

MANUAL

PC CD-ROM

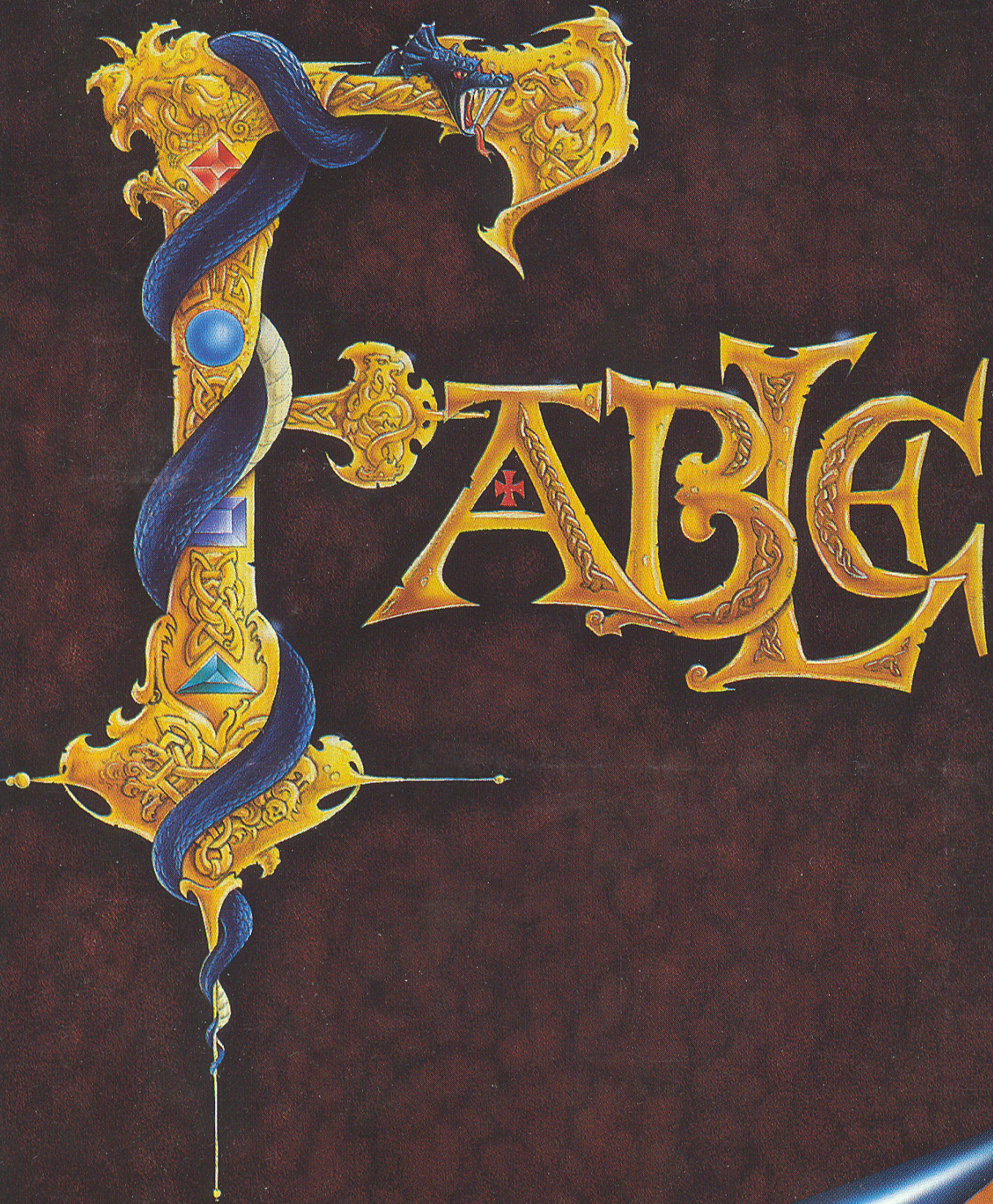


Table of Contents

<i>System Requirements & Support</i>	P3
<i>Getting Started</i>	P3
<i>Installing & Running Fable</i>	P3
<i>Installing the MS-DOS version</i>	P3
<i>Installing the Windows 95 version</i>	P3
<i>Prologue</i>	P4
<i>Presentation & Title Screen</i>	P6
<i>Starting a New Game</i>	P6
<i>Loading a Previously Saved Game</i>	P6
<i>Introduction</i>	P6
<i>To Quit the Game</i>	P6
<i>Interfacing with Fable</i>	P7
<i>General Information about the Interface</i>	P7
<i>Mouse Pointers & Icons</i>	P7
<i>Inventory Window</i>	P9
<i>Framed Pictures & Close-ups</i>	P9
<i>Dialogue & Texts</i>	P10
<i>Top View Maps</i>	P10
<i>Options Window</i>	P11
<i>Loading a Saved Game during Play</i>	P11
<i>Saving a Game during Play</i>	P11
<i>Credits</i>	P12

