

The Fallout Bible By Chris Avellone It's just a compilation of messageboard posts by one of the lead designers (actually I don't even know if he was a lead designer--he is now working at Obsidian but either way he worked on the Fallout games). la Bible è la trasposizione del lavoro durato anni di Chris Avellone(tra i creatori del gioco originale e del sequel)finalizzato ad analizzare ogni singolo aspetto di Fallout e Fallout 2dai dialoghi ai personaggidalla time line ai luoghi in più offre un dettagliatissimo diario di produzione che comprende anche le idee e le locazioni che sono state scartate prima della versione finale del gioco. Chris Avellone Love it full of great info on the fallout universe ur best choice if u want lore Chris Avellone Good and enjoyable for what it is which is an explanation of the world and alot of its somewhat complex or potentially confusing aspects. Anyway if you are a big Fallout fan and want some reading material to tide you over until the Fallout 4 release but since Bethesda is probably going to retcon New Vegas I am left with mixed feelings. Vault 13 - Intended to stay closed for 200 years as a study of prolonged isolation the broken water chip forced the Overseer to improvise and use the Vault Dweller as a pawn: Chris Avellone To be honest I didn't finish the entire Fallout Bible since I could only find it in ebook format through Scribd. This is mainly because Bethesda now owns the rights to Fallout and won't let Chris Avellone & Interplay make money off the Fallout franchise anymore, That being said I would say this book is for hardcore fans of the original Fallout and Fallout 2 games that are only found on the PC. The entire book is a collection of super old forum posting on a old Fallout message board: A lot of the information is insider baseball stuff like how and why certain NPC's were created: As someone who never got the chance to play the original games I mostly recognized the setting and characters from my play through of Fallout New Vegas, Reading this book did increase my enjoyment of that game.

An intetrsting dip into the storyline of a cult role playing game. If you want information about the Fallout universe this is the compilation for you: And since the rights for F1 F2 and FOT go to Bethesda at the end of the month it might not ever be available again so you should go get it right now from GOG: It's part of any of the Fallout packages from what I can tell: Chris Avellone Imperdibile opera dedicata all'universo di uno dei videogame più importante e affascinante di tutti i tempi: Un documento meraviglioso e indispensabile per ogni fan della serie, Chris Avellone A compilation of messageboard clarifications about the Fallout world and a lot of behind-the-scenes information, Put together by the Creative Director/Lead Designer of Obsidian (formerly of Black Isle): The Fallout BibleVery initially excited to find this and i love the Fallout games but as a single book this was a little lackluster: It collects a number q&a-style newsletters/posts into a single publication. The info is great and is obviously a labor of love but too disjointed, I would love to see a real novel set in this universe but I understand that the RPG elements kind of prevent that. After reading through the old message board posts I can see the love and care that went into the first two games. This also opened my eyes as to why so many fans dislike the direction Bethesda took the series after acquiring the rights to the franchise: With that being said I could only recommend this book to people who love the first two games, You aren't going to find any new story content here just extensions of what was already established to that game. For example there is a well detailed timeline of how the original games connect as well as a glimpse of what happens after the two games ended. Unfortunately from what I heard on the Fallout Off The Record podcast some of this material was already retconned by Bethesda. So this book is mostly for nostalgia purposes or for those who want a glimpse at what Fallout was before Bethesda got involved. RIP InterplayFive out of Five Stars for being a written record on how awesome Interplay's Fallout use to be, Chris Avellone Excerpt :Vault 8 - A control Vault intended to open and re-colonize the surface after 10 years: Vault 12 - In order the study the effects of radiation on the selected population the Vault Door was designed not to close. Later study of the Vault 13 records by the Enclave led them to their current plan to end the war. Vault 15 - Intended to stay closed for 50 years and include people of radically diverse ideologies: Gathered from what you hear from Aradesh in Fallout 1 he has quite a bit of multi-cultural flavoring to his speech: Vault 29 - No one in this Vault was over the age of 15 when they entered: Vault 34 - The armory was overstocked with weapons and ammo and not provided with

a lock: Vault 42 - No light bulbs of more than 40 watts were provided. Vault 53 - Most of the equipment was designed to break down every few months. While repairable the breakdowns were intended to stress the inhabitants unduly: Vault 56 - All entertainment tapes were removed except those of one particularly bad comic actor. Vault 68 - Of the one thousand people who entered there was only one woman. Vault 69 - Of the one thousand people who entered there was only one man, Vault 106 - Psychoactive drugs were released into the air filtration system 10 days after the Door was sealed[1]

You could do a hell of a lot worse than this. Chris Avellone So this was freakin' delightful. There's no editing to mesh those posts. Alas I'd still enjoy it. Vault City is the result. Unfortunately. This is the Necropolis Vault. and the ghouls were the result. Parents were redirected to other Vaults on purpose. Harold is believed to have come from this Vault.Vault 55 - All entertainment tapes were removed. Sociologists predicted failure before Vault 55.Vault 70 - All jumpsuit extruders fail after 6 months. Chris Avellone

