing for many attacks per turn for fast characters, and the hit rate is high, but overall damage is very low. Fists do not consume ammo.

## Energy Weapons



**Energy Weapons** have a unique relation to armor. Energy weapons will melt, zap and boil armor that's bulky, metallic or otherwise conductive, making them extremely effective against robots and heavily armored humans alike. The downside is that energy weapons do less damage against lightly armored enemies who don't have heavy conductive armor.

## Handguns



**Handguns** are useful as a primary weapon and also a prime choice as a secondary weapon, because handguns and handgun ammo are quite common. Handguns have a high Critical Hit rate, cheap ammo and cost relatively little Action Point to use, but they suffer from low Armor Penetration and range.

## Heavy Weapons



**Heavy Weapons** can spit out huge amounts of lead, do very high damage and have good Armor Penetration, but they tend to be heavy to carry and their attacks take a lot of Action Points. Heavy weapons are also expensive and sometimes hard to find ammo for.


## Shotguns



**Shotguns** are ideal crowd-clearing weapons. All shotguns have an area-of-effect cone inside which any characters - friendly or enemy - will be damaged. Shotguns use medium Action Points, meaning a well-balanced Ranger could take multiple shots per turn, but they do not have great range or Armor Penetration and shots lose effectiveness the farther away an enemy is.




## Sniper Rifles



**Sniper Rifles** have an extremely high damage output per shot. A good sniper can start off combat by taking out an enemy with a single shot, and remain deadly throughout the fight. But despite their damage, and long range, their high Action Point cost per shot means you generally can take only one shot per turn and do little else. Sniper ammo tends to be more expensive, and sniper rifles lose effectiveness if enemies come within close range.


## Submachine Guns



**Submachine Guns** are cheap and easy-to-find weapons for the Ranger that prefers the spray-and-pray approach to combat. SMGs fire multiple rounds per shot, have very cheap ammo, and bonus accuracy at close range. However, they have low Critical Hit Chances, low Armor Penetration and are only effective up to medium range.

## General Skills

### Animal Whisperer



**Animal Whisperer** does not just represent a fondness of talking to puzzled animals. No, the whispering actually works. Animals are pacified by this skill, and sometimes even made to follow the party around which can sometimes result in various bonuses.

## Barter



**Barter** represents the ability to get a better deal from merchants and vendors. Each point in Barter represents a bonus in trading situations, reducing the cost of items you buy. Barter works for the entire squad, but the bonus between multiple Rangers does not stack.

## Brute Force



**Brute Force** is the Ranger's capacity to kick down, push over and smash through things. Doors, walls, pillars, even cows - whatever you see upright and think "that should be down", make it so! This skill can also be used to open certain locked doors or containers.

## Hard Ass



**Hard Ass** is the ability to talk tough and intimidate people, with the purpose of getting them to abandon a fight or simply let you pass. Hard Ass is only used in conversations.

## Kiss Ass



**Kiss Ass** represents the ability to persuade people using flattery and general sweet talking. It tends towards the deceptive. Kiss Ass is only used in conversations.



## Leadership



**Leadership** is the ability to command others and inspire confidence through one's commands. It has two major effects: one is that recruits (CNPCs) will be less likely to go rogue in combat. Additionally, the Leadership skill inspires confidence, giving nearby squad members an increased Chance to Hit.

## Outdoorsman



**Outdoorsman** is used mostly while traveling on the World Map. It reduces the rate of water consumption by the squad, and makes it possible to avoid random encounters, potentially keeping you out of dangerous unexpected firefights.

## Perception



**Perception** indicates a keen eye for small details. It is used automatically when exploring the game world, and may uncover hidden objects, loot caches, and more. Perception also works in conversations and may reveal certain interesting details about the characters you meet in the Wasteland.

## Smart Ass



**Smart Ass** is the manipulative end of the conversation Skills, turning people to your way of thinking either with honest logic, or

by simply outsmarting and confusing them. Smart Ass is only used in conversations.

## Weaponsmithing



**Weaponsmithing** allows a Ranger to strip useless weapons down for parts. Parts provided include Broken Weapon Parts, which can be sold, as well as Weapon Modifications, which can be installed on your squad's weapons to grant them additional effectiveness in combat.

## Knowledge Skills

### Alarm Disarming



**Alarm Disarming** allows a Ranger to safely disable detection systems and alarms on doors, tripwires, and other alarm devices. This is often the only way to get through some areas peaceably, or open certain electronically sealed doors and safes.

### Computer Science

**Computer Science** gives the knowledge and ability to use computers and similar electronic devices, allowing the Ranger to interface, hack and repair them. Experienced hackers may even be able to sway robots and synths to join their side in combat.



## Demolitions



find it.

**Demolitions** is used to arm and disarm explosives, mines and booby traps found in the world. It pairs well with the Perception skill, as even if you know how to disarm a bomb, it won't do you much good if you can't

## Field Medic



fight.

**Field Medic** represents the ability to use healing items. While any Ranger can use simple painkillers, it takes an experienced Field Medic to make use of more effective Medic Packs to bring a friend back into the

## Lockpicking



**Lockpicking** is the skill of unlocking simple, reinforced locks on doors and chests, without the use of a key. Be careful of what you unlock – some people may get upset if you swindle their stuff.

## Mechanical Repair



going.

**Mechanical Repair** gives a Ranger the skill to repair engines, appliances, and other machines. This is a situational skill that might help you solve a mechanical problem or open up a new path to get where you're

## Safecracking



**Safecracking** is high-tech lockpicking, allowing a Ranger to open safes and vaults. Containers and doors with these high tech locks generally can't be easily opened with gunfire or conventional explosives.

## Surgeon



**Surgeon** allows a Ranger to use Surgeon Kits to bring back Unconscious squad members from the brink. Surgeon is an extremely effective and important skill to have, as in most cases, once a Ranger is knocked out of a fight, there's no bringing them back without the use of these specialized items.

## Toaster Repair



**Toaster Repair** is a highly specialized skill focusing purely on the repair and maintenance of toasters. Repairing a toaster allows one access to its contents, and you'll be surprised: people leave the darndest stuff inside those things!

## Skill Odds

When using certain Skills, you will have specific odds of success (and failure). You may use a skill repeatedly on the same object if you fail the first time.

Some Skills also have a chance of **Critical Success** and **Critical Failure**. Critical Success may allow you to get an



extra bonus after using that skill, or perform the skill more quickly, while Critical Failure may injure the Ranger using it, inflict a negative Status Effect, or even break the object you're interacting with.

## Quirks




**Quirks** are special personality traits you can pick for your Desert Ranger squad during the character creation process. You can pick a single Quirk for each of your Rangers, and that Quirk will remain with and define that character throughout their adventures in the Wasteland. Picking a Quirk is optional – you can go without if you prefer to not live on the wild side.

Each Quirk has either a benefit and a drawback, or an effect that can be both positive or negative depending on the context. Quirks will change the way in which you need to play your character throughout the game – some more so than others.

## Perks

**Perks** are a way to further customize your individual Rangers as they level up. Every 4 level-ups, your Rangers will gain 1 Perk Point, which can be spent to unlock a Perk.

Perks are additional abilities and bonuses that help fine-tune a Ranger's existing skill set, or help shore up their weaknesses. They can even open up new tactics and strategies in combat.



While some Perks are generally useful for most Rangers, and thus can be acquired by anyone, other Perks have specific Skill requirements. These are listed in the corresponding Skill's description text, as well as in the Perks section of your Ranger's character screen.

## Experience Points & Leveling Up

Throughout the game, your Rangers will gain Experience Points (EXP). EXP can be earned for using Skills, and for defeating enemies in combat, but is also gained for solving various missions you will undertake.

When a Ranger has gained enough EXP, their yellow EXP meter will begin flashing. If you see this, you can use your Radio to check in with headquarters and earn field promotions (level-ups).

Leveling up grants the following bonuses:

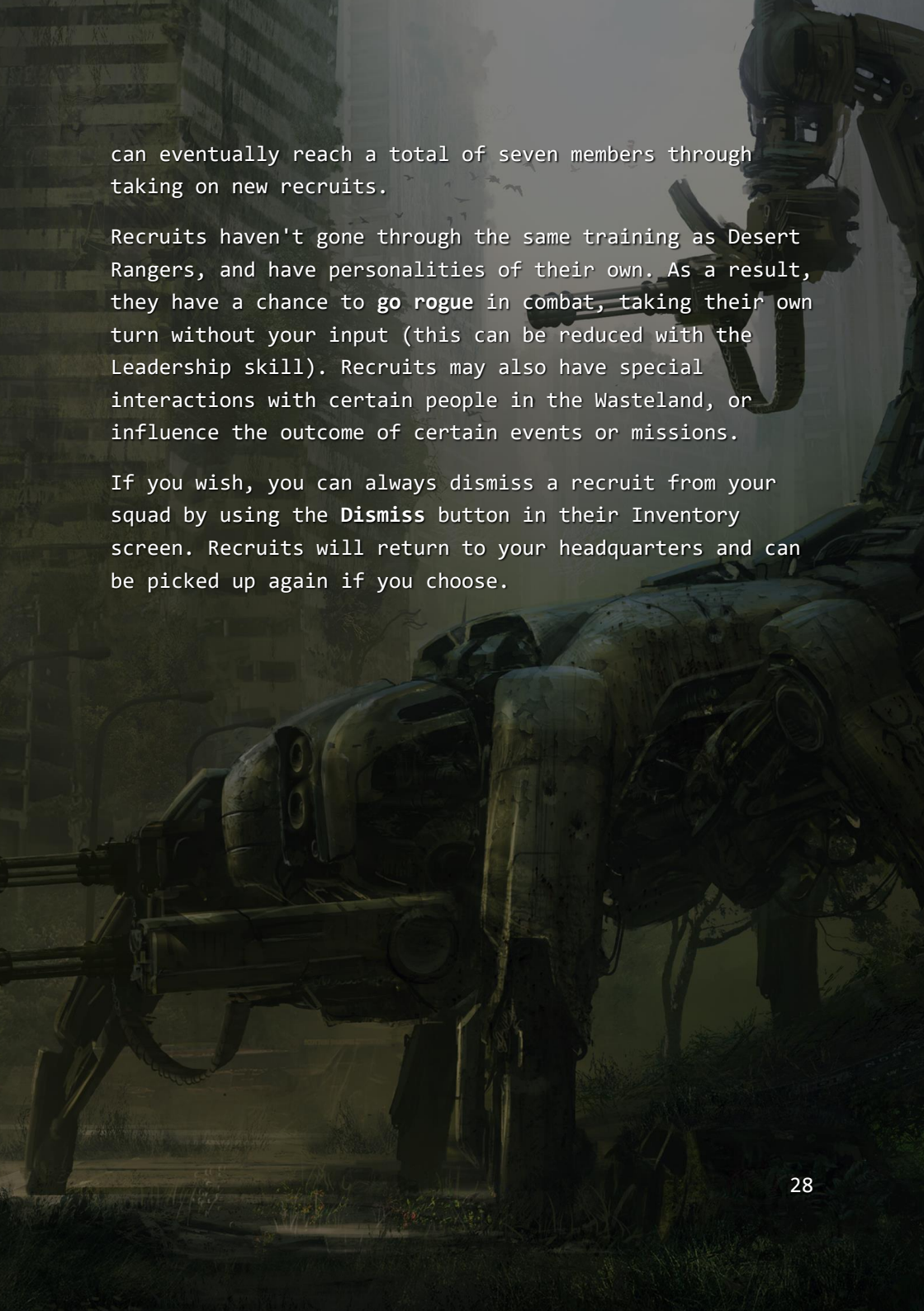
- Increased CON (determined by Strength and Luck)
- Additional Skill Points (determined by Intelligence)
- Additional Attribute Points (every 5 levels)
- Additional Perk Points (every 4 levels)

To assign your new points, open up the Character, Skills, and Perks screens for your specific Ranger. Once spent, you cannot refund these points, so choose wisely!

## Recruitment

When you start the game, you can pick up to four Rangers to your squad. However, as you explore the Wasteland, you may come across people who wish to join your squad as recruits (also referred to as CNPCs). Your Ranger squad





can eventually reach a total of seven members through taking on new recruits.

Recruits haven't gone through the same training as Desert Rangers, and have personalities of their own. As a result, they have a chance to **go rogue** in combat, taking their own turn without your input (this can be reduced with the Leadership skill). Recruits may also have special interactions with certain people in the Wasteland, or influence the outcome of certain events or missions.

If you wish, you can always dismiss a recruit from your squad by using the **Dismiss** button in their Inventory screen. Recruits will return to your headquarters and can be picked up again if you choose.

## INTERFACE

### Main Menu

When you start *Wasteland 2: Director's Cut*, the game will launch directly into the Main Menu. You'll see a number of different choices here.



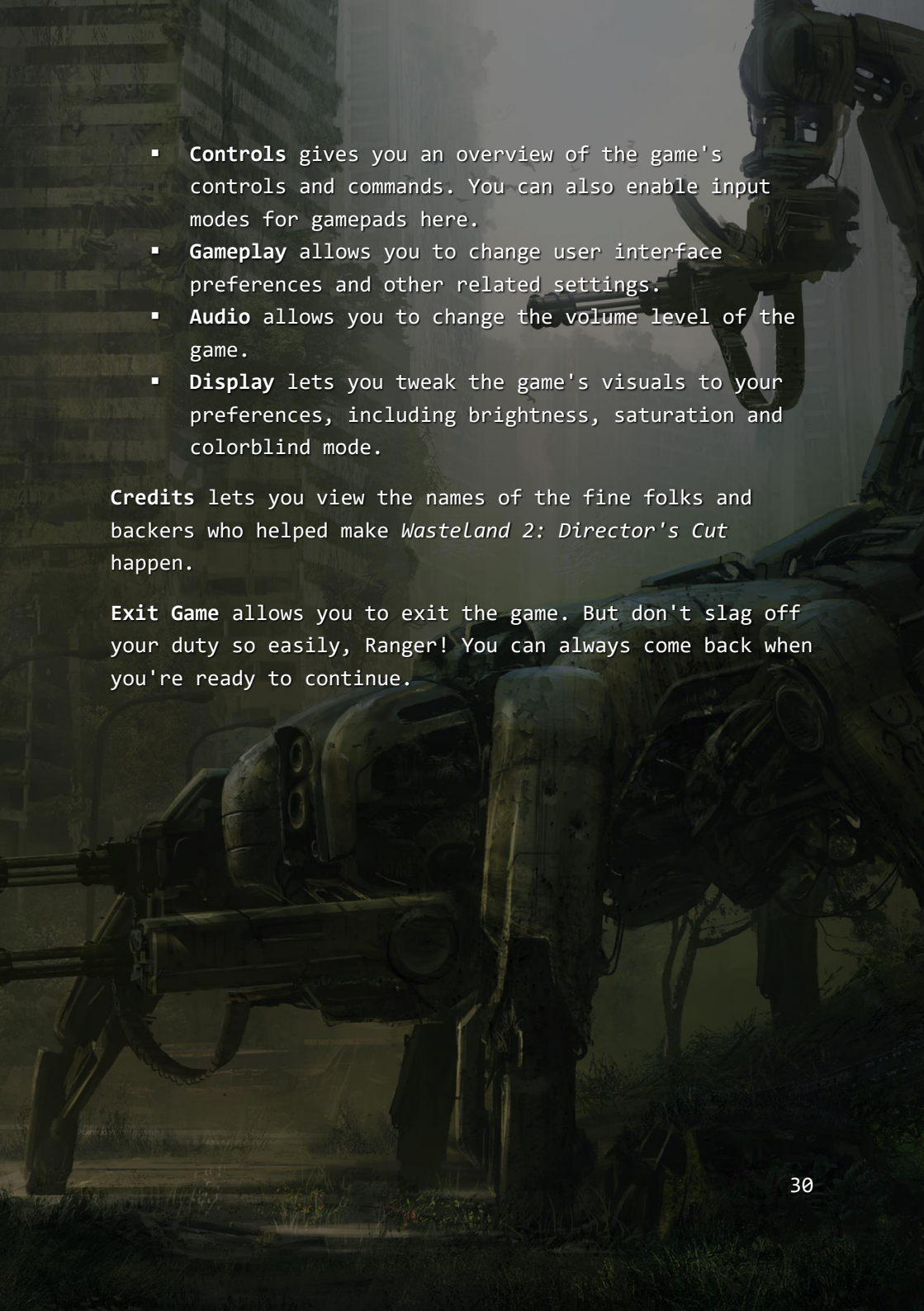
**Continue** continues the game from where you last saved.

**Load** allows you to pick from one of your saved games and load to that specific point.

**New Game** starts a new adventure in the Wasteland, allowing you to create a new squad of Rangers, or pick a pre-created squad and dive in.

**Options** allows you to configure different aspects of gameplay.



- 
- A large, dark, industrial robot with a complex mechanical structure is the central focus of the image. It has a thick, cylindrical body and a large, articulated arm. The background is a hazy, post-apocalyptic landscape with a tall, brick building on the left and some sparse vegetation in the foreground. The overall tone is dark and atmospheric.
- **Controls** gives you an overview of the game's controls and commands. You can also enable input modes for gamepads here.
  - **Gameplay** allows you to change user interface preferences and other related settings.
  - **Audio** allows you to change the volume level of the game.
  - **Display** lets you tweak the game's visuals to your preferences, including brightness, saturation and colorblind mode.

**Credits** lets you view the names of the fine folks and backers who helped make *Wasteland 2: Director's Cut* happen.

**Exit Game** allows you to exit the game. But don't slag off your duty so easily, Ranger! You can always come back when you're ready to continue.

## Heads-Up Display (HUD)

The Heads-Up Display (HUD) is where you'll find most of your essential information while playing *Wasteland 2: Director's Cut*. The HUD is divided up into the following elements.

### Squad Bar



The Squad Bar contains portraits of your Ranger squad, as well as their current CON (green bar) and current EXP (yellow bar). You can right-click on it to open that character's Inventory screen quickly.

### Hotbar (Keyboard & Mouse Only)



The Hotbar is a bar of eight empty slots located underneath the Squad Bar. The Hotbar allows you to assign Skills as well as various items to it for quick use. The slots 1-8 also correspond to hotkey numbers on your keyboard.



