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**WASTELAND DWELLER'S  
SURVIVAL GUIDE**



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# **WASTELAND DWELLER'S SURVIVAL GUIDE**

**ISSUED BY VAULT360DEG DIVISION,  
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## Section I

# Enter the Wasteland of Tomorrow

“When survival is in your hands, make sure it fits comfortably.”

### 1. FO2EXE SOFTWARE OVERVIEW

FO2EXE is designated as an operational emulator for recreating post-nuclear surface environments. This software is critical for Vault personnel assigned to surface reconnaissance, emergency response, and environmental hazard training. Strict adherence to Vault operational guidelines ensures both personnel safety and the integrity of simulation data.

FO2EXE is designed exclusively for deployment on the **Post-War Simulation PipBoy** (P.S.P.) models PSP-2000 and PSP-3000.

### 2. THE POST-WAR SIMULATION PIPBOY (P.S.P.)

The **Post-War Simulation PipBoy** is VAULT360DEG latest advancement in portable cognitive conditioning and field-ready simulation technology. Designed to complement your full-sized Pip-Boy unit, the P.S.P. enables Vault Dwellers to train, plan, and **simulate post-war environment** anywhere-whether you're on a scheduled recreation shift or undergoing mandatory survival readiness testing.

Each unit is precision-engineered from radiation-hardened polymers, internally buffered with shock-resistant gel casing, and calibrated for optimal thumb-to-button efficiency ratios. With intuitive control mapping and a sleek ergonomic profile, the P.S.P. is the trusted tool of **certified simulation specialists**.

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Whether you're simulating post-war surface exploration or simply engaging in stress-relief activities (as outlined in the Vault Recreation & Retention Handbook, Form 13-R), the P.S.P. delivers high-fidelity engagement in a compact, durable form.

### **3. AUTHORIZED USERS**

- Vault Engineering Officers (under 18 years of age only with supervision)
- Surface Recon Team Leaders (18 years and older)
- Vault Auxiliary Systems Operators (18 years and older)
- Vault Safety Inspection Team with Vault Command Clearance

Unauthorized access to or operation of FO2EXE software is a violation of Vault Security Protocol 3.a-3.e and may result in disciplinary action, including reassignment or termination of Vault residency.

### **4. OPERATIONAL PROTOCOLS**

#### **4.1 Pre-Simulation Checks**

- Verify P.S.P. terminal firmware is updated to version 6.60 or higher.
- Copy the Fallout Simulation data to your P.S.P. in the /PSP/GAME/fo2exe/drive\_c folder
- Confirm power supply stability; battery backups must be fully charged.
- (optional) Ensure all simulation modules have been cleared by the Vault Safety Inspection Team.

#### **4.2 Data Management**

- All input data and simulation logs must be legally obtained and verified.

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- Users must **avoid copying unnecessary files** to their P.S.P., as this may slow down environment emulation performance and compromise simulation integrity.
- (wireless-enabled simulator operators) Removal or external transmission of simulation data requires explicit approval from Vault Command.
- (wireless-enabled simulator operators) Backup copies must be made daily and stored in duplicate on secure Vault Datastores.

### **4.3 Usage Limitations**

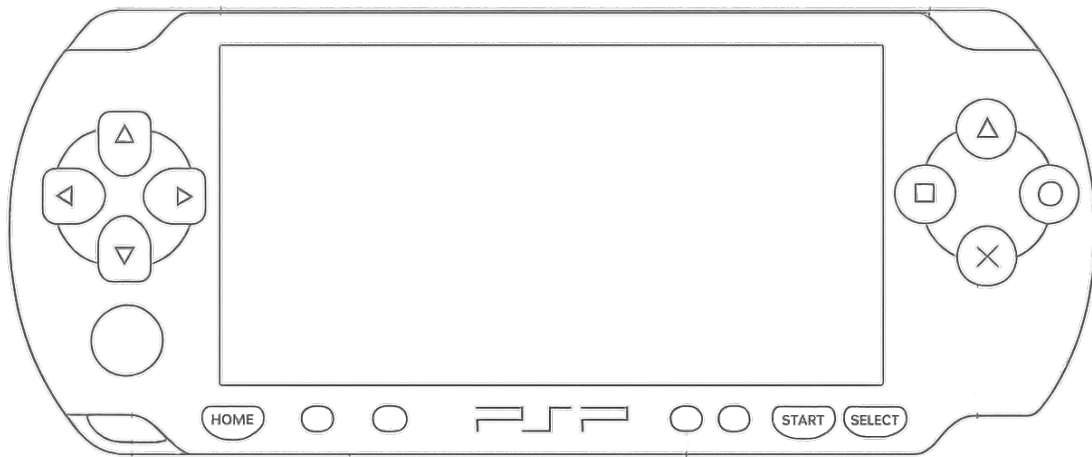
- FO2EXE must not be used for recreational or unauthorized research purposes.
- Simulation sessions are limited to 8-hour shifts to prevent cognitive overload and desensitization to surface hazards.
- Psychological support services are on standby for all FO2EXE operators. (for secure Vault message channels, see Communication Links.)

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## Section II.

# P.S.P. Manual Interface

“Because survival doesn’t stop at the shelter door.”



### 1. GENERAL OPERATIONAL INPUTS

Standard Interface Commands for Day-to-Day Simulation use

- |   |                        |
|---|------------------------|
| • <b>Map Navigation</b>                 | - D-Pad                |
| • <b>Access Simulation Options Menu</b> | - START                |
| • <b>Open Inventory</b>                 | - SELECT + D-Pad UP    |
| • <b>Quick Save</b>                     | - SELECT + D-Pad LEFT  |
| • <b>Quick Load</b>                     | - SELECT + D-Pad RIGHT |
| • <b>Toggle On-Screen Keyboard</b>      | - SELECT + △           |
| • <b>Toggle Virtual Numpad</b>          | - SELECT + ×           |
| • <b>Access P.S.P. Settings Menu</b>    | - SELECT + □           |

## 2. NON-COMBAT FUNCTIONALITY CONTROLS

Standard Input Procedures for Peace-Time Operations and Civilian Interaction

- **Use Active Item / Confirm Action** - ×
- **Toggle Equipped Item** - □
- **Access Inventory Interface** - △

## 3. COMBAT ENGAGEMENT CONTROLS

Authorized Input Commands for Tactical Conflict Resolution Protocols

- **Use Active Item** - ×
- **Toggle Equipped Item** - □
- **End Combat Turn** - ○
- **Skip Turn** - △

## 4. ENVIRONMENTAL VIEW ADJUSTMENT

Regulated Procedures for Tactical Visual Recalibration

- **Zoom In** - SELECT + Hold Right Trigger
- **Pan Camera** - Hold Right Trigger + Left Analog Stick
- **Zoom Out** - SELECT + Tap Right Trigger



# **Section III**

## **Appendices**

“The world changed. We changed with it.”

- dev360deg, VAULT360DEG Research Division, 2077

### **1. CREDITS**

Programming, Art, Design, Testing, Production, and Additional  
Sanity Loss - Andrii Fornvald

### **2. COMMUNICATIONS LINKS**

For technical support, feedback, or post-war correspondence, please  
contact: [dev360deg@gmail.com](mailto:dev360deg@gmail.com)



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