*Fable, Copyright 1995/1996 Telstar Electronic Studios, Ltd.,
All Rights Reserved.*

Developed by Symbiosis Interactive Sarl, France

SYSTEM REQUIREMENTS AND SUPPORT

Requirements:

Windows 95 or MS DOS V5.0 (or Higher), MS DOS CD-ROM Extensions V2.1 (or Higher), 486 CPU (or Higher), 8MB RAM, VESA V1.2 (or Higher) Compatible SVGA Video Card, Driver and Monitor, Double Speed CD-ROM Drive, 2MB Hard Drive Space Free, 100% Microsoft® Compatible Mouse & Driver

Supported:

SoundBlaster and 100% Compatibles, SoundBlaster Pro, SoundBlaster 16, SoundBlaster AWE-32, Adlib Gold, Ensoniq Soundscape, ESS Audio Drive, Gravis Ultrasound, Gravis Ultrasound Max, Microsoft Sound System, Pro Audio Spectrum 16, Roland RAP-10, Toptek Golden 16, Thunderboard, NewMedia WAVJammer, I/O Magic Tempo, ARIA Chipset, Sound Galaxy NX Pro 16, Reveal FX/32

GETTING STARTED

Installing & Running Fable

Fable supports both Windows 95 & MS-DOS (version 5.0 or higher). The correct version will be installed automatically depending on from which operating system you are installing. For example, if you are in MS-DOS, that is the version that will be installed. If you are installing directly from Windows 95, the Windows 95 version will be installed.

Three different types of installation are available. The difference being the space required on the Hard Drive. To avoid slow down by the speed of the CD-ROM the 2nd or 3rd installation type is recommended.

The Hard Drive space required by the different installation types is as follows:

1. Minimum (Approx. 2 Mb HD space required)
2. Medium (Approx. 7 Mb HD space required)
3. Maximum (Approx. 30 Mb HD space required)

Installing the MS-DOS Version: To install Fable from MS-DOS, please do as follows:

1. Insert the CD-ROM in the CD player (Double Speed minimum).
2. Locate the CD player on the computer by going to the corresponding prompt (For example E:\)
3. Type « Install » and press enter.
4. Further instructions for the installation process will be found directly on the screen.

Installing the Windows 95 Version: To install Fable from Windows 95, please do as follows:

1. Insert the CD-ROM in the CD player (Double Speed minimum). If your system is autoplay compatible the Fable installation program will run automatically. If so go to 4.
2. Locate the CD player on the desktop and double click on the CD player icon. A « Fable » folder will unfold.
3. Double click on the « Set-up » icon found in the « Fable » folder.
4. Further instructions for the installation process will be found directly on the screen.

PROLOGUE

Once upon a time on a dark winter night in a far away land, in a world lost to the mystery and wonders of strange beings and magical creatures, came the dawn of evil.

The Mecubarz had come to this forgotten planet to create a civilisation filled with beauty, wisdom, and power; an absolute power to rule and control with a sacred knowledge in all the hidden mysteries of the « ancient ones ». A superior race of astral beings, like luminous Orbs, they were capable of taking or conceiving any form, particularly useful working forms such as the simple and naive little humans in the village of Balkhane.



If I remember the legend correctly, during the reign of the Mecubarz, there was a marvellous secret wonder in particular constructed near the village of Balkhane that sparked the jealousy and greed of one, not so little, very ambitious man.

In those days Ismael was a young priest with seemingly good intentions. As a high priest in the Cult of the Mecubarz, Ismael was the only Balkhanian to really know the secret to the great powers of the Mecubarz. Driven by his own zealous ambition and greed, he and four other people set out to mastermind a treasonous plot that would radically change an apparently simple course in Balkhanian history.

