

See you... Time for Bed!

this mod changes the way you sleep, literally

The black screen that appears when you go to bed is maybe realistic but it is absolutely boring to. What if... you could watch your character while sleeping? What if... the world doesn't suddenly stop while your character lies helpless in a makeshift bed in the middle of the dangerous wasteland? See it all and more in 'See you... Time for Bed!'

Where to start?

In a small open shack at the raider infected overpass north of Vault 101, you can find what you are looking for. A special teddy and a cardboard bed that's all you need ;).

Features:

Like most of my mods it is fully voice acted (you see what I mean if you get there), includes a few 'new' meshes (I am especially proud of the fully havok enabled Teddy) and features a lot of new music so that your sleep doesn't get boring.

O The obvious one

If 'See you... Time for Bed!' is enabled you can see your character enter the bed and sleeping while the time is passing. The 'Sleep' dialogue box appears as normal if you activate a bed and it lets you choose how long you plan to sleep. You could say you adjusted your inner alarm clock ;). What you are wearing while sleeping is configurable (more details about the configuration later).

Then the 'fun' begins. I made it not 100% realistic because it would be boring to watch your character sleeping 4 hours or more in realtime even it is game 'realtime'. The world (weather, light conditions,...) progress faster, but NPCs including yourself stay at a normal rate while your character is sleeping. So you can watch 'yourself' moving while sleeping, hear your snoring and observe what NPC nearby doing in the meanwhile. Yes! You snore depended on your constitution attribute.

If you want to use a bed shortly after you slept in it, you have to wait for a few seconds. It has to cool off ;).

O Wait there is more (Dreams & Encounters)

Beside the normal chaos that can happen in the world I added a few 'special encounters' like dreams and visitors at your bed. Their appearance depend on your luck attribute, randomness and some adjustments you can make (more details about this feature later). You are not able to influence what happens to your character until he/she is fully awake while the encounter are happening.

There is a small unlikely possibility to be killed while sleeping. I left this one in because it make the whole mod a lot more realistic. I tried to make them as entertaining as possible. More details about each encounter in the spoiler section (I write this one later. I think it's more fun to be surprised by them).

O I am not done yet (Beds & Configuration)

Because this mod has to change all the beds to work properly I added a additional portable cardboard bed for your enjoyment because most portable bed mods (except FWE) won't work with 'See you... Time for Bed!'. This bed is configured like a double bed so your companion (if he/she has a sleep option) can use it to. Your companion always has to take the right side (the filthy one) if you want to share the bed. Don't ask me why it's a engine glitch. You can pick it up while sneaking and drop it from your inventory if you want to place it somewhere else.

Another new item is the 'Sleepy Teddy Bear' with his help you can adjust your sleepwear, configure the frequency and appearance of random encounters in detail, stop your snoring and completely disable 'See you... Time for Bed!'. The default setting is 'disabled' by the way. The menus should be pretty self explainable. Don't loose this little fellow. There is only one of his kind in the whole game.

O One more thing (FWE compatibility)

This mod I fully compatible with few if you use the optional esp. Which means you get the same effects while sleeping as if you using FWE alone. Don't wonder if you recognize full hit points directly after getting up it corrects itself in a short time. As always FWE needs a bit to adjust your attributes correctly.

As I wrote earlier FWE's portable bedroll is fully supported by 'See you... Time for Bed!'.

O A short glance in the future (more encounters and dreams)

In the moment there are two dreams and four encounters included. I plan to add more but at first I have to see if all is working as it should. There are simply to many situations that can happen in game while your character is sleeping as that I can test them all myself (and believe me I tested a lot).

Requirements:

Fallout 3 ;) and nothing more.

To be serious I recommend 'FWE FO3 Wanderers Edition' to use with it.

Incompatibilities:

It is well tested and there shouldn't be any problems but this mod changes every single bed in the game. So if another mod does the same then there are incompatibilities. I also used a little bit of the Springvale Ranch navmesh to keep your followers with you after dreaming. Any mods that change this Interior are incompatible. This mod needs no cleaning (I did it already) and shouldn't be changed with FO3Edit if you don't know exactly what you are doing.

Sorry I am not able to test FOOK2 because I simply don't use it.

Installation:

Make sure you have installed the latest version of [ArchiveInvalidation Invalidated!](#) or use FOMM to switch the invalidation if needed.

Unzip the mod to your Fallout 3 Data directory -- make sure you have extracted the Sound, Meshes and Textures folders as well.

1. base game installation:

Use FOMM to select the 'FNNSys.esm' to load. It should be placed at the end in your load order.

Don't select any 'FNNSys – xxx.esp' files. You can delete them if you don't plan to use FWE in the near future.

(optional)

installation with FWE Release 5:

Use FOMM to select the FNNSys.esm to load. Make sure it is placed after 'FO3 Wanderers Edition – Main File.esm'.

Use FOMM to select 'FNNSys – FWE.esp' and place it after any 'FO3 Wanderers Edition – xxx.esp' file in your load order.

2. A correct example with FWE looks like this:

Fallout3.esm
Anchorage.esm
ThePitt.esm
PointLookout.esm
BrokenSteel.esm
Zeta.esm
CRAFT.esm
CALIBR.esm
FO3 Wanderers Edition - Main File.esm
Mart's Mutant Mod.esm
FNNIguana.esm
FNNsys.esm

CRAFT - Activation Perk.esp
FO3 Wanderers Edition - Main File.esp
FO3 Wanderers Edition - DLC Anchorage.esp
FO3 Wanderers Edition - DLC The Pitt.esp
FO3 Wanderers Edition - DLC Broken Steel.esp
FO3 Wanderers Edition - DLC Point Lookout.esp
FO3 Wanderers Edition - DLC Mothership Zeta.esp
Mart's Mutant Mod.esp
Mart's Mutant Mod - DLC Anchorage.esp
Mart's Mutant Mod - DLC The Pitt.esp
Mart's Mutant Mod - DLC Broken Steel.esp
Mart's Mutant Mod - DLC Point Lookout.esp
Mart's Mutant Mod - DLC Zeta.esp
Mart's Mutant Mod - FWE Master Release.esp
FNNIguana – FWE.esp
FNNsys - FWE.esp

Disclaimer:

Don't use any elements of this mod in any of your own mods you plan to publish in any form without permission. If you want to use it in a compilation you have to ask for permission first.

Tools I used and Credits:

Blender, NIFSkope, GIMP, Audacity, GECK, FOSE, FO3Edit

Special Thanks to:

Saidenstorm

For the havok enabled cardboard bed which is based on a marvelous mesh which was made by him while ago for another mod. It is used with his permissions.

Kevin MacLeod

For all his wonderful music that can be used for free projects.

Included in this mod are excerpts from:

Arcadia, Dance of the Sugar Plum Fairy, Dirt Rhodes, Investigations, Long Stroll, Right behind you and The Bandit

Please support him with donations so he can keep up his work if you enjoyed this mod. More details and music at <http://incompetech.com/>

All grammar and spelling errors that are found in this mod are exclusively mine (and I keep them, because I like them ;)). I am not a native speaker! And last but not least thanks to Bethesda for making this magic possible.

History:

v 0.8b first public release (all my first releases don't get a v1.0)

=== Spoiler Section: ===

not done yet