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2008 video game Fable IIDeveloper (s)Lionhead StudiosPublisher (s)Microsoft Game StudiosDesigner (s)Peter MolyneuxComposer (s)Danny Elfman, Russell ShawSeriesFablePlatform (s)Xbox 360ReleaseNA: October 21, 2008; October 23, 2008; October 24, 2008 Multiplayer fable II is an open-world role game in the Fable series developed by Lionhead Studios and published by Microsoft Game Studios for Xbox 360. This is a sequel to Fable and Fable: The Lost Chapters, which was originally announced in 2006 and released in October 2008. The game's collection and its two downloadable content packages were released on October 24, 2009 under the title Game of the Year. The game takes place in the fictional land of Albion, five hundred years after the original setting of The Basin, in a colonial era reminiscent of the time of the highwaymen or the Enlightenment. Guns are still primitive, and large castles and cities have developed on the site of cities. Unlike the original, the player can choose a man or a woman. Gameplay There are both interactive and non-interactive cutscenes in the game. According to Lionhead Studios, non-interactive scenes consume less than five minutes of game time. In fully interactive cutscenes, the player can use his expressions during a dialogue or even run away from the scene, thereby skipping it. After that, the player can return to the location of the scene to start it again. If the player runs away from a scene that contains important information, the character will wait for the player to return. The player's companion is a dog with which the player is friends as a child. This dog follows the player almost all the time during the game. A dog can learn tricks, fight enemies and find treasures, and navigate the path to finding targets (although it is rare: usually the player is driven to targets through a sparkling golden bread crumbs trail). It can also help in combat situations by attacking downed enemies. The dog cannot be killed, but can become wounded and ineffective, requiring healing from the player. The appearance of their dog will also reflect the player's choice and changes color depending on the player's alignment; If the player is neutral, he will remain gray, being good will turn the dog's hair into gold and evil will turn it black. There are no other animals in the game except neutral rabbits and birds, a fact commented by one NPC who notices the strangeness of wagons without horses. In the downloadable See the Future content, you can change the dog breed with a potion. Three options - Dalmatian, bloody and husky. Family and relationships in Fable II, it is possible for the character player to get married, including same-sex marriage, and have children. Divorce from the player's spouse can occur, and be initiated either by the spouse or by the player himself. As is the case with a real family, the time spent around and interacting with them will keep the bond between them strong and reduce the likelihood of them leaving. You can become widowed through the death of a partner. In addition, the children of the character can die from death or cot disease, or run away from home to become an adventurer, in which case the player can save them from danger. Relationships, as in the original fable, and initiated by flirtation, gift gift and general expression. By performing a potential partner's favorite expressions, or giving them their preferred gifts, they will be passionate more easily. Aside from a certain level of interest, or payment in the case of prostitutes characters, the character can offer the player for sex. Unprotected sex can lead to the birth of a child, but can also lead to sexually transmitted diseases; this affects the player as this can lead to sterilization. If a player has purchased or found a condom, he will have the opportunity to have protected sex. Sex isn't really shown; The screen is black when choosing the option. The character of the morphing Fable II strengthens the system of morphing his character based on their actions presented in the fable. The nature of morphing revolves around two main balance scales: Good and Evil, and Purity and Corruption. Good players will make a nice look hero, with tanned skin and blond hair, while angry players will have a more intimidating look, with pale skin and black hair. Pure players will make public that their hero will have a clear complexion and halo, while corrupt players will find their hero with a flawed complexion and horns. These scales are independent of each other, which means that you can be both good and corrupt at the same time or any other variation. In addition, related to the nature of morphing is the nature of slinness or fatness, determined by what the food the player eats; fruits and vegetables (mostly celery) make the player thinner, while alcohol, meat and pies make the player fatter. In addition, fruits and vegetables give the player purity points (because no animals were harmed in their creation/consumption), while