It was on this dark winter night that four conspirators were condemned to rule the destiny and damnation of the people of Balkhane. Four innocent humans shattering the world in a treacherous deed.

To deceive the Mecubarz who were an alien race was one thing, and in its measure a very noble cause for the Balkhanians, but to betray your own people is quite another. It is no wonder that Ismael's treacherous plan was doomed to fail from the beginning. Perhaps he had over estimated his own strength. He had certainly under estimated the vigilance of the Mecubarz.

The consequences of Ismael's failure were critical and the retribution of the Mecubarz on the other four conspirators was cruel and harsh. The most fateful consequence was the unleashing of the violent anger of the Mecubarz causing severe cataclysms. The planet was torn into four separate worlds. On each part of this new world reigned a never changing dominion of Ice, Mist, Water, and Fire.

The four conspirators that were caught were sentenced to exile in the four different lands where they would rule as beasts or demi-gods to assure the eternal damnation and terror on the hopeless humans.

Before their final exodus, the Mecubarz placed the four jewels in the possession of each of the four conspirators.

Koreez claimed the Emerald, which held the power of fertility and nature, and became the Ice Demon ruling an eternal winter in the Frozen Lands.

Angor claimed the Diamond, which controlled the force of the winds. He was morphed into a Snake Beast exiled deep in the Lands of Mists.

Vivern, so young and beautiful, coveted the Sapphire more than life itself. She was transformed into a horrible Medusa and exiled to the Wetlands.

Chax, the once talented forger of precious metals, reclaimed his « fire » in the Ruby and was shunned deep into the underworld of the Land Of Shadows.

Ismael furtively escaped a most probable execution and his whereabouts to this day are unknown.

The adventure in which you are about to embark tells the story of how once upon a time a young boy named Quickthorpe set out on a journey through the lost world of Balkhane.

It is a Fable in one way, but in the 'trick of the tale', it's a strange adventure through a shattered world and a saga born out of the very sick mind of a man called Ismael.

PRESENTATION & TITLE SCREEN

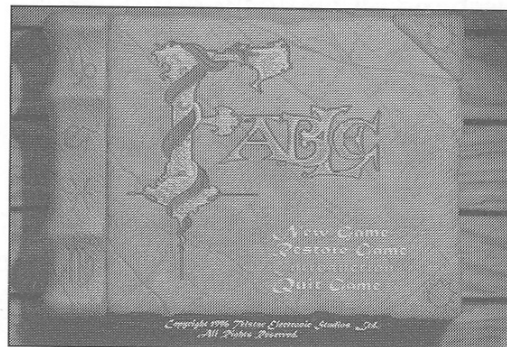
Presentation:

The presentation is the first screen which runs after installing Fable.

This can be aborted by pressing Escape, Space or either one of the Mouse Buttons if desired.

Title Screen:

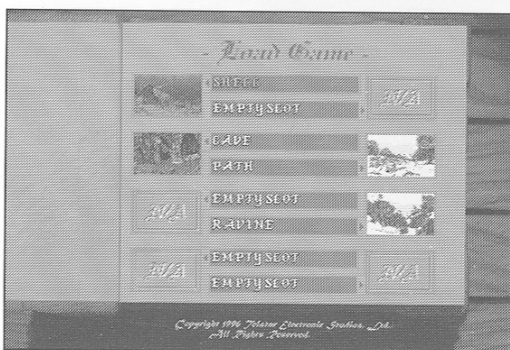
The first screen after the presentation (hereafter referred to as « Title Screen ») serves as a main screen in which you find yourself after the presentation and to which you always return having terminated or left the actual game. In the title screen there are four options: New Game, Restore Game, Introduction & Quit Game. All of these options are explained further in the following sections. To select option (current is highlighted in green), simply use the cursor keys or the mouse to move up or down. Enter or Left Mouse Button (LMB) executes the desired selection.



Starting a New Game

Select New Game and the book will open up and take you directly to the first chapter and the beginning of the adventure.

Loading a Previously Saved Game



Restore Game, allows you to load a previously saved game in order to continue from the location where the game was saved. The thumbnails (small pictures) gives a compressed view of the scene where the game was saved.

