



"THE STORY STARTS OUT INTENTIONALLY SLOW AND SEEMINGLY RUDDERLESS -- AN ATTEMPT TO CAPTURE THE SANDBOX FEEL OF THE WASTELAND -- BUT THOSE FIRST CHAPTERS ARE WHERE I SOW A GREAT NUMBER OF PLOT SEEDS AND CHEKHOV'S GUNS."

Kkat

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"AND FOR WHAT IT'S WORTH, I GET IT. I KNOW WHAT IT'S LIKE TO PUT YOUR FAITH IN WHAT YOU BELIEVE SOMETHING TO BE RATHER THAN WHAT SOMETHING ACTUALLY IS."

”

Fallout: Equestria



Fallout EQUESTRIA

Littlepip



YOUNG, BOLD, AND PINT-SIZED, LITTLEPIP VENTURES OUT INTO THE WASTELAND THAT WAS ONCE EQUESTRIA. SHE IS AIDED NOT ONLY BY HER COMRADES, BUT BY HER VAST KNOWLEDGE OF SPELL MATHIYES, TELEKINESIS, AND LOCKS. THE WASTES HAVEN'T PROVED SAFE OVER THE CENTURIES WITH RADIATION, MUTANTS AND RAIDERS CONSTANTLY ON THE PROWL, BUT LITTLEPIP IS TAKING THE WASTELAND'S CALL FOR A HERO IN THE DARKEST OF HOURS.

"...and as long as you can keep that part of you, that one good thing, then you can bear to look at yourself in the mirror each morning."

KKAT