meat and alcohol give the player corrupt points (because the animals suffered during their creation/consumption and they can cause drunkenness, respectively). This has no effect on the gameplay, except for the attractiveness or lack of them in the eyes of the NPC. Increasing the level of physics will make the Hero more muscular. Increasing the skill level will make the Hero higher. High levels of willpower and spells create glowing blue marks, called will lines, throughout the body. Jobs Unlike Fable, the player does not acquire money by doing quests, but doing the work around Albion. are The Blacksmith, Woodman, Bartender, Assassin, Civic Move (Slaver), Bounty Hunter, and Merchant. The first three involve the correct pressing of the A button at a certain time, and the last three are related to combat. The merchant, however, is made by taking advantage of each city's economy, buying low and selling to wealthier suppliers for profit. Jobs become available depending on how much fame the player has and the history of progression. Trading skills jobs can be done over and over again over a certain number of days, but side search jobs are a one-off use, requiring the player to wait for another task to become available. Trading skills can be neither equal to five stars through promotions, allowing more money to be made. Exploration of rest plays a major role in the game. As in the original fable, the gameplay is very linear; However, basic story missions can be performed whenever the player chooses and there are additional missions that do not affect the storyline. The player can also choose to perform any of the many different jobs, gambling through mini-games involved in an arena-style mini-game called Crucible, explore dungeons, tombs and caves, or roam the countryside. The player may even choose to kill innocent people in the city. All of these additional diversions can result in rewards for the player in the form of additional wealth, items, experience points or character-changing attributes. Intelligence is essential for detecting much of the game's hidden contents, in the form of 50 silver keys, special treasure chests, 9 demon doors and 50 gargoyles that can be destroyed. Co-operative players can go in and out of other players' games on their own project. The host player can set certain rules; for example, how the extraction received is divided between players and if friendly fire is active. The joining player cannot download their custom hero; they have to choose a ready-made male or female character. This henchman can't buy real estate or play in his friend's world, and he can't take quests. The Co-op can be reached via Xbox Live, System Link, and by playing on the same console. Fable II didn't dream of an online co-op, but a free patch was available from Xbox Live from the European and American release date, which adds this functionality. Without a patch, players can't play online because of a disconnection from Xbox Live. On July 14, 2008, lead designer Peter Molyneux demonstrated Albion Orbs at E3 2008. These balls show where other players are in their worlds, and allow you to bring them into their world to collaborate with. Online chat automatically turns on between players who can see each other's balls. While on the same console, a second player with their own account can fall in and out as a henchman in Player. If the second player on the same console doesn't have their own account, the henchman is done on a short character creation screen that suspends the game. The henchmen created in this way are not stored in the main player's game. The first player also decides how many awards the henchman will receive, such as gold and experience. A second player can also port any experience, fame and gold to their own Fable II Hero through a memory card if they imported their character rather than created a henchman from scratch. You can also use the profile on the Xbox 360 yourself to create a henchman, earned gold and the experience transferred there. Summary Installation As the first game, Fable II takes place in the land of Albion, but about 500 years later in an environment reminiscent of the early modern period. The Heroes Guild no longer exists; After the defeat of Jack Blades, Albion entered a period of relative security and stability during which increasingly corrupt Heroes were no longer needed. Ultimately, the people of Albion rebelled against the Guild and destroyed it. Firearms of exotic design now dominate the art of war. Cities such as Bauerstone have now expanded considerably, and the old ideas and religions of medieval Albion have since been supplanted by modern ideals of science and philosophy. There are fewer seats than in the first game, however they have been expanded considerably. The Islands of Coldworth and the Hook Coast, as well as the Northern Waste, were inaccessible. There are also many references to the land of Samarkand in the game, although the player never travels there. At the beginning of the player's childhood, they