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Fable 4: Everything we know so far

By [Sam Loveridge](#), [Rachel Weber](#) 8 days ago

Fable 4 has fairies, frogs, and a brand new developer



(Image credit: Microsoft)

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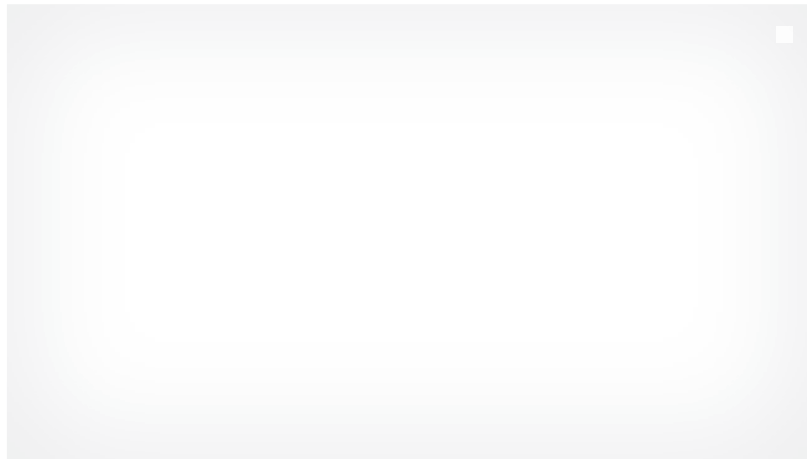
humor and fantasy flavor. We got to see a teaser for what is currently titled just Fable back in July and it featured an ominous-looking sword and skull, a flighty fairy, and a toad that just really really needed a snack.

We don't have a release date yet, but as we know it will be coming to Xbox Series X we can happily put it on our wishlist along with all those other upcoming Xbox Series X games.

Developer Playground Games might sound familiar, and that's because it's the home of the Forza Horizon series. It might seem like an odd match at first, but the studio does know how to create beautiful landscapes, and new Fable sounds like a pretty big reboot. A huge Fable 4 leak revealed that a massive chunk of the gameplay, and core themes, may have changed, including that the game is likely set across multiple planets, and could even involve time travel.

"To put the Fable franchise - and give it a completely fresh start - in the hands of one of the greatest game developers in the world, and also right there in England with Playground Games, is sort of a dream come true," said Aaron Greenberg, general manager of Xbox Games Marketing at Microsoft.

ADVERTISING



"We're letting them get a fresh start with the franchise and really you can see it's still got the classic British humor that's really true to the franchise, it's obviously going to be a role-playing game, we've got the best folks in the industry working on it. Today was just the reveal of the game, and we're excited to officially say Fable's coming, and we'll share more when we're ready."

So, with that in mind, here's everything we know about Fable 4 so far...

Teaser Fable 4 trailer

Swords, magic, fairies, Albion glimmering in the distance - all the Fable ingredients seem to be in order so far. The voiceover is familiar too, it just screams Royal Shakespeare company.

"The world is filled with stories of legendary heroes and treacherous villains. Of fantastical creatures and wondrous places. Where nature and magic live in perfect harmony. Not all stories have happy endings! But yours has yet to be written."

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Fable 4 could be an MMO set in the Fable universe

Interestingly, there's a new rumour floating around that suggests Fable 4 may not be the new RPG entry we were hoping for, but rather **an MMO set "in the world of Fable"**. The news came courtesy of French journalist [@CronoTK](#) on Twitter, who accurately predicted the entire **Xbox Games Showcase** lineup ahead of the stream, so seems to have some serious insider knowledge.

Fable 4 E3 2019 leak hinted at major changes on the way





(Image credit: Playground Games)

Apparently Albion has been destroyed by an asteroid that got wished into existence by a Mad King who took control of the Tattered Spire, the Will-fuelled tower from Fable 2 that granted the person who controlled it one wish once it was built. So now it's down to you to use time travel to save it... we think.

