

**“Fable 2”
Fact Sheet
August 2007**

Title: “Fable® 2”

Publisher: Microsoft Game Studios

Developer: Lionhead Studios

Format: DVD for the Xbox 360™ video game system

ESRB Rating: TBD

Availability: TBD 2008

Price: TBD

**Product
Overview:**

“Fable 2” will be a true sequel to the wildly successful original that sold more than 3 million copies, offering even more choices and building on the core gameplay theme of “Fable” where players’ every decision continually defines who they become. “Fable 2” is an action role-playing game that truly allows players to live the life they choose in an unimaginably open world environment.

Set 500 years after the original, “Fable 2” will provide gamers with an epic story and innovative real-time gameplay, including a massive amount of freedom and choice to explore a vast collection of dungeons, catacombs and caves in the world of Albion.

Features:

Features include the following:

- **Choices, consequences.** The innovative gameplay pioneered in the original “Fable” provided gamers with a never-before-seen level of immersion in a truly interactive world. “Fable 2” expands on the scope and depth of the Xbox® classic with incredible new features and a wider, more complex kingdom of limitless choices and consequences. Players will have the option to play

as a man or woman, get married, have children, and live a life of their own design.

- **A land far, far away.** Revisit the sprawling world of Albion, where every house, hut, dungeon and castle is for sale, more than 500 years after the events of the original "Fable." Players will witness how the world has grown and changed in incredible and unique ways as they rediscover Albion.
- **New and unique combat system.** "Fable 2" pioneers a new combat system that is designed to allow players to truly master hand weapons such as swords and maces, ranged combat such as bows and guns, and an entirely new magic system. These three disciplines, while being very accessible, are also amazingly deep and allow players to mix combat styles and become everything from a master swordsman or skilled ranger to an evil magic-wielder.
- **A hero's best friend.** This groundbreaking addition to the game is integral to the theme of unconditional love in "Fable 2." The canine companion will act as friend, compass and protector. Players merely feed their pooch and it will love unconditionally, creating a bond that sets up emotion-filled journeys throughout this magical world.

Developer Information:

Acquired by Microsoft Game Studios in April 2006, the U.K.-based Lionhead Studios has developed a unique formula for creating original and innovative games such as the extremely successful "Black & White" for Microsoft® Windows® in 2001, "Fable" for Xbox in 2004, "Fable: The Lost Chapters" for Windows in 2005, "Black & White 2" and "The Movies" in fall 2005.

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