



Fallout: Equestria

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Fallout. With ponies! Set in an alternate future, one pony must learn to survive in a blasted, poisoned land... and possibly, with the aid of friends made along the way, bring new light into the darkness of post-apocalyptic Equestria.

Fallout: Equestria Details

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From Reader Review Fallout: Equestria for online ebook

Vendea says

S Falloutem jsem strávila t?i neuv?íitelné m?síce. Moje nejdelší p?e?tené dílo, n?co p?es 2 000 stran. A ani za mák nelituji ?asu, kdy jsem se do knihy pustila. I když je to z prost?edí poník?, samotný p?íb?h nese daleko hlubší poselství. Je to p?íb?h nad?je v padlém sv?t?, který pomalu ale jist? ztrácí poslední jiskru nad?je na záchranu. P?íb?h o hrdince, která opustí bezpe?í jen pro to, aby zachránila své milované. A hlavn? - p?íb?h o moci p?átelství. Co vyzdvihnout? FoE je kruté, násilné, plné krve. P?íb?h je vystav?n brilantn? - struktura je složitá, s mnoha odbo?kami, flashbacky a dalšími v?cmi. Jsou tu zbran?. Je tu láska. Je tam prost? všechno. Bre?ela jsem kv?li FoE na ve?ejnosti. Kam se hrabou YA knihy. Kkkat je bohyn?.

1000/5*

Well, what about to say about Fallout. I have never played Fallout game and I haven't watched MLP: FiM before started FoE. It really doesn't matter. FoE is beautifully written story with strong heroine. It's story about power of friendship and love in poisoned Wasteland. And finally, it's story about hope and light in darkness.

Facedeer says

There have been many glowing reviews of this story, and a couple of harsh ones too, but I'm going to try to approach it with a somewhat more middle-of-the-road "objective" analysis (though as you can tell from my star rating, I ultimately come down on the "this was pretty darn good" side of things).

It's a cross between the "Fallout" video game setting and the "My Little Pony: Friendship is Magic" setting. Not a literal crossover with Fallout, in that there are no actual Fallout characters but rather the setting echoes Fallout and has many references to it. I read this story with no deep familiarity with Fallout beyond the basic "1950s world-of-the-future crossed with nuclear apocalypse," and I don't think I lost much - I could tell that certain things were meant to be callouts to Fallout but I didn't feel like I was missing any plot points for not being aware of the details.

A reader should probably have a bit more familiarity with the My Little Pony source material to really "get" this story, in my opinion. Fallout: Equestria is set about 200 years later than the TV series and all of the main characters are new, but as the story progresses there are plenty of flashbacks (using in-universe "memory orbs" to convey them to modern characters) that give us important glimpses of characters from the series that should have some familiarity to the reader for full impact. But the author wrote this after the first season, and chose not to "update" it to incorporate anything from the second and later seasons directly, so it shouldn't be too hard to brush up on the basics - dig up some episode synopses for the first season and that will probably suffice.

Now for the meat of the story itself. Fallout: Equestria is *long*. Longer than Lord of the Rings, the gold standard for epic length these days. Fortunately an awful lot of stuff happens, so it doesn't feel like it drags.

More like this is a whole series of books in one - there are actually a couple of spots where it could have been divided up like that.

The fact that this was inspired by a video game does become fairly noticeable. The most obvious is how there's a paragraph of text after each chapter describing how the characters have "leveled up" from their experiences, which might be kind of odd for some readers but can be safely skipped without affecting anything. But also, the protagonist gets shot a lot. A *lot*. There are magical healing potions available, sure, but it's still something you might tend to notice. You can also see "side quests" and other video-game-like narrative structures from time to time. Fortunately it didn't become bad enough to actually distract me very often - it was just an interesting flavour the story had.

The vast scope of the story allows for a heck of a lot of background to be explored along the way, which probably explains some of the massive continuation of additional stories that have been written in this setting. Many sections within the book could stand as their own stories, though there's a continuing quest woven throughout - and the continuing quest keeps *moving* nicely, with plots being resolved and new problems being discovered all along the way. The book almost never feels aimless or like the protagonist isn't making progress.

