

 XBOX 360



MA 15+ Strong sexual references and violence
RESTRICTED

! WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Classification Board (formerly Office of Film and Literature Classification)

The Classification Board is an independent censorship and statutory body responsible for classification of films, computer games and publications. Each rating is coloured and is clearly visible on the game packaging. The examples below display the three main components of a rating for computer games:

- Classification symbol
- Classification description
- Consumer advice, content descriptor of game.

Classification in Australia

www.classification.gov.au



General

General. Content is very mild



Parental guidance recommended

Parental Guidance. Content is mild.



Recommended for mature audiences

Mature. Content is moderate in impact.



Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian.

Restricted. Content is strong.

Classification in New Zealand

www.censorship.govt.nz/censorship-film-labels.html

New Zealand's ratings differ slightly to Australia's. Products rated M or under may bear the Australian classification labels above but products with restricted content will bear the following New Zealand OFLC labels:



Restricted to persons 15 Years and over.

R15. Restricted to persons 15 years of age and over.



Restricted to persons 16 Years and over.

R16. Restricted to persons 16 years of age and over



Restricted to persons 18 Years and over.

R18. Restricted to persons 18 years of age and over



Restricted to specified persons or classes of persons

Restricted. Restricted to a particular class of persons, or for particular purposes.

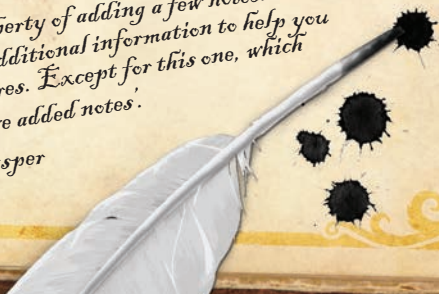
THE BOOK OF HEROES



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*I've taken the liberty of adding a few notes.
These provide additional information to help you
in your adventures. Except for this one, which
simply says 'I've added notes'.
- Jasper*



THE RISE OF THE CROWN



Fifty years ago, Albion faced the greatest threat in its history. Stricken with grief and intoxicated with power, a madman sought to unmake the world, and recreate it according to his own twisted vision. But even as his terrible ambition took shape, from the unlikeliest of origins emerged a great Hero, who penetrated into the heart of the madman's fortress and tore down all that he had wrought. Albion was saved, but its champion saw the land for what it was: a weak, poorly organised collection of settlements with little hope to defend itself against future threats. The Hero resolved to fortify Albion, and through strength, cunning, and conviction, united the land and forged a kingdom.

In the years that followed, Albion flourished, its people enjoying peace, prosperity, and a rapid pace of technological development. The great Hero had two children, and in the course of time the reins of power passed to the eldest child, Logan. An intelligent and decisive man, Logan ruled the kingdom with a strong but even hand... initially.

Over time, Logan's policies, and his troops, have become ever more unforgiving. His people, at first happy with his reign, have started to lament the passing of the old ruler. Some have begun to whisper a powerful and dangerous word: revolution.

Could such a thing be possible? Could the people of Albion truly rally behind new leadership... and depose your brother?

A KINGDOM

K



YOUR HERO



Fable® III is a game of choices: your first is whether you are the son or daughter of the old Hero. From this point on, the decisions you make will shape you further.

Good and Evil

The morality of your actions will change you physically over time. Help people in need and defeat evildoers, and you will become a beacon of goodness and light. Act selfishly, kill innocents, and make villagers' lives harder than they already are, and your physical form will become as dark and twisted as your deeds. When villagers look upon the physical manifestation of your true self, they will react accordingly.

Physical Appearance

Beyond good and evil, many other factors affect your appearance. Eat fatty foods and you'll put on weight; make healthier choices and you'll lose it. Melee combat makes you brawny, skilled gunplay makes you tall, and using magic gives you an otherworldly glow. Take a beating in combat and your skin will become scarred. You can also customise your appearance more directly by changing your clothing, hairstyle, tattoos, makeup, and facial hair.

Your Dog

In addition to the many people who may ally with you during your travels, you will constantly be accompanied by your dog. Absolutely loyal, he alerts you to danger or treasure whenever either is present. In combat, your dog will savagely attack your enemies.

To interact with him, approach your dog and press **A** when the whistle command appears.

You can improve your dog's charisma, battle prowess, and treasure-seeking ability through the use of special training books you can purchase or find throughout the world. Press **Ⓢ** when the book icon appears to train your dog.



