

Fable 3 review : post ending re think

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When I first loaded up fable 3 I thought that it was a more accessible version of Fable 2. I was convinced that to try and reach a greater audience Lionhead had produced a dumbed down, easy to use for everyone, but un-engaging for actual gamers, experience.

I was wrong. The reason I've decided to write this Fable 3 article is because I've had a u-turn. I initially agreed with most of the game site reviews out there, but having played through it, I have a very different view.

After persevering with the main quest, and playing through most of the side quests, there is actually a lot more depth to this game than either of the previous two.

Unlike the first two games in this series, you start off with almost no options. There are very few locations, and the level of interaction with the inhabitants is very small.

You only really have a positive and negative response choice for each encounter. The starting 'World' is small, leading people to think that it is also simple.

The best example of this are the conversation options with the regular inhabitants. In Fable 2 you had a dozen or so conversation responses from the very beginning, and you unlocked a few more as you progressed. In Fable 3 you have two initially, but this later expands to near on the same volume as the previous game.

Having changed the way your character levels up means that casual gamers can easily access the core game play, but the more hard core gamers can delve deeper and unlock the more advanced layers of the game.

One of the complaints levelled at Fable 3 is the length of play. It has been widely criticised as being too short. I have only just finished the main quest story line, and I've been playing for almost two days. That is a far better pound-per-hour rate than going to the cinema, or most of the modern first person shooters, like COD (typically ten hours play).

Sure if you hurry through the quests and only pick the ones that obviously move the main story arc forward then it will be a short game, but the whole point of games like Fable 3 is to immerse yourself in the world that developers have taken the time to fully flesh out.

If you like adventure, or role playing style games then Fable 3 is for you. It is easy to pick up, and accessible to casual gamers out of the box, but if you really want to delve into it, it will take hours of game play, and require you to invest in the game, which as an 'interactive' experience is exactly what I want.

