

Keyboard Controls

Action	WASD	ARROWS
Cycle Spells (vs. mouse wheel)	Shift+O	Shift+O
Mini Map	M	M
Menu Keys	F4-F12	F4-F12
In-Game Menu	Esc or Enter	Esc or Enter
Movement Keys	W,A,S, and D	Arrow Keys
Melee Weapon	Q	Delete
Ranged Weapon	E	Page Down
Hotbar-Item Keys	1-9	Num 1-Num 9
Target Lock	Spacebar	Num 0
Sneak Mode	Caps Lock	Num Enter
Spell Mode	Left Shift	Right Ctrl
Interact	Tab	End
Collect Experience Orbs	Left Shift	Right Ctrl
Context-Sensitive Items	F1-F3	Insert, Home, Page Up
Charge Guild Seal	G	Num Del

Mouse Controls

Cycle Spells	Shift+Middle Mouse Button
First-Person Targeting (bow only)	Right Mouse Button
Attack	Left Mouse Button
Flourish	Right Mouse Button
Run	Right Mouse Button
Block/Roll	Middle Mouse Button



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Safety Information



About 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:

- ▶ Play in a well-lit room.
- ▶ 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.

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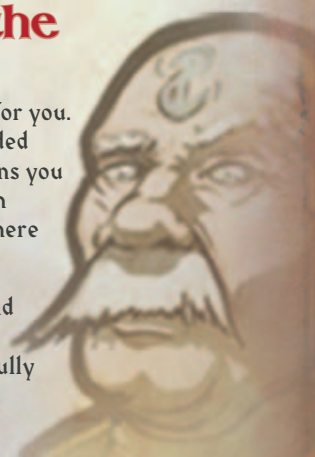
A Word from the Guildmaster

Congratulations are in store for you. The fact you have been provided with the *Book of the Guild* means you must be one of a lucky few with enough potential to be invited here as a Hero apprentice.

We consider this text sacred and even, I would say, magical. You would be wise to study it carefully from cover to cover in order to unveil its many secrets.

The task ahead of you will not be an easy one. Only through years of hard work can you hope to unleash your latent powers. During its long history the Guild has seen many apprentices fail through idleness and overconfidence, and I would be sorry to see one with potential such as you throw it all away. Albion needs its Heroes now more than ever.

Becoming a Hero of Renown means achieving great things, and to accomplish less than greatness is to have done next to nothing at all. You must understand that, for the Guild,



greatness has no bearing with regard to perceived good or evil. No, it has more to do with the Renown one achieves through actions, regardless of morality. Be forewarned that the work necessary to become a Hero is not to be taken half-heartedly. On the contrary, this will be a most gruelling and arduous training, encompassing all aspects of mind, body, and spirit. I say this without a wisp of doubt. We require that you apply yourself as never before, but having done that, the rewards and Renown you may achieve are unimaginable.

This said, if you do finally graduate from this Heroes' Guild, you may even one day be acknowledged as the greatest Hero ever to stride the cobbled paths of Albion. Statues have been erected all over the land in honour of those few Great Ones who came before you, those laid to rest and permanently entombed at the Guild. We may only hope our success in training you will one day flame your successes throughout Albion, coarse a place as it is. Go now, and seek your destiny!





I nstallation and Setup

To install *Fable: The Lost Chapters*, insert Disc 1 into your CD-ROM drive and click **Install**. Follow the on-screen instructions to complete the setup process.

If installation does not start automatically, follow these steps:

1. From the Start menu, click **Run** and type **D:\setup.exe** (where **D:** is your CD-ROM drive).
2. Read the on-screen instructions, then click **Next**.
3. If you want to use the default settings for installing *Fable: The Lost Chapters*, click **Next**. For more advanced installation options, click **Custom Installation**.
4. Enter your *Fable: The Lost Chapters* Product Key, then click **OK**.
5. Insert the appropriate CD-ROMs when prompted.
6. To start a new game, type a profile name or use the default profile. On the same screen, you can choose the optional Arrow keys control scheme instead of the default WASD control scheme.
7. Click **OK**, then click **New Game** to start playing.