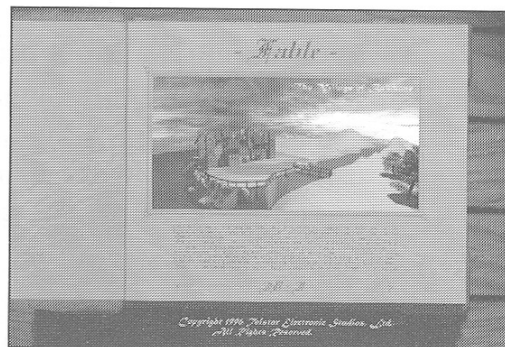
To select slot/game save, simply use the cursor keys or the mouse to move around and execute/confirm by pressing Enter or the Left Mouse Button (LMB).

Current selection/position is high-lighted in colour while others remain in grey scales. N/A thumbnails are Not Available.

To abort the operation, simply press Escape or RMB and you will be brought back to the title main screen.

Introduction

Selecting the Introduction option will open the book to display the prologue (events, having taken place before the time period where the actual game scenario is set). Once finished, the book will close to return to the main screen. If desired the introductory animation can be aborted by pressing Escape, Space or either one of the mouse buttons.



To Quit the Game

Simply select Quit Game in the title screen or press Escape and you will be brought back to your operating system (MS-DOS or Windows 95). By pressing Escape during game play you will be brought back to this title screen.

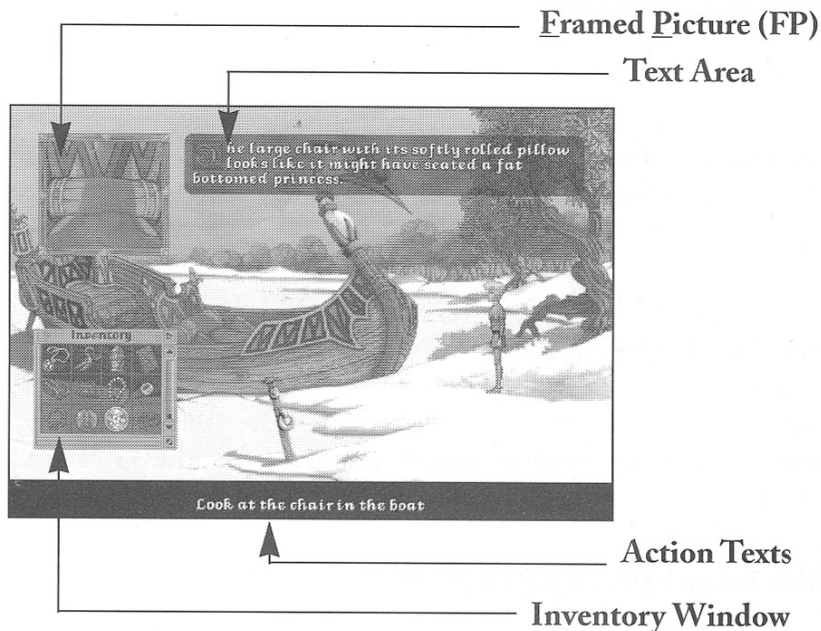
INTERFACING WITH FABLE

General Information about the Interface

Fable uses an icon/object oriented user interface with a sizeable and movable inventory window. All currently available actions are displayed as mouse pointers while non operational actions are excluded. More about this in the section about Mouse Pointers & Icons.

A framed picture/window is used to display further information/graphics when looking at and or examining various things. To the right of the window is a darkened zone where the text information is displayed.

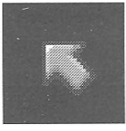
At the bottom of the screen is a short line of text that confirms the current action. For example, if the current mouse pointer is the blinking eye and it is placed on top of the chair in the boat, the action text would read: Look at the Chair in the Boat. This makes it easier to know which action is to be executed. So, if executing the mouse pointer (LMB) at this stage, a close-up will appear in the framed window with further information about the chair.



Mouse Pointers & Icons

The Right Mouse Button (RMB) is used to toggle (switch) the available functions (mouse pointers). The Left Mouse Button (LMB) is used to execute the current function/pointer. For example, if the eye is the current pointer and LMB is pressed the « Look at... » function would be executed making Quickthorpe look at the object/environment underneath the pointer. Functions or actions not available are automatically excluded in order to avoid confusion. In other words, the actions that can not be carried out are not available for selection when toggling the mouse pointers. When toggling and the last pointer is reached, it will continue with the first one making a looping chain.

