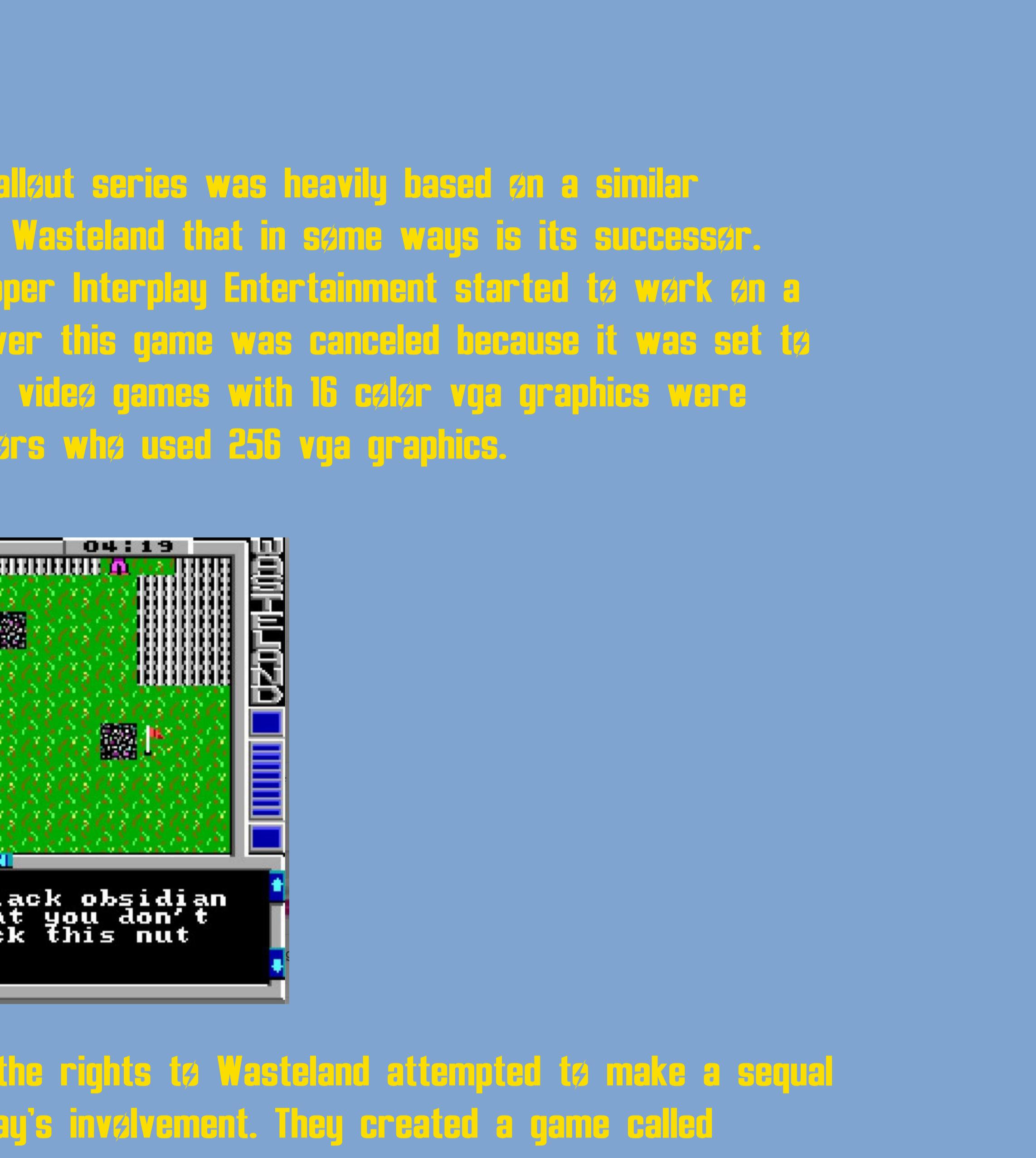




## History and Facts

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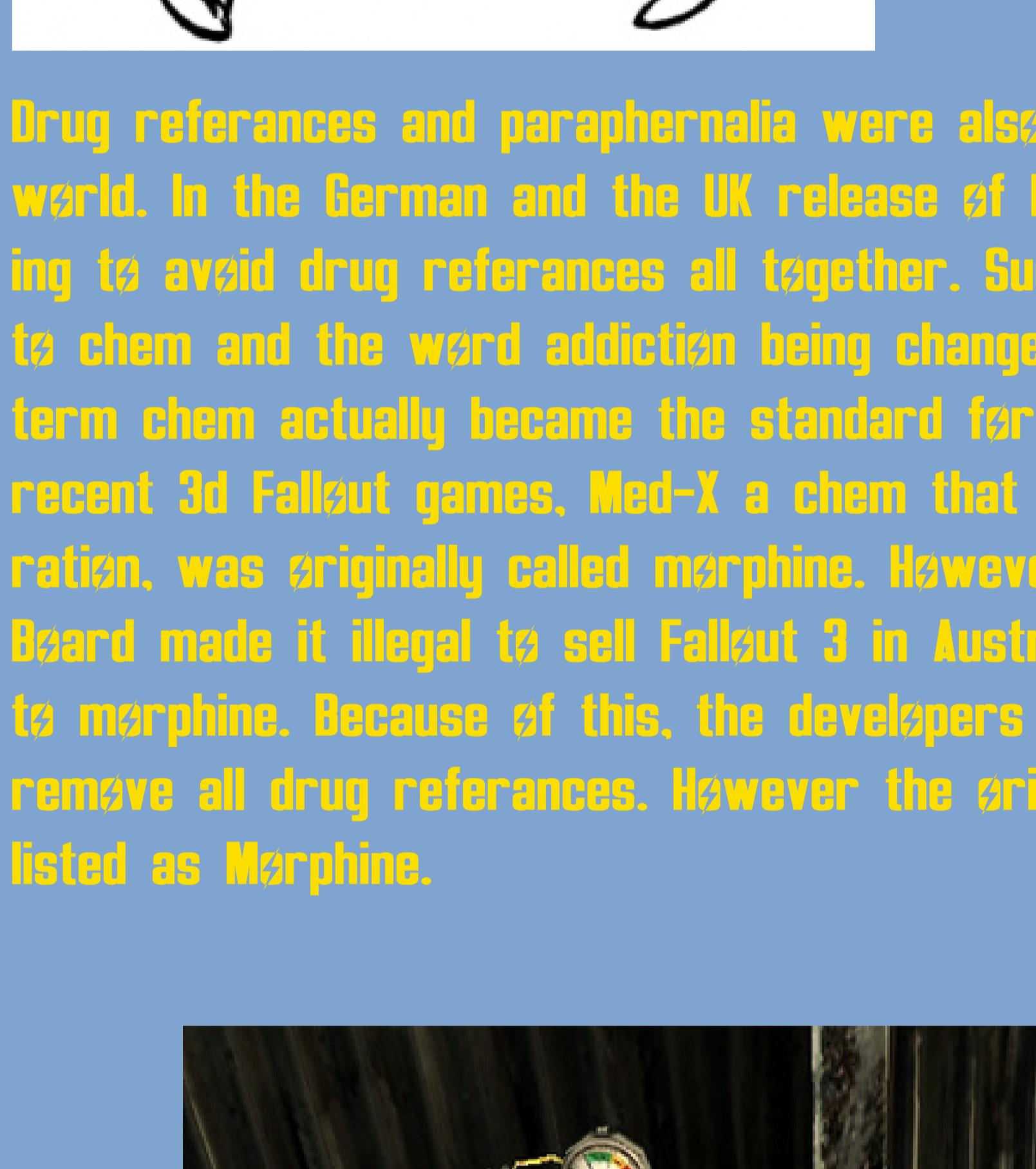


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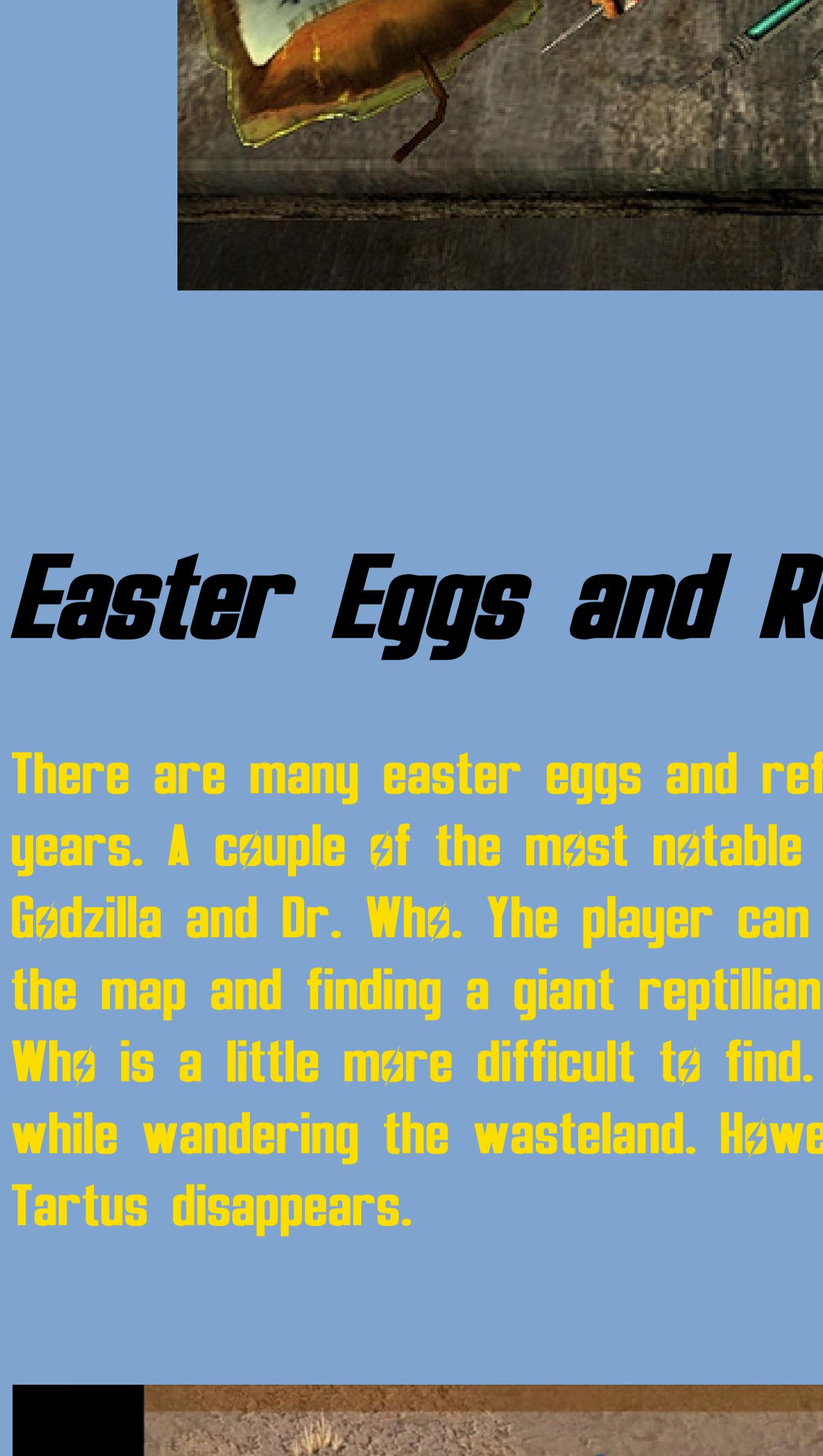


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Electronic Arts, who owned the rights to Wasteland attempted to make a sequel to Wasteland without Interplay's involvement. They created a game called Fountain of Dreams. However, due to the scope and the difficulty of the game, it was met with poor reception from fans and critics. Interplay went in their own direction. Salvaging what they could and after nine years of work, Fallout was released. The designers at Interplay tried to secure the rights for the use of Steve Jackson's GURPS system, also known as the General Universal Role-Playing System. And for a while, the game was actually called GURPS Wasteland. However due to the extreme violence that would be portrayed in the game, Steve Jackson would not allow them the rights to use the system. Because of this, Black Isle Studios developed the SPECIAL system, with each letter of the acronym corresponding to the traits Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck.