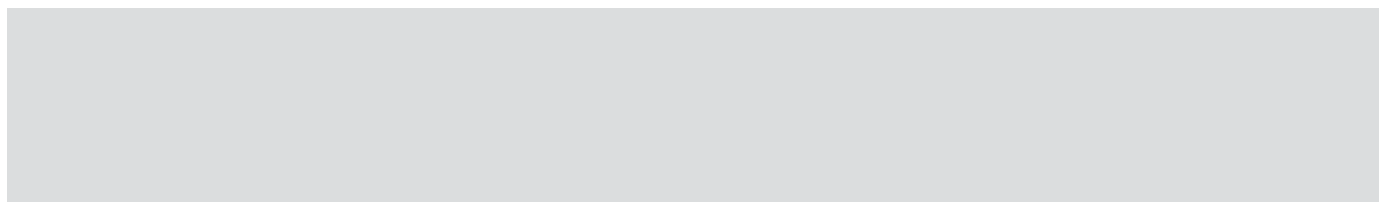
Theresa and the Guild are hiding away on another planet that you can access via a demon door, but if you want you can ignore the entirety of the main quest and never become a hero at all. Players can also build their own towns in the completely open world, which ties into the main quest (unsurprising for anyone who's played any Fable games), plus the character creator is majorly in depth. For those who were miffed about the guns in Fable 3 and 2, you can rest assured that there are zero guns in Fable 4. Oh yeah, and there's finally multiplayer! The whole thing is being made in Unreal Engine, so it should look pretty as heck. Now we just need to see it in action...

KA-KAW



Fable is reportedly coming back on Xbox and fans are excited: "Chickens will be kicked"

Fans will be pleased to hear that the next Fable will follow the cues set out by previous games in the main series, with Fable 4 set to be another open-world action RPG focused on story and characters.





(Image credit: Playground Games)

The Fable 4 release date is probably a long way away



(Image credit: Microsoft)

Despite the official announcement, there was no release date - or even window - given for Fable during the July Xbox Games Showcase, so it's probably going to be a while before we can visit Albion.

- [Upcoming Xbox One games](#)

Will there ever be a Fable 4 PS4 release?



Now here's something we're definitely sure of. You're never going to play Fable 4 on PS4. The IP is owned by Microsoft, and because of that you can put all your money on the fact it'll be exclusive to Xbox One and PC when it does eventually arrive.

The original Fable creators have mixed feelings about a sequel



Seeing as the original team behind Fable is no more, it's understandable that the folks behind the original series have some concerns about a sequel being made by an entirely new team.

"I have slightly mixed feelings," said Fable co-creator Simon Carter, in an interview with Eurogamer. "On the one hand, it's great for the UK games industry, and very pleasing that Fable isn't dead; indeed, it will be lovely to play one as a punter, without coming out in hives. On the other, it is a little curious to get rid of the team that is uniquely expert in making Fable,

Microsoft has always believed in the Fable IP



In early 2017, long after Lionhead closed, Xbox boss Phil Spencer actually tweeted that he thought the Fable series still had potential. That was about the time that people started to speculate that there might be a little glimmer of hope for Fable 4. It wasn't exactly evidence back then, but in light of the new information from the various reports, it certainly adds (a little more official) weight to all the Fable 4 rumours.

What we want to see from Fable 4

Until we see some gameplay, we'll just be here, waiting to see the chickens and the taverns, and making a Fable 4 wishlist of all the things we'd love to see.

1. Make combat more epic, but also more personal



Although combat has been great fun in previous Fable games, the next entry in the series could do well to make things a little more grand, both on the large and small scale. Firstly, make some enemies have more emphasis; slow things down at times and make the build up to major fights feel more weighty. It'll keep fights from feeling mundane over time, and ensure that your decisions really matter when it comes to the bigger characters.



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half dozen enemies at a
e of Thrones? It would play

into the fantasy adventure thing a little more, and keep your play style on its toes.