## Interaction Prompt



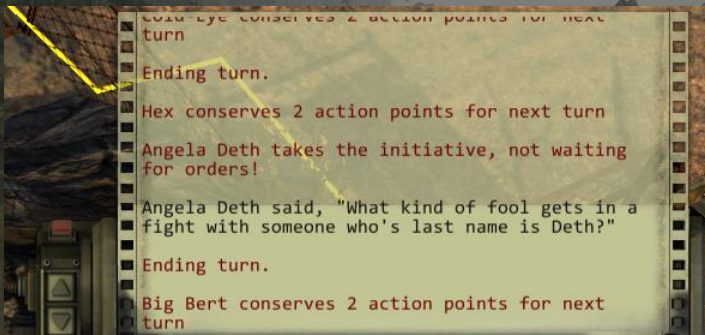
When hovering the mouse cursor over interactive objects, you'll see an **Interaction Prompt**. This prompt shows you the valid actions you have with that object depending on what it is. For instance, it may offer you the action "Talk" if it's a character you can speak to. Left- or right-click an object to interact with it when prompted.

## Weapon HUD



The **Weapon HUD** shows your selected Ranger's currently equipped weapon, as well as a number of stats, including its AP cost, damage, ammo count, and more. Left-click the Weapon HUD to enter Force Fire mode, which will allow you to attack targets even outside of combat.

## Dot Matrix Printer



This fancy top-of-the-line Dot Matrix Printer (also called the Text Log) records descriptive details about the game world, combat text, and conversation history with characters in the world. Paying attention to the text here can be important, especially when examining objects.

## Radio



The Radio is your lifeline to headquarters, allowing you to call in your mission progress and receive field promotions. Left-clickclick the "Call" and "End" buttons on it to call HQ and cancel any current radio transmissions.



## Movement & Exploration

To move around the game world, you'll primarily be using the mouse. You can select your Rangers by left-clicking on them, and right-clicking on the ground will move them.

### Movement Modes

There are two movement modes in the game – Group Movement Mode and Individual Movement Mode. You can use the Movement Mode Toggle button on the HUD to change movement mode.

In **Group Movement Mode**, your entire squad will follow a single leader (the "primary" selected character, indicated by a larger character portrait in the Squad Bar).

In **Individual Movement Mode**, you will be able to select one or more characters and move them individually. To select more than one character, use the left mouse button and drag-select to draw a box around the ones you want to move.

### Interaction


If you move the mouse cursor over an interactive object or character in the game world, then you will see it highlight. When this happens, you will see the Interaction Prompt appear near the top-center of the HUD. Then, left- or right-click on it to perform the indicated interaction. Common types of interactions you will see include things like Talk, Open, and Examine.

If you find yourself wondering which parts of the scene are interactive, you can highlight all objects on screen by pressing the "Z" key on your keyboard by default.

## Context Menus (Keyboard & Mouse)

There are two context menus you can use to interact with the game world. Both can be accessed by right-clicking on objects when playing with the keyboard & mouse.

### Precision Strikes



**Head**  
100% Chance to Hit  
1.35x damage  
-60% Chance to Hit  
Does extra damage and may turn enemies psychotic, making them unable to tell friend from foe.



The Precision Strikes menu can be accessed in combat by right-clicking on an enemy. This will allow you to perform a Precision Strike on the selected enemy. Left-click a body part to fire on it. Hovering the mouse cursor over that body part will show you various information, including any Chance to Hit penalties and status effects the Precision Strike might cause.



## Skills Menu



The Skills Menu allows you to perform skill actions in the environment. Simply right-click on any object with skill checks (for instance, a locked door) and you will see a popup allowing you to use skills with it. The game will automatically show the skill odds for the highest-skilled character in your party when you are in Group Movement Mode, and the odds for the currently selected character if you are in Individual Movement Mode.

## Radial Menus (Controller)

There are two radial menus you will use to interact with the game world. These are only available when playing in controller mode.

## Combat Radial



The **Combat Radial** shows your various combat actions, such as Attack, Precision Strike, Reload, Ambush, and so on. It can be opened both in and out of combat, but you will get most use of it in battle.



## Skills Radial



The **Skills Radial** allows you to perform skill actions both in and out of combat. When near an object a skill can be performed on, you will see different skill options light up, as well as the odds for success (if applicable).

## Combat HUD

In combat, a number of new HUD elements appear.

## Action Queue



The **Action Queue** shows the turn order in combat. Keep an eye on this to see which characters (both friendlies and enemies) will make their moves next.

## Action Point Display

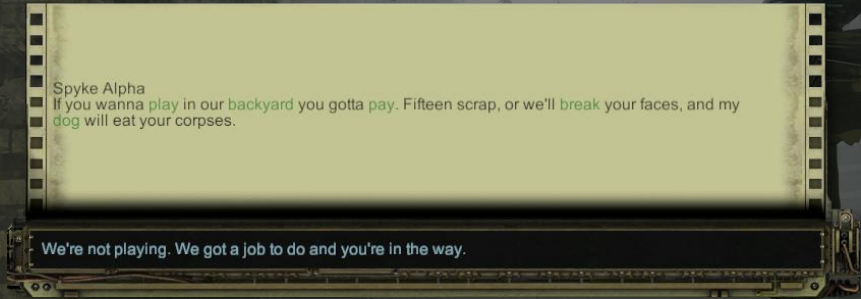


The **Action Point Display** takes the form of nixie tubes on the HUD. These show how many AP your current Ranger has left to spend this turn.

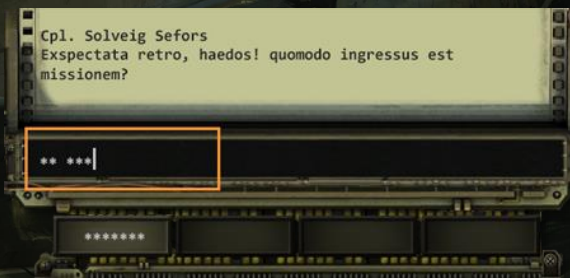
## Conversation Screen

You'll talk to many different people throughout your travels in the Wasteland. In **conversation**, you'll see the character's dialog, as well as descriptive information, shown in text.





To pick different conversation options, select the buttons on the bottom of the conversation screen. Each button has a keyword which corresponds to a larger question or statement, which you will see on the interface before you select it. As you talk to more people, you may learn new keywords that open up new conversation options with other characters.



Different conversation skill options (Hard Ass, Kiss Ass, and Smart Ass) are highlighted in different colors and can only be selected if you have a character in your squad with the appropriate skill level.

You can also type in keywords manually when on the conversation screen. Sometimes, there are even hidden

keywords allowing you to suggest ideas or ask characters about topics which may not be obvious. Typing these in uses the system keyboard interface.

## Character & Inventory Screen

The Character & Inventory Screen is where you will be able to inspect the details of all your Rangers, manage their equipment, and assign points while leveling up. It is divided into a number of tabs.

### Inventory



This tab displays a Ranger's current equipment, basic combat-related statistics, and inventory contents. You may equip different items here, inspect item details, install Weapon Modifications, transfer items between squad members, and more. Items in the Inventory pane automatically sort themselves.



## Character

The screenshot displays the 'Character' tab for a Ranger named Pills. The interface includes a character portrait, a list of attributes, a biography, and a quirk. The character's name is Pills, a Lieutenant with 427 health and 50 levels. Her attributes include Coordination (6), Luck (2), Awareness (7), Strength (3), Speed (6), Intelligence (4), and Charisma (5). Her biography states that she learned her trade in a brothel near the old Prison, and her quirk is 'Way of the Squeezeins'.

Attribute	Value
Age	26
Ethnicity	American
Religion	None
Smokes	None
Kills	1
Damage Done	1
Radiation Resistance	0
Water	60/60
CON Per Level	8
Skill Points per Level	3

**Attributes:**

- 6 Coordination
- 2 Luck
- 7 Awareness
- 3 Strength
- 6 Speed
- 4 Intelligence
- 5 Charisma

**Character Details:**

- AP: 9
- LV: 50
- Name: Pills
- Rank: Lieutenant
- CON: 424 / 427
- XP: [Progress Bar]

**Combat Stats:**

- Armor: 1
- Critical Chance: 0%
- Combat Initiative: 15
- Chance to Evade: 10%
- Combat Speed: 1.0

**Biography:**

Pills learned her trade working in a brothel near the old Prison, healing poked joy-girls and stitching up drunks after nightly bar-room brawls. She's good with a needle but sometimes likes the taste of her own medicine.

**Quirk:** Way of the Squeezeins

This tab displays a Ranger's Attributes, portrait, biography, Quirk (if applicable), and other related details.

## Skills

The screenshot shows the Skills menu for a Ranger character. The character's name is "Pills", a Lieutenant, with 9 AP and 50 LVL. The menu is divided into several sections:

- Inventory**, **Character**, **Skills** (selected), **Items**, **Logbook**
- Learned Skills**: 27 Skill Points Available. Skills include Field Medic (10), Surgery (10), and Heavy Weapons (10).
- Combat Skills**: Assault Rifles, Bladed Weapons, Blunt Weapons, Brubbling, Energy Weapons, Handguns.
- Heavy Weapons**: A section describing Heavy Weapons as three hundred pound gorillas, listing strengths (High Damage, Good Armor Penetration, Large Clip Size) and weaknesses (High AP Cost to Attack, Can Slow Movement Speed in Combat).

Development Build

This tab displays a Ranger's learned Skills, and will also let you spend Skill Points to learn new ones or upgrade existing ones.



## Perks



This tab displays a Ranger's learned Perks, and will also let you spend Perk Points to learn new Perks.