HERO PROGRESS



Guild Seals

The legendary Heroes' Guild once trained the most gifted champions of Albion. Whether righteous or wicked, its graduates were all known by the sacred artefact they bore: the Guild Seal. Though the ruins of the Guild are now lost, the Seal still symbolises the incredible power Heroes possess.

The surest way to develop your power is by performing quests: the challenges you face while undertaking these trials will forge in you strengths you didn't know you had. For each completed quest, you are awarded a number of Guild Seals. In addition, you earn Guild Seals by defeating enemies in combat, and by interacting with villagers, especially when you develop strong relationships with them (see Villager Relationships, page 20).



When you gain progress toward earning a Guild Seal, a Guild Seal icon appears in the upper left corner of the screen, surrounded by an expanding blue ring. When this ring fills completely, you earn a Guild Seal. Guild Seals can be used to unlock abilities and upgrades on the Road to Rule.








The Road to Rule

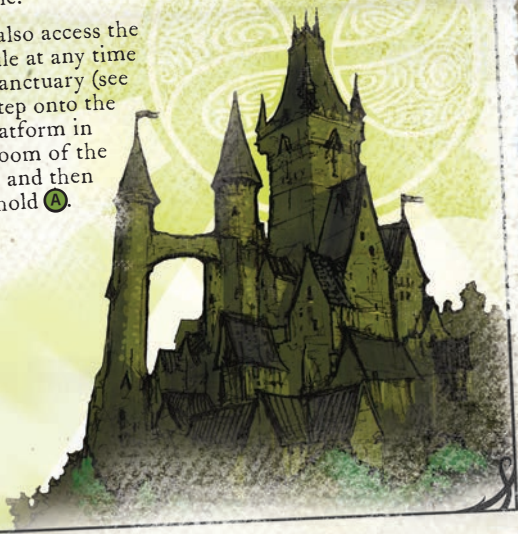
As your journey proceeds, you will be contacted by a mysterious ally and summoned to the Road to Rule. Here you make the decisions that shape the type of Hero you will be, and the kind of adventure you will have.

The Road to Rule is where you spend the Guild Seals you've earned to unlock abilities, including combat proficiencies, magic spells, expressions, and job skills. These are identified in this handbook with this symbol:

 **Unlock.**

When you've earned enough Guild Seals to unlock a new ability, a Guild Seal icon will appear on the D-pad in the lower left corner of the screen. Press  to visit the Road to Rule.

You can also access the Road to Rule at any time from the Sanctuary (see page 12). Step onto the glowing platform in the main room of the Sanctuary, and then press and hold .



