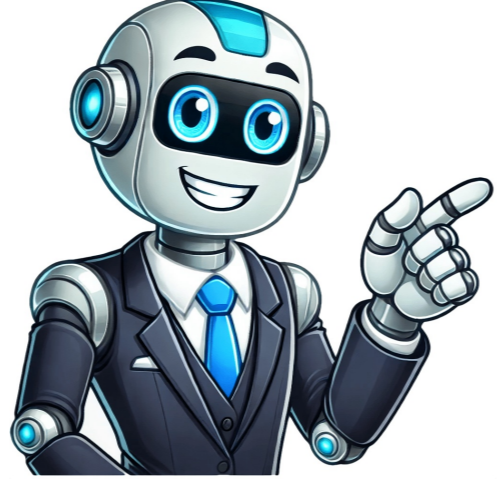


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By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. If you buy through our links, IGN may earn an affiliate commission. Learn more. Fallout 4 NewsLead MoreIGN's complete Fallout 4 Wiki Guide and Walkthrough will lead you through every Quest, Location, and Secret in Bethesda's newest post-apocalyptic adventure on PC, PS4, and Xbox One. See the list of quests below to get started. Fallout 4's Missions are executed in a non-linear order and may be approached from many angles at will. To help with this, we've provided both Location and Mission-based guides which can lead you no matter how you choose to approach the game! Note: Many missions have multiple outcomes, and as stated above, can be done in a different order than listed below. This guide covers just one of many possible playthrough styles. This guide is broken up into two segments, the first focusing on the essential "Main Quest" or "Story" missions, and the second focusing on the various optional quests that appear throughout the game. Mechanical Menace A New Threat Headhunting Restoring Order Depending on how you decide to build the teleporter in The Molecular Level, the following quests will be made available. Depending on how you decide to build the teleporter in The Molecular Level, the following quests will be made available. Depending on how you decide to build the teleporter in The Molecular Level, the following quests will be made available: Boston After Dark Memory Interrupted Between its Fallout and Elder Scrolls franchises, Bethesda has become a gamer favorite for expansive, open worlds that feel filled to the brim. Not only are Bethesda's games chock full of exciting missionsthat are both light-hearted and serious, but they also have endless cleverand impressive details. After all, who doesn't love finding a visual representation of Poe's ending to A Casque of Amontillado hidden in the walls of The Castle? These kinds of details are well done, clever, and keep fans wanting more. Bethesda's most recent Fallout hit was Fallout 4, which wastheir largest gameto date (ignoring Fallout 76, a critical flop). In Fallout 4, fans plays the Sole Survivor, a pre-war human who ends up searching for their son in a wasteland version of Boston. This adventure takes the player across the map as they run into quite a few familiar faces, historical and pop-culture references, and big baddies. However, some fans miss many of the coolest places in Fallout 4. With a world so large, not every cool place ends up markable on the map. Some of them can only be found by the most daring, dedicated Fallout explorers. While all players want to find the best stuff, only the best of the best have found themselves exploring all of these great hidden locations. Fallout 4 can be quite the rabbit hole, and it only becomes more exciting the more players explore. Old Gullet Sinkhole The Old Gullet Sinkhole is technically a marked location on the map, but it's a difficult spot to find. Players can find this location just by standing above the sinkhole in full view of its passive Deathclaw. Only the true daredevils jump down into the unknown gullet. Once the Sole Survivor is in the sinkhole, they face several corpses and a small pack of feral ghouls (assuming they don't provoke the Deathclaw). Following the path into the gullet will lead to a house just west of the sinkhole. It's the house of a notorious sleepwalker, so the gullet path is the only way to reach the unique find without a jetpack. Fallout games are fairly notorious for filling their maps with several clever locations, Easter eggs, and hidden surprises. While most players have specific spots that they're fond of, an of-below location in Fallout 4 is the Rocket Shed. Northeast of Relay Tower 0BB-915 is an unassuming shed at the edge of a cliff. However, when players enter it, they find a balcony stocked with rockets and several launchers aimed all over the Commonwealth. Someone was clearly ready to unleash destruction on the Commonwealth, but this person's identity remains one of Fallout 4's storylines that were never resolved. The General Atomics Galleria is home to one of Fallout 4's toughest secret bosses, and it also hosts Back Alley Bowling. Getting there isn't the problem; instead, the challenge is getting past the front desk to the alleys. If players walk past that front area, all of the Mr. Handys in the vicinity will start attacking. Players will either have to beat them all or persuade the desk bot, Tenpin, that they're the owner and should be allowed to look around. Also, if players become bored with adventuring, they can always kick back and bowl. It's a fun place to check out, but it's only accessible if the Sole Survivor is strong or charismatic enough to work their way through safely. The General Atomics Galleria itself isn't hidden. It's a marked spot on the map and even has missions connected to it. However, many players don't know that it's possible to bring this area back to functionality. When the Galleria was originally going to open, The Director (the lead Mr. Handy) killed the man who was supposed to be in charge and took it over for himself. With no humans there to maintain their functionality, the multitude of bots in the area have become trigger-happy and attack visitors on sight. With the right dialogue choices, though, players can take over the Galleria from the Director and reopen it. This includes making the shops and Mr. Handys functional once again. By far one of the most famous hidden locations in Fallout 4 is Carhenge. Not only is it a fantastic, impressive structure, but there's also a super mutant behemoth that lurks nearby. It's a stunning video game secret and a challenge for any Fallout monster hunter. Carhenge can be found directly south of Walden Pond. Furthermore, an almost-identical version of the monument makes an appearance as a hidden location in Fallout 76. Perhaps a strong, artistic wanderer is building them all over post-apocalyptic America. Either way, this location is only the beginning for anyone who wants to delve deep into the hidden areas and secrets of the Fallout universe. Though the secret Crazy Cat Cabin is the haven for domesticated cats in the Commonwealth, Fallout fans who love these felines will be disappointed to know that they do indeed have an owner. However, that cabin is not the only place to find cats. One of the coolest places to find house cats is a pastry shop in North End called Mean Pastries. 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