begin in the slums of Bauerstone, and then grow up in a gypsy camp near Lake Bauer. The world of Fable II is completely dynamic, interactive and basically free roaming without a set quest way to take. As the game takes place during the life of the hero, a lot can change; Molyneux gave the example of a trading camp, which the player can either help or destroy. Trade in such camps will increase their profits, resulting in a small town around them. In addition, every available hotel (those that can be entered by a player) in the world can be purchased (except Tattered Spire), and owning unique buildings can unlock further quests. In addition to buying and renting homes, businesses and kiosks are now available for purchase. These businesses generate income for the player every 5 minutes, depending on the quality of the business, the level of the city's economy, as well as the views of the store owner for the player (the store owner with a high opinion will work more), as well as the price of rent or goods set by the player; this happens even while the Xbox 360 is off. Rent also accumulates every 5 minutes. In addition, if a player visits their own stores, the quality of their goods and improve the quality of the store. Players can furnish homes with furniture and other items available for sale. In addition, titles will be awarded for the purchase of real estate; if you buy every building and piece of land in the city, he/she can become the mayor of that city; possession of greater land leads to the highest titles, such as the king/queen, and eventually the emperor of the entire land of Albion. Players can become cleaner by setting prices and rents at a low level, or more corrupt by increasing them. The environment in Fable II has trees with branches and leaves that are individually animated according to their own physics, each tree having approximately 120,000 leaves. There are also about 15 million poppies in Albion. The game begins in the city of Bauerstone, where the main character, a small child, known as Sparrow, lives in poverty with his older sister Rose and dreams of life in the castle of Fairfax, the home of Lord Lucien. Their dreams are interrupted when they hear a noise in the market. The man known as Mystical Murgio sells magical goods and a magic box that gives desire. Convinced by an old woman named Teresa, Sparrow and Rose decide to collect five coins needed for the box, completing the tasks. During this time, they rescue the dog, which later settled with them. When they finally collect the money needed, they buy a box and want to live in a Fairfax castle. However, the box disappears in the blink of an eye, seemingly not working. In the middle of the night they are woken by a security guard who accompanies them to Fairfax Castle on the orders of Lucien. Overjoyed with their desires come true, the two follow with impatience. After meeting Lucien and telling him about the box, he asks them to step into a circle on the floor, which emits blue light, but turns red, to Lucien's wrath, to his touch. Proclaiming that they are not one of the three Heroes he is looking for, and one of them is the fourth hero, he kills Rosa and injures Sparrow, who falls out of the window. Waking up, Sparrow learns that they have survived a fall because of their heroic line, and was saved by Teresa and the dog. Ten years later, Lucien has been restoring the Tattered Spire, which provides the user with tremendous power. Sparrow told Teresa that they are a descendant of a great hero, and are destined to bring the fall of Lucien. However, they must first find three heroes to defeat Lucien with their combined abilities. Given the desire to stop Lucien's plans, the Hero begins a great journey, enlisting the help of Hammer, The Hero of the Force; Garth, The Hero of will, and River, Hero of Mastery. River, a former pirate who lives in Bloodstone, tells Hero to take the Dark Seal to his friends in Wraithmarsh. The seal turns out to be the subject of labeling it a carrier for the victim in the shadow court, allowing Reaver to remain young forever. The Hero has a choice sacrificing her youth or the youth of a young woman, appearing in court. The hero then returns to River in his mansion, which turns out to be a trap, as River led Lucien to attack the Hero, seeking to collect the reward. However, Lucien turns on Rivera, forcing him to reunite with the Hero. Heroes perform a ritual next to the old Guild of Heroes, but they are attacked by Lucien, who kills the Hero and their dog and captures others. The hero is having taken to a dream paradise, set when they were a child. The hero goes through nightmares, arrives at the Spire and defeats Lucien music box from nightmares. Lucien is killed by either Hero or River. Teresa appears and gives the Hero one of three desires: a donation that will resurrect the thousands of people killed during the construction of the torn spire; Love that will resurrect the Hero's dog, sister and family (if the Hero was married); or Wealth, which will give