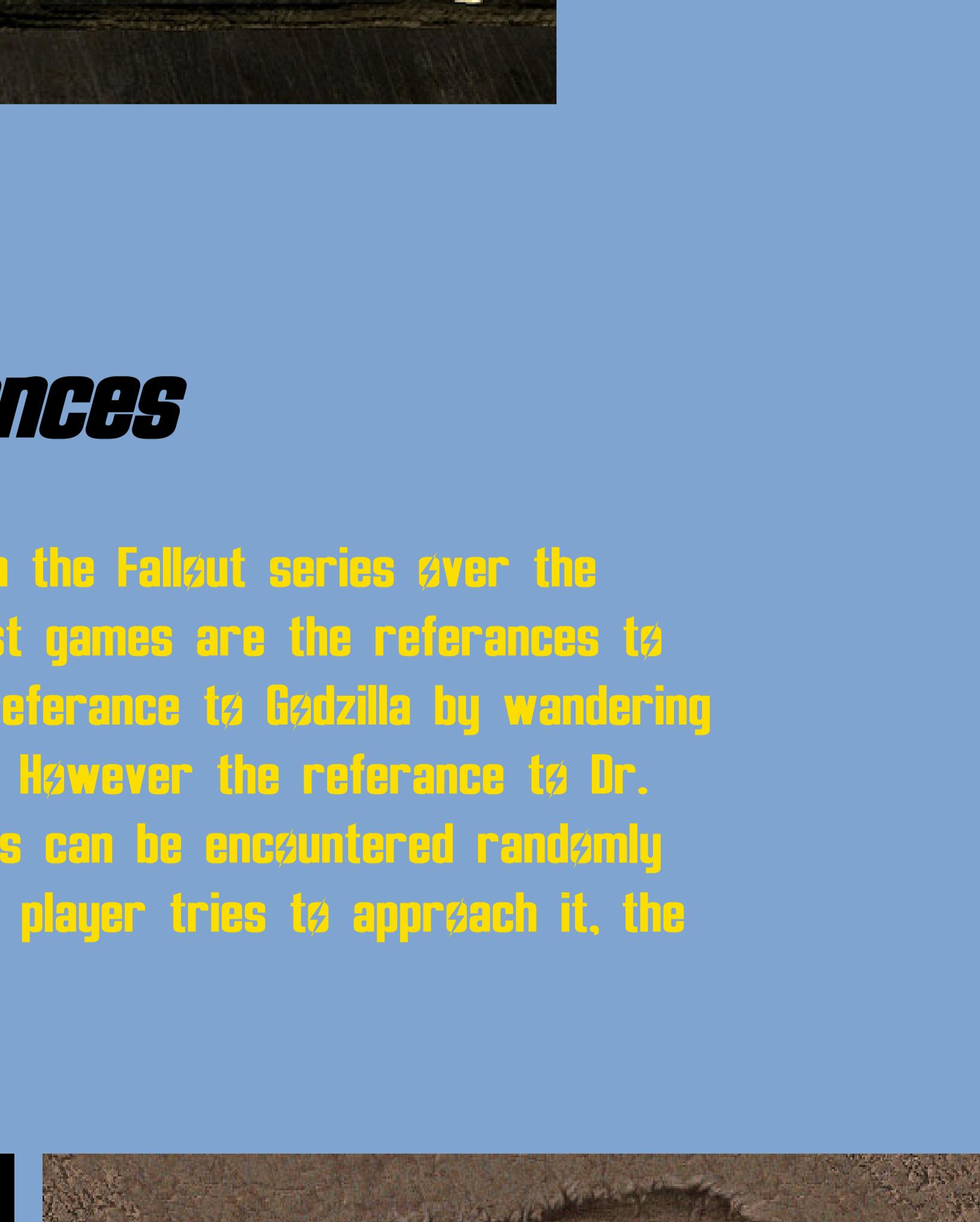
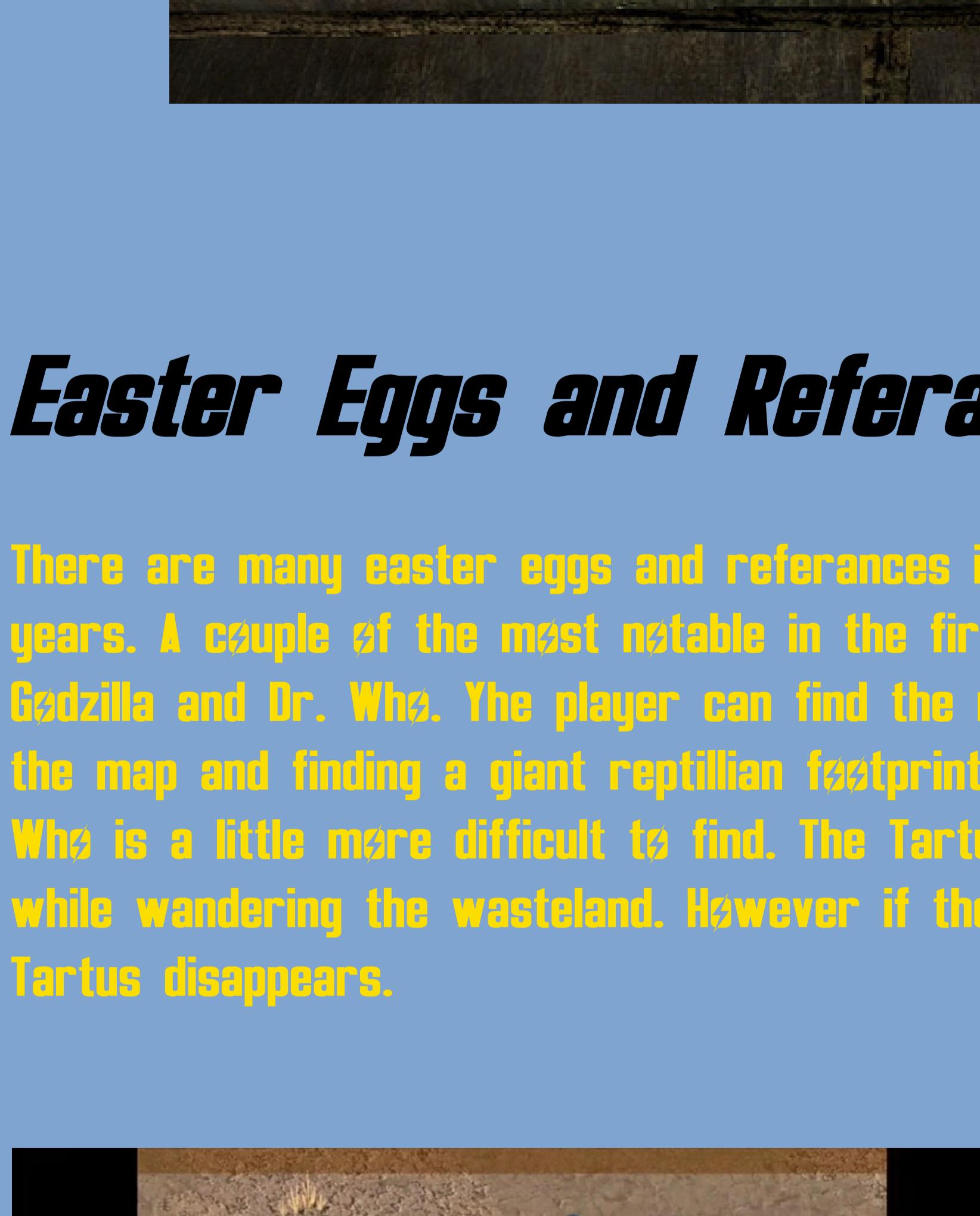
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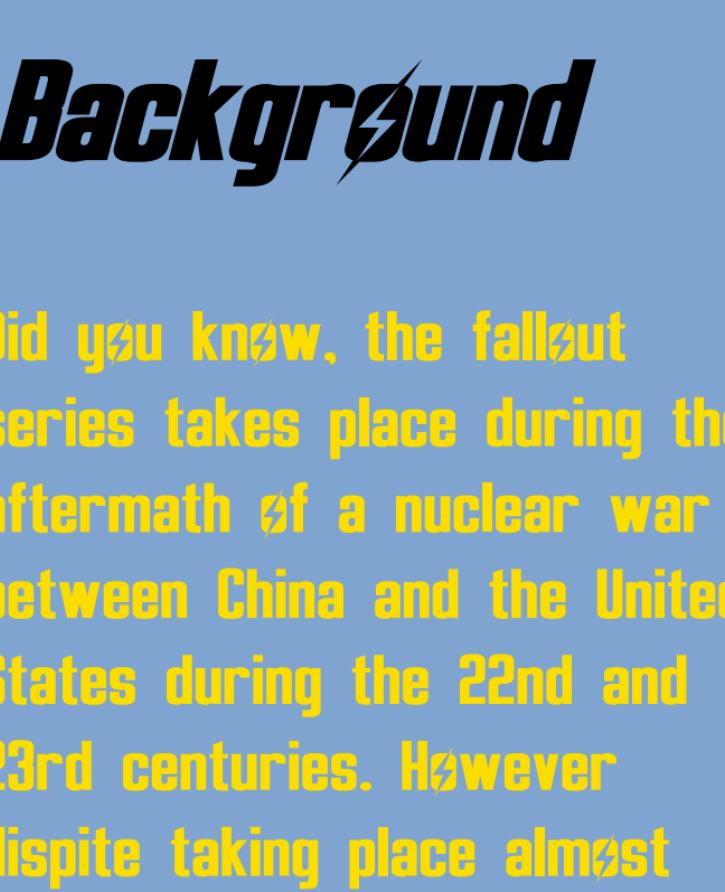


