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Subject: I'm curious

Posted by [asmcint](#) on Fri, 08 Nov 2013 19:17:32 GMT

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Are enough of Fable II's files left over in Fable III to re-create Fable II from Fable III? I ask because I have never owned an XBOX 360, and with the new line of consoles coming around, I likely never will. As such, it would be nice to transform the PC version of Fable III into Fable II so that I can play the game I missed out on.

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Subject: Re: I'm curious

Posted by [Keshire](#) on Fri, 08 Nov 2013 20:56:31 GMT

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asmcint wrote on Fri, 08 November 2013 11:17: Are enough of Fable II's files left over in Fable III to re-create Fable II from Fable III? I ask because I have never owned an XBOX 360, and with the new line of consoles coming around, I likely never will. As such, it would be nice to transform the PC version of Fable III into Fable II so that I can play the game I missed out on.

Maybe? We can extract the bank's and recompile them all. But that's only part of the problem. I don't know the extent of any changes they've made to any of the other file formats. Then there's the issue of the scripts. The LUA number and addons are completely different. Fable 2 didn't use KoreVM. It's anybody's guess if it will even recognize them.

Best case is that the game will crash. Worse case, it burns down your home and kills your cat.

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Subject: Re: I'm curious

Posted by [asmcint](#) on Sat, 09 Nov 2013 07:50:36 GMT

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Keshire wrote on Fri, 08 November 2013 13:56: Worse case, it burns down your home and kills your cat.

Well, that's definitely worse than Fable Explorer impregnating my pets, drinking my booze, and smoking my cigarretes.

In any case, it would definitely be interesting to try.

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