And while they're there, the development team could also add in a little more weapon variety. The emphasis has always been on swords and bows, but melee could do with some attention in Fable 4. Give us staves or spears, or other new weapon types to hit bad guys with, please.

2. Give the dog a bigger role

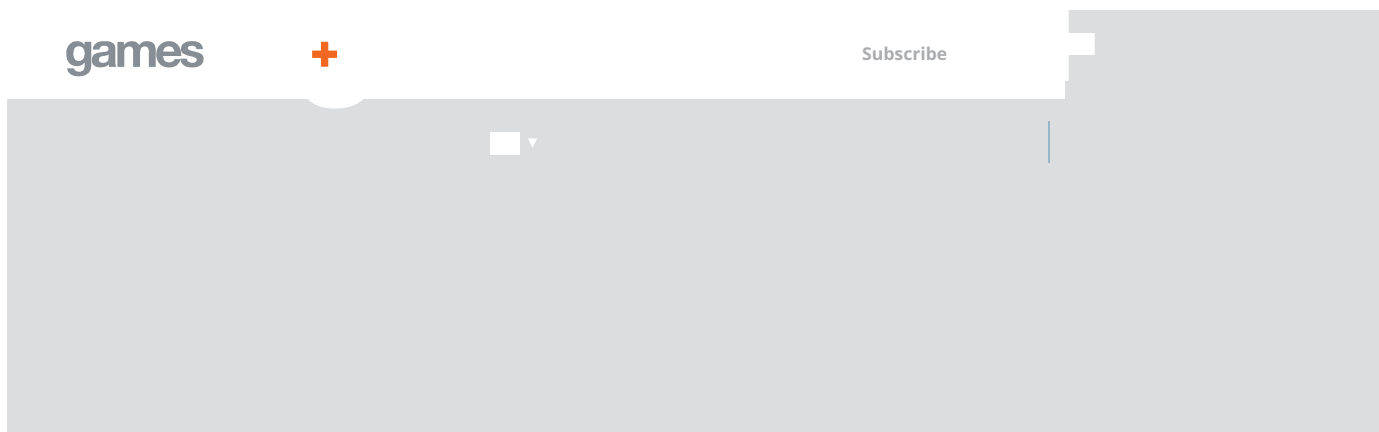


This should go without saying, but although previous Fable dogs have been very good boys, it would be better for them to have a little more purpose to the actual gameplay. In Fable 2, he would dig up treasures and help you in battle, with more tricks available if you found the right books. He would also change appearance depending on your morality alignment. In Fable 3, however, he became a smaller part of your journey through Albion. You could pet him, play fetch or discipline him, and occasionally he would find you treasures.

Having the dog play a larger role in your journey - along the lines of Fable 2's faithful canine, or Dogmeat from Fallout 4 - would make it feel like a more integral part of the gameplay, rather than just a cute face to greet you every time you start up the game. Although, saying that, that's okay too.

3. Make all your decisions matter more





Original Fable creator, Peter Molyneux, famously always had grand visions of what Fable's morality system could be, but in reality, the gameplay never quite lived up to expectations or promises. Hopefully with the power of Xbox One X and PC, we could see the morality system - and overall decision making - get a decent overhaul for Fable 4.

It would also help if your clothing choices weren't just cosmetic either. Yes, your morality changed your appearance, especially in terms of skin, but your clothes had no effect on your character's attributes or play style. Maybe in Fable 4 they could.

4. Enlist another all-star cast



The list of voice actors on board for Fable 3 was a dazzling array of talent, from Stephen Fry and Ben Kingsley to Sean Pertwee and Michael Fassbender and even Simon Pegg, John Cleese and Zoe Wanamaker, the voice talent in the game was brilliant. Hearing well-known voices in your game was a huge boon for Fable 3, and if Fable 4 could have a similarly star-studded cast, we wouldn't mind at all.

