



# FABLE<sup>™</sup>



**Microsoft**  
game studios<sup>™</sup>



This game has received the following rating from the ESRB







~ Page ~ Quest ~ Money/Renown ~

 Pg. 34 ~ Birthday Gift ~ 0/0

 Pg. 35 ~ Melee Combat ~ 20/30

 Pg. 35 ~ Guild Training ~ 0/0

*Author's Note: In the following chapter, blue text is used to mark the acquisition of quest cards. The page numbers given here indicate where you'll find the primary coverage of the corresponding quest.*



# WALKTHROUGH

— Prologue —

Journey Forth





## THERESA'S BIRTHDAY GIFT



OAKVALE

### GUARDING THE STOCK

A farmer at Point B has three barns full of barrels he needs someone to watch.



Stand between the pile of crates and keep vigilant watch. Don't worry; being good won't always be this boring.



Smash the barrels up yourself, uncovering a gold piece (and two Giant Beetles).



### THE SECRET TRYST

A man is cheating on his wife at Point C, behind the building. Listen in from afar, then run in and bust the man.



Refuse the man's bribe and immediately inform his wife (at Point D). Congratulations on destroying their family, hero.

There's only one birthday gift to buy in town: the **Chocolates** sold by the traveling merchant outside the tavern (at Point A). They'll cost you "fwee" gold pieces, and the way in which you get those pieces will be your first step on the road to a life of righteousness or iniquity.

There are four people you can help (or betray) in town, marked by green dots on the map. Word of misdeeds travels quickly, so you can expect to get a lot of sass from your neighbors and plenty of lectures from the city guard if you misbehave, but no one



Accept the bribe. Ratting the man out after promising not to seems like a bad deed, but you'll actually get good points for it, so you may want to keep a lid on it.



### THE BULLY SHAKEDOWN

Point E marks the spot where an older boy is beating up on a younger one. The younger boy has Rosie, the **Teddy Bear** lost by the girl near Point B.



Teach the bully a lesson with your fists (hit L to lock onto him, and X to strike), and the younger boy will gratefully hand over the bear.



Beat the bear out of the kid. Then keep hitting him to further befoul yourself. You won't get any gold for this misdeed, alas.

will do anything to stop you. For each good deed you do in town, your dad will throw you a buck. The bad deeds pay for themselves in equal amounts.



### THE LOST TEDDY BEAR

The girl near Point B lost her Teddy Bear, but it was found by the boy at Point E. You'll get it from him one way or the other. But what then?



Obviously, the right thing to do is to return the bear to the girl.



If you talk to the bully again, you can give him the bear. Now that's just cruel...







## HEROES' GUILD TRAINING

### YOUR TRAINING BEGINS

There are several stages to your training, but they go by pretty quickly. Just as important as your official training, however, is your private exploration. Your first priority (when you tire of farting) is to build a free library by raiding the bookcases in the guild (there are 10 books in the library on the ground floor, and three book plus a **Kryndon Tattoo** in the barracks upstairs). You'll also want to take a moment to examine the first Silver Key Chest and Demon Door across the river, and try your hand at the few mini-quests that you can attempt only during your training (next page).



### MELEE COMBAT

Your training begins at the melee ring marked with the gold circle on your map. Talk to the Guildmaster, and he'll send you into the ring to wail on a dummy. Hit it seven times, and he'll give you your first weapon, a **Stick**. Draw it with the white button, and give the dummy a good thrashing.



After your lesson, the Guildmaster will send you into the woods to hunt beetles, giving you your first proper quest. Head east to the Guild Woods, and aim for the red spots on your map, where the beetles await. The beetles are feeble foes, so take your time and make sure you pick up all the experience orbs. Afterward, tell the Guildmaster you're ready to begin Apprentice Training.



### APPRENTICE TRAINING

As an apprentice, you must clear a series of training exercises: Melee, Archery, and Will. You can repeat each test to earn bonus items, so don't move on to your next stage of training without them.