## Logbook



This tab displays your current and completed missions and tasks, and is useful for keeping track of all the different things you'll need to do on your adventures throughout the Wasteland.

## Vendor Screen



Certain people in the world will be willing to trade with your party, typically merchants. The primary currency in the Wasteland is Scrap, and each vendor will allow you to buy or sell items for Scrap. The Barter skill and certain Perks can influence the cost of items while trading.



## Local & World Map

### Local Map



The Local Map shows an overview of the area you're currently in, with unexplored areas blacked out by fog of war. You'll also see a list of points of interest, including characters to interact with, enemies and notable objects.

## World Map



The **World Map** shows all the locations in the region that you have discovered. When you have left a location and are traveling on the World Map, the World Map screen can be used to pick a destination and travel there automatically.



## COMBAT

The wastes are a dangerous place. You may be able to avoid an ambush, talk your way past some raiders, bribe others, and so on, but sooner or later every Ranger ends up in a situation where it's you or them.

In combat, gameplay changes to a turn-based mode and you and your enemies will take actions in sequence, dependent on their Initiative values.

### Action Points



The number of actions you can take in combat is determined by **Action Points (AP)**. Each action, from movement to attacking, has an AP cost. It's up to you to spend your AP wisely and defeat your enemies.

When moving, pay attention to the yellow and blue movement ranges around your selected Ranger. The area in blue is where you can move and still make an attack with your weapon. The area in yellow is the total distance you can move, but if you move in the yellow zone, you won't be able to attack until your next turn.

## Cover



**Cover** is one of the most important elements of combat. Keeping yourself hidden behind cover will increase your Chance to Hit and Evasion, but of course, the enemy will try to do the same. Additionally, some cover can be destroyed by weapons fire or explosives, so it won't always last forever. You'll want to think carefully about positioning your squad in combat to flank the enemy.



## Firing Modes



Some weapons have different **firing modes**. These include Burst Fire and Full Auto. These typically cost more AP to use, and often have penalties to Chance to Hit, but can deal much greater damage than normal single-shot attacks.

## Armor

**Armor** reduces the incoming damage that you or your enemies take. Higher Armor can be countered by using weapons with higher Armor Penetration, explosives such as grenades or rockets, or Precision Strikes.



Certain armor types are flagged as **Conductive**, which is represented by a blue shield icon. Conductive armor takes

more damage from Energy Weapons, but tends to have a higher level of protection compared to lighter armor. Heavy armor also tends to have certain drawbacks, such as penalties to Combat Speed.

## Precision Strikes

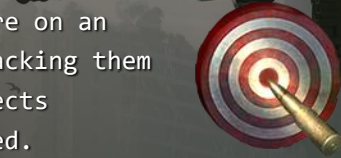
**Precision Strikes** allow you to fire on an enemy's different body parts. Attacking them will inflict different Status Effects depending on the body part targeted.

The different body parts you can target and their effects are:

- **Head:** Deals bonus damage, with a small chance of confusing the enemy or turning them psychotic.
- **Torso:** Decreases the enemy's Armor, letting you deal more damage in subsequent attacks.
- **Arms:** Decreases the enemy's Chance to Hit, with a tiny chance of ruining their weapon.
- **Legs:** Decreases the enemy's Combat Speed, with a small chance of knocking them down.

Precision Strike penalties are influenced by your character's Skill level with a particular type of weapon. The higher their Skill, the lower the Chance to Hit penalties will be. Characters with high weapon Skills will also be more likely to inflict more damaging and severe effects.

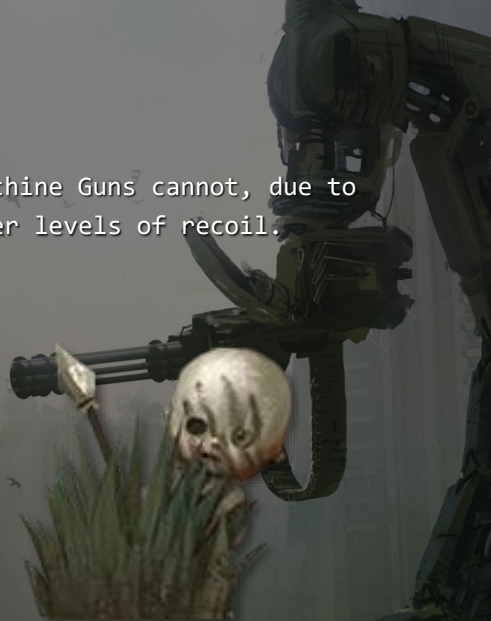
Not all weapon types can use Precision Strikes. While Assault Rifles, Sniper Rifles, Handguns, Blunt, Bladed and Brawling weapons can attack precisely, remember that





Shotguns, Heavy Weapons and Submachine Guns cannot, due to their wider firing arcs and greater levels of recoil.

## Ambush




**Ambush** allows you to set up a pre-emptive strike against an enemy. When in Ambush mode, a character will attack any target that enters into its weapon range, before their next turn. Enemy ambushes may be avoided by using certain Perks.

## Status Effects

**Status Effects** are conditions applied to your own Ranger squad or enemies. They can be both positive or negative, and will typically influence a character's various Attributes, Derived Stats, Skills, and so on. Certain Status Effects can also do damage over time, such as Poison.



Status Effects are represented on the interface as a graphical icon near a character's portrait. You can go to

A large, dark, mechanical robot, possibly a Goliath from the game Fallout 4, stands in a post-apocalyptic city. The robot is heavily detailed with various mechanical components, including a large multi-barreled gun on its right arm. The background shows tall, dilapidated buildings and a hazy, overcast sky with a few birds flying. The overall atmosphere is dark and gritty.

the Inventory screen to view the details of any Status Effects that are affecting your Rangers.



## WORLD MAP

The Wasteland is a big and hostile place. In your travels, you'll go from location-to-location using the World Map. On the World Map, you'll need to pay attention to a number of new elements.

### Geiger Counter



The **Geiger Counter** displays your current radiation level, and will begin ticking when moving through radiation clouds. When you see the needle move and hear a ticking sound, keep an eye on your squad's CON - radiation that's too high a level can cause damage and even kill you.

## Water Indicator



When on the World Map, you'll need to keep an eye on the **Water Indicator**. Water is a resource you consume when traveling, and can be refilled at wells, as well as oases. If you run out of water, your squad will begin taking damage and may eventually die.

## Random Encounters

**Random Encounters** can occur while on the World Map. The Wasteland is dangerous, and sometimes your Rangers will run into bands of raiders or wild animals.



## Combat!

You see dangerous raiders approaching your position.

Attack

Run - 25%

If this happens, the game will prompt you to attack, or attempt to run away (dependent on your Outdoorsman skill).

Run - 25%

## THE WORLD

Some folks say there's still a whole world out there beyond the radiation clouds. And who knows, maybe they're right. Maybe there are other survivors we don't know about, though after years and years of hearing nothing but static on their radios, the Rangers are starting to believe the odds of that are pretty slim.

Instead, this section will focus on the little triangle of the world the Rangers know best: the Arizona Wasteland. It was never the most civilized part of the world, but that's exactly what saved it when the bombs fell on the big cities. Yes, the desolation means the folks here have to scrape by to survive, but at least they're still alive and fighting.