5. Bring back the mini-games





Ah, RSI. An occupational hazard way back in [Fable 2](#) and [Fable 3](#) thanks to those job-related minigames that put your thumb to the test, and we're 97% certain that were they to reappear in Fable 4 that muscle memory would reawaken from its slumber. Each activity requires you to stab various buttons in a certain order (duh), but with each promotion the difficulty increases - mainly by making the button prompts zip across the screen much, much faster. There is the chance to earn some serious gold and when you get *really* good at it you sort of go into a daze where your fingers act independently, waking up from the stupor with a sack of gold by your feet. Or is that just me?

6. Keep the silliness



Although it's easy to go a little over the top - we're looking at you Saints' Row - there's a wonderful place that lies between that and being very boring indeed. And that's where Fable has always sat, embracing the silliness, the occasional black humour and



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channel that ethos and charm,

What do you want to see in Fable 4? Let us know in the comments below or hit us up on Twitter [@GamesRadar](#).

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GAMING

Fable 4: Release date, trailer, and everything we know

By Mike Colucci

January 11, 2021



[Fable](#) fans' last full adventure in Albion was back in 2010. *Fable III* put players at the Industrial Revolution's helm, as guns and gothic architecture told another classic story of good vs. evil. With a handful of side projects between now and then, including *Fable Legends* and *Fable: The Journey*, fans have been

patiently awaiting a new installment for a decade. The long-awaited trailer for the latest Fable installment debuted at the end of the Xbox Games Showcase in 2020. Here's everything we know about the future of *Fable 4*.

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Release date



There is no concrete release date for *Fable 4*. Players shouldn't get their hopes up for *Fable 4* anytime soon. If it were releasing in 2021, there would be more

information available to the public. Playground Games would have made mention of it at the Xbox Game Awards as well. Hopefully, players don't have to wait as long as they did for [Cyberpunk 2077](#), and we all know [how that turned out](#).

Platforms

Fable is still in development for Xbox Series X|S and PC. Sorry, PlayStation users, you will not be able to venture around Albion on your Sony console. *Fable* has always been one of Xbox's most revered exclusive games. With the game nowhere near ready to be released, it wouldn't make sense for developers to add a port to make it playable on Xbox One.

Trailer

Fable 4 Reveal Trailer [HD 1080P]



Right off the bat, our assumptions were wrong. While it's certainly easy to call it *Fable 4*, the game itself is technically a reboot of the series. This is evident in the trailer as the game is called, simply, *Fable*. This is not a simple remaster of the original game. Fans will be getting a new adventure in the *Fable* universe. This game will be telling a new story while incorporating elements from past *Fable* games.

The reboot of the series ties nicely into the rumored story arch behind the game.

Gameplay

Fable is resorting back to its roots of magic and other medieval-style weaponry. From the reveal trailer itself, we can determine that *Fable* will be full of

fantastical creatures and elements. *Fable II* had a few rudimentary uses for gun powder, while *Fable III* focused on guns.

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Morality is the mechanic that made players fall in love with *Fable*. The game allowed players to make choices, both hard and easy, to ultimately determine their Hero's appearance. Making "immoral" choices would see devil horns sprouting out of the Hero's head. We can say pretty positively that morality will be returning in the *Fable* reboot. Removing it

would be like taking Master Chief out of *Halo*.

Fable III allowed players to control Albion and make decisions based on the city's current economic state. While we aren't sure if players will be in charge of the entire town, it looks like they'll be able to manage their own settlements. The same tough decisions will most likely come into play but on a smaller scale.

Finally, and most importantly, the game will look like *Fable*. We'll dive into the reboot's developer in the next section, but players can rest assured knowing the game they've been waiting almost a

decade for will maintain the same art style. It'll look polished on Xbox Series X and PC.

[An in-depth breakdown of the reveal trailer](#) offers some interesting opinions about what players can expect from the *Fable* reboot.