Start your Melee lesson by meeting the Guildmaster at the combat ring, where he'll present you with an **Iron Longsword**. After a few simple drills, you'll have to fight Whisper for real, but she won't provide much of a challenge. If you come back here a short while after choosing to continue, you'll find a



black-cloaked guild member waiting by the gate. Accept his challenge, and fight for a real grade. Score an A+ with a decisive victory, and the tester will award you an **Iron Katana**.





## TRAINING (continued)

The Guildmaster has moved on to the archery range, where he'll present you with a **Yew Longbow**. Plug the dummies as directed, and you'll face a second test against moving targets. Get the hang of hitting the farthest back target, which is worth the most points. Points don't matter for this test, but if you come back after choosing to continue, you

can opt to do the test for a grade. To score 100 points, just hold your aim at the hole on the right and nail the farthest-back dummy with a few max-power shots (the test won't begin till you loose the first arrow, so make it a good one). An A+ will earn you a **Yew Crossbow**.

The Will training takes place at the island to the south. This is an easy test, since the first dummy will recover as soon as the third dummy

is hit (just remember you have to press the button longer to hit farther targets). If you come back to get graded, you can score an easy A+ (you need to choose Play with Whisper to get to come back to it). Your reward this time is a **Will Potion** and a very valuable **Resurrection Phial**, so don't miss this opportunity!



## PRE-GRADUATION SIDE QUESTS AT THE HEROES' GUILD

### BAKING A PIE

In the building at Point A, across the river, you'll find a cook who needs red apples for a pie she's baking. You can find the four **Cooking Apples** scattered in the fields on the east part of the map, near the entrance to the Guild Woods. Bring them to the cook; she'll reward you with a health-restoring **Blueberry Pie**.



If you accept their challenge, you'll be given 50 seconds to run to the Demon Door in the south-east corner of the map (Hold down B to run). You don't need to talk to the door; just touch it and high-tail it back. Beating the record will earn you 25 gold, and bragging rights around the guild.



many roofs and scattered around the garden in the east. You'll get 5 gold and +1 renown for each kill, and a 25-gold bonus for killing all seven. Killing sparrows is an evil deed, so good players may want to skip this one.



### THE FOOT RACE

At Point B, you'll find two members arguing about who's the fastest apprentice at the guild.

### SHOOTING SPARROWS

After you earn your bow, a new green dot will appear on your map at Point C. The guild member there will ask you to kill the sparrows on the compound's







## PLAYING WITH WHISPER

If you chose to play with Whisper, you can meet her at the entrance to the Guild Woods. But instead of beetles, it's bandits you'll be fighting. There's no way across the river, so snipe with your bow or fry them with lightning (focus on whichever skill you want to improve



most). Whisper will heal you if you get damaged, but the bandits won't put up too much of a fight. There are no rewards for this quest, but you can get a few experience orbs by shooting them with your bow.

## THE FINAL EXAM

The final is a battle with Maze in the Guild Woods. He won't fight back, but he will teleport around, so use your map to find him, and rely on auto-targeting with the L button while fighting with bow and Will.

After your victory, you will graduate and earn your **Guild Seal** and a bunch of experience. Spend them to beef up a stat or two of your choice, or to learn a new spell. This will complete the Guild Training

quest and earn you several valuable parting gifts: Two **Resurrection Phials**, two **Health Potions**, a **Mana Potion**, an **Apple Pie**, and a **Lamp**. Not much is made of the Lamp, but it's a handy item to have at night (and it will never run out of oil). You should consider assigning it to your Quick Menu so it's at your fingertips whenever you want it.







# FABLE™

## PRIMA® Official Game Guide

- How to recover all 12 long-lost Legendary Weapons
- Where to find all the Silver Keys and how to open all Demon Doors
- Tips for customizing your hero with all the hidden Hairstyle and Tattoo cards
- The fundamentals of Fable: How to find love and marry, or become a master criminal
- Coverage of every quest in a complete walkthrough



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