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About This Game

Fable® is a groundbreaking roleplaying-adventure game from Peter Molyneux, in which your every action determines your skills, appearance, and reputation. Create your life story from childhood to death. Grow from an inexperienced adolescent into the most powerful being in the world. Choose the path of righteousness or dedicate your life to evil. Muscles expand with each feat of strength. Force of will increases with each work of wit. Obesity follows gluttony, and skin tans with exposure to sunlight and bleaches bone-white by moonlight. Earn scars in battle and lines of experience with age. Each person you aid, each flower you crush, and each creature you slay will change this world forever. Fable: Who will you be?

Key Features:

- Forge a hero based on your actions: Age and evolve a hero or villain through the actions you choose and the path you follow--be it for good, evil, or in-between. Ply the way of the sword, and see your muscles bulge. Weave the dark arts, and witness power crackle at your fingertips. Skulk in the shadows, and watch your skin bleach.

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- Engage in intense real-time combat: Collect battle scars as you duel with a world of cunning foes and deadly creatures. Master an array of deadly weaponry as you hone the art of blade-craft. Hunt your quarry using subterfuge and stealth. Weave death from the elements, as you harness the dark arts of the arcane.
 - Build your living legend: Through deeds and actions, build a name for yourself across the land. Recruit allies and followers. Gain glory or notoriety. Make friends and enemies. Interact with a living world of people, places, and event all reactive to you. Hero or butcher? Who will you be?
 - Explore and shape a living, evolving world: Champion or manipulate an ever-changing land with competitive and cooperative heroes, dynamic weather systems, and deformable environments. Interact with teeming cultures, creatures, and citizens from various towns and cities.
 - Hone your character with scores of unique skills and extras: Master new abilities and add possessions as you develop.
 - Never play the same game twice: Once you finish your adventure, go back and try the experience again, forging your character and thereby a new tale with unexpected twists and turns, new skills, powers, influences, allies and enemies.
 - Expanded content and tones of new choices: Discover additional regions, storylines, and side quests – as well as new optional missions. More spells to master, new armor and weapons, and even new monsters to use them on!

Title: Fable - The Lost Chapters
Genre: Action, Adventure, RPG
Developer:
Lionhead Studios
Publisher:
Xbox Game Studios
Release Date: 19 Dec, 2011

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English,French,German,Italian,Japanese,Simplified Chinese,Traditional Chinese







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This game was possibly my favorite of all time for the original Xbox. I was so excited when I saw it on steam; I bought it as soon as I could, got a controller, got ready then realized: NO CONTROLLER SUPPORT. I tried it with keyboard and mouse, and unfortunately it just ruins it. Give this a pass.. All the characters are so one dimensional and unlikeable. The world kinda tries to imitate an open world, but in reality, it's small and closed. The maps are usually very boring and there isnt much to do. Choices you make dont really matter all that much too as many thing play out the same way and the whole 'Good - Evil' personality isnt really all that interesting and doesnt really do anything. Evil guys just have easier ways to finish quests and more rewards, so there isnt really a point of being good. Everyone Ive seen playing it, plays as a evil guy. The characters are bad anyway so killing them isnt really anything emotional, but in the end the end result is pretty much the same. For the most part no one really cares who you kill and no one will call you a murderer or will be hostile towards you because of that. So the system doesnt really work. The combat system is very, veery boring with certain enemies you have to fight with your bow you dont really use and probably you dont have any good bows as you dont buy them. But if you get to certain spells you can be an OP beast. Most of them time youre either too weak to fight all those guys the game throws at you at once, or you're too strong. There's no in-between. Also, there's another thing. I feel like everything is so expensive, you really have to have A LOT of gold to afford any equipement and this is the only place you can get it, aside from the bonus chests and stuff

But. The game havent really encouraged to go for any of the bonus stuff, because it requires a lot of time or preparations. Like, the bonus content is as boring as the main game, so I dont really want to go around collecting some stupid crap which will give me some unworthy rewards. The side quests are also very boring and have no actual reason to exist, because they dont give you anything. I think I havent done any side quests as I was playing, maybe except for one at the very beginning. And as for the story... It doesnt really make any sense. The game keeps dropping this heavy plot bombs on you, but none of it is actually interesting or enjoyable. The game just wants you to go all around its small world, so youre always all over the place in different locations with reasons usually being "There's a job there, so go and do it". The pacing is very off and some of the plot points doesnt really make sense or mean anything at the end. Like, you do something, but you dont really know why and what does it change. But maybe it was just me skipping all the boring dialogues. Im trying not to go in too much detail, because of the potential spoilers, but yeah. The game is bad.. I've had this game for years, and so I try to play again for the umpteenth time now that I have spare time and remember once again and uninstall this junk because it doesn't have controller support. I don't even understand how you port a game from console to steam and not have controller support... Anyway. Yeah, I don't recommend. It is fine for people who use keyboard\mouse I suppose, but I am not really good with that and it shouldn't have been an issue in the first place.. better than anniversary

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