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### Easter Eggs and References

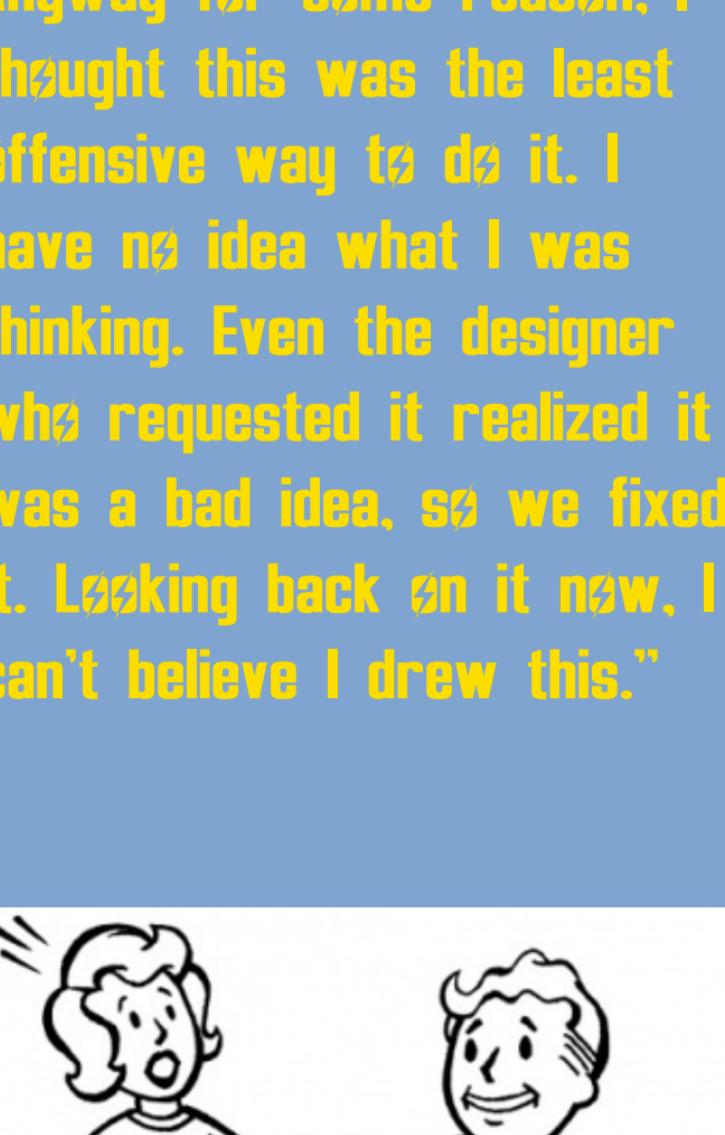
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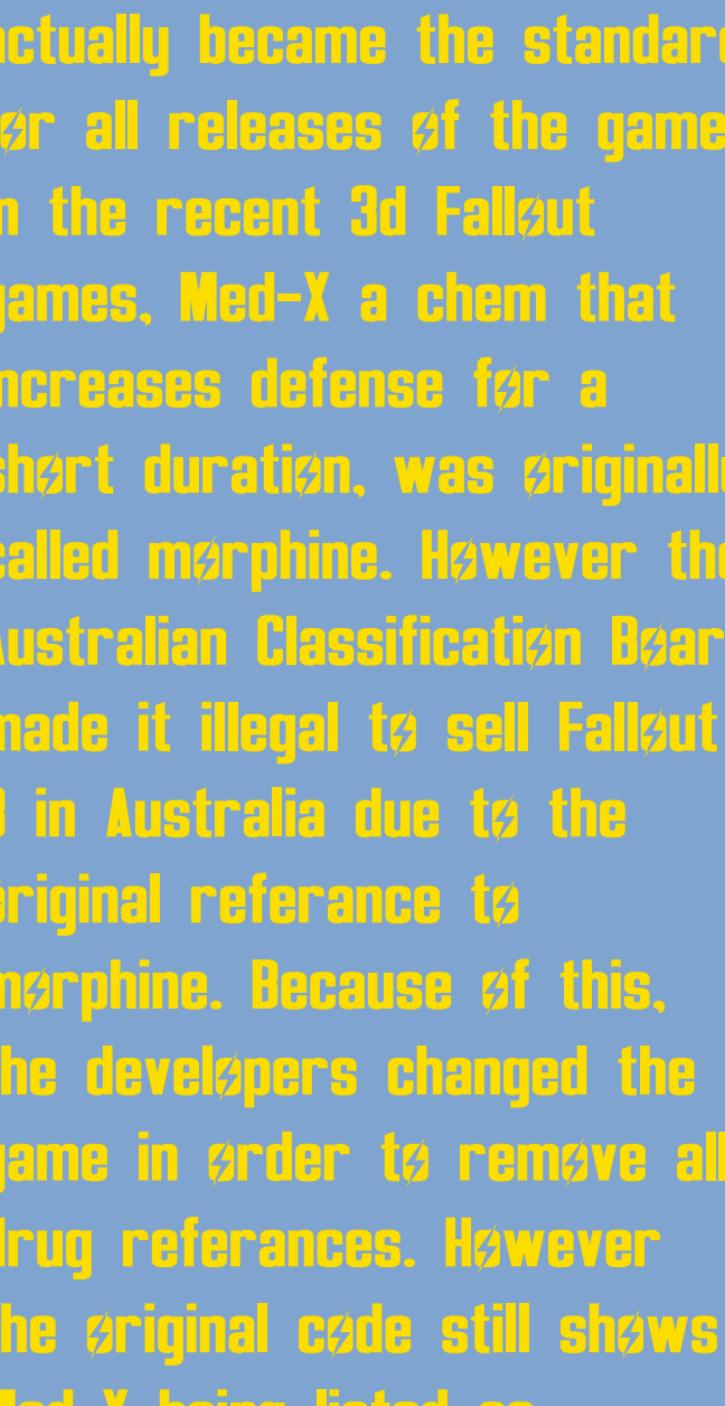