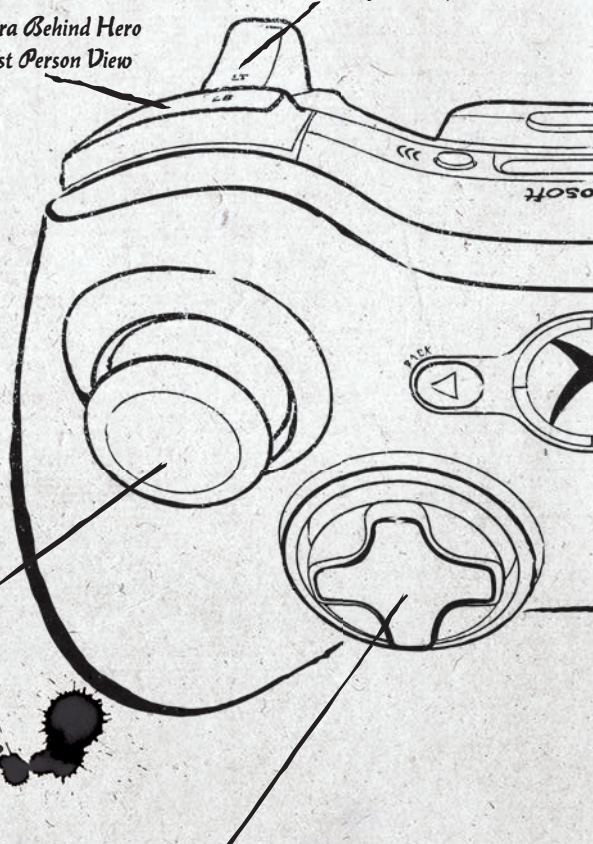
Game Controls

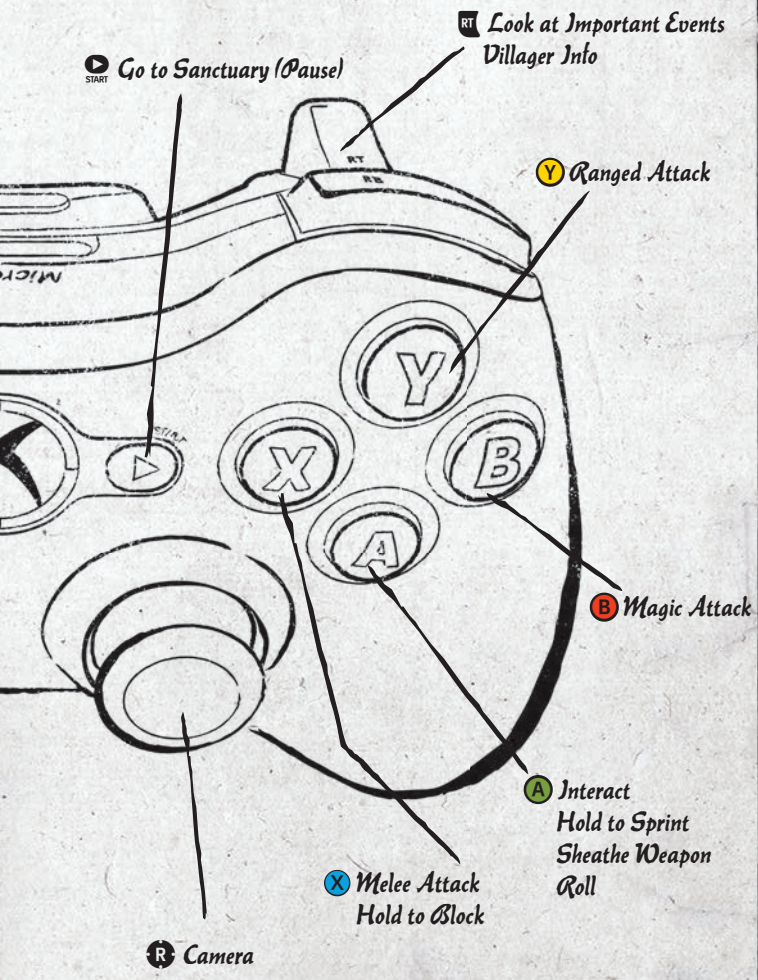
LB *Reset Camera Behind Hero
Hold for First Person View*

LT *Hold Hands with Villager
Aim with Ranged Weapon*

L *Movement*

○ *Context-Sensitive Shortcuts*





COMBAT



Revolutions are rarely peaceful affairs. You are bound to see plenty of conflict in the course of your adventures.

Attacking

To attack with your melee weapon, face your target and press **X**. To shoot your opponent, face them and press **Y**.

Flourishes

To perform a powerful attack, press and hold **X** or **Y**, point **L** toward your target, and then release the button when your controller vibrates.

Aiming

To aim with your gun, pull and hold **LT** while your gun is unsheathed. Use **L** to move the targeting reticle onto your target, and press **Y** to fire. If you continue to improve your ranged weapon skill, holding **LT** also allows you to zoom in on your target.

Casting Spells

To perform a targeted magic attack against a single enemy, press and hold **B**, point **L** toward your target, and release **B** to cast. To cast an area-of-effect spell, causing less damage but affecting multiple enemies, simply press **B**, then release to cast.

To cast more powerful spells, press and hold **B** for longer before releasing. The more proficient you become with magic, the faster you are able to charge high-level spells.

You can cast a spell at maximum power at any time, but until you develop your magic ability, the process of powering up is slow.



HEALTH



As you take damage in combat, a red glow appears around the AD-pad on screen and at the edges of the screen; take too many hits, and you'll be knocked out. When this happens, you lose all the progress you've gained toward earning your next Guild Seal, so try to avoid damage using the following techniques in combat.

Blocking


Press and hold **X** to ward off enemy melee attacks. Note that some powerful attacks cannot be blocked.


Rolling

Point **L** in a direction and tap **A** to perform a roll in combat. This is an excellent way to avoid attacks.

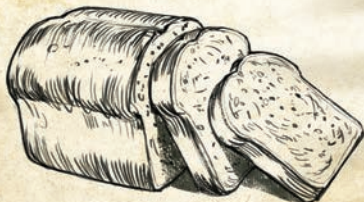
Healing

If your health does drop, there are several ways to regain it.

 **Health potions** replenish a large amount of health. They can be purchased at shops or found in chests. To consume a health potion, press **O** when the potion icon appears.

 **Food and drinks** also have healing properties, although there are many different kinds, and some varieties are healthier than others. Note that you can carry only one kind of food or drink at a time: purchasing or picking up new kinds replaces what you had. To eat a piece of food or drink a beverage, press **O** when the appropriate icon appears.

