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About This Content

This additional content pack contains the following items;

- Full "Scythe" Hero Outfit
- Full "Bowerstone Guard" Hero Outfit
- Full "Knothole Glade Guard" Hero Outfit
 - Full "Guild Graduate" Hero Outfit
 - Full "Prophets" Hero Outfit
- "N.W.A. Staff" Will User's Sceptre
 - "The Headbanger" Lute Weapon
- Full "Apollo's" Ranger Hero Outfit
- "Apollo's" Legendary Crossbow Weapon
 - Full "Peirates" Pirate Hero Outfit
 - "Peirates" Legendary Cutlass Weapon
- Full "Snowspire Guard" Hero Outfit
 - "The Jackarse" Dead Fish Weapon
- "Sword of Strategia" Golden Sword Weapon

Title: Fable Anniversary - Scythe Content Pack

Genre: RPG

Developer:

Lionhead Studios

Publisher:

Xbox Game Studios

Release Date: 12 Sep, 2014

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Minimum:

OS: Windows 7/8

Processor: Intel 2GHz Core2 Duo / AMD Athlon 64 x2 2.4GHz

Memory: 3 GB RAM

Graphics: Radeon X1800/ Nvidia GeForce 7600GT

DirectX: Version 9.0

Storage: 10 GB available space

English,French,Italian,German,Japanese,Korean,Russian,Traditional Chinese







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If you don't like mature, dark and gory stuff, do NOT play this. Aside from this warning, this visual warning is amazing!!! I cannot help but congratulate the people tha made this game! It is so well-written, so good to the eye, the music is terrific and the plot really got me addicted to this game. I really enjoyed it. That is why I strongly recommend it to people who want to get addicted to this twisted dark fairytale. :). I love this game, and would love to see it come out of early access and get that polish it deserves.. This was a captivating adventure game with refreshingly different game play. I only wish I'd waited until all of the chapters were all released before playing it though. Hard to pick up where you left off. Some day I will defiantly replay it to it's conclusion.. Other than having to set port forwarding in the year 2017 CE for multiplayer, a few weird sync bugs, and graphics that come off initially as a test game, I do recommend this game.

The gameplay feels well balanced, there is an acceptable mix of turrets AND upgrades, the maps are creative, and I like the music.

It's fun, it's fun with a friend. Absolutely worth the \$2.. This was a pretty good Nancy Drew game. Not quite on par with some of the originals, but decently scary with fun puzzles. The setting was also quite nice.. Looks and sounds give a nice fibe. Controls are good and missions are fun and diverse.. On a 16:9 monitor the game seems to run at 800x600 stretched in full screen, but with weird letterboxing on all sides. There are no scaling options, your only options are to play it in a tiny window at correct scale or full screen with odd stretching issues (jagged lines, text rendering off screen).. Love this locomotive.. A great follow-up to the original, this developer is following through quite nicely with the concept of creating related games depicted subsequent ages of a historic civilization. Play the prequel first if you are interested, it is a smaller shorter version of this game.. Good thing I didn't pay for this piece of garbage. I would pay to get this♥♥♥♥♥♥off my library though.

I found Corinne Cross's Dead & Breakfast to be a very enjoyable experience. The characters and cute artistic direction were my favorite elements, as they really brought the game to life. Taking a ride to Chloe's Roses with an inventory full of exquisite white flowers always brought a smile to my face. Chloe always knew I had the best green thumb in town! ;)

Corinne Cross's Dead & Breakfast is a shining example that good writing and smart attention to detail are vital to a game having a soul. Something that is sorely lacking in many of today's games.. I bought this game because I enjoyed Gratuitous Space Battles enormously. What a disappointment! This game appears to be a quick and dirty attempt to profit from GSB. You get a few maps to learn from and then nothing but the same map over and over and over, with suggestions that you should play on-line to get a better experience. Maybe I am missing something, but I can find none of the maps shown in the Steam advertisement available as single player mode in the game.. This game was on my wishlist for a long time. I finally got on sale it and to be honest I was pretty disappointed with it. Yes, the game had its moments and some minor original ideas, but I didn't exactly enjoy the puzzles and the maze-like path. In fact, I rarely enjoy puzzles in horror games. Often times they, the puzzles, can make the horror feel dull. They often kill it, IMO.

I mean who would go around the underground base randomly paint walls with numbers and such to make you unlock a safe that contains a key? Or who goes around placing torn paper pieces of some code inside lockers and on walls for you to open the metal door?? See what I mean it's totally unrealistic and borderline silly.

They could have perfectly just put the key somewhere to be found, or the metal door code scribbled down in some maintenance worker's notebook or perhaps in some doctor's diary, and even that would be pretty unrealistic, to be honest.

Also, I was bothered much by the fact that you get an awesome flashlight that at some point in the game just disappears without explanation and gets replaced by an ugly black and white, but more white than black night shot camera mode which sucks and kills the atmosphere that otherwise is pretty good and chilling.

Still, I was expecting a totally different game. At times it was scary but also tedious and towards the end, it felt much like a mess to me. In the end, it didn't bring much new to the table and just I couldn't wait to finish it and move on. Sadly, I cannot exactly recommend this game.. EZ ITEMS! GO PVP!!. This game is far from being early access.

I bought the game based on the video it looked interesting and fun and quirky. 2 games in I got a refund.

The jumping may as well not be implemented

Setting mouse sensitivity is awful without spending mass amounts of time setting it up it is way way way too sensitive or way too slow,
there is literally 0 players

I hope this game does well but it needs a lot of work and I personally don't think it should be in early access until the gameplay is somewhat smooth. Crappy paperdoll game. Avoid.

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