So yeah. Good book.

I don't give it five stars because I've definitely read better and because I couldn't quite get over a few of the gamey-feeling elements here and there. The evolution of the protagonist's personal character felt kind of slow, too, and a lot of the time she was just a gung-ho "hero" going in with guns blazing to save the day with righteous fury (points awarded back, though, when at several points this becomes a *problem* for her and the question of whether she's actually doing good with her heroism comes up). Still really good, though. Recommended.

If you've read it and are thinking of delving into the expanded universe, I recommend Fallout: Equestria: Pink Eyes as a good next step. It's much shorter (though still very long) and has a very different feel from this story while still definitely being part of the same setting.

Alex says

(I loved the book. Even though it had some gruesome scenes, I was never able to stop reading (Unless I was pulled away) after I would start, or continue. I've never really read a book with a better beginning and I say so because of how I felt that it was incredibly even. I usually don't read mature rated books, but this one was definitely worth crossing the boundaries. But now, it's time to write a review! The reason this story is rated mature is because of foul language, gory scenes and awesome planning and precision on the authors part. What really blows me away is that this author was not paid to write this, and wrote it completely out of wanting to entertain the brony fandom.)

This book truly blew me away and is - Other than what I believe is the best book I have ever read- worthy of respect from any adult reader that takes interest in books like these. The main character was incredibly attractive (as in a wanting to read about her kind of way) and so was every single main character! Kkat gave ever single person (even the side characters!) there own unique personality. They all wanted what they thought was best but found clever ways to make them work together, or fall apart without destroying the group. This author is fully capable of making you love the characters, that even if they dies 3 chapters after

meeting them your will cry.

The story follows the main character which of whom is name Littlepip. She is around the age of 19 or 20 and lives in a place called a stable. Through out this land that they live, there are about 100 stables, all created to be safe havens in the case of a nuclear disaster. The story takes place 200 years after such a disaster happens so as you can probably figure, the land is still irradiated my the radiation. The main character leaves this stable after another person who managed to escape. Her name is Velvet Remedy. After leaving the stable, she is captured the next day by a group of slavers. Which of whom trade slaves. After escaping, she again sets off wearing the armor of those who she was forced to kill and moved to a town (That of which I don't remember the name of) where she fights her first group of raiders. After killing all these people (Plus a few bullet wounds) she frees several other people of whom were being tortured by the raiders. One of these people ins't really a person but turns out to be a ghoul who cannot speak because her tongue was cut out.

After freeing these people, she eventually moves on with her task of finding Velvet and runs into a town called appleossa. While outside this town, she is nearly gunned down by a guy named calamity who thinks she is a raider because of her armor. After he first comes down to where she was shot, he finds that she isn't suck a person. They soon become close friends and with a lot of explanation, leaves his home town to help Littlepip find Velvet.

They soon find that Velvet has taken a job with the raiders by entertaining them since she is a artist and sings her own songs. After a lot of killing of raiders, she decides to come along with them. At this point, she meets this little bot named the watcher. He makes occasional appearances to guide Littlepip on her journey. Since the stable wont allow Littlepip back in, she finds herself wondering the wasteland with her small group of friends completing quests that she is sent on. In the end (After over 40 amazing chapters) she is tasked with the greatest challenge of all which is to give herself up to save the rest of the wasteland.

The pros of this book are definitely numerous. Even though I have written about some of the bigger points of the story, there is so much more to it. The pros are the characters. None of the characters are described badly and none of them of the same personality. They all are incredibly unique and all face there own challenges. There are also other main characters to this book that I haven't written about just because you need to read about them to understand them in any way. Another pro is the story line. I have never read a book so long that was able to maintain a constant story line without a bunch of crappy filler. This book however maintains a story line over 1600 pages of unique thinking and challenges.

The cons of this story is the ending. The ending is amazing just like The Mist but it gives you such an urge to keep on going. This is one story that you will never want to stop reading about. Everything about it draws you in. There just isn't length and interest that can match Fallout Equestria. (This story couldn't be 20% cooler!)