Multiplayer

There are rumors of multiplayer/co-op capabilities; however, we'll learn more as time passes. According to [Windows Central](#) on Twitter, *Fable* will NOT be an MMO. *Fable* is rumored to be set in a

distant future, eons after The Mad King used the Tattered Spire and wished for an asteroid to destroy the entire town. He was successful, and the world has since rebuilt itself to a second medieval era. We've been led to believe that our Hero's story will be about traveling back in time and preventing this catastrophe from ever happening. The *Fable* reboot is set to be an open-world action RPG.

No, Fable isn't an MMO and no, the multiplayer for #HaloInfinite isn't being delayed. <https://t.co/G2QzqZBLvJ> — Windows Central Gaming (@WCGamingTweets) July 24, 2020

While *Avengers Endgame*-level time travel may be *Fable's* main quest, you will have an infinite amount of fun building your own towns, developing relationships, and, hopefully, training your canine companion.

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DLC

Fable games of old offered players plenty of DLC in the realm of cosmetic items and weapon packs. Some of these DLC

packs came with unique quests for players to go on as well. There was never any major DLC put out for past Fable games. We're comparing this to something like the Dragonborn DLC from *Skyrim*. However, with the *Fable* reboot being launched on Xbox Series X|S, it wouldn't be surprising if developers were able to put out large patches of that nature. It's been ingrained in modern gaming and is the preferred alternative to purchasing a \$60 sequel.

Pre-order

There is currently no way to pre-order *Fable*. However, every major game will always come with the ability to pre-order a copy. For a franchise as big as *Fable*, pre-orders will probably be made public shortly after a release date is set. You will have to add *Fable* to your out-of-sight-out-of-mind wishlist along with [Elden Ring](#).

Developers

Fable is currently being developed by Playground Games, the company most famous for the *Forza Horizon* series. This begs players to ask why a company that

stakes its claim to fame on racing games has been put in charge of the *Fable* reboot. For starters, one of *Fable's* most charming qualities is its dry British humor. In case you didn't know, Playground Games is based out of the U.K. In an [interview with The Guardian](#), head of Xbox Game Studios, Matt Booty, had this to say:

"I just look at what Playground has done with the Horizon series — that attention to detail, the ability to represent these naturalistic landscapes. They also have a real passion for the IP and a unique point of view on what's core to Fable. Everything I've seen as the game

progresses tells me this is going to be a very high-quality release."

It is important to know that the original team behind *Fable* has been scrapped. Co-creator Simon Carter said he had some mixed feelings on the matter. In an interview with Eurogamer, Carter stated, "On the one hand, it's great for the U.K. games industry and very pleasing that *Fable* isn't dead; indeed, it will be lovely to play one as a punter, without coming out in hives. On the other hand, it is a little curious to get rid of the team that is uniquely expert in making *Fable* and then try to make *Fable*. *Fable* is a weird game and a tough one to deconstruct for a new

team. That said, the team in question is very talented, and I'm sure they'll do a fantastic job."

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He's right. *Fable* certainly is a weird game in the most lovely way. While Microsoft is putting its full faith in Playground, nobody will re-create the original developers' brainchild.

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Fable 4 on Xbox Series X trailer, release date, Xbox Game Pass and what we know

By Samuel Roberts February 06, 2021

A new Fable is coming from Forza Horizon developers Playground Games



(Image credit: Microsoft)

Announced by Microsoft in 2020 after years of speculation, the game is being developed for [Xbox Series X](#), [Series S](#) and PC by Playground Games, the Microsoft-owned studio behind the Forza Horizon games.

When it's released, Fable will be the first mainline entry in the Fable series since 2010's Fable 3 and it's safe to say that fans are eager to see where the series will go next. That said, at the moment, very little is known about Fable, including its release date. We're hoping that, with the Xbox Series X now on shelves and in homes, 2021 will be the year we hear a little bit more about what Playground Games has planned for Albion, if Albion is still even in the equation at all.

