

fheroes2 is a recreation of Heroes of Might and Magic II game engine

<https://flathub.org/apps/details/io.github.ihhub.Fheroes2>.

To play fheroes2 you will need to copy the 'ANIM', 'DATA', 'MAPS' and 'MUSIC' folders from Heroes II to the fheroes2 folder.

For example:

- `~/var/app/io.github.ihhub.Fheroes2/data/fheroes2/ANIM`
- `~/var/app/io.github.ihhub.Fheroes2/data/fheroes2/DATA`
- `~/var/app/io.github.ihhub.Fheroes2/data/fheroes2/MAPS`
- `~/var/app/io.github.ihhub.Fheroes2/data/fheroes2/MUSIC`

Alternatively, the demo (only one scenario, no campaign and limited assets) can be installed.

<https://drive.google.com/drive/folders/1xqrLAEXX2BjnHYD3UJ8NHM85k4k7iFMa?usp=sharing/FHeroes2/>.

```
cd ~/Public/Games/FHeroes2 && innoextract  
setup_heroes_of_might_and_magic_2_gold_1.01_(2.1)_(33438).exe
```

<https://github.com/ihhub/fheroes2/blob/master/docs/INSTALL.md#homebrew-mac>: If you have a legally purchased copy of the original game, copy the subdirectories ANIM, DATA, MAPS and MUSIC (some of them may be missing depending on the version of the original game) from the original game directory to the \$XDG_DATA_HOME/fheroes2 (usually ~/.local/share/fheroes2) directory. Otherwise, you can download and install the demo version of the original game by running the /usr/share/fheroes2/download_demo_version.sh script.

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