Avoid taking damage for a period of time and your health will begin to recover. This option requires more skill than the two mentioned above; however, it is always available. Blocking and rolling are both useful techniques when trying to evade attacks.



MAGIC




Spell Gauntlets

A spell gauntlet allows you to channel magical attacks at enemies.



- Fireball burns your targets and blasts them back a step.
- Shock electrocutes opponents, damaging and momentarily stunning them.
- Ice Storm summons frozen shards that rain down destruction on your foes.
- Vortex creates a windstorm that picks up enemies and hurls them around, preventing them from attacking and potentially knocking them into objects.
- Force Push magically propels enemies away from you. Knock them into walls or off ledges for extra damage.
- Blades conjures magical swords that seek out and impale enemies.



Spell Weaving

 **Unlock Spell Weaving:** You can equip two spell gauntlets at a time. When you cast while wearing two different gauntlets, your enemies will suffer the effects of both types of spell. Experiment to find the combinations that best suit your combat style.

Magic Potions

You can carry an unlimited number of magic potions. Using a potion consumes it. The more adept you are with magic, the longer a potion's effects last.

 **Slow Time** speeds your reflexes, making your actions much faster than those of your enemies. This is extremely effective when facing large groups. To cast, press  when the Slow Time icon appears.

 **Summon Creatures** conjures a number of undead allies who attack your enemies. This is very useful for screening yourself from enemies while you attack them with guns or spells. To cast, press  when the Summon Creatures icon appears.



WEAPONS



Swords

Swords are very fast weapons, designed for a quick and agile fighting style.

Hammers

Hammers do more damage than swords, but are heavier and slower to swing.

Pistols

Compact and reliable, pistols have large magazines and reload quickly.

Rifles

Rifles deal greater damage than pistols, but they have smaller magazines and aren't as quick to reload.

Weapon Upgrades

All the weapons you acquire evolve with use. Your Heroic weapons become more devastating (and more valuable) and their appearance changes based on the ways you fight with them. Legendary weapons have objectives which, when completed, grant additional properties such as increased damage or bonus abilities. Approach a weapon in the Armoury and press **A** to inspect it, then press **Y** to see possible upgrades.

To receive a legendary weapon's rewards, you must complete its objectives with that weapon equipped. For example, the Bonesmasher requires you to kill 300 undead. Any you kill with other weapons will not count towards this total.

SWORDS!



HAMMERS!



PISTOLS!




RIFLES!



THE SANCTUARY




The Sanctuary is in many ways the most important location in Albion. From this incredible place, you can track your quests, jobs, and family (or families); access your inventory; inspect your achievements and trophies; manage your fortune; and interact with other Heroes over Xbox LIVE®. Once you've discovered the Sanctuary, you can access it at any time by pressing .


Jasper

Jasper served as butler for decades in the castle where you grew up. Completely devoted to you, he accompanies you out into the world and assumes stewardship over the Sanctuary, offering helpful advice and guidance as you embark upon your quest.

Hero Status

On the right side of the main room of the Sanctuary, there is a Hero statue. Approach the statue and press  to view your **Hero Status**. From here you can monitor your ability progression, morality, attractiveness, weight, and information about your currently equipped weapons and spell gauntlets.

Saving and Options

Next to the Hero statue is the **Options** panel. Press  to access Options, including: saving and loading your game; game settings, such as invert aim, subtitles, glowing trail brightness, and volume; and creating a new game.



The Map Table

In the middle of the Sanctuary, there is a map table showing Albion and the lands beyond. To use the map, approach the table and press **A**. Scroll around to view information about various locations, including available quests and undiscovered treasure. While viewing the map, you have the following options:

Press **Y** to open the **Quest List**. This list displays available quests along with their location and the number of Guild Seals awarded for completion. Select a quest from the list to set it as your current objective.

Press **A** to **Zoom** to the region under the magnifying glass. In this view, you can find quest-givers, sales, and shortages. You can manage your real estate (see page 19), and if you're connected to Xbox LIVE, you can also see multiplayer orbs (see page 26).

Press **X** to **Fast Travel** to the selected location.

Dog Basket

Your dog accompanies you into the Sanctuary and takes a brief and well-deserved rest while you attend to your business. Approach the basket on the left side of the main room and press **A** to interact with your loyal companion. You can give your dog any name you wish.



Gifts

Next to the dog basket is a shelf reserved for gifts. When a villager or another Fable III player gives you an item or a payment of gold, you can collect it here.