Saving a Game

To save a game in progress:

1. Press **Esc** or **Enter** to display the In-Game menu.
2. Click **Options** to display the Options menu.
3. Click **World Save**.
4. Click the slot in which you want to save the game.

Note: During a Quest, you can choose Hero Save from the Options menu. This saves the statistics you've accumulated, but not your place in the Quest. On your next Quest, you can take advantage of gold or other items you saved on previous Quests.

5. Click **Yes**.

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Loading a Saved Game

To load a previously saved game:

1. Start *Fable: The Lost Chapters*.
2. Click **Continue Game**.
3. Click the saved game you want to load.

If you are currently playing *Fable: The Lost Chapters* and you want to load a saved game:

1. Press **Esc** or **Enter** to display the In-Game menu.
2. Click **Options**.
3. Click **Load**.
4. Click the saved game you want to load.




V




A t Your Command

The following information describes the primary items that appear in your view. Key commands shown below are based on WASD key mapping. We are unable, apprentice, to describe every possible option but have focused on those you will encounter most often.


Health Bar

 The red bar in the upper-left portion of your view is the Health bar. Each time you receive a hit from an enemy, it impacts your health. Replenish your health by eating some food or drinking a potion.


Mana Bar

 The blue bar in the upper-left portion of your view is the Mana bar. Mana depletes when you use magical powers of the Will. It replenishes with time, but returns more quickly when you drink blue potions.


Combat Multiplier

 The Combat Multiplier indicates how much Experience of all types you gain when you inflict blows upon your enemies. The higher the number, the more Experience points gained when you absorb Experience Orbs left in the wake of their deaths. For this reason, it is prudent to wait until you have your way with an entire group of enemies before absorbing the Experience Orbs.


Interact Icon

 This Interact icon reveals interactive objects, which emit a blue or purple glow. Press **Tab** to interact with them.


Context-Sensitive Items

 Context-sensitive icons appear in the lower-left portion of your view and temporarily replace other icons. Two of the most helpful icons to be aware of are the Digging and Fishing icons. Health, Mana, and Expressions also appear just when you need them. Press **F1**, **F2**, or **F3** to use the item you need—the shovel, fishing rod, or whatever else makes itself available. Pay close attention to these, and you never know what you might discover.


Hotbar Items

 You can drag up to nine items, expressions, and spells to the Hotbar. Press **1–9** to use them as the need arises.


General Experience Points

 The General Experience Points notification appears momentarily to indicate an increase in General Experience points. These are accumulated by gathering Experience Orbs.


Strength Experience Points

 The Strength Experience Points notification appears momentarily to indicate an increase in Strength Experience points. These are accumulated by using your fists or melee weapons in close combat.

Skill Experience Points

 The Skill Experience Points notification appears momentarily to indicate an increase in Skill Experience points. These are accumulated by using the bow.

Will Experience Points

 The Will Experience Points notification appears momentarily to indicate an increase in Will Experience points. These are accumulated by using magic.

☞ Gold Notification ☞



The Gold notification appears momentarily to indicate how much gold you have as well as how much you just gained or lost.

☞ Teleport Icon/Guild Seal ☞



Select the Teleport icon by pressing **G**. Continue pressing and holding **G** until the Guild Seal completely charges before you teleport to the Guild or an active Cullis Gate.

☞ In-Game Menu ☞



The In-Game menu appears when you press **Esc** or **Enter**. Use the **left mouse button** to select menu items. Use the **right mouse button** to go to a previous screen in the menu. Press **Esc** or **Enter** again to exit the menu completely. If you select **Map** from the In-Game menu, the In-Game map appears with a legend beneath it. Use the mouse pointer to hover over each map symbol and see a description for each.

☞ Mini Map ☞

The Mini Map is located in the upper-right corner of your view. To determine your location, press **M** to zoom in on the map.