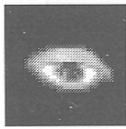
Objects in the inventory are also considered icons/mouse pointers once they are picked up. To do this you simply have to grab the object from the inventory using the take function. To put an object back into the inventory window, simply toggle the mouse pointer until it shows the object with the action text: Drop... and execute the action.

**Default Pointer (Arrow):**

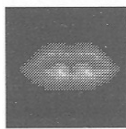
This mouse pointer is used as default. Whenever the mouse pointer is in a non functioning zone (screen area), when the inventory or options window is open or during dialogue, this pointer is shown and used.

**Walk to... Pointer (Walking Feet):**

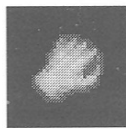
This mouse pointer is used to move Quickthorpe around in the different locations. When executing this pointer Quickthorpe will walk to the spot on screen where the function was executed (with LMB) or as close as possible.

**Look at.../Examine Pointer (Blinking Eye):**

When executing this mouse pointer Quickthorpe will look at the environment/object on the spot of the screen where the function was executed. In close-ups this allows for further investigation (examination) of objects/environments that might reveal hidden secrets.

**Talk to... Pointer (Moving Mouth):**

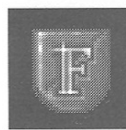
To initiate dialogue/talk to a character, simply click (execute) on the character on the screen using this pointer. This will make Quickthorpe walk up to the character to talk. Further information about dialogue can be found in the section about Dialogue & Texts. Dialogue can also be initiated by the characters themselves without this pointer ever being executed.

**Use/Operate Pointer (Twisting Fist):**

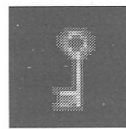
When executing this mouse pointer Quickthorpe will use the object/mechanism on the spot of the screen where the function was executed. This also applies to objects in the inventory.

**Take Pointer (Grabbing Hand):**

This mouse pointer allows Quickthorpe to take the object on the spot of the screen where the function was executed. Notice that the Give function only applies to objects in the inventory currently held as mouse pointers. See the Give Object Pointer for further information.

**Standby/Wait Pointer (Rotating Shield):**

This mouse pointer can not be executed. It is only displayed in order to announce temporary delays during game play.

**Use Object Pointer (Object Currently Held):**

Once an object is picked up from the inventory it can be used as a mouse pointer. This action carries almost the same function as the Use/Operate Pointer with the difference being that it allows for the object currently held (here pictured as a key) to be used with another object in the inventory or in the screen. For example, if the key is executed in the screen on top of a door it would carry the meaning/function: Use Key with Door (in order to unlock the door, if locked)

**Give Object Pointer (Object Currently Held):**

This function is the same as the Use Object Pointer except only applicable to objects picked up as mouse pointers from the inventory window. With this action it is possible for Quickthorpe to give the current object to the desired character in the scene.

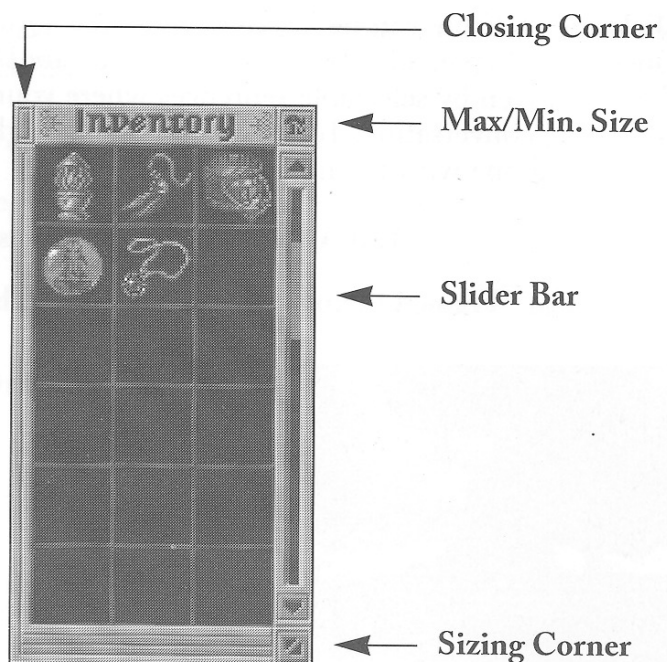
Inventory Window

In order to access the inventory window on screen you can either press the Space Bar or Look at Quickthorpe (execute the "LOOK AT" function on top of Quickthorpe). To make it disappear you simply press Space again or click in the closing corner.

