



LAWS AND CUSTOMS

The law is strict, varied, and often cruel out here because life became more brutal. We are regressing to a level of savages that is for sure. The first thing you should always do when you reach a town or settlement is to ask about their laws. Asking about a settlement's laws may sound weird to you, but so does using bed sheets as an anti-atomic measure, and they say that works. As I was saying, you go up to the nearest resident and you say, „How is it going, what are the laws in this shithole?” Well, that is what I would say. You probably should say, „Hello there, what are the laws in this lovely settlement?” This way, you will not get your face rearranged. Let us get back to the laws...

The laws come quite varied. In one place, it is against the law to screw the sheriff's wife, but in another, you cannot carry guns. In one place, stealing is a death sentence, but in another, you serve out two weeks of community service. If there is a jail or prison like in the good old days, they will probably lock you up, but be careful... If a psycho runs the settlement, that psycho may lock you up for just about anything. You see, the sheriffs and wardens come varied too. You might find a jail all nice and cosy like with people simply living in them because a nice warden allowed it. However, you come by some lousy jail or prison with an unforgiving warden, and then you are knee deep in the shit.

That is why it is good to know which way the wind blows. In bigger communities, they keep the laws posted or in a book. In the smaller communities, it is a bit trickier to handle because you may not even realize laws exist in that settlement. Travelling from place to place will not be a piece of cake, and running into a bunch of mutants will be the least of your problems most of the time, compared to understanding and knowing every settlement's laws. Hell, I once saw someone get caged and carried out of town because he ate a can of spam.

Turns out the settlement were a bunch of hardcore orthodox vegans, and that is no joke.

I am telling you, the best way is to see the chief of the given community first thing. You will have a short chat and you will be relatively safe. Moreover, it is a good way to see if the leader is some crazed dictator, or a cool, reasonable leader. You will also be able to see it in the community by how well the settlement operates.



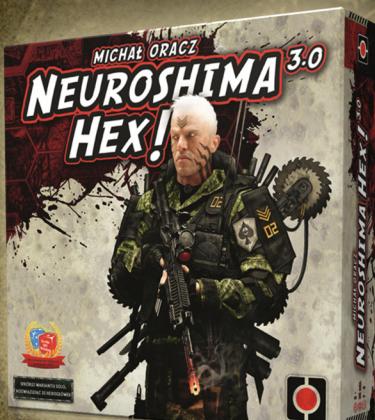
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