



Fallout-CE

Fallout Community Edition is a fully working re-implementation of Fallout, with the same original gameplay, engine bugfixes, and some quality of life improvements, that works (mostly) hassle-free on multiple platforms.

Quote from <https://github.com/alexbatalov/fallout1-ce/blob/main/README.md>

This system scrapes metadata for the "fallout" group(s)

Grouped with the "ports" group of systems.

Quick reference

- **Emulator:** [FallOut](#)
- **Folder:** /userdata/roms/fallout1-ce and /userdata/roms/fallout2-ce
- **Accepted ROM formats:** .f1ce, .f2ce

BIOS

No Fallout(1 or 2)-CE emulator in Batocera needs a BIOS file to run.

Fallout 1: How to install game

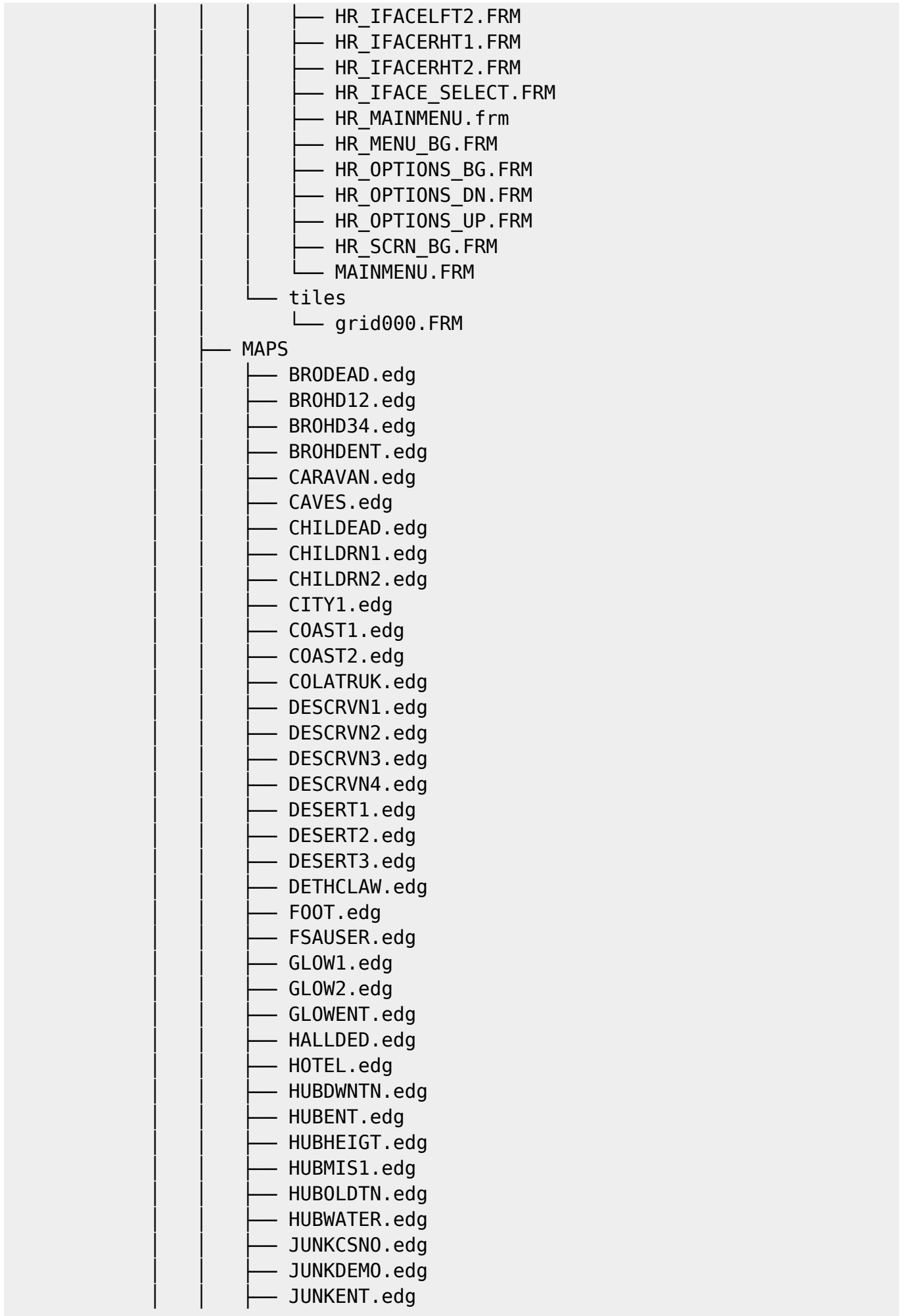
Create empty file Fallout.f1ce in /userdata/roms/fallout1-ce for example with touch "/userdata/roms/fallout1-ce/Fallout.f1ce"

Put following files into /userdata/roms/fallout1-ce

```

/userdata/roms/fallout2-ce/
├── CRITTER.DAT
├── DATA
│   ├── art
│   │   └── intrface
│   │       ├── HR_ALLTLK.FRM
│   │       ├── HR_IFACE_800.FRM
│   │       └── HR_IFACELEFT1.FRM