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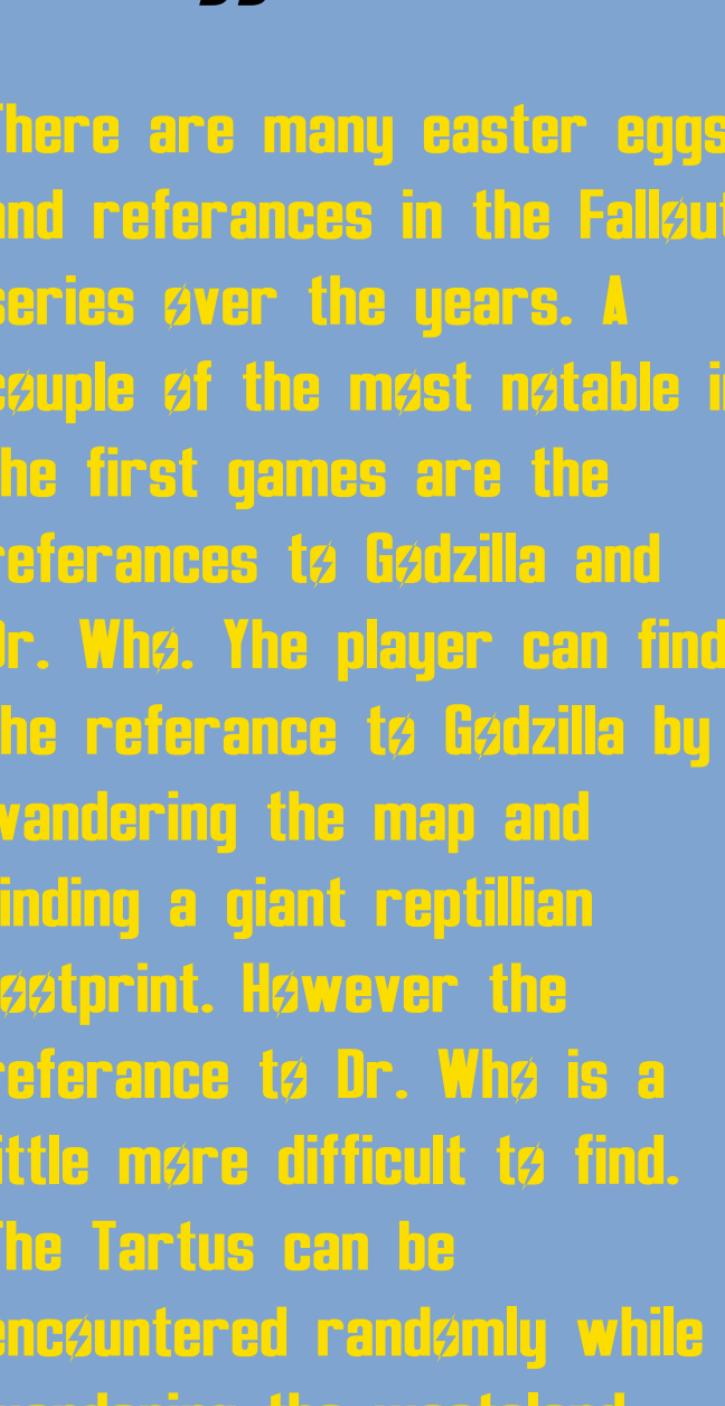
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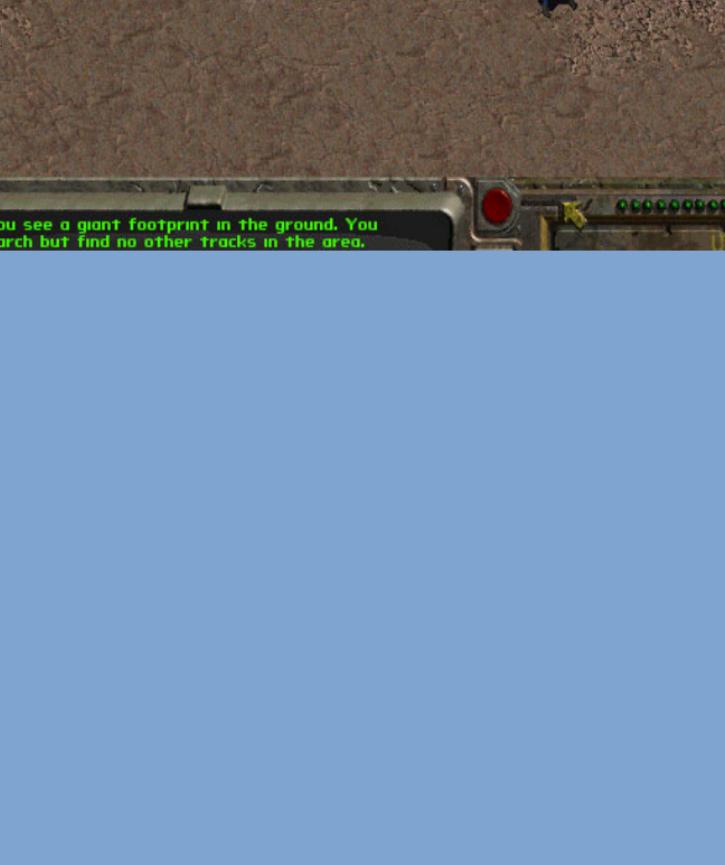