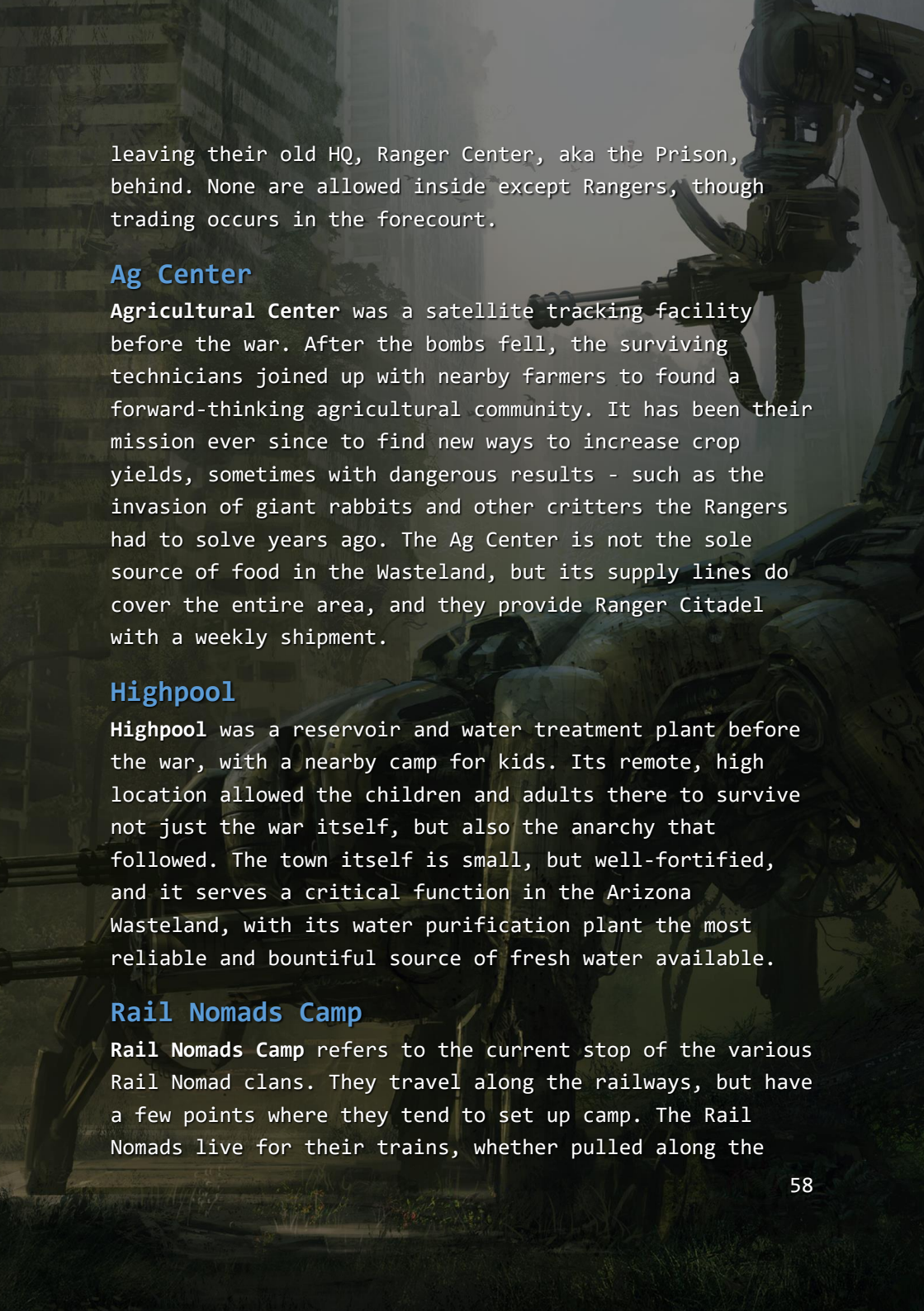
### Locations

These are the major human settlements in the Arizona Wasteland. The desert is dotted with smaller settlements and homesteads, but these places are the most important.

#### Ranger Citadel

**Ranger Citadel** is the home of the Desert Rangers. Before the war, this was a fortified military facility carved into a mountainside, one of the most secure locations in the area. Afterwards, it was occupied by a collector cult known as the Guardians of the Old Order, who were fanatically devoted to preserving technology. A fine principle, but they took it to the extreme, killing people to steal their technology and hoarding it all for themselves. Fifteen years ago, the Rangers liberated the place from the Guardians and made it their headquarters,





leaving their old HQ, Ranger Center, aka the Prison, behind. None are allowed inside except Rangers, though trading occurs in the forecourt.

## Ag Center

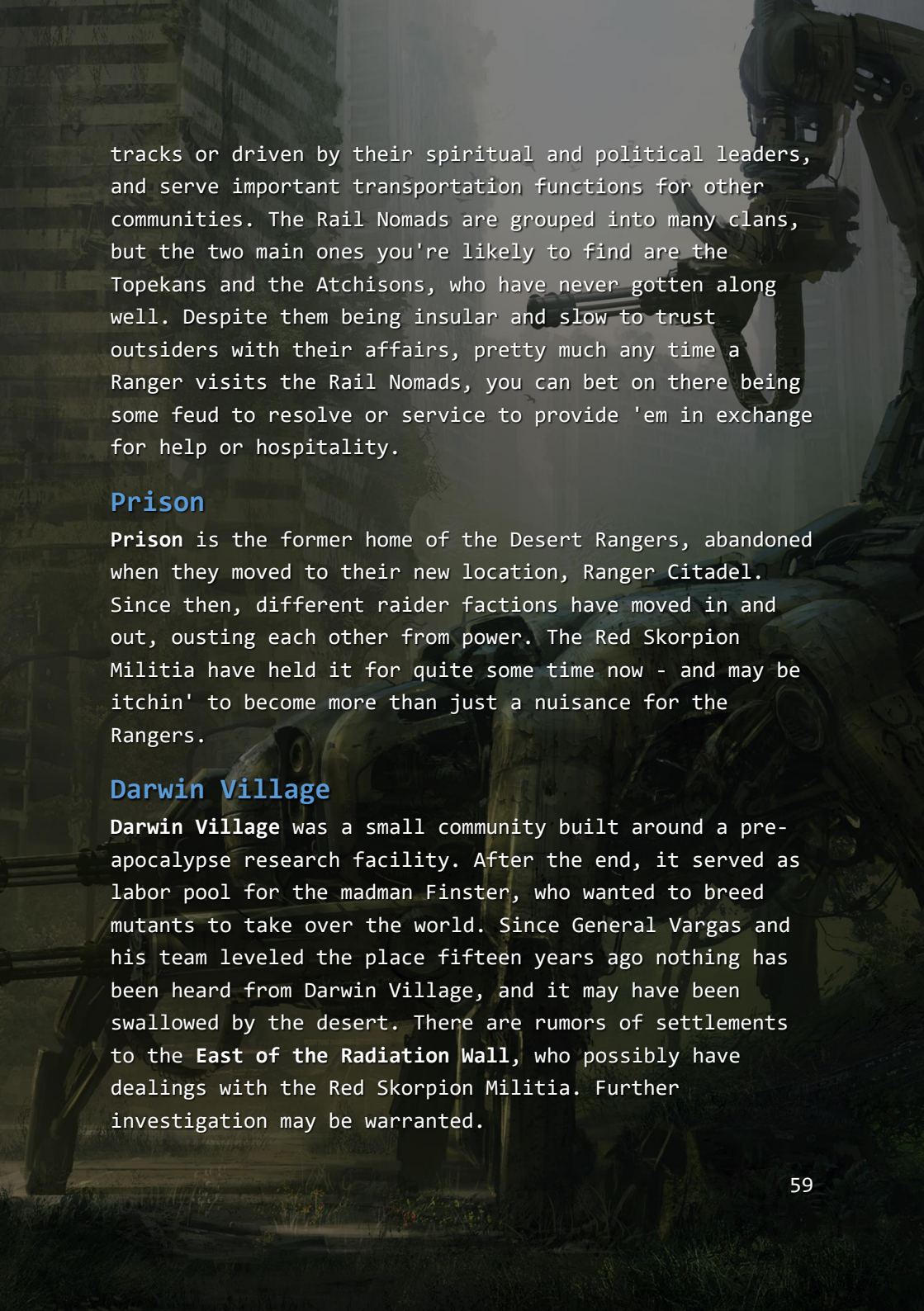
**Agricultural Center** was a satellite tracking facility before the war. After the bombs fell, the surviving technicians joined up with nearby farmers to found a forward-thinking agricultural community. It has been their mission ever since to find new ways to increase crop yields, sometimes with dangerous results - such as the invasion of giant rabbits and other critters the Rangers had to solve years ago. The Ag Center is not the sole source of food in the Wasteland, but its supply lines do cover the entire area, and they provide Ranger Citadel with a weekly shipment.

## Highpool

**Highpool** was a reservoir and water treatment plant before the war, with a nearby camp for kids. Its remote, high location allowed the children and adults there to survive not just the war itself, but also the anarchy that followed. The town itself is small, but well-fortified, and it serves a critical function in the Arizona Wasteland, with its water purification plant the most reliable and bountiful source of fresh water available.

## Rail Nomads Camp

**Rail Nomads Camp** refers to the current stop of the various Rail Nomad clans. They travel along the railways, but have a few points where they tend to set up camp. The Rail Nomads live for their trains, whether pulled along the



tracks or driven by their spiritual and political leaders, and serve important transportation functions for other communities. The Rail Nomads are grouped into many clans, but the two main ones you're likely to find are the Topekans and the Atchisons, who have never gotten along well. Despite them being insular and slow to trust outsiders with their affairs, pretty much any time a Ranger visits the Rail Nomads, you can bet on there being some feud to resolve or service to provide 'em in exchange for help or hospitality.

## Prison

**Prison** is the former home of the Desert Rangers, abandoned when they moved to their new location, Ranger Citadel. Since then, different raider factions have moved in and out, ousting each other from power. The Red Skorpion Militia have held it for quite some time now - and may be itchin' to become more than just a nuisance for the Rangers.

## Darwin Village

**Darwin Village** was a small community built around a pre-apocalypse research facility. After the end, it served as labor pool for the madman Finster, who wanted to breed mutants to take over the world. Since General Vargas and his team leveled the place fifteen years ago nothing has been heard from Darwin Village, and it may have been swallowed by the desert. There are rumors of settlements to the **East of the Radiation Wall**, who possibly have dealings with the Red Skorpion Militia. Further investigation may be warranted.



## Beyond the Radiation

Las Vegas, Needles and Quartz are to the west of the same mountain range that the Citadel is embedded in. After the fall of Base Cochise, these three towns started cooperating more tightly, setting up reliable trade routes while aiding the Rangers in beating back the remaining robot menace. However, years ago, shifting radiation clouds cut off all contact with all of them. Some say they were all wiped out, while others say they have combined into a utopic super-city. The truth is unknown.

## Enemies

These are some of the beasts, brutes and butt-uglies you'll run into as you patrol the wastes. A little study here could save you a headache - or a beat down - later.

## Raiders

**Raider** is a generic catch-all for the various semi-organized scum and filth that prowl the wastes. Often ill-equipped and poor in their tactical decision-making, a single raider is a threat only to the freshest of rookies. But, they are dangerous in numbers, and they will rarely negotiate or retreat.