☞ Awareness Eye ☞



Attached to the Mini Map, the Awareness Eye indicates how many individuals are aware of you. A red Awareness Eye reveals to you that enemies are present.

☞ Clock ☞



Also attached to the Mini Map, the Clock is split in half between night and day to mark the passing of time. This allows you to know the approximate time of day or night depending on where the arrow is pointing.

☞ Inventory ☞

Press **Esc** or **Enter** to display the In-Game menu, then click **Inventory** to display the Inventory menu. Left-click your preferred category (Items, Weapons, or Clothing). Press **Esc** or **Enter** again to exit the Inventory. Alternatively, you can quickly display your Items, Weapons, or Clothing Inventories by pressing **F4**, **F5**, or **F7**.

VIII

☞ Unsheathe/Sheathe Melee Weapon ☞



Press **Q** to unsheathe or sheathe your current melee weapon. To wield a different weapon, select it from Equipment/Weapons in your Inventory.

☞ Unsheathe/Sheathe Ranged Weapon ☞



When you press **E**, you wield or sheathe the bow. To wield a different type of bow, select it from Equipment/Weapons in your Inventory.

☞ Block ☞

Use the **middle mouse button** (you can reassign this from the Options menu) to block an opponent's attack. Also, while holding down the **middle mouse button**, use the direction (**W**, **A**, **S**, and **D**) keys to roll and block at the same time.

☞ Attack Icon ☞



Use the **left mouse button** to attack an enemy, whether with hand-to-hand combat or a weapon. When using the bow, click the **left mouse button** to shoot an arrow. The longer you hold down the button, the more powerful the force of the arrow, although accuracy might decrease. While charging your shot, click the **right mouse button** to display and zoom the crosshair. Rotate the **middle mouse button** to increase or decrease the zoom.

☞ Flourish Icon ☞



The Flourish icon appears when you successfully land several blows without reply on an enemy. When it appears, click the **right mouse button** to unleash a vicious, unblockable attack on the enemy. Direct the Flourish with the direction keys (**W**, **A**, **S**, and **D**). String together multiple Flourish attacks by continuing to make contact without missing.

☞ Speech Icon ☞



The Speech icon indicates there is someone to interact with by pressing **Tab**. A green highlight indicates someone with information for you. Purple indicates neutral characters. Red highlighting indicates people hostile toward you.

IX



About the Guild

The Guild is at the heart of Albion, and the Heroes who have flourished since its establishment keep the civilised world functioning and in relative safety. The Guild's facilities are like no others in all of Albion. To help you learn your way around the facilities and grounds, we've provided a map.

Here at the Guild, we have a long, proud tradition. Built as both a fortress and a sanctuary, these heavy, stone-masoned walls have provided protection and safety to our young Hero apprentices for hundreds of years as they've gone about their training. The Guild itself has withstood many foolhardy bandit attacks and yet remains standing while other buildings and entire villages throughout Albion have not. Let it be known that those who have dared attack the Guild have always received proper payment in return.

Sleeping and Dining Quarters

By now, you've been shown to a comfortable bed in the Guild's sleeping quarters, upstairs in the main Guild building. In addition to the sleeping quarters, there is a dining hall downstairs which has beverages on offer and fresh food prepared daily by the best cooks in the region.



Map Room

The Map Room, located just beyond the front vestibule and at the heart of the Guild's main floor, contains a large three-dimensional map of Albion. It is in the Map Room that you accept Quest Cards the people of Albion deliver to the Guild. Also, if you need to find the Guildmaster at any time during your training at the Guild, he is likely to be found in the Map Room unless he's informed you of the contrary.

Library

The Guild Library contains a wealth of information regarding the Guild itself, the region, and all of Albion. You will find details about the Old Kingdom, as well as the creatures of Albion. Use the Library to expand and refresh your knowledge of magical spells, potions, medicines, and other powers that a Hero must have to succeed at increasingly demanding Quests. Some Guild texts have been removed and not returned. If you find them, do please let us know.

