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Subject: Godwin estate bugfix request...

Posted by [NamelessHero](#) on Thu, 25 Feb 2021 03:32:55 GMT

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At one point the ability to play the jukebox in the mansion at the Godwin Manor may become unavailable, meaning the Hobbes will not spawn. If the player goes to look at the highscores there are none.

Most of guides advice to play in co-op, but you know that co-op for PC version of Fable III with DLCs doesn't work correctly. And one guide advised to save in an other area, then restart game and travel to Godwin Estate. I tried it, but it wasn't succesful.

And sailor in Ravenscar can't to voyage The Hero to Godwin Estate: pressing button (Y) on gamepad or key [3] on keyboard doesn't launch a voyage to Godwin Estate, but voyage to Olde Bowerstone and Clockwork Island work correctly. (Yes I know, The Hero of Brightwall can use a map for fast travel, but will be better to fix this minor bug).

Do you have some minds how to fix this problems?

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