Here's what we know about Fable 4 so far, then, including its likely release date, trailer and what previous reports have suggested about this new entry in the series.

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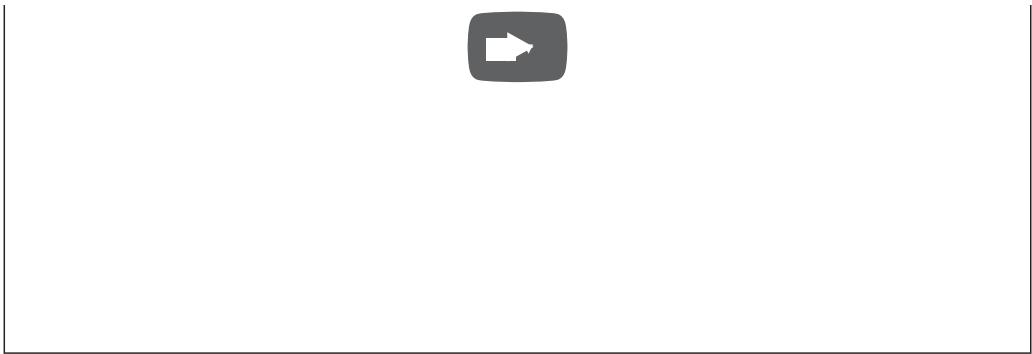
- **What is it?** The fourth instalment in the mainline Fable franchise
- **When can I play it?** There's no release date yet but don't expect it soon
- **What can I play it on?** This is an Xbox exclusive so expect to play it on Xbox Series X/S and PC

Fable 4 trailer



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The first Fable trailer is above, and it doesn't reveal much, save for the fact that the game is likely set well before the later entries in the series as we don't get as much of a sense of a Victorian-style industrial revolution as we did in Fable 3's setting.

Fable 4 release date

No release date or release window has been set for Fable on Xbox Series X yet, but we wouldn't expect to see it until late 2021 at the *very* earliest. 2022 or 2023 definitely seem more likely.

Fable 4 news and rumors

A new team member

There's a new member on the development team for Fable: Steve Thornton. Thornton is coming aboard as Associate Chief Designer for the game and brings his experience working on titles like Halo Infinite, Assassin's Creed Odyssey and some LEGO titles to the table.

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Steve Thornton
@_SteveThornton

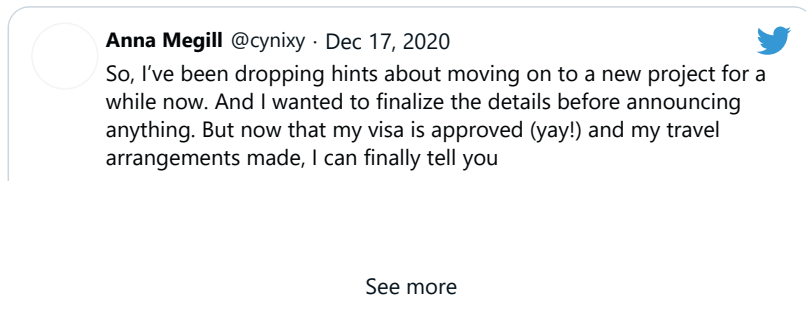


New year, new job! I tweeted last year to say I was returning from Russia to the UK for a new thing; very happy and excited

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A new writer

Anna Megill, the senior writer and narrative lead at Remedy Entertainment during the development of Control, is joining Playground Games as the lead writer for Fable.



The team behind the game

Shortly after Fable itself was revealed, [we got some insight](#) into the impressive team that's working on the game thanks to [VGC](#). We now know that there are a host of veteran game designers working on the Fable reboot, including the lead quest designer for the Borderlands series, a level designer for GTA V and GTA Online, and a whole load of writers who worked on Batman: Arkham Knight.

