A rocket ship crashed into a hole

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[Cover Image]

Fallout 4: District 8

Launch Readme

|  |  |
| --- | --- |
| Designer: | Wilbur Wang |

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# Key Issues

N/A

# Installation & Play Instructions

## Installation

1. Steam
2. Fallout 4

## Play

1. Download WangW\_District8\_Launch.zip in the box and unzip it.
2. Put WangW\_District8.esp and WangW\_District8 - Main.b2a under <steam install directory>\steamapps\common\Fallout 4\Data.
3. Launch *Fallout 4* in Steam.
4. Click “MODS” in the main menu.
5. Press “T” and then select “WangW\_District8”.
6. Press “~” to open the control panel and enter “coc RedRocketExt”.
7. Talk to Hanssen in front of you to start the quest.

# Quick Reference

N/A

## Key Locations

|  |  |  |
| --- | --- | --- |
| Name of Location | In-Game Identifiers | Description / General Location |
| Red Rocket | RedRocketExt | The quest start place. |
| District 8 | aC33WWDistrict8Town | The town where UFO crashed. |
| Factory | aC33WWFactory | A Factory in District 8. |

## Reference Information

|  |  |  |  |
| --- | --- | --- | --- |
| In-Game Name | Reference ID | Command | Description |
| Red Rocket Truck Stop | RedRocketExt | coc RedRocketExt | Where player starts. |
| District 8 | aC33WWDistrict8Town | coc aC33WWDistrict8Town | The town where UFO crashed. |
| Factory | aC33WWDistrict8Factory | coc aC33WWDistrict8Factory | A Factory in District 8. |
| Alien Transmogrifier | aC33WW\_AlienBlaster | N/A | The unique weapon who can transfer humankind target to alien. |
| Hanssen | aC33WW\_Hanssen | N/A | The mayor of the town. |
| Mr. X | aC33WW\_MrX | N/A | The quest giver |
| Thor | aC33WW\_Thor | N/A | The guard of the armory |
| Andre | aC33WW\_Andre | N/A | A scientist who developed the Alien Transmogrifier in the lab. |
| Central Room Key Card | AC33WW\_CentralRoomKey | N/A | The key to the door of the central room. |

# Walkthrough

Playthrough Video Link: <https://smu.box.com/s/rs2hf8xeb5pdodsaf5kt62et2jqaac32>.

### Exterior Overview Map

A video game screen shot

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Figure 1: Exterior Overview Map [1]

|  |  |  |
| --- | --- | --- |
| Map Label | Top Level Walkthrough | Development Notes |
| 1 | Enter District 8 after talking with **Hanssen** at the Red Rocket. |  |
| 2 | Help Hanssen defeat the **2 Ranged Aliens and 1 Melee** Alien in the town. |  |
| 3 | Talk to Hanssen at the second floor of the abandoned building and accept his request to the factory to find the leader of aliens Mr. X. |  |
| 4 | Talk to Thor and get the key to the Armory. Get some equipment in the armory. | Add a fence between the armory and the factory to force players enter the factory. |
| S1 | Talk to Gregor in the cage and accept the side quest. Use the key to open the door to the cage and release him. | Add side quest, can be completed. |
| S2 | Find Gregor on the roof and talk to him. He will ask players to kill the enemies in the yard. |  |
| 5 | Find a path to the factory from the roof and kill **4 Ranged aliens and 3 ranged raiders** in the front yard of the factory. |  |

### 

### Interior Overview Map

A screenshot of a video game

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Figure 2: Interior Overview Map [1]

|  |  |  |
| --- | --- | --- |
| Map Label | Top Level Walkthrough | Development Notes |
| S3 | Enter the factory and talk to Gregor. He will tell players to find Andre in the Lab. |  |
| 6 | Leave the reception room and talk to Mr. X who is standing at the higher floor. Then kill **Two Melee Aliens, Two Ranged Aliens, and Three Ranged Raiders** in the hall of the factory. | Make it more stable but can still skip. Will fix it. |
| 7 | Enter room 1 and kill one **melee enemy** on the ground and two **ranged enemies** on the higher floor.  [Optional] Use the platform enter the supply room through the broken wall. |  |
| 8 | Go to the corridor and fall to the first floor through the broken floor. Kill two **melee enemies** and one **ranged enemy**. |  |
| 9 | Enter room 2 through the stairwell and talk you Mr. X to accept his request. Kill two **melee enemies** on the ground and three **ranged enemies** on the higher platform. | Add new narrative. |
| 10 | Return to the stairwell through the door on the other side and reach the second floor, using the shelf to cross the broken platform. |  |
| 11 | Kill **Two Melee Aliens, Three Ranged Alines and Three Ranged Raiders**. Then use the terminal to unlock the central room door. | Add terminal and cable to the central room door. |
| S4 | Enter the lab and talk to Andre to get information that the alien weapon has been taken by Gregor. |  |
| S5 | Enter the bathroom and find that Gregor has turned into an alien. Pick up the weapon at his hand to complete the side quest. |  |
| 12 | Arrive at the door of the central room through the lab. Potential encounter space.  [Optional] Open the chained door to create a short cut. |  |
| 13 | Enter the central room. Potential encounter. |  |
| 14 | Talk to Mr. X and let Hanssen come into the factory, then make the main choice.  Support **Hanssen** you will fight with Mr. X in this place.  Support **Mr. X** you will leave the factory and fight with Hanssen in the town. |  |
| 15 | Talk to **Hanssen/Mr. X** to complete the quest. |  |

# References

[Cover Image] Wang, Wilbur, Screenshot from *Fallout 4*, Bethesda, 2015. [Accessed: 4/29/2024].

[1] Wang, Wilbur. Screenshots in *Fallout 4: Creation Kit*. Bethesda Game Studios, 2022. Edited in Power Point. [Accessed: 4/29/2024].