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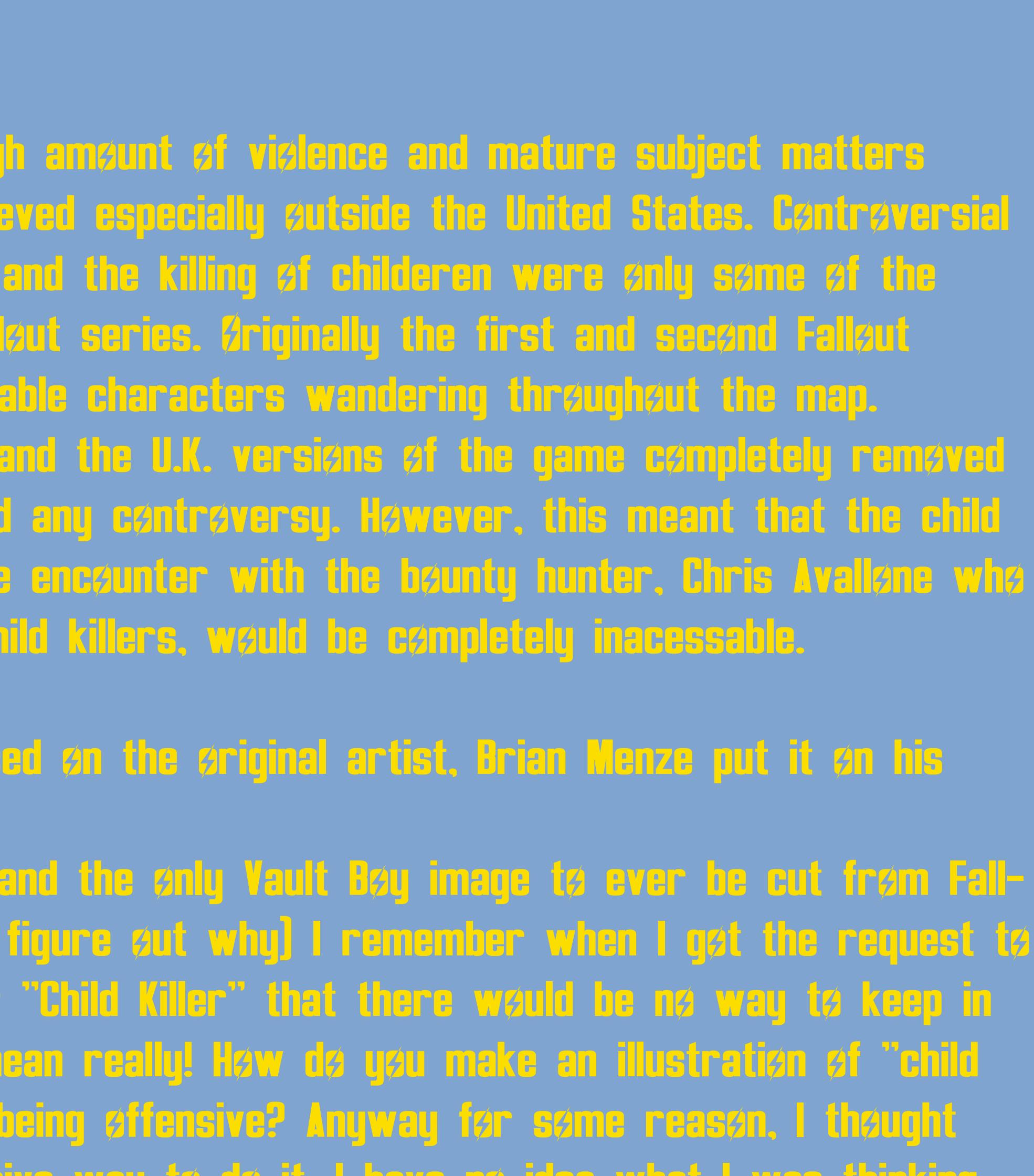
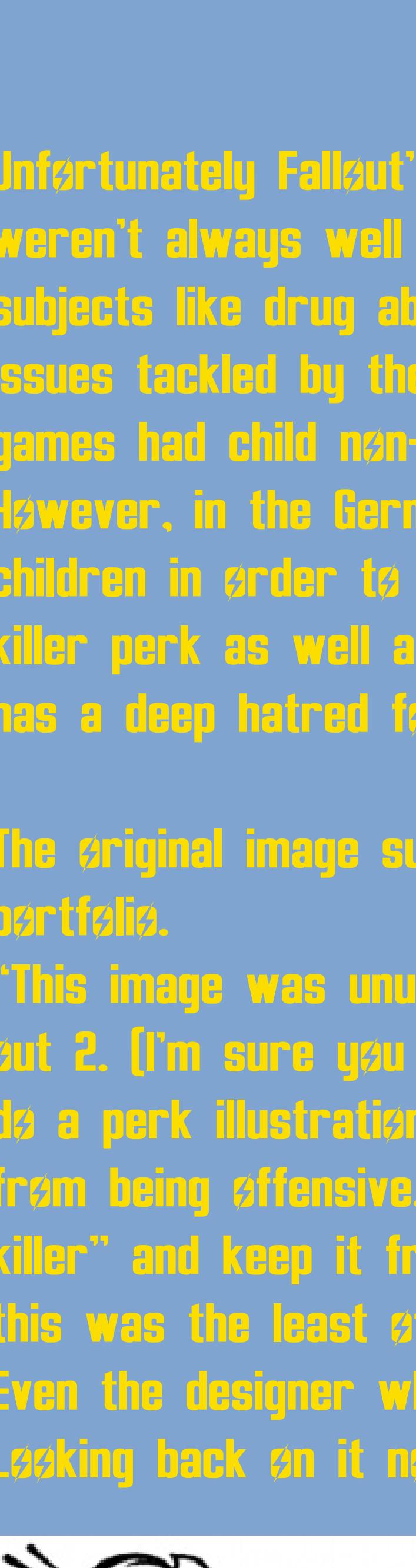
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