In conclusion, this may be the best book I have ever read. There is no more that I can say about it as words can't be used to describe how great this story was.

Jonathan Scotese says

This book makes me wish copyright laws did not exist, because I would pay good money for a more edited and professional version. This book is a mash up between "My Little Pony" and the "Fallout" videogame series.

Kkat creates a Fallout version of Equestria. The story takes place roughly 300 years after the events in the TV show, but the show is cannon in this universe. Kkat filled in blank spaces from MLP and advanced the timeline by several decades, until the events seamlessly lead to an apocalypse and the creation of the Equestrian Wasteland. The story is set a couple of centuries after that. Half of the bizarre charm this book has is in slowly piecing together what lead to the apocalypse and what happened to the main characters of the TV show,

This series is as violent and graphic as the Fallout series, which is rated M for mature. The violence seems even more shocking than the Fallout universe because of the juxtaposition of the two series. It is definitely not for children.

The setting and backstory are amazing, the ways that things from both universes are brought together and shown in thematically hybrid forms is clever to the point of genius. The weakest part are the characters. I wish I could articulate it better but the characters feel like fanfiction characters. They tell more than they show and the character development seems like it would make sense in an outline but is not implemented in a way that feels organic to me. It is fanfiction, so expecting characters like A Game of Thrones is a bit much, but this still is the weakest point in my mind.

There are a few romantic subplots, something about non-humans having romantic feelings makes my skin crawl a bit. I had the same problem with a lot of Piers Anthony's work. I guess I'm just prejudiced.

All in all, this book is very clever. I enjoyed reading it and heartily recommend it to anyone who enjoys the two sources that it draws on.

Sam says

I love the Fallout: Equestria universe, and Kkat has done an amazing job of combining two such seemingly opposite worlds, and making the result one of the better fanfiction I've read. However, I feel the best thing about the original Fo:E is that it has inspired so many other great stories. On its own, it may be a decent story, but it's not great literature. Kkat seems to follow the model of the games a bit too closely: her environments tend to be interesting and well-described, and her characters have a decent verisimilitude to them (though they are far from the most complex I've read), but a lot of the events, histories, and even motivations could be explored in more detail. However, it could just be that I've been spoiled; I really enjoyed my first read-through, and only noticed most of my complaints when I went back to it later, after reading Project: Horizons, Murky Number 7, All that Remains, and other outstanding spin-offs, and I could possibly just associate Fallout: Equestria fics with being some of my favorite stories, and not just being the better end of fanfiction.

Balaram Briant says

This is the best book I have ever read, and not just because I am a brony. I have read many bad fan fictions that I didn't like, and many that I liked only because they were pony related. This tale fits into neither of those categories.

Why is a story that is based off of ponies, and a first person shooter, the best book I have ever read?

First off the character development was astounding. LittlePip, Calamity, Velvet Remedy, SteelHooves; all are characters I will hold close to my heart for the rest of my life. I care for them as much as I do for characters in the show itself, which is unheard of amongst fan fiction writers with original characters (as far as I know, I haven't read every fan fic in existence though).

However, although the skilled craftsmanship in this story can be appreciated by any connoisseur of literature, and the plot isn't reliant on that of the TV show, a non brony will hardly be able to appreciate this work. If you haven't accepted ponies into your life, than you most likely won't be able to get past the "childishness" of having animal characters. A sad predicament.

If you are a brony considering whether to read this fandom famed tale, than just have trust in me and read it. If you are an outsider who somehow stumbled onto the GoodReads page of this self-published, not mainstream book, and are thinking of reading it, then I would advise watching the show first. If ya can't appreciate the show, you can't appreciate this story. But that's not to say that if you like the show your guaranteed to like this book, it's violent in a way that rated R movies can't be and sad at times.

But the message is of hope for a better tomorrow, of will to make it that way, and of the ability of friendship to stand in the face of all obstacles.

It was the best book I have ever read.