Guild Shop

The Guild Shop, also in the main building, provides an opportunity to purchase a variety of weapons, both melee and ranged, in addition to a few clothing items. Of course, you will have to earn yourself a little more gold than what the typical apprentice has on hand in order to purchase them.

Training Facilities

Created specifically for developing young Heroes such as yourself, the training facilities feature a melee arena where you can work on hand-to-hand combat and weaponry skills. Furthermore, we have an archery range with both moving and stationary target dummies—a good place to hone and refine one's accuracy with the bow.

In addition to melee and archery training, there is a Will practise area on the small island between the two bridges. A relatively recent addition, the Will practise area comes complete with state-of-the-art magic-response dummies for practising your lightning-strike ability until your Mana wears out. Try to stay clear of the area when apprentices are training—we've had too many unwanted haircuts recently.

The Chamber of Fate

The Chamber of Fate is located through the Guild Library, beyond the Guild Caves walkway. This is where Hero graduation takes place, and it is also where you can return at any time to see your heroic story depicted in fresco, as it unfolds.

Outbuildings and Grounds

Our outbuildings and grounds are unrivalled. Not only is the scope of the Guild acreage quite extensive—we have our own woods and a chalk stream flowing through the midst of the property—but the woods, orchard, and stream all provide wild game and fish our dining hall staff parlay into nutritious meals for the apprentices, staff, and servants. Furthermore, apples from the orchard are yours for the taking. These help replenish you whenever your energy is low. We don't tighten our belt when it comes to developing strong Heroes.



The Hero's Apprenticeship

The Hero apprenticeship program focuses on the three most important attributes a Hero must develop to succeed: Strength, Skill, and Will. Mastery of all three sets you on the way to greatness, but to graduate, we only require that you have become proficient enough to pass a final Guild test.

Strength

Although Strength is primarily physical ability, that which you have inherited, we do expect you to strengthen yourself on a daily basis while maintaining a nutritious diet of wild game and freshly-harvested produce. Especially after graduating from the Guild, you will find increasing Strength benefits you through your being able to carry heavier weapons. You can also do more damage to opponents in battle.

During your apprenticeship, we encourage you to wander the Guild woods and explore the grounds in your free time. Running across the bridges may be good exercise, but do be careful about running around the facilities in your undergarments or apprentice robe with your sword drawn—this is as dangerous to others as it is to yourself. After you graduate from the Guild, increase your Strength by gaining Experience and then levelling up your physique, health, and toughness at the Experience Spending Platform.

Skill

Developing Hero-level battle skills requires daily training in ranged combat. Training in ranged combat primarily focuses upon use of the bow. The bow may be the most difficult of all weapons to truly master, but once accomplished, is extremely useful in combat. If you can see your enemies but they can't see you, you're clearly at an advantage—and with ranged weapons, enemies can be eliminated at a distance.

Will

Will is, in essence, the ability to use magical powers. The mastery of Will is the most misunderstood and underrated Hero ability and at the same time is a particularly distinguishing characteristic between Heroes. Numerous Will powers are available, and what you choose to specialize in is up to you.



In Will training, you are first shown one of the most basic powers—that of the ranged Lightning Spell attack. This basic attack will always serve you well, but as you gain additional experience, you can increase your abilities and acquire other powers. As with melee combat, some powers of the Will are primarily for close-in encounters, while others are useful from a distance. With any of them, it is the focus and duration of your Will that inflicts more damage on your enemy.



WASD Controls



*Flourish overrules the ability to run.