the Hero a million pieces of gold. The characters then part, and Teresa tells the Hero that while Albion have them to enjoy, Spire her. In DLC See The Future Hero again visits Theresa on the Spire. Teresa shows the Hero a vision of the future, showing them as the king or queen of Albion, as well as the child in the crib on the throne, who will become a great hero, setting the backdrop for the fable III. Marketing tales Albion Lionhead Studios have released on its website a section entitled Tales of Albion that provides the story of fables, fables: Lost Chapters and Fables II. The tales also chronicle the end of the heroes and the ruin of their guild in The Fall of Heroes, and Travel in Today's Albion (which has been completed since its release) describes where some places are and has a small description of each notable area/artifact. Online contests Just as Lionhead did with movies, online contests were available through Lionhead's forums. Lionhead said these titles will be bought, but they must be earned first. They are bought from the city weeping in Fable II; The winning title was Lionheart, which can be bought for gold in 2000 or earn for free by winning in Crucible. There was also a contest Insulting the Hero, the winner of which has not yet been announced. (quote necessary) May 30 Lionhead held an art competition to be used in the game; The winner has not been announced to date. Video diaries May 24, 2007, episode one of the diaries Lionhead, exploring the love and emotions aspect II was released. On July 30, 2007, a second episode was released highlighting a single button in the combat system, and showed that Lionhead employees were playing football against other Microsoft Rare satellites and winning. It also included a professional combat specialist, coaching animation staff. On October 8, 2007, a third episode was released detailing the Central Technology Group, and Lionhead's 10th anniversary was shown. On January 11, 2008, the fourth episode was released, focusing on how the graphics department made the world of Albion. On March 19, 2008, the fifth episode was released, with Magic, 2008 GDC and co-op release. On June 22, 2008, the sixth episode of Art and Hero was released, featuring works by the Hero of Albion and many different characters from Basiny II. On October 2, 2008, the seventh episode of Music and Audio was released, showing how and where the main scores were made, where the voiceover was recorded, and briefly glancing at the various voice talents for the game. On January 8, 2009, the eighth episode of Finishing Fable II was released, detailing the Lionhead team's euphoria that it had finally completed the Fable II, and giving a brief look at how Knothole Island was made and why it was not released in December 2008. In May 2009, the ninth episode of See the Future (Fable II Pub Games Main Article: Fable II Pub Games) was released by Fable II Pub Games in August 2008. This includes three games that can be played in pubs across Albion: Tower of Fortune, Keystone and Box Spinner. For 800 Microsoft points, all three games can be downloaded from the Xbox Live Marketplace. In addition, some video game retailers offered the product code when the pre-order was made for Fable II. Due to the loss of these items, the recommended retail price has been reduced to the usual game price in some stores. As an apology, Lionhead Studios has created a free music album available for download over the Internet (not Xbox Live), which contains several songs from Fable and three songs from Fable II, as well as printed PDF versions of Destiny Maps to be released. In North America, there was another supply chain problem that caused some Limited Edition games to lack a token card for game content. The limited edition was available on the day of release with the following additional features: Alternative packaging including cardboard cover 1 card token code for the finished content (downloaded via Xbox Live) Bonus disc containing Making Fable II Was also the second Limited Edition, which featured additional features minus the token card code for Content. Downloadable Content First Downloaded Content (DLC), Knothole Island, includes the ability to resurrect a player's dog victim. It was released on January 13, 2009 and has a new map, with new elements and quests. DLC includes 3 new achievements worth 100 points. The free update allows players who have not purchased Knothole Island to continue to play online with others who have done so. Nothol Island is available for 800 Microsoft Points. DLC has been awarded positive average reviews. He has a score of 66/100 at Metacritic. Eurogamer's Dan Whitehead awarded him a 6/10 rating, while Tom Orry of VideoGamer.com awarded him a 7/10 score, saying, Knothole Island is a good effort, but not the standard of a full set. The second DLC, See the Future, includes the ability to change the breed of the player's dog. It was released on May 12, 2009 and includes a quest based on three damn objects from Murgio the Trader. In