Hunterz263 says

Before I get into the actual review of the book, let me explain a little bit about the books target audience. This is not a published book or an unofficial, non-published book. This is a fan fiction. Specifically, a brony fan fiction. Now, a fan fiction "is a broadly-defined term for fan labor regarding stories about characters or settings written by fans of the original work, rather than by the original creator." The final part of this before the review is the term "brony". A brony is, at it's core, an older male fan of the television show "My Little Pony: Friendship is Magic". Now, don't just turn around and say this story is written in a childish tone because it's not.

I think I'll start this review out with the plot line. The story follows the perspective of Littlepip and her adventures through the Equestrian Wasteland. Along the way she will meet various characters that accompany her throughout the whole story. Now plot wise, it was actually really well done. Every chapter draws from the last and the attention to detail is suburb in every way. It is also interesting considering the fact this story is told through the limited-first person view narrative most of the time. You never see anything beyond the eyes and ears of Littlepip most of the way. This style actually adds to the shock value once the story gets further along it's path.

Next up we have the characters. Characters in books are always important as they can never be too powerful or all the emotional and sense of danger is lost to the reader. Fallout: Equestria's characters are not that thankfully. They all have flaws whether emotionally or physically, some even mentally. I would do an in-depth character analysis but I really don't want to spoil their personalities at all.

Progression wise, it's mainly on a positive track, but it sometimes falls short in a few areas. The main reason why it can slow down is because the author took so much time to describe every last detail in a single room. And there is a lot of rooms in chapters. Detail is good, but making to much can just bore the reader a lot

because they have to drag on through it. It doesn't help either that the author puts an important item in the middle of a paragraph either. Progression is good, but it's slowed down mainly due to the amount of detail as I stressed already.

Probably one of my favorite parts in this book is how fleshed out she makes the world. As stated above, the detail the author puts in this story can slow it down quite a bit. But on the flip side, it makes the world come alive. The images created in the readers head are just so vivid and real. The author also created a whole different world than what was established on the TV show this draws inspiration off of. This is one of the book's highest strengths by far.

The last part before the overall rating of this book. The writing and grammar. The author of this book has done a fantastic job on the grammar area, I saw no spelling mistakes in the whole entire book. The author wasn't afraid to pull out the big words either to describe something either. Every word was perfectly and strategically placed to produce a masterpiece in grammar.

Overall the book is a fantastic read to anyone. It may have ponies in it, but these ponies are some of the most adults characters I have ever seen in literature. Don't let it's roots deceive you, the book is not meant for younger audiences at all in anyway. Go ahead and pull this one up because it is fantastic.

Ten out of ten stars.

(Link to the book. Just select the chapter and it will take you to the document so you can read it.
<http://www.equestriadaily.com/2011/04...>

A .pdf document can be found here. Just be warned it may freeze your Internet browser due to it's size
<http://hunterz263.deviantart.com/favo...>)

Thesnarkknight rises says

Dear Princess Celestia,

When I first found out about this novel, I assumed this was just going to be a dumb FanFic like Cupcakes or Rainbow Factory, to a lesser extent. Boy was I wrong. What I read was something that ranks among some of the greatest post-apocalyptic/dystopian stories ever written, such as Metro 2033, the Hunger Games, BioShock and Atlas Shrugged.

The novel takes place 200 years after the fantasy equivalent of a nuclear war ravaged what was once Equestria, where small settlements must survive the Raiders, mutated creatures, radiation and many other dangers in the Wasteland. We follow the adventures of Littlepip, a young unicorn living in Stable 2, one of the many fallout shelters built during the war. After leaving her Stable in search of her (temporary) love interest, Velvet Remedy, who is also the Stable's resident singer, as she and her group of fire forged friends explore the Wasteland and discover the secrets of war-time Equestria and take part in a series of events that will shape the Equstrian Wasteland for centuries to come.

The characters are almost all amazing, with maybe one or two who don't leave as much of an impact but are fortunately minor characters. If you want strong female characters, this is the book for you as Littlepip is one of the strongest, most developed female protagonist in literature.

The story combines and adapts several characters and plot elements from the Fallout videogame series, particularly the Master and the Super Mutants from the original Fallout, several things from Fallout 2, the Enclave, Andale and the Pitt from Fallout 3, and the New California Republic from New Vegas, and does it well.