	Normal		
	Left	Middle	Right
	Attack	(click) Block/Roll	Flourish/Run
	Bow Drawn		
	Left	Middle	Right
	Fire	(rotate) Zoom In/Out (click) Block/Roll	1st/3rd Person

XVI

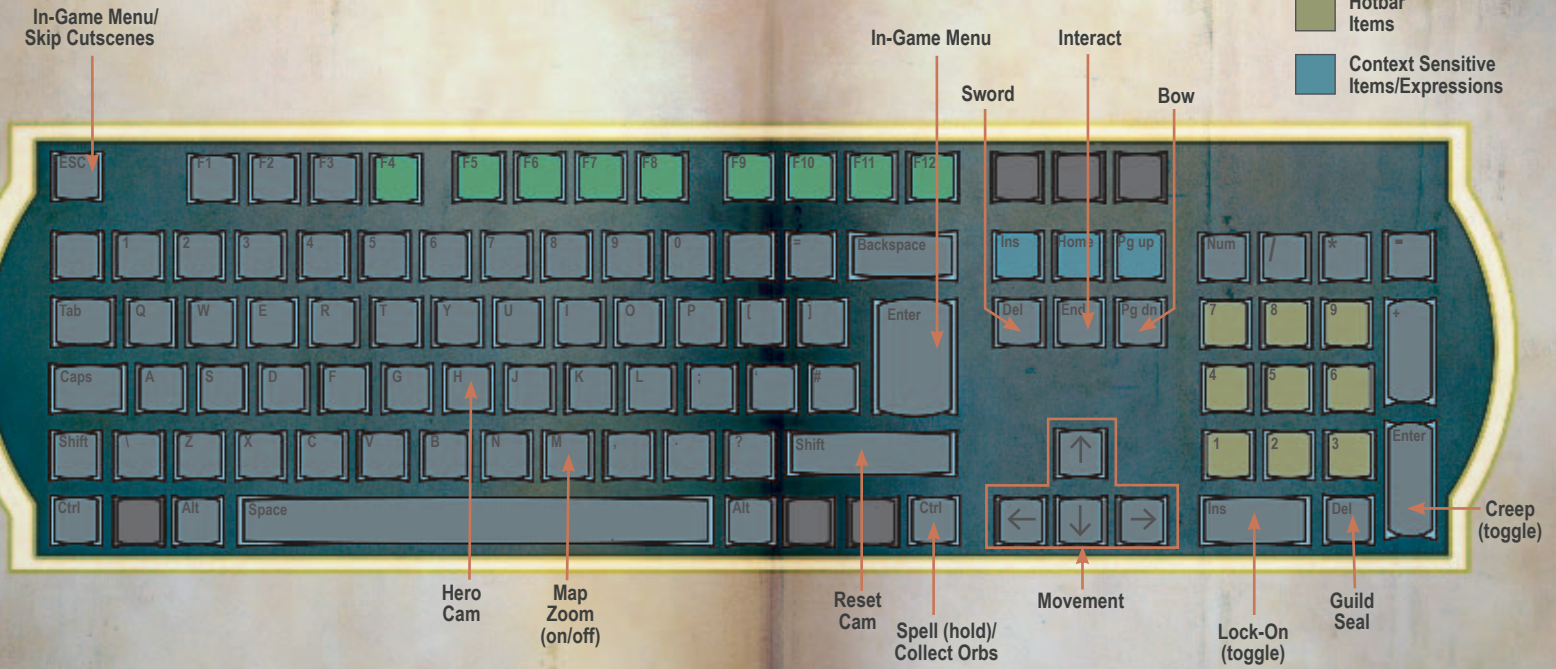
*To roll, rotate the wheel (middle mouse button) while running, or tap a direction key while blocking.

	Spellcasting (hold Shift)		
	Left	Middle	Right
	Spell 1	(rotate) Scroll Spell Pairs	Spell 2
	Interaction/Cutscenes		
	Left	Middle	Right
	Yes/Skip	(click) Minigame Instructions	No



XVII

ARROW KEY CONTROLS

- Menu Items
- Hotbar Items
- Context Sensitive Items/Expressions



*Flourish overrules the ability to run.

