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[Microsoft Delays Fable, Dates Too Human](#)

All in one day

[Too Human](#), the much delayed and much commented upon game from Silicone Knights, which sparked a suit against Unreal 3 engine makers Epic, is finally dated for August 19 in the United States and for August 29 in Europe. Even though missed dates are not uncommon when it comes to Too Human, this time waiting gamers may actually see it happen. The game itself is a role playing title that sets gamers in the godly shoes of Baldur, a Norse god. The game is set in the very distant past, at a time when the Nordic gods were powered by spectacular science in their activities, and it will let the player battle his way through hordes of enemies while discovering an intricate story. The game is set to be just the first part of a planned trilogy of games, in which every piece is designed to convey one of the important qualities of humanity. It's also rumored that the game is one of the most expensive ever made, with a price tag that is creeping up to 80 million dollars. Meanwhile, [Fable 2](#), designed by Peter Molyneux, the sequel to the larger-than-life-on-paper-not-so-impressive-in-reality Fable, has been delayed a bit. Initially Molyneux said that he expected the game to ship sometime in fall, but now Microsoft, the publisher, thinks that the holiday season is better suited for the release of this role playing game. Fable 2 will expand upon the world we saw in the first game. The player will be able to marry and have kids, while fighting enemies and setting out to fix what's generally wrong with the world. Molyneux has stated that the game was set to be all about loss, and what this feeling can drive a man to do. The player can be good or bad in the game, depending on what side he likes, which will have an obvious impact on the entire game world and not just on the ending, as in most games.