All in all, this is nothing short of a masterpiece. I highly recomend this book to any Brony and Non-Brony.

Zaps13 says

Before I get into any kind of a review about this, let me set a few things straight. This is a fan-fiction, which is when someone takes events from something like a show or game and adds their own twist to it. In this case, it's a fan-fiction mash-up of My Little Pony, and Fallout, and before you write it off as "*childish*" think twice. This story gets just as gruesome as the Fallout series, I'd go as far to say even more gruesome at times. Now that that's settled, let's move on to the review.

I loved this fan-fiction, I'd have to say it was one of the best things I've ever read, and it met all of my personal criteria for a great story: it was funny, full of action, had some but not tons of drama, a great plot, and a main character trying to hit on everyone they saw. The story starts out in something called a stable (vault), stable 2 to be exact, and leads us to the mind of a pony named Little Pip. Little Pip is an interesting character, she (for the longest time I thought she was a he) is not the typical instant hero character that most are portrayed; she is quite the contrary, being a Pip-Buck repair pony, basically, she can fix high tech watches. As the story progresses, we continue following Little Pip throughout her adventures in the Equestrian Wasteland. The plot is great; each chapter isn't a new thought, they always continue where the last one left off. Something else that's quite interesting is the fact that through the entire story, the reader hears pretty much nothing from anyone else's perspective; it's all through Little Pip.

Along her journey, Little Pip meets many ponies and non-ponies alike, befriending most of them, and murdering the others that were probably raiders or other bad things. Little Pip's "crew" doesn't exactly meet the perfect hero status, and I personally like that a lot, because it allows the reader to become that much closer to the characters; each one has a flaw and a virtue, most of the story is centered on the characters finding their virtues, which again keeps the character really close to the readers. I would love to do a full character analysis, but that spoils nearly half of the story, which is spent learning the characters.

The author, Kkat, put a lot, a LOT, of imagery into this story, everywhere Little Pip takes you, it's as if you were right there next to her seeing what she sees, hearing what she hears and so on. While sometimes this interrupts the flow of the story by adding "*dreary*" details that the reader has to "*trudge*" through, it makes the world around Little Pip actually seem alive, again, letting the reader become close to the characters and their world, as if they could just put themselves right into the story alongside Little Pip and her friends. The author took what most of us knew about My Little Pony, and tossed it aside saying "forget that, this is what you need to know..." and then tosses us his perspective mashed with the Fallout stuff, and it was Just. Pure. Awesomeness.

Another thing that pleased me about this fanfic was the grammar and writing. It was not at all what you would expect from a Fan-Fiction, most of the time you'll see tons of grammar errors and writing mistakes, which takes away from the overall score of the fic. The author was not afraid to take big words from nowhere and use them to describe something, I'm pretty sure Kkat had editors go through his work way before he put it up, which is the smart way to go about things like this.

Again, this Fan-Fiction was by far, one of the best things I've ever read, surpassing even some of the greatest stories I've read, mainly because of its contents, My Little Pony, one of my favorite TV shows, and Fallout, one of my favorite games. This is a great story and I urge anyone to read this, even people that are not fans of the show, I feel that it's so far away from the show that non-fans could enjoy it too. I give this story 10/10, 100/100, best story I've ever read. Sorry for the gigantic block of text, there's just so much to say about this book...

Olivia says

This has been a long journey.

I started reading this fanfiction in 2011, when I was twelve. I got several chapters in, but I never finished it. I always wondered why. So when I stumbled across it again, I decided to try again. And I'm incredibly glad I did.

This book is insanely long - about the same length as war and peace, plus a few HP books. I'm no longer surprised that I found it difficult to read at first. But this book does more than fill the space - it could easily fill up more. So much happens, and I'm not even going to pretend to be surprised that most people split it up into several parts...