There have been rumors that Fable will go down the route of being an MMO but the experience of those working on the project certainly suggest it's going to take a more open-world RPG approach, perhaps with an online multiplayer component. That said, we can't *really* be sure until Playground Games and Microsoft reveal some more official details.

Fable 4 is coming to Xbox Game Pass



Like all first-party Microsoft games, you'll be able to play Fable 4 as part of an [Xbox Game Pass](#) subscription on Xbox Series X or PC, which was officially confirmed on Twitter. So, whenever it gets here, you won't need to drop \$60/£50 to play it.

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Fable 4 is likely an open world game

In January 2018, Eurogamer [said](#) that according to sources close to the project, a brand new high-budget Fable game was in the works. Now, we know that to be true.

This news came less than two years after the closure of Lionhead Studios, and the report correctly stated that Playground Games, best known for its work on the Forza Horizon series, will be the new developers for the series.

Eurogamer's sources said that a team of more than 200 will be working on Fable from the team's new offices in Leamington Spa, though development was still in the very early stages.



(Image credit: Microsoft)

Just what kind of Fable might Playground be working on? Well, the report said that the game is planned to be an open world action RPG with a focus on character and story. That certainly tallies with everything we saw in the reveal trailer, with the final shot showing off a big world that looks ripe for exploration.

It would also make sense that Playground would bring its open world expertise from Forza Horizon into a game like this.

Either way, we can't wait to see what it's come up with. Fable has been dormant for far too long.

That wild pre-announcement rumor

Before Fable 4 was even announced to the world, there was a 2019 video leak which claimed to give insight into the game's setting and story. The video disappeared from the internet but a Reddit thread with what it described remained and some of the details sound pretty wild. We're talking "Albion and Aurora destroyed by an asteroid, a new continent with time and interplanetary travel" wild.

Although it sounds pretty out there, it would create the opportunity for a setting reset for the Fable series, making it easier to take the series back to its medieval fantasy roots with some extremely different elements to still make it feel fresh. In the game's reveal trailer, brief as it was, we didn't get any obvious sense that the new game will be more advanced in time than Fable 3's Industrial Revolution setting.

Of course, this is a leak from an unverified source so until Playground Games or Microsoft start revealing solid details about Fable 4, we'd say take it with a big pinch of salt. You can read the full leak in the tweet below.

Nibel
@Nibellion

Rumor: first Fable IV details have been leaked (includes story details as well)

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Fable 4: everything we know about the new beginning for Fable

By [PC Gamer](#) January 05, 2021

Is Fable 4 headed back to Albion or wiping the slate clean? Here's what we know so far.



(Image credit: Microsoft, Playground Games)

Fable 4 is confirmed at last! Or, the next Fable game, anyway. The brief teaser we got at the Xbox Games Showcase in 2020 didn't actually include a four—but this is definitely the fourth main Fable game. Wait, we are 100% sure they aren't making another card game, right?

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denials from Microsoft.
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horizon. We don't know much about the next Fable game just yet, but now that we've got official word that it's real, we can put all the speculation we've heard into context.

So let's scoop up all those rumors and sift through them to figure out what we actually know and what we think we know about the next game in the not-so-happily-ever-after fantasy series.

Here's the Fable 4 reveal trailer



(Image credit: Microsoft, Playground Games)

First thing's first, check out the **reveal trailer** that Playground Studios debuted at the Xbox Games showcase in July 2020. It's light on detail—more than likely this is just a fun cinematic that doesn't indicate much about the final game. It does have that familiar vibe of Tolkein-like fantasy being trod on by the messy reality of medieval life though. Fable remains silly.

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When is the Fable 4 release date?

We have no clue yet, but it seems like it could be a ways off. Since we've only seen a quick teaser reveal so far, Fable 4 may still be a year or more away. Microsoft basically pulled an **Elder Scrolls 6** on us, really, a quick cinematic trailer ending with a title over a huge vista. At least this Fable 4 teaser came with some voiceover narration and a little skit to set the tone.