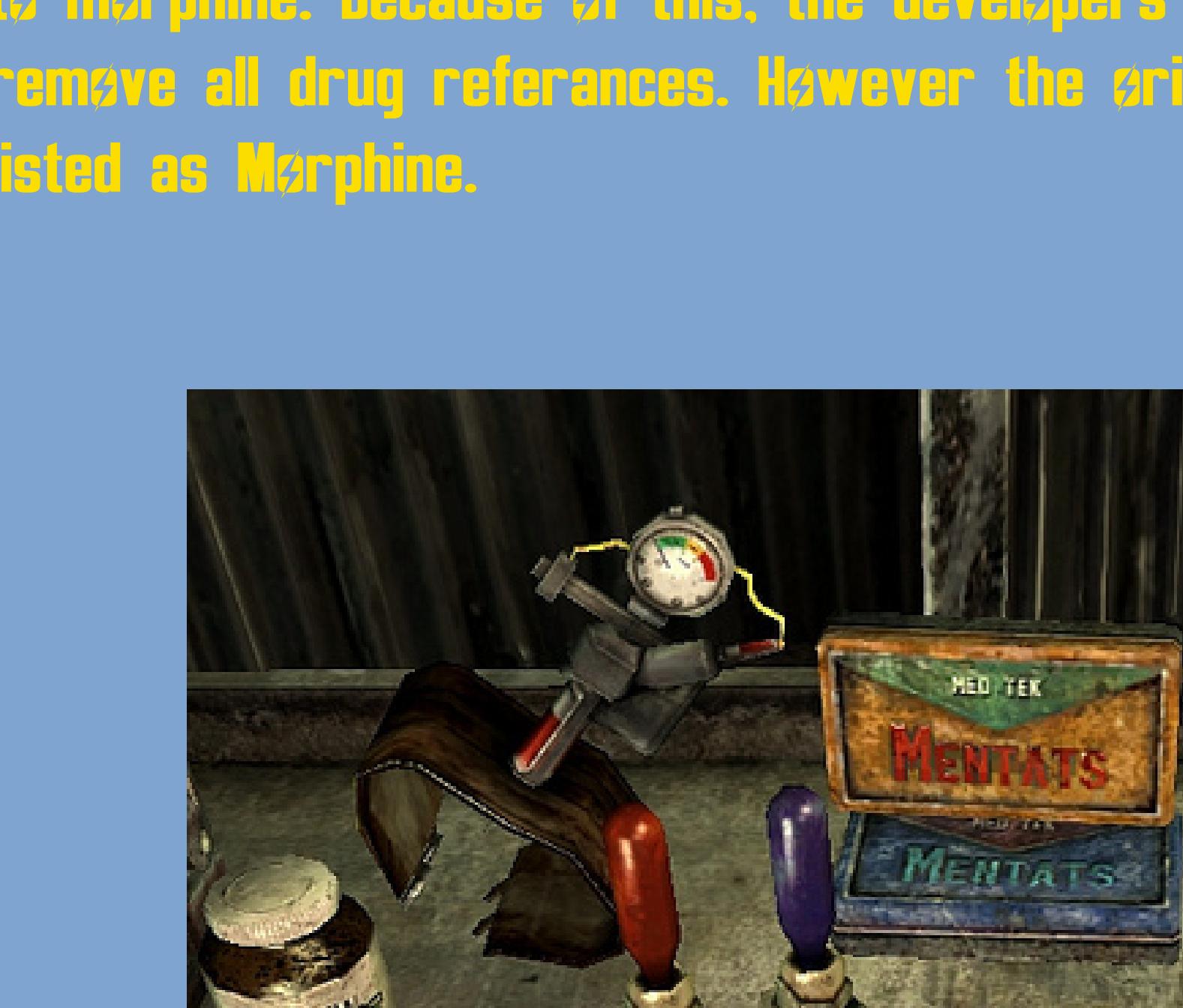


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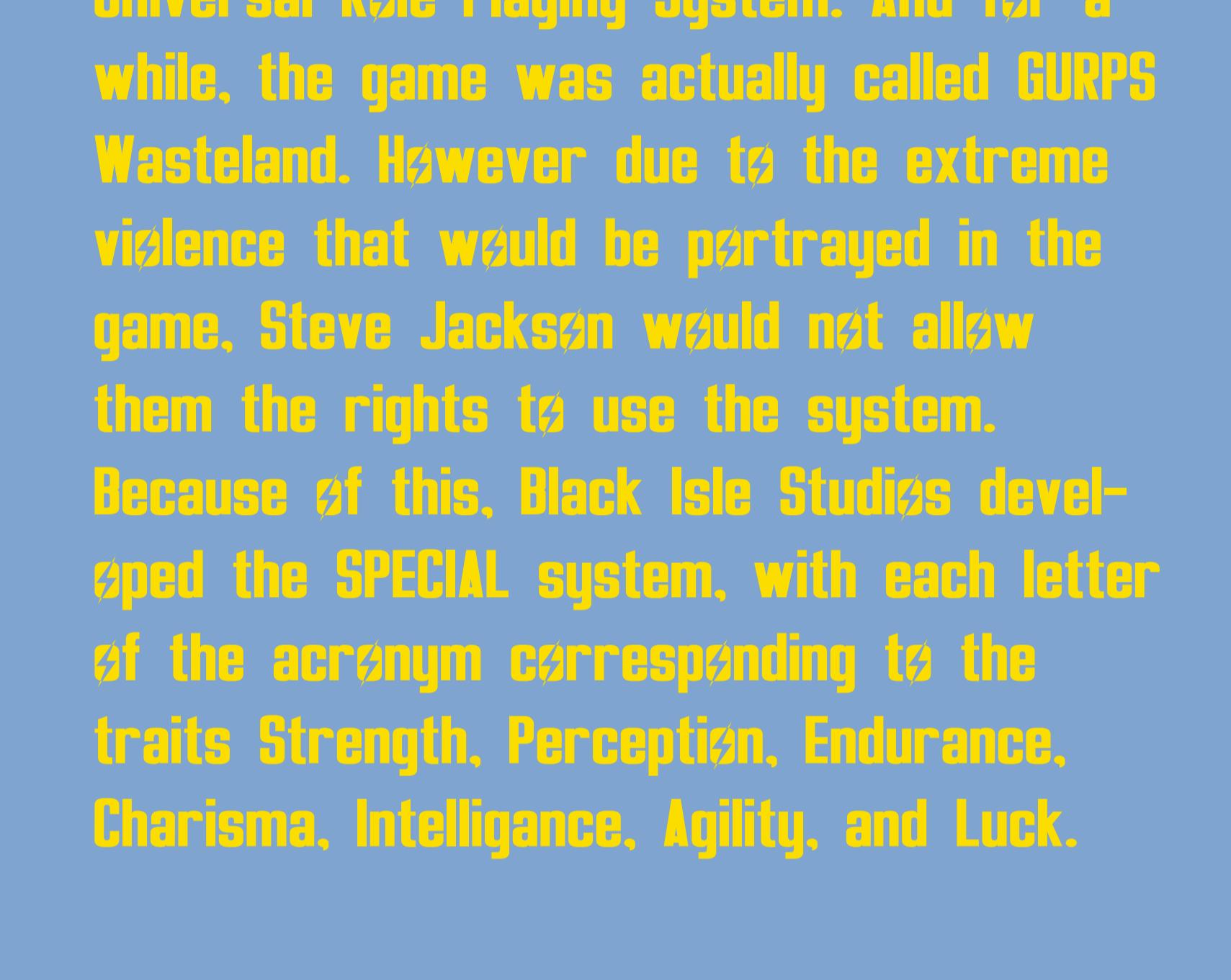




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