	Normal		
	Left	Middle	Right
	Attack	(click) Block/Roll	Flourish/Run
	Bow Drawn		
	Left	Middle	Right
	Fire	(rotate) Zoom In/Out (click) Block/Roll	1st/3rd Person

*To roll, rotate the wheel (middle mouse button) while running, or tap a direction key while blocking.

	Spellcasting (hold Shift)		
	Left	Middle	Right
	Spell 1	(rotate) Scroll Spell Pairs	Spell 2
	Interaction/Cutscenes		
	Left	Middle	Right
	Yes/Skip	(click) Minigame Instructions	No



The Way of a Hero

Only after graduating from the Guild may you call yourself a Hero, but this is just the first step. Becoming a Hero of greatness requires you to increase both your Renown and your Experience. To this end, young Heroes must accept increasingly challenging quests that the citizenry of Albion drop off at the Guild. These are tasks deemed impossible for ordinary citizens, and many are thought not possible even for the mightiest of Heroes. Use the Quest Card's description to decide whether or not a particular Quest suits you according to your Experience and abilities. As we've stated before, it takes time to become a great Hero, and the path to greatness is yours for the choosing.

Accepting Quests

To help you decide between the various Quest Cards available to you, it is important to keep in mind that gold Quest Cards are those you must complete before progressing; silver Quest Cards are optional; bronze Quest Cards appear at key points in the game. To accept a Quest, click **Accept** to interact with the map in the Guild Map Room, click the quest you want, then click **Take Quest**.

As stated, the Guild makes no morality judgments with respect to good or evil Quests, and you are free to pursue your own path. You can kill and steal, or be noble and help the villagers, defeating villains and monsters as needed.

FOR GOOD, OR FOR EVIL?

Your actions as a Hero, good or evil, or somewhere in the middle, determine your alignment, and in turn, your physical appearance. Generally speaking, when you kill Guards, Traders, or villagers, you might begin to grow horns, or even attract insects. If you choose to save Traders and villagers from the evil beasts that roam the woods, you may have lighter-colored eyes and a butterfly-friendly demeanour. Good or Evil alignment also affects the way the people of Albion respond to you.

Gaining Experience

As you go about a Quest, you will gain General Experience, as well as specific Experience in Strength, Skill, and Will, depending on the means used to succeed. The approach used to defeat enemies has a direct bearing on this.

Using melee weapons gains you Experience in Strength. Using the bow gains you Experience in Skill, and using magic gives you Experience in the Will. Whichever ability you use to defeat enemies, when vanquished they leave glowing Experience Orbs. Walk through them or use your powers of the Will (press **Left Shift** to draw them to you), and thereby gain General Experience.

When you gain Experience, notifications show you how much and what kind of Experience you have gained. Now you can use this Experience to enhance your abilities at the Experience Spending Platform at the Guild.





Gaining Renown

Everything you do affects the way the people of Albion perceive you. The fair citizens may love or hate you, as well as respect and fear you. Or, they might simply laugh at you. The choices are yours to make, and the type of

Renown you receive from the people in the villages throughout Albion reflects your decisions. Word travels quite quickly here.

Renown is garnered through your actions in Quests, but Heroes for hundreds of years have also furthered their Renown by displaying Quest trophies. It goes without saying that brandishing a Bandit's head for all to see cannot help but promote one's heroism and great deeds across the land.

Heroic Boasting

You can also boast on the Boasting Platform before going on a Quest. Just outside the front door of the Guild, the Boasting Platform is where a Hero can stand up and make a mighty boast such as "I'll kill the Balverine while wearing no clothing," if you care to expose yourself in this way. Boasts bring you more gold for completing a Quest, because they are wagers of confidence in your abilities.

Travelling About Albion

The world of Albion is full of activity. Wild beasts roam the wilderness preying on Bandits, Traders, wandering nomads, and careless adventurers. As you travel the world, numerous random encounters may take place. It is up to you just where you go and what you do. You are not required to spend all of your time pursuing Quests from the Guild. As a Hero, your time is your own and the world is yours to explore as you wish.