What will Fable 4's gameplay be like?

We now know for sure that Playground Games, who'd been previously rumored as the Fable 4 studio, is definitely the team in charge. That lends a bit of credence to some of the other rumors we already heard about its take on Fable gameplay.

According to a 2018 **Eurogamer report**, Playground had been chipping away at Fable 4 for a few years with a team of about 200 on an open-world action RPG. Playground beefed up a new Warwickshire studio just for it, so this definitely isn't a small-time Fable spinoff.

What Fable 4 rumors are out there?

Several **scriptwriters** from Batman: Arkham Knight joined Playground Games to work on the rumored Fable 4, as reported by **VGC**. As of August 2019, Arkham Knight senior scriptwriter Kim MacAskill, Martin Lancaster, and Craig Owens are all apparently on the project.

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Fable 4 setting rumors were drawn from a video leaked from an unverified source, allegedly providing a brief overview of Fable 4's setting and structure. Problem is, it's since been scrubbed from the internet. You can check out [the original Reddit](#)

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- Guns are gone
- It's possible to ignore the main quest
- Players can build towns
- There will be a multiplayer component
- It's built in the Unreal Engine
- Time travel and interplanetary travel will feature

Hold on. Interplanetary travel? Yeah, that sounds completely buckwild. The original post states that Albion and Aurora were destroyed by an asteroid willed to strike by the wish of a mad king. You allegedly play a character in the far-flung future, at a point when humanity has managed to reach a medieval-like civilization again. Talk about a reset. It sounds too ridiculous to be true, but it also sounds like a perfectly fine excuse to wipe the slate clean, which would allow a new studio more creative freedom.

We don't have any confirmation on the rumor itself, but the official trailer for Fable 4 gives the description "Fable returns with a new beginning for the legendary franchise. Explore a land of fantastical creatures and wondrous places." We can't say for sure that Fable is getting a new beginning based on an asteroid, but hey, that would be a heck of a way to clear the slate.

Will they put the 4 in middle of the name because it looks like an A?



(Image credit: Microsoft, Playground Games)

F4BLE. *F4BLE*.

Thank goodness they didn't.

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Hey folks, beloved mascot Coconut Monkey here representing the collective PC Gamer editorial team, who worked together to write this article!

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Modder VIK-on has upgraded his Palit RTX 3070 GamingPro from 8GB of VRAM to 16GB. And, possibly more amazing than that, it works. Well, it does after some time spent trying to get the GPU BIOS to spot the upgrade properly, and eventually with some help from EVGA Precision X1.

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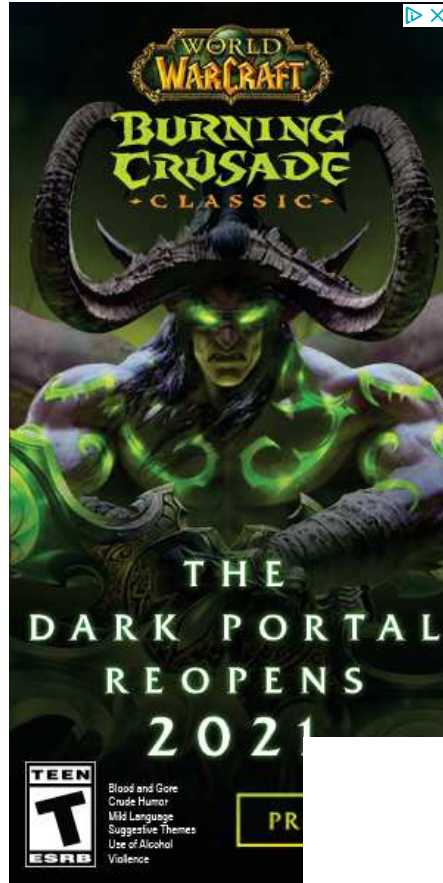
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