## Wrecking Crew

The **Wrecking Crew** are a group of raiders with a fetish for junkyard armor and weapons who operate on the southern end of the known Arizona territories. They group together heavy bruisers and riflemen to make deadly raiding parties, harassing nearby communities. Though madder than they are smart, they can still be dangerous due to their sheer tenacity.

## Rail Thieves

**Rail Thieves** are a group of specialized raiders that hound and harass the Rail Nomads, scavenging rails to use or sell for Scrap. Attempts to wipe them out have proven futile so far, as they're an agile and dangerous lot, and never stay in one place too long.

## Giant Flies

**Giant Flies** are not just larger than their non-mutated cousins, but have also gained the ability to spit poisonous bile over long distances, and use their mandibles for close-range attacks. Even their young larvae will aid them in combat, trying to swarm anyone who disturbs them.

## Giant Rabbits

**Giant Rabbits** may not sound too threatening, but these beasts are fast, nimble and possessing of big pointy teeth. Lone rabbits are not too dangerous, but a herd will



overrun your position in no time. Avoid their warrens at all cost.

## Waste Wolves



**Waste Wolves** are dangerous, aggressive animals. While before the war wolves were stealthy predators who tended to avoid humans, waste wolves have warped brains and see any creature as a meal, man included. Worst still, their heightened metabolism keeps them hungry all the times, so you will rarely meet a satiated waste wolf.

## Mutant Toads

**Mutant Toads** are tough creatures. They're fairly rare, tending to live in remote places far away from humans, but they will turn aggressive very quickly when approached. Watch your weapons closely if you fight one, as they are known to grab them from people's hands with their tongues - getting the weapons back after the fight is not the most enjoyable way to spend an afternoon, either.

## Honey Badgers

**Honey Badgers** were reportedly well known for "not caring" before the war, but with mutations increasing them in size and toughening their hides, they're some of the most dangerous animals you will encounter in the wastes. They will attack with tooth and claw and have thick hides, making them notoriously hard to bring down. Honey Badgers are fearless and aggressive, usually roaming in packs or burrowing underground.

## Servants of the Mushroom Cloud

The **Servants of the Mushroom Cloud** were a cult of nuclear fallout worshippers from the west, who believed nuclear radiation to have holy properties and nuclear bombs to be gods. Reports say they either dispersed from Needles as the townspeople became more organized, or possibly split into multiple factions. Their current whereabouts are unknown. If you ever encounter any, take care, as they will not be shy to blow themselves up and go out in a blaze of nuclear glory if they feel you are an enemy to their beliefs.

## Robots

**Robots** were produced by the Cochise AI in massive numbers until Base Cochise was finally destroyed by Vargas and his team. The vast majority were wiped out in the clean-up that followed, but they are hardy machines, and can lay dormant out in the desert for decades. The Rangers will likely keep encountering these lethal constructs for decades to come.

Robots come in many shapes and sizes, and many types are likely still undocumented. Some, like the Octotron, use simple blades, but others, like the tank-like Killers or the huge Slicer Dicers, possess a variety of ranged and melee attacks. A single Killer or Slicer Dicer can easily take down an inexperienced team of Rangers.



## Equipment

Poor equipment is the number one cause of death in the desert for Rangers, starting with a leaky canteens and ending with unreliable guns and rad suits with holes in them.


All squads of Rangers are outfitted with canteens (+60 water capacity) and basic radiation suits (+1 radiation protection). The former will keep you supplied with water, the latter protect you from minor amounts of radiation. Remember to look for upgrades to your gear along the way, as your life will depend on it.

Of course, the most important equipment are guns, armor and healing items. What follows is a primer on the basics.

## Weapons

If there's one lesson you learn in the Wasteland, it's that a Ranger's best friend is a well-maintained weapon. Life can be hard and tough, and as a Ranger you'll find you'll rely on your gun as much as your companions. Also remember to keep an eye out for weapon modifications, which a skilled weaponsmith can use to upgrade your existing gear.

Below are some common ranged and melee weapons that new recruits are often equipped with by HQ. You'll want to keep an eye out for more and better gear while out on patrol. Don't feel bad about scavenging – Rangers need everything they can find.



Name	Type	Ammo
Sap Gloves	Brawling	N/A
Barb Wire Bat	Blunt	N/A
Knife	Bladed	N/A
VP91Z	Handgun	.38 cal
M1	Assault Rifle	5.56 mm
Pump Shotgun	Shotgun	12 gauge
M2	Heavy Weapons	5.56 mm
Greaser	Submachine Guns	.38 cal
Hunting Rifle	Sniper Rifle	30-06 cal
Phase Blaster	Energy Weapon	Energy Cell

## Armor

Good protection can be hard to come by in the Wasteland, and some of it can be mighty expensive - but what's money if it keeps you from eating a bullet.

Remember to keep an eye on what type of armor you're wearing. Certain armor types are heavy and conductive, which means that while they are often better at keeping you shielded, Energy Weapons can zap, melt and boil you inside if you're not careful. Their size and bulkiness also makes it difficult to move, so certain heavy armors will slow you down in combat.

Here's a list of some of the more common armor you may find in your travels.



Name	Type
Bullet Proof Shirt	Light
Leather Jacket	Light
Goat Hide Armor	Heavy
Steel Plate Armor	Heavy

## Healing Items

You may not think you need a helping hand now, but wait until you've got a bit of shrapnel in your shoulder. Field Medics and Surgeons would do well to keep an eye out for these items below.

Name	Requires	Effect
Pain Relievers	N/A	Heals minor CON
Field Medic Pack	Field Medic	Heals major CON
Antivenom	Surgeon	Removes all Venom effects
Antibiotics	Surgeon	Removes all Disease effects
Basic Trauma Kit	Surgeon	Revives downed Rangers



## Miscellaneous

### Trinkets

Trinkets are special items which you can equip on each squad member. These usually take the form of heirlooms, jewelry, or accessories. Trinkets typically either give you a bonus to a single skill or attribute, or, in some cases, will have a specific trade-off, such as a penalty to a certain skill or attribute in favor of a bigger bonus to others.

### Weapon Modifications

Weapon Modifications (or "Mods") are attachments to your weapons which will improve their capabilities. Mods tend to be hard to find and can usually be bought from certain weapons merchants, or found inside certain locked containers throughout the world. Installing Weapon Mods requires the Weaponsmithing skill, and each Weapon Mod has a specific Weaponsmithing skill level requirement. Using Field Stripping on weapons can also sometimes allow you to salvage a Weapon Mod.

### Radiation Suits

Throughout Arizona and California, you'll find radiation clouds on the World Map which might block your progress. These can often be lethal. Radiation Suits are a type of item you can find and buy during your travels, which will offer protection from up to a specific level of radiation. Radiation Suits are a squad item, which means that they come as a set. You only need one for your entire squad.



## Clothing

Desert Rangers are required to wear at least some clothing as part of their basic field equipment, but the exact look is usually left up to each Ranger. Throughout your travels you might find shirts, pants, headwear and packs which you can wear to customize your appearance. Clothing simply changes your appearance and has no bearing on your squad's abilities.

## Journals & Books

You'll often find journals, books, pamphlets and other related items in your travels. If you wish to elucidate yourself with a little reading - and yes, Rangers are required to be at least somewhat literate - you can inspect the item in your Inventory to do so.

## Junk

The apocalypse left behind a lot of junk. Junk is miscellaneous stuff of no particular use or function to a Desert Ranger, but might have some value in trade. Junk can often be found on your slain enemies and re-sold to vendors in exchange for Scrap.

## Storing Equipment

If you need to store any equipment or items for later, you can use your Ranger Storage Locker. At Ranger Citadel, once you've gained access to go inside, look for the armory and workshop - your Ranger Storage Locker is located nearby. Standard procedure for Ranger squads is to bring their Storage Lockers on any extended field missions, so you'll still have access your gear if you ever need to operate out of range of Ranger Citadel.