THE SANCTUARY (cont'd)



The Armoury



This room serves as storage for your weapons, including swords, hammers, pistols, rifles, and spell gauntlets. At any time, you can equip one melee weapon, one ranged weapon, and a spell gauntlet (**ⓧ** **Unlock Spell Weaving**: You can wear two spell gauntlets simultaneously). If you want to equip different weapons, visit the Armoury. Stand near your weapons, and press **LT** and **RT** to cycle through your options. To interact with a weapon, approach it and press **A**. You then have the option to equip it, rename it, or see its properties, effects, and upgrades.

The Treasure Room



This cavernous space is built to house the vast fortune you're sure to amass on your travels. The central feature of the room is a pile of gold, which grows as you accumulate more wealth. To get information about your personal finances, approach the lectern and press **A**.

The walls of the Treasure Room are dedicated to showcasing your achievements and the trophies you acquire by completing quests.

LIVE Room



From within this room you can access many of Xbox LIVE's features. You can view your friends list, invite other players into your game, join someone else's game, and browse items available for download through the Online Store. For more information on Xbox LIVE features, see page 26.

The Statistics panel in the LIVE Room details your accomplishments and those of your friends.

The Dressing Room



In this lavishly appointed room, you can access all of the clothes you have acquired during your travels. Each item is grouped with others from its set and displayed on one of the mannequins in the centre of the room. Press **LT** and **RT** to cycle through available suits of clothes. To interact with a mannequin, approach it and press **A**. You can then equip the desired clothing, either as individual pieces or an entire suit. To remove all clothing and start over, press **X** to move to the Undressing area.

Clothes are not the only items maintained in the Dressing Room: press **LB** and **RB** to scroll through hairstyles, makeup, facial hair, and tattoos.

On the left side of the Dressing Room, there are three custom mannequins. When you've created an ensemble you like, 'save' it on a custom mannequin. This way, you can easily change into your custom outfit again.

Unlock Dye Packs: You can change the colour of your garments or your hair using the dyes stored on the right side of the Dressing Room. To apply dye, approach the rack and press **A**.



GETTING AROUND ALBION



The Glowing Trail

When you have an important objective, you are magically directed to it by a glowing trail of light on the ground. It will fade over time if you do not wish to follow the trail and instead set out to explore on your own.

Fast Travel

You can quickly travel to any map location you've previously visited using the map table in the Sanctuary. This saves you from running all the way to your destination.

Sprinting

Press and hold **A** to run around Albion. It will get you where you're going faster, but it's also a good way to blunder into an ambush. Holding **A** also makes you swim faster.

Vaulting

You can vault off or over many obstacles, including low cliffs and fences. When you approach an object or edge that can be vaulted, the **A** icon appears. Press **A** to perform the vault. If the drop is so great that you would sustain damage, you will not be given the option to vault.

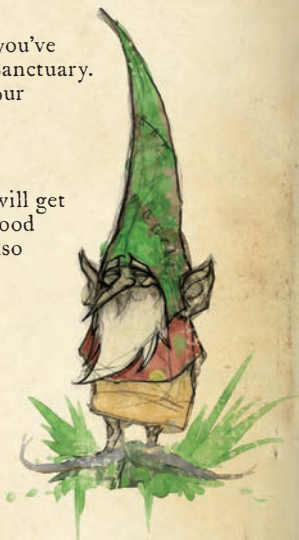
Digging

Armed with a spade, a little luck, and your dog's trusty nose, you might stumble onto someone's buried valuables. When your dog barks, follow him to where he's digging at the ground and press **A** to unearth whatever he's found.

Diving

Not all treasure is on dry land. If you see a stream of bubbles, there's probably something hidden underwater. Swim to the bubbles and press **A** to dive down and find out what's below the surface.

Remember, you can use hooks to train your dog to find more well-hidden treasures.





Demon Doors

Behind each of these magical, sentient doors is a treasure to be found. Each door has its own idiosyncratic requirements for opening. Speak to the door to learn what it wants.



Flit Switches

These ingenious devices can be struck, shot, and hit with spells to open doors in some dungeons.

Silver Keys

There are chests scattered across the world which can only be opened with the right number of silver keys. Fortunately, silver keys are found scattered across the world as well. The number of silver keys in your possession will not decrease after you've opened a chest.



Gold Keys

Gold keys open mysterious doors found throughout the world. Unlike silver keys, each can only be used once.



MONEY



Jobs

Questing can be exciting, but it doesn't bring in much money. Most towns have employment opportunities. Available jobs include Pie Maker, Blacksmith, and the ever-popular Lute Hero.

