

= Fallout Shelter =

Fallout Shelter is a free @-@ to @-@ play mobile simulation video game developed by Bethesda Game Studios , with assistance by Behaviour Interactive , and published by Bethesda Softworks . Part of the Fallout series , it was released worldwide for iOS devices in June 2015 , for Android devices in August 2015 , and for Microsoft Windows in July 2016 . The game tasks the player with building and managing their own Vault , a fallout shelter .

Upon release , Fallout Shelter received mostly positive reviews . Critics enjoyed the game 's extension of the Fallout universe , the core gameplay , and its visual style . Common criticisms included the game 's lack of depth , its use of unnecessary microtransactions , and its lack of an ending . The game grossed \$ 5 @. @ 1 million in microtransaction sales in the first two weeks after its release .

= = Gameplay = =

In Fallout Shelter , players build and manage their own Vault as an overseer ? the leader and coordinator of their vault . Players guide and direct the citizens of the Vault , and need to keep them happy through meeting their needs such as power , food , and water . They rescue dwellers from the wasteland and assign them to different resource @-@ generating buildings in the vault , using the SPECIAL statistics system from the other Fallout games . Each character 's SPECIAL profile affects their ability to generate different resources , and their statistics can be increased by training them in rooms devoted to each stat . The dwellers can level up over time , increasing their health , and can be given new items and weapons to help with various tasks . The number of dwellers can be increased by waiting for new dwellers from the wasteland to arrive , or by pairing a male and a female dweller in living quarters to produce babies .

Balancing resources such as food , water , and power is an important aspect of the game . Many different rooms can be built in the vault , providing different items or stat bonuses . Players are not required to spend money in order to accelerate long timers or processes , instead having the option to instantly complete tasks at the risk of catastrophic failures ? such as fires or " radroach " infestations . Players are sometimes rewarded with lunchboxes that contain rewards , such as items or resources , which can purchased separately through microtransactions .

= = Development and release = =

In a 2009 interview with Engadget , while talking about a possible Fallout game for iOS , Bethesda 's Todd Howard said that the world of Fallout was " unique enough that it could translate to any platform " , revealing that several designs of an iOS Fallout game were pitched and rejected . On November 5 , 2009 John Carmack , who at that time worked for id Software , said that while it 's nothing official yet , he had an internal proof of concept made for a Fallout iPhone game . Carmack said that he will likely be personally involved in making the game , although at the time he was working on other projects . He added that " at the very least I 'm going to be providing code . "

Fallout Shelter was announced by Bethesda during its press conference at the Electronic Entertainment Expo on June 14 , 2015 , where it was confirmed the game is a free @-@ to @-@ play title that would be released for iOS the same day . It was developed in a partnership with Behaviour Interactive , and was built using the Unity game engine . The game was also released for Android devices on August 13 , 2015 .

According to Pete Hines , vice president of Bethesda , the game is inspired by other video games like Little Computer People , Progress Quest , XCOM , SimCity and FTL : Faster Than Light .

Update 1 @. @ 6 along with the PC version of the game was announced at Bethesda 's press conference before Electronic Entertainment Expo 2016 held on June 12 , 2016 . Both of them were revealed to be coming in July . The PC version was released alongside the update on July 14 .

= = = Updates = = =

On June 30 , 2015 , the game added a character from Fallout 4 as a dweller for the first time . Preston Garvey , the leader of Commonwealth Minutemen , was added as a reward available from lunchboxes , along with his Laser Musket weapon , which can be equipped by other Vault dwellers . On July 10 , 2015 , the game received its first update which fixed some issues while adding a new " Photo Mode " feature that allows players to capture and share images of their Vault . On August 13 , a major update was launched for the iOS version , alongside the release of the Android version , adding mole rats and deathclaws as new enemies . It also added a new feature where raiders would now begin to steal caps , instead of only stealing resources as before , and a robot butler named " Mister Handy " only available through lunchboxes .

On October 15 , the game received update 1 @.@ 2 that added cloud saving , survival mode , Russian language support and Piper , a character from Fallout 4 available only for iOS version through lunchboxes . The update added a statistics page , ability to skip tutorial and a new gameplay feature where dwellers can loot equipment from dead raiders . Later in October , the game received a Halloween @-@ themed update that added Halloween @-@ themed room decorations and outfits . The update removed the limit introduced in the previous update on number of dwellers that can be sent to explore the Wasteland .

On November 22 , the game received a Thanksgiving @-@ themed update . The update added Thanksgiving @-@ themed outfits and decorations . On December 10 , the game received update 1 @.@ 3 which added new features like pets including Dogmeat , ability to evict vault @-@ dwellers , a Sell All function for clearing out the inventory at once and new pickup lines and conversations for vault @-@ dwellers . The update also added snow and Christmas @-@ themed decorations .

In March 2016 , update 1 @.@ 4 was released which added a crafting system , new rooms , a new card in lunchboxes containing junk used in crafting , new pets and a barbershop . Update 1 @.@ 5 was released in April 2016 , adding new customization options for vault dwellers along with ability to scrap unwanted items and support for 3D Touch . Update 1 @.@ 6 released on July 14 , 2016 adding a quest system and 2 new items in the shop . Additionally the combat system was also tweaked in the update .

= = Reception = =

Fallout Shelter received " mixed " reviews , according to video game review aggregator Metacritic .

Reviewers generally enjoyed the gameplay , though criticized its lack of depth . Harry Slater from Pocket Gamer stated , " It 's not exactly the most exciting post @-@ apocalyptic game out there , but if casual is your bag there 's a lot to like here . " Chris Carter from Destructoid wrote , " I don 't want to play it every day forever and ever , but it 's definitely worth the time I invested in it . " Justin Davis of IGN remarked " Fallout Shelter is desperately in need of a set of endgame goals or resource sinks to look forward to . "

The visuals also gained some praise . Daniel Tack of Game Informer summarized the visuals as " flavorful in the iconic Vault Boy aesthetic . " Chris Carter remarked that " visually , Fallout Shelter is far more impressive than most resource @-@ management games on the market " . Jason Faulkner of Gamezebo found the graphics " impressive " , writing " not only are the cute little vault dwellers presented in sharp , Fallout @-@ faithful style , but the vault itself is quite stunning . "

Reviewers had mixed opinions about the game 's inclusion of microtransactions . Jeb Haught of Game Revolution opined , " when I add the micro @-@ transaction advantage to the post apocalyptic mix , the result puts a sour taste in my mouth " . Daniel Tack claimed that " the cash shop option in this free @-@ to @-@ play game is completely unobtrusive and unnecessary " . In contrast , Justin Davis says that " virtually every other gameplay element must be earned the old @-@ fashioned mobile way ? by just waiting around . "

Fallout Shelter became the most popular free iOS application in the U.S. and UK within a day of its release , and the most popular iOS game on June 26 , 2015 . By June 12 , 2016 , Fallout Shelter had over 50 million players .

=== Sales ===

On the day of its release , Fallout Shelter became the third @-@ highest grossing game in the iOS App Store . By July 16 , 2015 , two weeks after release , the game earned \$ 5 @.@ 1 million in microtransaction sales .

=== Awards ===