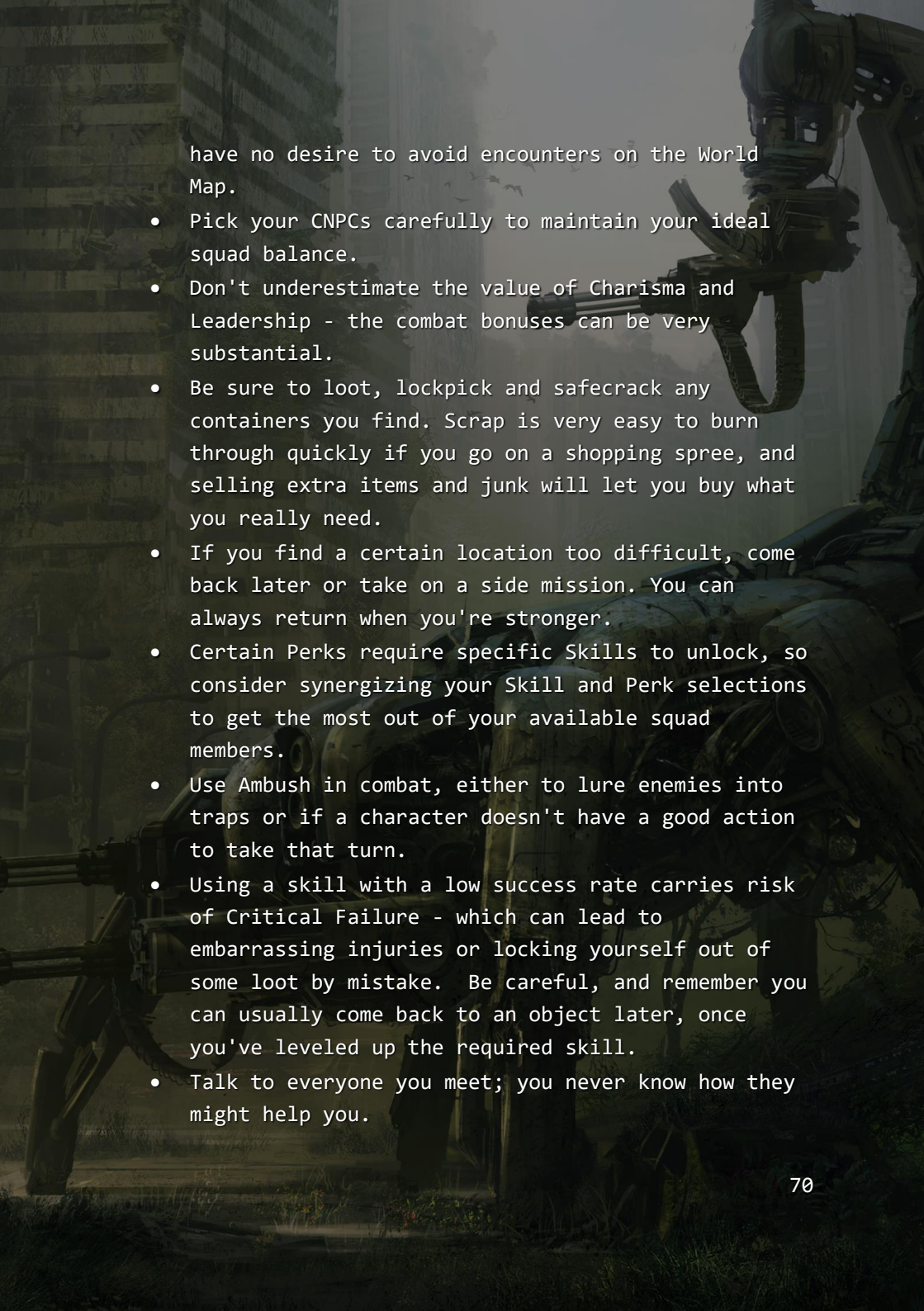
## APPENDICIES

### Hints & Tips

Some handy hints and tips if you're having trouble out in the Wasteland.

- Save often! The game offers 3 quicksave slots, 1 autosave slot, optional timed autosaves, as well as manual saves.
- Always take a character trained in Surgeon with you in any squad.
- Don't forget the game has a difficulty setting in the Gameplay Options menu you can adjust at any time!
- Remember to use your Radio to contact HQ regularly.
- Make sure to spread your combat skills around. Two Rangers using the same weapon is doable, but may run out of ammo faster.
- It is usually a good idea to give your sniper and assault rifle wielders a point or two in a melee combat skill as a backup. Pistols are also good back-up weapons and are cheap to use.
- Always check your ammo before starting combat!
- Check the stats on your weapon carefully. Higher damage is not always better if Action Point consumption is much higher.
- Using Weaponsmithing on excess weapons for spare parts will sometimes yield important modifications that'll make your combat performance much better.
- The Outdoorsman skill helps you not just avoid fights, but it lets you get better positioning when you go into them. It is a useful skill even if you





have no desire to avoid encounters on the World Map.

- Pick your CNPCs carefully to maintain your ideal squad balance.
- Don't underestimate the value of Charisma and Leadership - the combat bonuses can be very substantial.
- Be sure to loot, lockpick and safecrack any containers you find. Scrap is very easy to burn through quickly if you go on a shopping spree, and selling extra items and junk will let you buy what you really need.
- If you find a certain location too difficult, come back later or take on a side mission. You can always return when you're stronger.
- Certain Perks require specific Skills to unlock, so consider synergizing your Skill and Perk selections to get the most out of your available squad members.
- Use Ambush in combat, either to lure enemies into traps or if a character doesn't have a good action to take that turn.
- Using a skill with a low success rate carries risk of Critical Failure - which can lead to embarrassing injuries or locking yourself out of some loot by mistake. Be careful, and remember you can usually come back to an object later, once you've leveled up the required skill.
- Talk to everyone you meet; you never know how they might help you.

- Precision Strikes start out weak and may not hit reliably, but can end up very powerful towards the end of the game. Invest in your weapon skills to increase their odds and effectiveness.
- Return to HQ to turn in and receive new missions, sell your junk, buy new guns, ammo and armor, and see what's new.
- Carry spare weapons with you in case yours gets stolen by an enemy or jammed during a crucial moment in combat!
- Your HQ contains storage lockers for you to use. Return there to drop off items you don't need to carry with you.
- Check for traps and alarms before touching doors, containers and more. Sometimes these will cause chaos for you when you least expect it!

## Customer Support

inXile Entertainment has worked tirelessly to make *Wasteland 2: Director's Cut* as problem-free as possible, but should you run into any trouble out on your journey, we're here to help.

**Official Web Site:**

<http://wasteland.inxile-entertainment.com/>

**Customer Support:**

<http://www.inxile-entertainment.com/support>

**Support Email:**

[support@inxile.net](mailto:support@inxile.net)

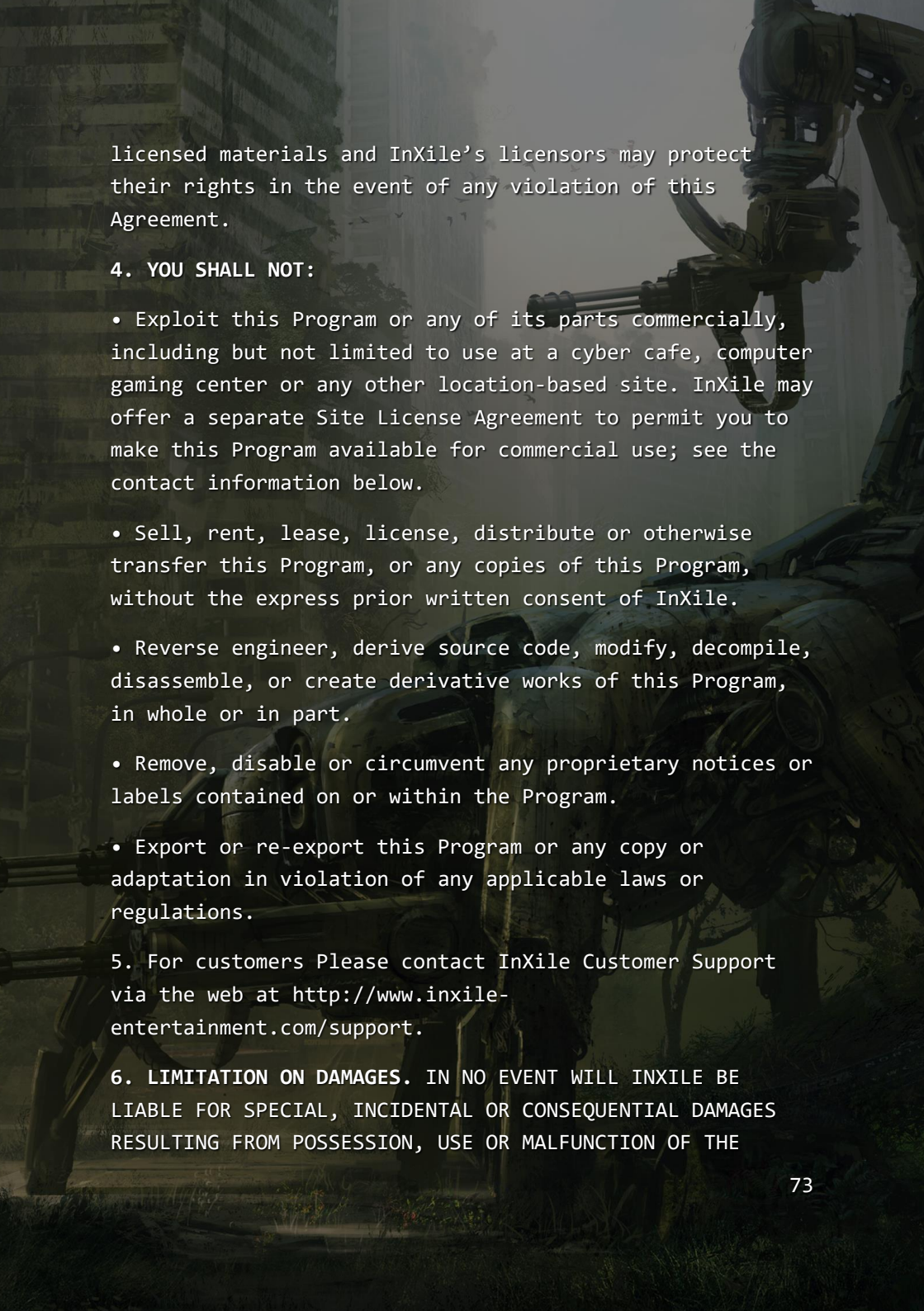


## End User License Agreement

1. **IMPORTANT - READ CAREFULLY:** USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH INXILE ENTERTAINMENT ("INXILE").