⊗ **Unlock Job Levels:** You can improve your job skills to make more money.

Shops

Most towns and settlements have merchants who sell everything from weapons and clothing to potions, food, gift items, and home furnishings. A merchant's wares are displayed around the store; approach the item you're interested in and press **A** to examine it.



Pawnbrokers

Pawnbrokers will buy anything you've picked up that's valuable but not particularly useful.

Sales and Shortages

Merchants periodically hold sales, offering substantial discounts on their wares. There are also occasionally shortages in towns, meaning merchants raise the price on certain goods. When there's a shortage, pawnbrokers pay more for affected items.


Haggling

⊗ **Unlock Entrepreneur Pack:** You can get merchants to lower their prices by performing expressions for them. Whether they come to like you or fear you, they will charge you less.


Owning Shops

⊗ **Unlock Entrepreneur Pack:** You can purchase shops. When you own a shop, you receive a share of the profits at regular intervals, as well as a discount on merchandise (or in the case of pawnbrokers, better prices for items you sell). To buy a shop, approach the real estate sign in front of the shop and press **A**, then select **Buy**. You can also use the sign to **Sell** the shop or **Adjust Prices**. Lower the prices and villagers will like you; raise them and your greed may inspire hatred.


Owning Homes

 **Unlock Landlord Pack or Family Pack:** You can buy any home that is for sale (assuming you can afford it). Interact with the home's real estate sign, and then select **Buy and Move In**. Once you've purchased it, you can use the sign to **Sell, Rent Out**, or **Repair** the house.

Renting







 **Unlock Landlord Pack:** To rent a house you own (other than your family home), interact with the house's real estate sign and select **Rent Out**. Rent is automatically paid to you at regular intervals. When a house has a renter, interact with its real estate sign to **Evict Tenant, Repair** the house, or **Adjust Rent**. As with shop prices, adjusting the rent has an associated effect on your popularity around town.



Using the Map to Manage Real Estate

Most actions you can perform on homes and shops (including **Buy, Rent, and Repair**) can also be executed using the map table in the Sanctuary. Place the magnifying glass over the building you want to interact with and press  to see your options.

Decorating and Furnishing

Improving your family home increases your family's happiness, while upgrading your other houses increases their sale and rental values. There are shops that sell home furnishings in Brightwall and Bowerstone Market.

 Walk into a house you own and press  to enter Decorate mode. In this mode, press  again to select new wallpaper for your house, or approach a piece of furniture and press  to swap it for something new. When swapping items such as bookcases and cupboards, press  to change the ornaments they contain. To exit Decorate mode, press  or walk out of the house.

 Jasper has quite a keen eye when it comes to home furnishing. To leave the decisions to him, press  when you enter the home.

One of the benefits of owning a home is having a place to sleep. If it's the middle of the night and sheep are closed, you can sleep until morning.

HOUSE CONDITION AND REPAIR

Each time you rent out a house, its condition worsens. If a home's condition gets bad enough, you'll be notified that your tenants expect repairs. If you do not oblige them, they may withhold rent. House condition is displayed when you interact with a building's real estate sign. To improve the condition, select **Repair**.

INTERACTING WITH THE LOCALS



Remember that your most important task is gaining the support of the people, and one way to do this is to go out and press the flesh. Approach a villager and icons appear displaying your options.

Interact

Press **A** to interact with a villager, and then choose which expression to perform. Depending on what you've unlocked on the Road to Rule, you may have the option of doing something nice, nasty, or silly.

Extending Expressions

To extend an expression, press and hold the button for that expression until the controller vibrates, then release the button. Extended expressions tend to have a greater impact on villagers – for better or for worse.

Villager Relationships

When you approach a villager, you can see that villager's relationship to you at the bottom of the screen: Fear, Hate, Neutral, Friends, or Love/Best Friends (depending on sexual compatibility). **Unlock Expression Packs:** You can inspire the strongest feelings in villagers with more dramatic expressions.

Villager Info

Press and hold **RT** to identify villagers you can interact with to earn Guild Seals. If a Guild Seal appears above a villager's head, you can earn a Guild Seal just by introducing yourself. When interacting with a villager, press and hold **RT** to see how many Guild Seals you can earn by making them feel strongly about you. You can also learn information about their personality traits and sexual preference.

Holding Hands

Press **L** to hold a villager's hand. The villager will now follow wherever you lead. Press **L** again when you wish to release them – you do not need to hold **L** the entire time. If villagers Hate or Fear you, or do not like where you're taking them, they will resist and you'll have to drag them; however, villagers are not strong enough to break away from you.



