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Although Black Isle went out of business a few months after Fallout 2 was released, what had started as a conversation about what to do when Interplay collapsed ended up as the predecessor to Planescape: Torment. In The Planescape Trilogy, Chris Avellone and Jeff Grubb, co-founders of Black Isle, penned a retrospective of the game that serves as a valuable narrative framework for the story unfolding in Fallout. In the 2003 final episode in the Planescape: Torment trilogy, The Eye of the World, Avellone and Grubb reworked the original design of the game into a choose-your-own-adventure that initially took form on Wikipedia. Wrote the authors, "The initial design relied on an issue-based structure, which was developed by a writer whose last name is not really significant to the story. It was generally thought up as it went along and fairly quickly became convoluted. We said, hey, what if we treat this as an adventure game?" Not all of Baldurs Gate would come to pass. After Baldur's Gate 2, Obsidian would go on to release Fallout: New Vegas, the sequel to Fallout 2. New Vegas was developed by Obsidian and the original designers of Fallout 2: Fleshing out the conversations of Black Isle would have been just as timely now as it was in 2003. As Obsidian worked on what would become New Vegas, the original Fallout team at Bethesda played the core formula of Fallout 1. In the early stages of development, the team realized that the final game would not have enough content for players to explore. To ensure it was a successful project, it was agreed that the team should make a "throwaway" Fallout 2-like design in which the content would be unlimited and players would be able to traverse through the wasteland if they found something worthwhile.

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In interviews, black market traders would sometimes offer them for ridiculously low prices or just for fun. A lot of weird characters would come out of it, and you know it was pretty badass. One time I was out by the shed and I looked inside and I saw an orc. It came towards me and it was so huge and then it pulled its gun out and it said I am your father. I was like, okay, it's cool and I never thought about it. Then it was talking to me and [other Fallout characters] were there, and there was a mountain and a cliff next to me. And that mountain was full of corpses. For a few years, nothing else of substance was released by Interplay. At the same time, the company was experiencing cash flow issues. In 1996, the company reported a $60 million loss, and the following year, they lost $35.8 million. Fallout and Baldurs Gate were albiet more successful than other Interplay releases, but a large part of the reason for the company's downturn was poor luck in the gaming industry. The 1997 release of the PlayStation and accompanying $400 million of growth in the video game market lead directly to an over-abundance of developers and over-saturation of releases. With so many titles, almost none were successful. Nintendo, Sega, and Sony were the only console makers with huge growth, which meant that every game developer now had to be a part of that model. When I started working at the company in 2001, there was a lot of things going on. The only thing that I knew was that Matt [Weinberg] and David [Blackistone] ran the company. I was living in the Bay Area and wanted to work on a game that I was interested in. A bunch of us were sitting in the conference room and Brian Fargo came in and sat down. Someone said, "You should talk to Brian. He's been working on Fallout." And he said, "Yeah, I heard that." 5ec8ef588b

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