All objects that are taken/picked up or received during game play will automatically be put in the inventory.

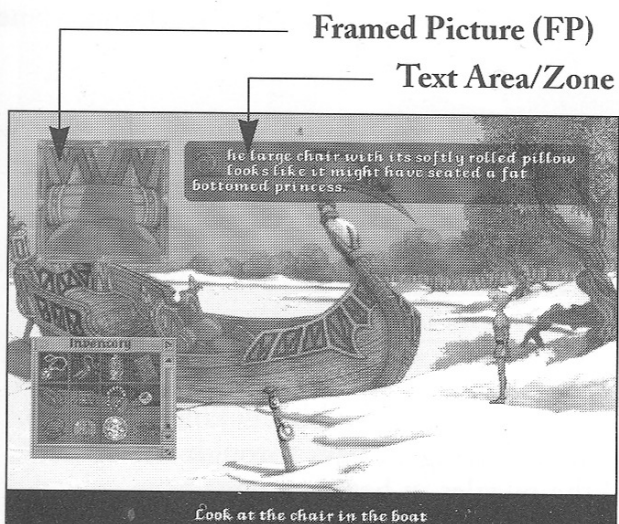
Within the inventory window, objects can be picked up, dropped, looked at and used. Once an object is picked up/grabbed from the inventory window it becomes a mouse pointer which in its turn is executable to allow for certain actions. For example, if the lamp in the inventory below is taken/grabbed from the inventory, it will appear as an executable mouse pointer with the following functions: Use Lamp with... or Give Lamp to... So, if you desire to give the lamp to a character in the game all you have to do is grab it from the inventory, drag it outside the inventory window and on top of the character, toggle (RMB) until the Lamp Icon appears with the following action text: Give Lamp to ..., and execute the action/pointer by pressing the LMB.

In order to use one object with another you simply have to take the first object from the inventory window, place it on top of the other object, toggle (RMB) until the action text says: Use ... with ... and execute the action (LMB).



Framed Pictures & Close-Ups

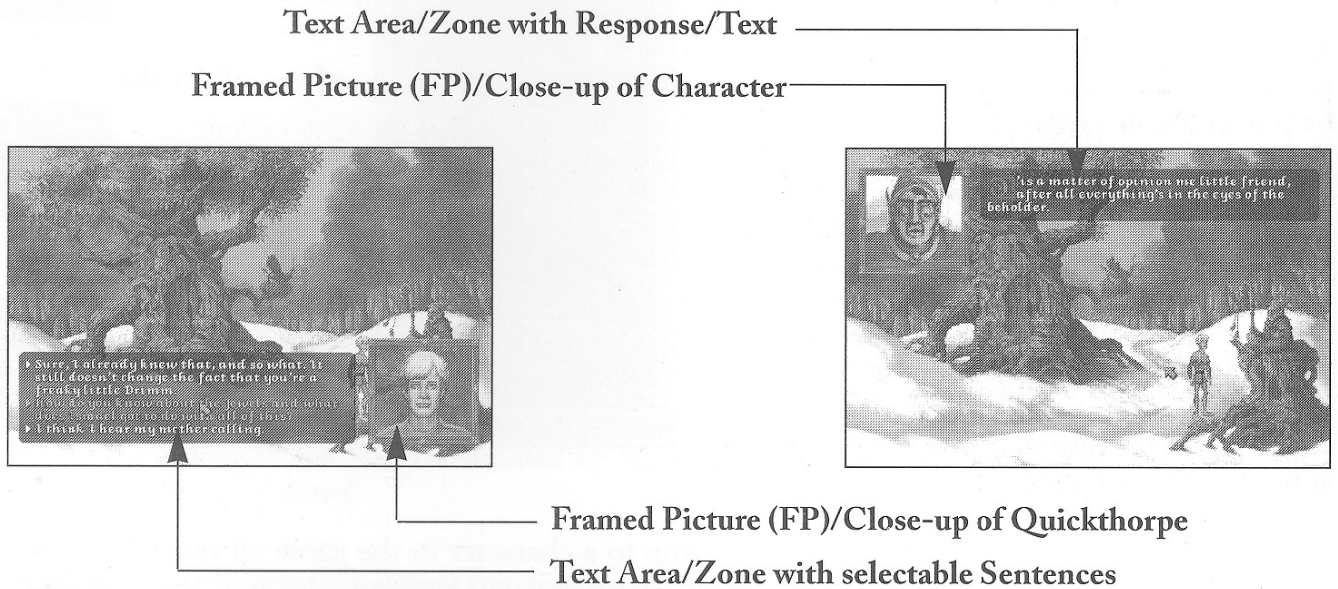
Framed Pictures (FP)/Close-ups are used to display further information about objects, environments or characters. In some cases they contain close-ups (for closer detail) and in others regular pictures. The FP is always located at the top left corner of the screen with a darkened text area/zone to the right of it. The information in the FP is treated the same way as in the rest of the screen. Meaning that further actions could be carried out in the FP to reveal additional information that was previously unnoticeable.