Firstly, and most obviously - blending My Little Pony and the Fallout series is mad genius. Mostly mad. A grim, gory series about pretty ponies surviving in a nuclear wastelands shouldn't work, but it does. This is mainly thanks to the insanely well thought out backstory, involving the original characters of the TV show, plus the insanely detailed and realistic new world and characters that KKat has created.

I loved how this book evolved, from a small scale focus on one character's struggles, to a group struggling to complete their missions, to all out war (no, really. not a battle, a war). The growth felt organic, and there was never a point where I questioned how it was happening. There was never a moment where the pace slowed or stopped, which delighted me. There was always something happening, and one of the great strengths of this is that it wasn't always action. Often, it was reflection, or exploring the past, which were seamlessly woven into the story through memoryorbs, a genius creation of KKat's. And it never failed to seem like life or death - even though there was still half a book left, I would fear for LittlePip and her companions lives.

LittlePip deserves her own review. She is the perfect example of character growth in main character, undergoing struggles and hardship, and changing to become a wonderful saviour of the wasteland that she has thrown herself into. It's rare that a main character can steal the show in this way, as too often they are reduced to narrators, or being guided by their friends. Her unusual talents of hacking, lock-picking and extremely powerful levitation created some very interesting fight scenes, along with creative puzzle solving. These aren't typical powers for the usually over-powered main character, and it was interesting to see a techy character have the lead for once. But her personality was the most interesting, a mix of curiosity and kindness, which puts pressure on her in the hostile apocalypse, where you cannot be sure where to step - or how to do the right thing. Her struggles with morality are insanely complex for an action-action style book, and I was able to relate with her even more thanks to it.

Another interesting aspect of her character was her homosexuality - LittlePip is lesbian, yet this is never treated as a way to shock the reader - her love interest is important due to her character, not her gender. It

wasn't treated any differently to her straight friend's relationship, and I loved the casual nature of it.

But what really made it for me, is the plot-twist that reveals her final purpose, and what her cutie-mark (a tattoo that reveals your purpose in life) actually means - I'd probably rank it up there with Harry Potter's reveal, but that would be a disservice to LittlePip. I cried. Actual tears.

But that's not to say the other characters weren't important - they are. I loved minor characters like Homage, Littlepip's girlfriend who runs a radio station and acts as a reporter for the entire wasteland, sassing and hacking her way through life. Finally, a love interest that isn't reduced to being a perfect mirror of the other character, or one that either does everything for someone, or lets them do everything. But all the characters were unique, and they were all equally powerful and thought out. This has tragic backstories galore, yet it was never allowed to become a pity party.

But this book doesn't just take the ponies from the series - it takes the "Friendship is Magic" theme to the extreme. KKat makes it clear throughout the book that Littlepip cannot do this on her own, and neither can anyone else, empathising the values of working together. There are consequences for thinking that you can do it all on your own - consequences that are revealed through the dark backstory of Equestria's past. But the best part? Equestria is literally saved by friendship.

And that makes it 20% cooler.

Logan says

Read it in 3 weeks, more or less on a whim (I wanted to know what all the hubbub was about). I went through it with a critical mindset, trying to distance myself from the echo chamber of what is apparently universal praise for this "masterpiece of fiction". Don't get me wrong; I wanted to rate this 5 stars. I was fully anticipating a groundbreaking, life-changing story. But in realistic perspective, the 10% portion of good, thought-provoking, humanistic drama was muddled in the 90% portion describing the protagonist shooting faces, gawking at butts, and falling into increasingly horrific pits and traps. And that's without even acknowledging the existence of all the stupid X-rated "bonus" material that seems to get tacked onto this story, alongside the rest of the fanmade material that's built up around it.

When I think about it, the extended length of this story is really its divisive feature; it's the double-edged sword that both strengthens and wounds it. On one edge, it allows time for very detailed worldbuilding and realistic character interaction, showing how many different relationships grow and change even when stretched to their limits. These drawn-out influences usually trigger wonderful character moments throughout the story. But on the other edge, the time between those brief glimpses is filled with rather repetitive scenes of Pip getting shot at/poisoned/crushed/maimed/mutated, in a variety of settings, while defeating the newest deadly threat that is even deadlier than all the earlier deadly threats. The claim that "the story gets better in the 2nd half" (while true) kind of loses its appeal when you remember that the story is 1600 pages long.