However, as you travel, there are times when even a great Hero finds himself lost in the woods looking for the front entrance to Orchard Farm. This is where consulting your Mini Map could aid you. Take a look at the map any time you need to re-orient yourself by pressing **M**. For a key to the map, select the Map heading in your Inventory and scroll down.

For a Hero, travel around Albion is now especially exciting. This is because the Guild has recently finished construction of a method of travel no other citizen possesses—that of the Teleport Pad/Cullis Gate Travel system. Utilizing highly-advanced Guild ingenuity, this travel system allows any Hero to use a certified Cullis Gate that has become unlocked upon entering a region. After one is unlocked, you can travel to that Cullis Gate any time using your Guild Seal.

You can also use the Guild Seal as a recall device from anywhere in the world of Albion back to your last location. You may also teleport back to the Guild at any time, whether it is to quickly obtain another Quest Card, replenish health, level up abilities, or eat a quick meal at the Dining Hall. (Note: for your own safety, please don't drink mead or ale and then teleport; taking damage cancels a recall.) Whatever the reason, we encourage our Heroes to use their Guild Seals to return to the Guild any time they wish. Our Guild is certainly your Guild.





Buying and Selling Inventory

The currency in Albion is gold, and as we hope you learned in your Guild training, you must have gold to be able to buy anything at all, except peace and tranquillity—that's found out on Fisher Creek.

There are many different ways to acquire gold, the main method being that of completing Quests, but you can also trade goods or even buy and sell houses and shops for a profit. Most of the objects in Albion can be bought and sold, though some, of course, are found in the course of your travels.

When you have acquired enough gold, you can purchase important items, such as food, potions, medicines, and, of course, weapons and armour, for your Inventory. You can purchase most of these items in towns such as Bowerstone. Many items are also available from wandering Traders throughout Albion.

The fair city of Bowerstone, as with other towns, offers a number of trading booths along its many walkways and paths. If there's an item you are interested in, press **Tab** to speak to the proprietor, and then sort through what he has on offer. You can sell items from your inventory, such as in a case where you need gold in a hurry. Be cautious about getting the right price unless you do not care to make a profit.



Weapons and Armour

As far as obtaining weapons and armour, a small selection is available at the Guild Shop, but it is best to look for the appropriate Trader's booth or shop in one of the towns or villages. Be aware that heavier weapons require the Strength to wield them or they will do you no good. To sell weapons or armour from your inventory, choose to sell an item while negotiating with the Trader.

Armour also may be purchased in town from the Armoury. Additional armour is never a bad idea and may save your neck, literally. It is not easily affordable, so make sure you have accumulated enough gold before you try buying armour.

Potions and Medicines

A Hero's use of potions and medicines is not trivial and should be considered carefully. Regional apothecaries have built entire trades out of these potions, but some have proven more useful for reinvigorating one's health, while others are primarily for replenishing Mana. This is by no means an exact art, and the strengths of potions vary significantly. As a general rule, the blood-red potions indicate aid to physical health, and the blue-azurite blends are for Mana replenishment. There may even be newer, recently developed blends available, but we do not have exact details on those yet. An accomplished Hero has learned the value of keeping these potions on hand.



A Hero's Appearance

Another useful aspect of a Hero's reputation is his appearance, including body decorations one can purchase, such as tattoos and haircuts, and a wardrobe with various suits of clothes. Whatever the look you are after, the people of Albion will respond in kind.

Many Traders provide tattoos just as they do consumables and other items. You can buy or customize tattoos to show your uniqueness. Or perhaps you are thinking of getting married, and you have decided you need a change of hairstyle. If this is the case, visit the Barber of Bowerstone and request one. Do be careful though, as her razors are always quite sharp.

You also have a standard issue Hero's wardrobe available in your Inventory which allows you to change the clothes you're wearing at any time. Sometimes, this may even provide a strategic advantage. For example, you might need to sneak into a Bandit's Camp for some reason, and having a quick-change Bandit's suit on hand is just right for such an occasion. This allows you to slip into something more comfortable for mingling with the Bandits, just as if you were one of their own.