Relationship Quests

If you interact with villagers enough, they may ask you to do something for them, such as fetch or deliver an item, get them a gift, or take them on a date. If you do what they ask, their relationship to you improves (for example, from Friends to Love).

Gifts


Your Friends or Lovers will often express their appreciation by giving you gifts; those who Fear you may offer an item in an effort to avoid your wrath. Even those who Hate you might offer a gift in hopes you'll go away. A Neutral villager will never give you anything.





Crime

Theft, vandalism, trespassing, and attacking villagers are all crimes. Commit these acts and soldiers will arrest you. At this point you have three choices: pay a fine, perform community service to work off your debt, or resist arrest. If a soldier knocks you out after you resist arrest, you'll be arrested again – with a much heavier fine to pay. If you escape the region, you must wait a while before returning, or you'll be attacked again. The fine you've incurred and the time until the guards stand down is displayed on-screen.

Safety Mode




By default, you cannot harm villagers (or smash windows or doors). If you want to experiment with wreaking havoc in town, draw a weapon, and then press  when you see these icons:


 Press to allow your weapons to hurt villagers.

 Press to make your weapons safe.



Stealing

 **Unlock Theft Pack:** You can steal items from villagers' homes. Approach a container such as a cupboard, and then press and hold . The eye icon appears, and opens if there are any witnesses. To steal from a shop, break in at night, then approach an item on display, and press . You can't steal from a shop during the day – at least, not while the merchant is around to stop you.

You can sometimes avoid trouble by quickly apoloquising for your crimes: press  when the white-flag icon appears, and you may be forgiven.

MARRIAGE AND FAMILY

There's more to life than slaying mercenaries and completing quests. At some point, you may want to settle down, get married, and raise a family.

Marriage

🔓 Unlock Family Pack: If a villager falls in love with you, you can pop the question using the **Propose Marriage** expression. You must have a ring, and either an available house or the means to buy one (see **Owning Homes**, page 19). With that settled, all that remains is to select the location and style of your ceremony.

Your spouse depends on you for his or her needs. To set the budget for your spouse, press **A** at the real estate sign in front of your family home, and then select **Set Upkeep**. You can also do this by selecting your family home using the map table in the Sanctuary.

*If you have multiple spouses,
make sure they never meet!*

Sex, Safe and Otherwise

Whether you're married or not, it is possible to have sex with many of the people you meet on your travels, for love or money. Prostitutes of both genders are relatively common in the seedier parts of Albion, should you be so inclined. You might consider using a condom: it's the only reliable way to avoid contracting the nasty sexually transmitted diseases that many people carry and, of course, to prevent pregnancy. Condoms are available from certain merchants. To have sex with a willing villager, press **L** to hold hands, lead them to a bed, and then press **A** to use the bed.





Children




Once you're married, you have the option to raise a family. Female Heroes can become pregnant if they have unprotected sex, as can the wife of a male Hero. You can also adopt children from the orphanage in Bowerstone Industrial.

If your spouse dies – accidentally or otherwise – the children are sent to the orphanage. You can go and collect them; a nanny will be hired to look after them in your home while you're out adventuring. A nanny will also be retained if you adopt children as a single parent.

Keeping Your Family Happy

When you're off adventuring and your family wants to see you, the map icon may appear. When you see this icon, press  to view your family on the map, and then press  to fast travel to them.

When you're with your family, you can see their mood displayed at the bottom of the screen. If they're happy, they'll occasionally give you gifts, or possibly even improve the condition of your home. The factors that influence your family's happiness are: how often you visit them, the family upkeep you've set, and the quality of their house and its furnishings.

To move your family to a different house, hold your spouse's hand and go to the new home. Press  at the real estate sign and select **Set as Family Home**. You can also move your family using the map table in the Sanctuary: hover over your family home and pull  to **Move Family**. Move the magnifying glass to the new house and pull  again.

Should your marriage fall from Happy to Fine or Unhappy, you may be able to improve relations with your spouse by performing relationship quests (see page 21).

If you do nothing to improve an Unhappy marriage, you may find yourself divorced. Your family home is sold off and any profits are split, and children are sent to the orphanage. Of course, you can be the one to break off the marriage: find your family home on the map and select **Divorce**, or choose this option on the home's real estate sign. You can also do it face to face by interacting with your spouse.





MADAM! Quieten that
FRACTIOUS CHILD!



MULTIPLAYER



Local Multiplayer

To play together on the same Xbox 360® console, grab a second controller and press . The second player can create a new Hero or use a Hero from a save file associated with his or her gamer profile. The two Heroes share the same screen: the first Hero's villager info box, D-pad shortcuts, and health feedback appear on the left, the second Hero's on the right. If the two Heroes get too far apart, the second can press  to teleport to the first Hero's side.