addition to these new quests and subjects, one new area is included and players have the option to change the breed of their dog as well as the opportunity to get their dog back if players choose not to resurrect their dog at the end of the main storyline. DLC includes 13 new achievements worth 250 points. It is available for 500 Microsoft points. The DLC was met with positive criticism: Seeing the Future should be an important purchase for Fable fans. It doesn't change things enough to win over those who haven't enjoyed the main game, but as an extension it expands the game in a way that's definitely worth experiencing. Since September 2009, the entire Fable II game is available for download through Microsoft's Xbox Live Game Marketplace. When first released, the downloadable version of the game was broken down into 5 game episodes that played identical to the disc version of the game, and the first episode of the game was free to download, while Episodes 2, 3, 4 and 5 could be purchased in the game. Any player who buys the disk version after the first episode can transfer all the save data. Currently, only the entire game can be purchased, and Episode 1 is no longer available as a demo. The downloadable version has a full version of the disk game, as well as full compatibility with previously released game add-ons, Knothole Island and See the Future. On September 7, 2009, a compilation of the Fable II disc was released in Europe with all downloadable content sold as Fable II - Game of the Year Edition. On January 5, 2010, Game of the Year was available in North America using Platinum Hits branding. Receiving Critical ReceptionAggregatorScoreMetacritic89/100 (UK)8/10 (35)OXM (USA)9.5/10VideoGamer.com9/1037X-Play5/538 Fable II received critical acclaim, citing its commitment to the original, while praising the changes that changed the game system. Eurogamer welcomed the bread crumbs trail feature in the game as it leads you ever forward to your next goal, but even if you can't get lost it still allows for in-depth research. OXM praised the game as probably the most consistent sequel ever made and suggested that the fight is great when you win and nothing but annoying when you lose. The Edge put the game #52 on the list of 100 best games to play today, stating that with a quest that stretches you to a plot and a bucolic paradise, ripe for exploration, never before has so much work been done to make a humble player feel special. People for the Ethical Treatment of Animals (PETA) praised Fable II for its animal character, giving him the Proggy Award for the most animal-friendly game of 2008, saying they enjoyed the game's pro-vegetarianism by giving the player purity points for eating non-meat products and corrupting moments for eating meat. However, there are also achievements that encourage players to harm specific animals. Sales according to NPD, the game reached best-selling status in the U.S. on all platforms for its debut month in October 2008 with 790,000 copies sold. This volume of sales occurred despite the release of the game on October 24, which allowed to work only nine days until the end of the month. The game won a Platinum award from the Association of Entertainment and Entertainment Software Publishers (ELSPA), which shows sales of at least 300,000 copies in the UK. Fable II was a success, and, with approximately 3.5 million copies sold on March 11, 2010, it is the best-selling RPG title for the Xbox 360. Rewards This section does not refer to any sources. Please help improve this section by adding links to reliable sources. Non-sources of materials can be challenged and removed. (April 2010) (Learn how and when to delete this template message) IGN Best 2008: Best Original Score (Xbox 360) X-play Best Game 2008 award Joystiq Best Game 2008 Best Action and Adventure Game 2008, British Academy Of Video Games Awards In 2010, the game was included as one of the titles in the book 1001 Video Game you should play before you die. Technical problems A number of users writing on the Fable II bulletin board had technical problems with the game. The most notable were the freezing, the 47 progression of errors, and the incompatibility with the standard-definition television screens. The sequel Fable III was officially announced at Gamescom on August 19, 2009. He was Xbox 360 in October 2010 and Microsoft Windows in May 2011. Links to II. Game Australia. Game.com.au archive from the original on February 18, 2009. Received on May 27, 2009. Luke Anderson (July 29, 2008). Molyneux: Three more fables on the way. Uk.gamespot.com archive from the original on March 2, 2009. Received on May 27, 2009. Bramwell, Tom (August 8, 2008). Fable 2 release date announced. Eurogamer. The homer network. Archive from the original on January 15, 2016. Received on December 31, 2015. b Fable II Game of the Year Edition release information. Gamefaqs.com archive from the original on December 14, 2009. Received on December 11, 2009. 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