For instance, looking at the chair in the boat (action text: Look at the Chair in the Boat) would give a closeup (the FP) of the chair with further information. If looking once again, but in the closeup (the FP), Quickthorpe would examine the chair.

Dialogue and Texts

Dialogue in Fable can be initiated by either Quickthorpe or the other characters in the game. Once in dialogue, all other game functions are blocked until leaving. Basically, the dialogue in Fable is driven by selectable sentences where your choice will lead you further into or out of the branching conversation. To select a sentence (high-lighted in green) you simply have to click on the desired one with the mouse.

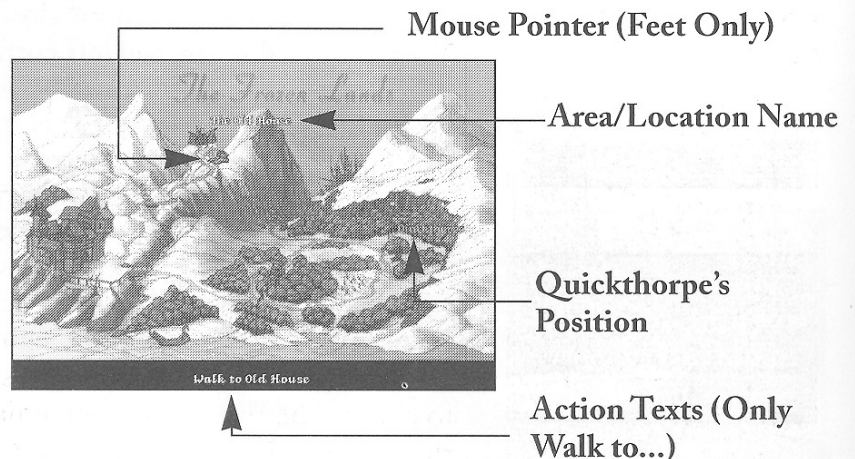


The characters during dialogue can be seen as Framed Pictures/Close-ups on the screen. Quickthorpe is always located at the bottom right corner of the screen and the other character at the top left corner of the screen.

Top View Maps

The Top View Maps in Fable serve as a form of road map where all major areas/locations can be seen and accessed. The specific scenes/locations are however not always directly accessible through the Top View Maps as they might be hidden in an area/section. For example, a larger section of the woods might be accessible while the specific scenes in this area only can be reached by walking from scene to scene.

To walk to a certain area/location simply execute the mouse pointer on top of the desired one (the name of the area/location can be seen close to the mouse pointer) and Quickthorpe will walk there unless there are any scenes/areas blocking his way. If there are scenes or areas between the starting and destination point, Quickthorpe will walk to the closest one. If the puzzles in all the scenes between the starting



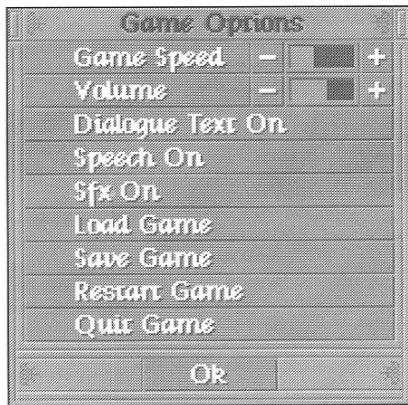
and destination point have been solved, you can access a short cut by double clicking the LMB. This will take you directly to the desired location without having to pass through the specific scenes on the way. This does however only work if all the puzzles in between have been solved.

OPTIONS WINDOW

In order to access the Options Window on screen you have to press Enter on the keyboard or execute the Use/Operate Icon/Pointer on Quickthorpe.