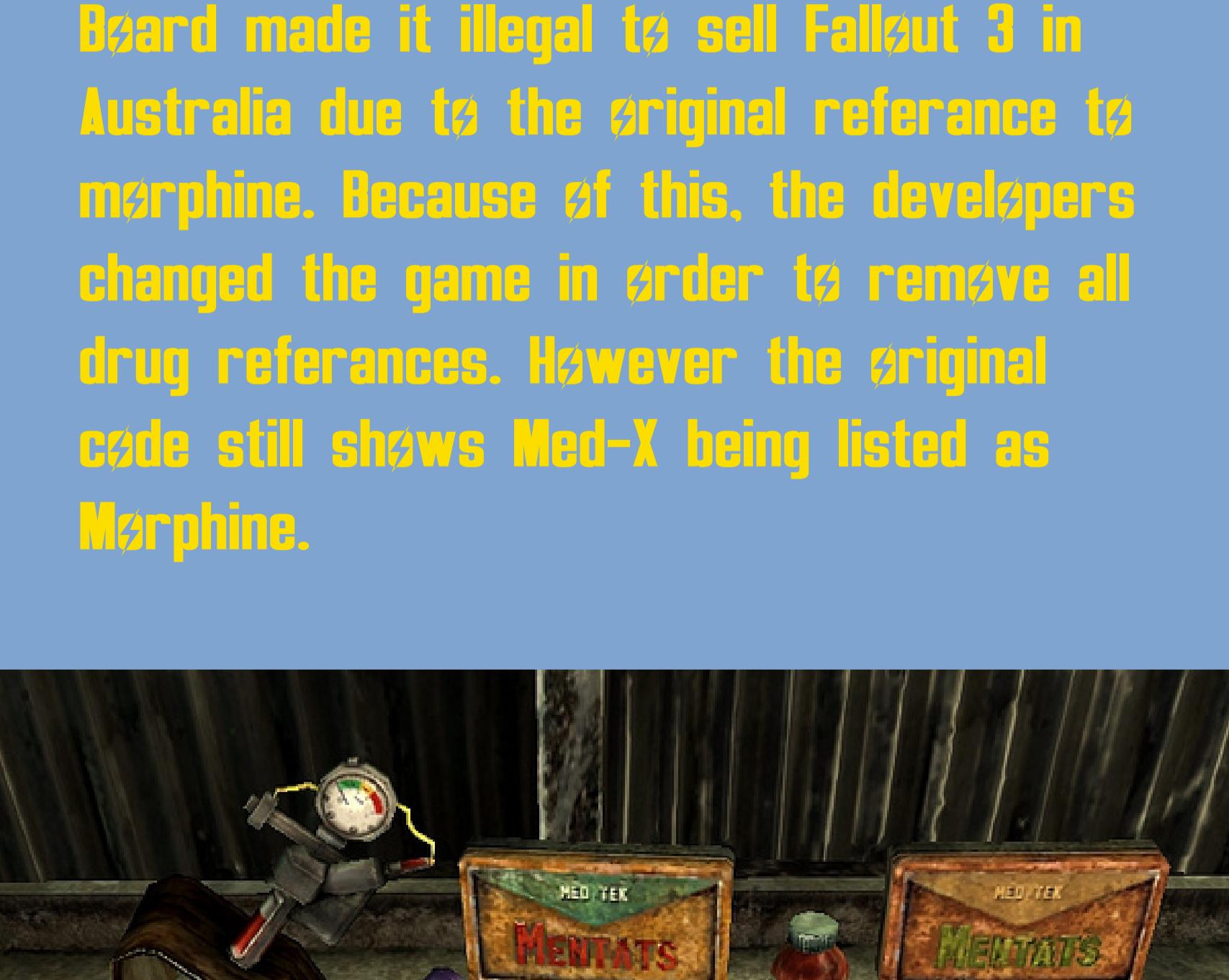


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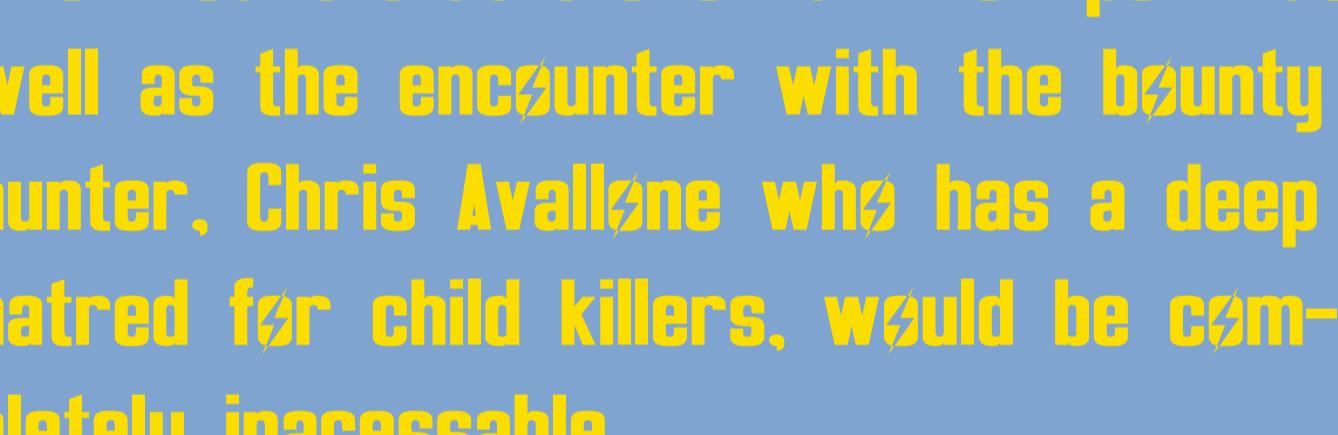


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