The build-up to the end of the story and the final denouement were...fairly satisfying, part of which I attribute to the author's writing skills visibly improving as the novel progresses. Littlepip is to me a strange combination of Harry Dresden, Luke Skywalker, and JC Denton. The culmination of all her actions and the choices she made had a profound weight to them, and her role as protagonist really did make me reconsider the "tragic hero" archetype. Can you be a hero even as you're killing those who disagree with you? How can you strive for "the greater good" even as you realize that you can't satisfy everyone, nor can you save them

all? The narrative does a good job carrying this struggle on throughout most of its story, and even into the "meta-story". By that I mean, I found myself thinking "Man, this book is a lot more grotesque than what I normally read. Is this even worth it to learn whatever moral it's trying to teach?", and realized that this was essentially the same question that Pip was asking herself, when she resigned to the fact that "someone must play the villain of the piece". Even now, I'm honestly not sure how to feel about it.

Some things I liked:

- The charismatic villain, and the resulting moral quandary that he presented to Pip, actually surprised me and made me question the relativistic meaning of "the greater good". To me it echoed a recurring theme in the Austraeon series: "No one is truly good or evil, but are simply products of their circumstances"
- The portrayal of the psychology of drug addiction (and the influence of the Black Book) was the most hauntingly accurate that I've read before
- Pip's musings about the universal nature of regret, and her concerns about dehumanization (deponification?) struck me as particularly well-written

So that's my review. Some well-written gems, regrettably buried under a lot of detritus, both within and without. That statement may come across as hypocritical, considering how much I've praised the equally convoluted story "Background Pony", but Fallout Equestria just....isn't as satisfying. It never made me cry. I think That's it. The connection I made with the characters was purely rational; it was lacking that extra emotional oomph that would make me care about what happened to them, and in so doing, the whole thing kind of fell flat.

Dione Basseri says

This is my second time listening to dramatic readings of this epic-length fic, and it's SO GOOD EVERY TIME. I am rabid to get my own print copy, but I didn't get into the 'verse until long after the second official printing. Oh, for there to be a third...for this fic is entirely worth keeping a physical copy, just in case the apocalypse comes.

Now, this is very much not for kids. I'd even advise that younger teens wait on reading it, and not because of the cursing, death, rape, drug addiction, and so on. But because it is emotionally hard. Little Pip, our protagonist, goes through a transformation after she leaves the innocence and security of her Stable. It is not long at all before she has to kill, and not long after that before killing becomes easy. Little Pip's moral dilemmas are less about ending another pony's life, and more about whether she is really helping anyone, and if her method of help causes more harm.

And the rest of the cast...Calamity, an exiled pegasus who has the policy to kill any Raider he sees. Velvet Remedy, a devout follower of Fluttershy who finds her kindness constantly tested by the Wasteland. SteelHooves, a ghoulish pony with memories of the Equestria before the war. And Xenith, an enslaved zebra searching for word of her missing daughter. And that's just the party characters. There's plenty others, and you will have no trouble keeping them straight. Kkat did a masterful job of creating believable backstories, emotions, and story arcs. Each as fascinating as the last.

If you have any chance at a copy from any print run, BUY IT. It is so...so worth the money. I've been rabidly waiting for the 3rd run. Please...please let it come....

Cody says

It took about a month for me to finish this story, but I don't regret a moment of it. The formatting on the epub I was reading clocked it at just under 1600 pages, yet it almost felt too short. I honestly didn't want my time with these characters, whom I had come to feel very close with, to end. While I know many people are dismissive of fanfiction in general, the underlying message of the story is clear.

Ponies... Ponies never change.

Xynthari says

A thrilling and emotional tale, anyone that likes post apocalyptic stories or fallout would love this tale. However, there is a lot of mature content so it is not for young children or squeamish people.

Kikeleh says

A very odd fusion of a children's cartoon and a violent videogame, with lots of added rape for good measure. Hard to describe.