The Options Menu:

The options menu controls overlaying game features such as texts on/off, sound volume etc. To abort simply click on OK.



Game Speed:

Volume:

Dialogue Text On/Off:

Speech On/Off:

Sfx On/Off:

Load Game:

Save Game:

Restart Game:

Quit Game:

Controls Quickthorpe's pace

Sets the game volume

Switches Dialogue Texts On/Off

Turns Speech On/Off

Turns games sounds On/Off

Loads a previously saved game

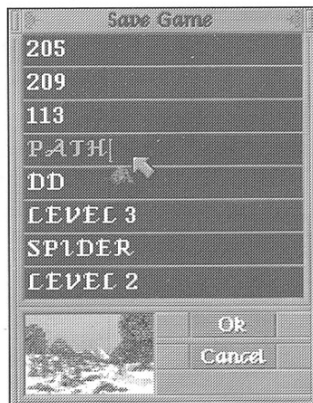
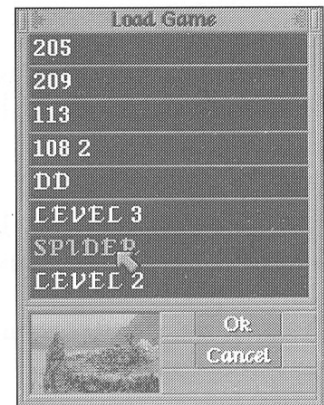
Saves current position in game

Quits the current game and starts a new one.

Quits the current game with the option to save the current game & Returns to the Title Screen. Escape on the keyboard carries out the same function.

Loading a Saved Game during Play:

Select Load Game from the options menu and click on the desired slot to select which save-game to load. Click on OK to load the selected save-game or Cancel to abort. The thumbnail (small picture) shows a compressed version of the scene where the selected save-game was saved.



Saving a Game during Play:

Select Save Game from the options menu and select an empty slot in which to save the game. To overwrite a previously saved game, simply select the slot you wish to overwrite. Name the save-game by typing a unique name on the keyboard (max. 10 characters). Click on OK to save current game position or Cancel to abort. The thumbnail (small picture) shows a compressed version of the scene where the selected save-game was saved.

CREDITS

Concept & Scenario by:

Alexander Jacobs
Laurent Cluzel
Jens Hultgren

Design by:

Jens Hultgren
Laurent Cluzel
Alexander Jacobs

Produced by:

Gary Bracey

Directed by:

Alexander Jacobs
Jens Hultgren
Anders Johansson

Programming by:

Anders Johansson

Art & Animation Direction by:

Jens Hultgren
Alexander Jacobs

Music by:

Christian Cyréus / Music line
John Carehag / Music line

Sound Effects by:

John Carehag / Music line
Christian Cyréus / Music line

Additional Programming by:

Philippe Derambure

Backdrop Illustrations by:

Pierre Fallard
Laurent Cluzel

Character Designs by:

Jacques Muller
Cyril Pedrosa
Celine Papazzian
Jean Luc Sala

Animation by:

Jacques Muller
Frank Vibert
Daniel Hochard/Imagex
Cyril Pedrosa
Celine Papazzian
Frederick Villequin
Vit Anime

Graphics by:

Laurent Cluzel
Daniel Hochard/Imagex
Jens Hultgren

Texts & Dialogue by:

Alexander Jacobs

3D Modelling & Animation by:

David Hego
Yvon Trevien
Jens Hultgren

Map Illustration by:

Bernard Bittler

Quality Assurance

Graham Morley
Richard Beirne
Ian Gray
Luke Vernon

With Special Thanks to:

Jens Hultgren
Anders Johansson

Voices

Thanks to Orinoco Studios for their hard work, particularly Ray, Paul, Neil and Luke. The cast credits appear in the game.

Simbiosis Interactive SARL

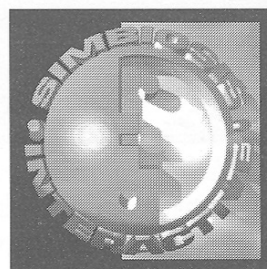
11 rue de Parme

75009 Paris

France

Tel: 1-53210371

Fax: 1-53210398



Telstar Electronic Studios Ltd

The Studio. 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP, England.

Tel: +44(0) 1932 222 232 Fax: +44(0) 1932 252 702

Website: www.telstar.co.uk e-mail: telstar@dial.pipex.com