Online Multiplayer

To play with another Hero online, you must be connected to Xbox LIVE. Unlike local multiplayer, Heroes connected via Xbox LIVE are not confined to the same screen. See page 26 for more on how to interact with other Heroes through Xbox LIVE.

Dividing the Spoils

Both Heroes keep what they earn while adventuring together, including Guild Seals, gold, and other treasures. When a multiplayer session ends, the second Hero brings his share back to his world. However, the second Hero does not save story progress; only the host Hero's story advances.

If you created a new Hero for the session, you have the option to save that Hero and keep what you've earned. If the second Hero is not saved, that Hero's gold and Guild Seals are lost.

Gifts

Two Heroes playing together can give each other gold and items. Interact with another Hero, and then select the **Gift** expression to give something to the other Hero.

Not all items can be gifted. Legendary weapons make fine gifts, but Heroic weapons and spell gauntlets must stay with the Hero who acquired them; so must quest-related items and trophies. Any item you give away is removed from your inventory.

Savvy Heroes should keep an eye out for rare gems and legendary weapons. No one Hero's world contains every type of gem or weapon; you must trade to collect them all. Any item that isn't 'native' to a Hero's world will command a high price at the pawnbrokers.

When you adventure in another Hero's world, you earn gold automatically over time. This wage increases the more you play in other worlds, and can earn you a substantial amount of gold.

Partnerships

There are two relationships you can enter into in multiplayer. Approach the other Hero, press **A** to interact, and then select the relationship you want. The other Hero then chooses whether to accept the relationship or not.

A **business partnership** allows two Heroes to split the cost of items: purchase a new sword, and each Hero pays 50% of the price. If one Hero doesn't have enough gold, the other Hero makes up the difference. Heroes in a business partnership also split the costs and profits of any real estate they purchase, sell, or rent out. Costs and profits are only shared while both Heroes are playing together.

A **marriage** confers all the benefits of a business partnership, plus it allows two Heroes to have children (either the old-fashioned way, or by adopting from the orphanage in Bowerstone Industrial). A nanny takes care of your children while you're both off adventuring.

🔓 Unlock Landlord Pack or Family Pack: To marry another Hero, you must be able to buy a house. If you do not own any houses when you propose, both Heroes share the cost of the new home.

You can upgrade a business partnership to a marriage. By doing this, you gain the ability to raise children while maintaining all jointly owned property.

Information about your business partnerships and marriages is available from the **Partnerships** panel in the LIVE Room.



MULTIPLAYER (cont'd)



To use these features, you must be connected to Xbox LIVE.

Friends

Select the **Friends** panel in the LIVE Room of the Sanctuary to access your Xbox LIVE friends list. From here you can check a friend's status, send messages, join their Fable III game, or invite them into yours.

Quick Match

If you want to quickly jump into a random player's game, go to the LIVE room of the Sanctuary, step onto the glowing platform, and then press **A**.

Join Options

The **Join Options** panel in the Sanctuary's LIVE Room allows you to determine who can join your game. By default, this is set to **Invite Only**: you can invite other players into your game, and players can request to join you, but you must first approve their request. **Open to Everyone** means any player can join you at any time. Set this to **Off** if you don't want anyone to join; players will not be able to make join requests, and you will not be able to invite anyone into your game either.

Orbs

Orbs are glowing spheres that represent other Fable III players. Approach an orb and press **A** to interact with that player. You can chat with players, see their stats, invite them into your game, or give them gifts. Use the **Orb Visibility** panel in the Sanctuary's LIVE Room to determine which players can see your orb in their games, and which orbs you can see in yours. With the **Orb Chat** panel, you can choose to hear or block chat from other players.

Online Store

On the right side of the LIVE Room, Jasper stands dutifully at the Online Store counter. Behind him are four platforms that display Online Store offers. A special platform located next to the counter contains items Jasper recommends most highly. Approach an item and press **A** to inspect it, view its Microsoft Points price, and then purchase it if you so choose.

XBOX LIVE



Xbox LIVE is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

A framed poster with the text "JOIN THE FIGHT!" in a stylized font. The word "JOIN" is in black and "THE FIGHT!" is in red. Below the text, there are illustrations of soldiers in various armor and weapons, including a central figure with a mustache and a sword. The background of the poster is a mix of red and yellow, suggesting a sunset or a battlefield.

JOIN THE
FIGHT!



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