2. **LIMITED USE LICENSE.** InXile grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by InXile. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

3. **OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by InXile or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain



licensed materials and InXile's licensors may protect their rights in the event of any violation of this Agreement.

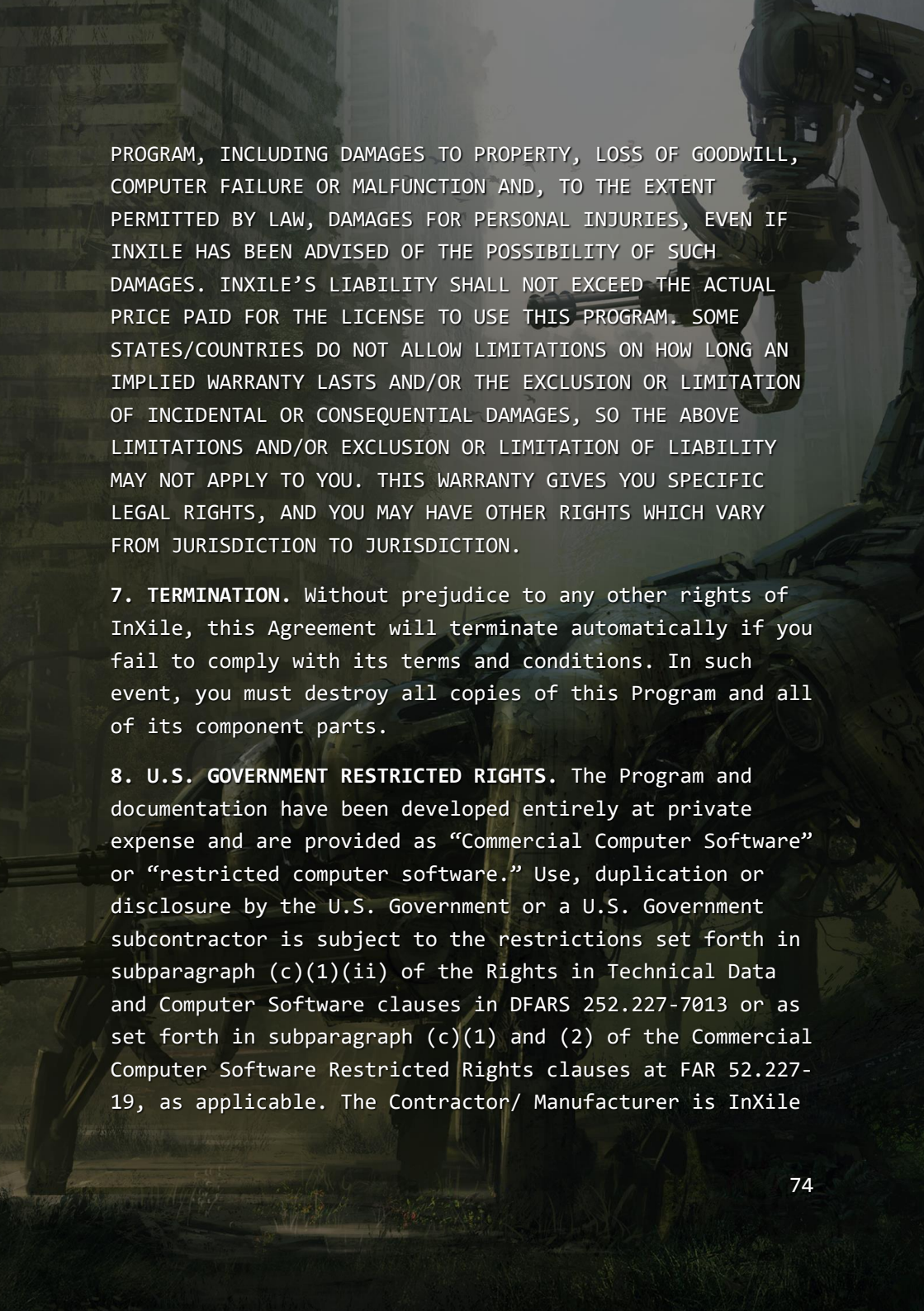
#### **4. YOU SHALL NOT:**

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. InXile may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of InXile.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

5. For customers Please contact InXile Customer Support via the web at <http://www.inxile-entertainment.com/support>.

**6. LIMITATION ON DAMAGES.** IN NO EVENT WILL INXILE BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE

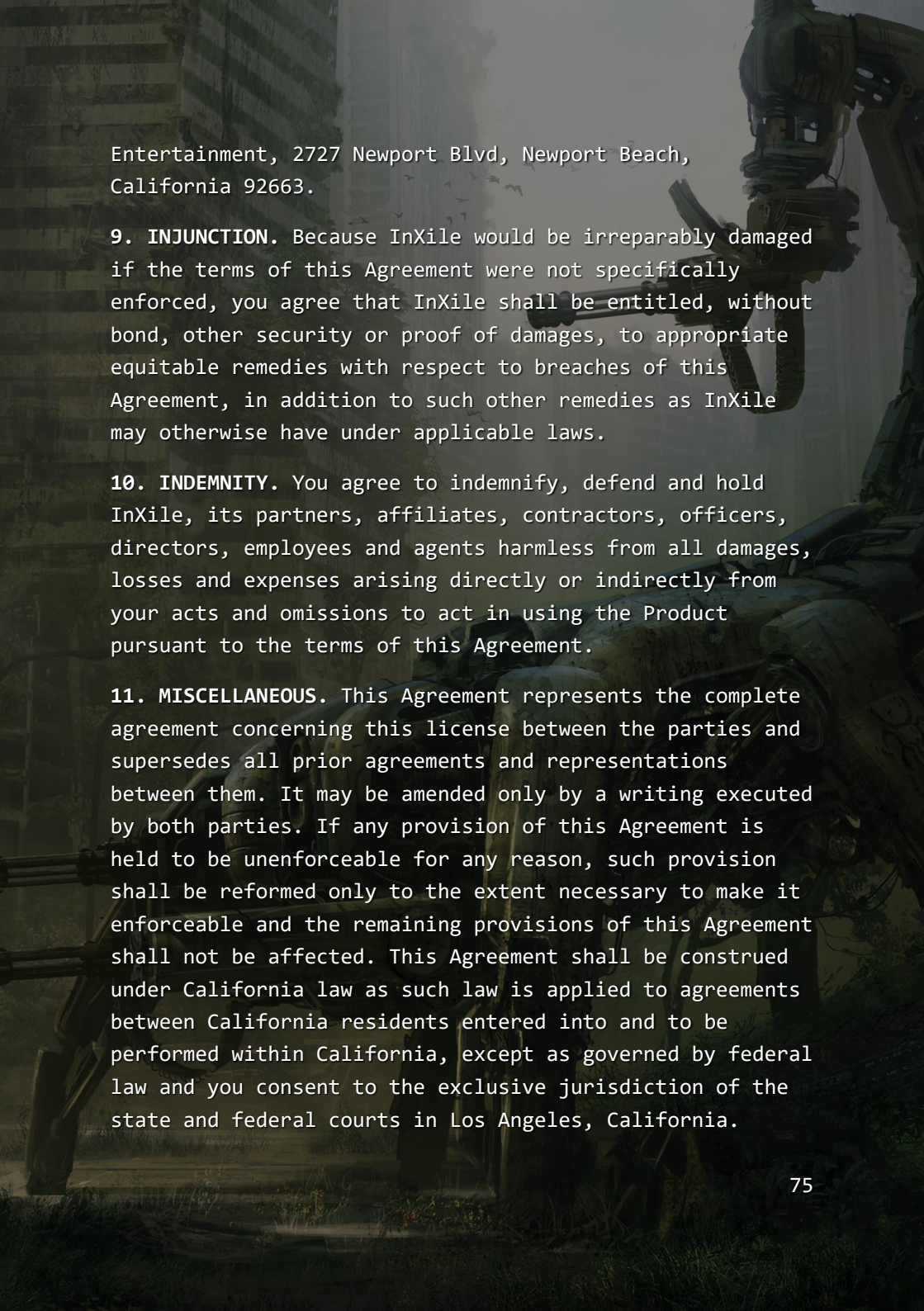




PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF INXILE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. INXILE'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**7. TERMINATION.** Without prejudice to any other rights of InXile, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**8. U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is InXile




Entertainment, 2727 Newport Blvd, Newport Beach, California 92663.

**9. INJUNCTION.** Because InXile would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that InXile shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as InXile may otherwise have under applicable laws.

**10. INDEMNITY.** You agree to indemnify, defend and hold InXile, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**11. MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.



A large, dark, mechanical robot, possibly a Goliath from the game Fallout 3, stands in a post-apocalyptic city. The robot is heavily detailed with various mechanical components, including a large head with a visor, a chest with a circular hatch, and thick, segmented legs. The background shows a city with tall buildings, some of which are partially obscured by a thick, hazy atmosphere. The overall scene is dimly lit, with a greenish-grey tint, suggesting a desolate and dangerous environment.

12. **COPYRIGHT.** inXile Entertainment Inc., 2727 Newport Blvd., Newport Beach, CA 92663. Copyright 2014 inXile Entertainment Inc., Wasteland, the Wasteland logos, and inXile Entertainment and the inXile Entertainment logo are trademarks or registered trademarks of inXile Entertainment Inc. in the U.S. and/or other countries. Copyright 2002 - 2015, inXile Entertainment, Inc. All Rights Reserved.