XXVI

Choosing Tattoos

You can enhance your appearance—and your reputation—by purchasing tattoos to adorn parts of your body. In your travels, you will encounter various tattoo vendors: wandering Traders or the Tattooist himself. Each has a stock of tattoos you can buy.

When you encounter a tattoo vendor, he'll ask if you would like to purchase a tattoo.

To purchase a tattoo:

1. Click **Yes**. This displays the Tattooist menu. It shows a list of the names, prices, designs, and characteristics of the vendor's tattoos.
2. Click **Buy x6**. Note that the number will vary depending on the number of tattoos the vendor has in stock.
3. Select a tattoo from the vendor's list. When you select a tattoo, the menu shows the part of the body (your arms, back, chest, face, or legs) for which the tattoo is designed.
4. Click **Buy** to purchase the selected tattoo. This applies the tattoo and deducts your payment. All who see you will know from your tattoos that you've made your way in the world and are worthy of respect.



XXVII

Customizing Tattoos

Do you want to create unique tattoos that reflect your individuality? Do you think you can do better than the best tattoo artists in Albion? Here's how to do it.

In the **Tattoos** folder (found under **My Documents\My Games\Fable**) you'll see a folder named after your user profile. Inside you'll find a bitmap (.bmp) file for each of the tattoo types you can customize. These include tattoos for arms, back, chest, face, and legs.

Open the tattoo type you want to customize in an image-editing program, such as Microsoft® Paint. After editing the image, save the result. The next time you pay a visit to a Tattooist in the game, your customized tattoo will be available for application in the same way as those found on Tattoo Cards.

If you ever need to revert to one of the original tattoo images, you will find them in your Fable installation folder (**Microsoft Games\Fable - The Lost Chapters\Data\Tattoos**). Copy the original bitmap file over the custom tattoo you want to replace. Be sure to delete **_base** from the filename.



Enhancing Abilities and Weapons

As mentioned, when you complete Quests and other adventures in Albion, you accumulate valuable Experience. This does not go unrecognized by the Guild, and, for that reason, we created the Experience Spending Platform.

At the Experience Spending Platform, opposite the Guild Teleport Pad in the Map Room, you can enhance your present abilities or even gain new ones. To use the Experience Spending Platform, first walk onto it. Select the ability to enhance or the new ability to add. As you scroll over an item, view the points required for it, as well as details about what the ability provides for you.

Each additional ability level requires an ever increasing amount of Experience points. You can use General Experience points on anything, but Experience in Strength, Skill, or Will can only be spent on the associated ability and must be used up first, before using General Experience. After you make a selection, click **Buy**. When you are done levelling up, exit the menu.

Augmenting Weapons

Not only are there a number of weapons with varying capabilities available to a Hero, but some weapons are augmentable. An augmentable weapon has additional slots next to it when you select it from **Equipment/Weapons** in your Inventory.

For augmentations, you need augmentation jewels. You can find these jewels in a number of places: from blacksmiths, Traders, the Armoury, or in parts of Albion where jewels have been hidden or forgotten. To perform an augmentation, select the weapon, then click **Augment**. Select the augmentation you want from the list, and the newly-augmented weapon is ready for use. After you augment a weapon, you cannot remove the augmentation, so choose wisely.

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Fable & Fable TLC
Solely Fable TLC
Solely Fable

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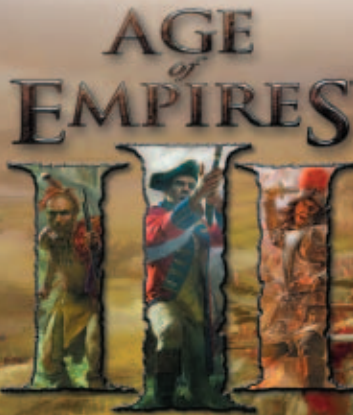
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