```

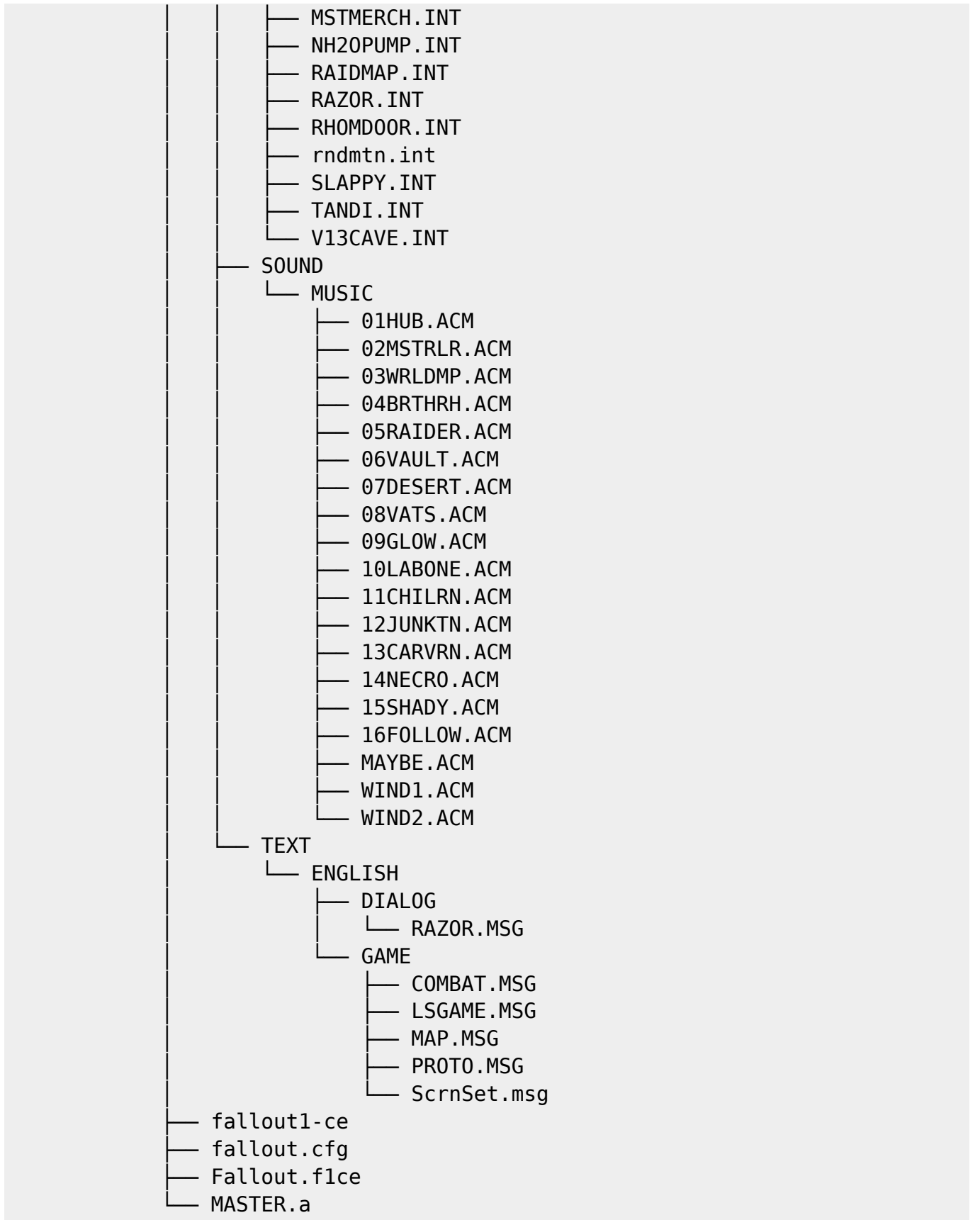


- JUNKKILL.edg
- LAADYTUM.edg
- LABLADES.edg
- LAFOLLWR.edg
- LAGUNRUN.edg
- LARIPPER.edg
- MBDEAD.edg
- MBENT.edg
- MBSTRG12.edg
- MBVATS12.edg
- MNTCRVN1.edg
- MNTCRVN2.edg
- MNTCRVN3.edg
- MNTCRVN4.edg
- MOUNTN1.edg
- MOUNTN2.edg
- MSTRLR12.edg
- MSTRLR34.edg
- RAIDERS.edg
- SHADYE.edg
- SHADYW.edg
- TALKCOW.edg
- TARDIS.edg
- USED CAR.edg
- V13ENT.edg
- VAULT13.edg
- VAULTBUR.edg
- VAULTENT.edg
- VAULTNEC.edg
- VIPERS.edg
- WATRSHD.edg

- SAVEGAME

- SCRIPTS

- BITSBOB.INT
- COCD00R.INT
- GABRIEL.INT
- GIZMO.INT
- glowgen.int
- HALLDED1.INT
- HARRY.INT
- HOTELMAP.INT
- HUBDWNTN.INT
- inblade.int
- JUNKCAS.INT
- JUNKENT.INT
- KILLIAN.INT
- LARIPPER.INT
- LARS.INT
- MASTER1.INT
- MASTER2.INT
- MORPH.INT



Fallout 2: How to install game

Create empty file Fallout 2.f2ce in /userdata/roms/fallout2-ce for example with touch "/userdata/roms/fallout2-ce/Fallout 2.f2ce"

Put following files into /userdata/roms/fallout2-ce

```
/userdata/roms/fallout2-ce/
├── critter.dat
├── data
│   ├── art
│   │   └── tiles
│   │       └── grid000.FRM
│   ├── critter.dat
│   ├── maps
│   ├── proto
│   │   ├── critters
│   │   └── items
│   └── worldmap.dat
├── f2_res.ini
├── fallout2-ce
├── fallout2.cfg
├── Fallout 2.f2ce
├── master.dat
├── sound
│   └── music
│       ├── 01hub.acm
│       ├── 03wrldmp.acm
│       ├── 05raider.acm
│       ├── 07desert.acm
│       ├── 08vats.acm
│       ├── 10labone.acm
│       ├── 12junktn.acm
│       ├── 13carvrn.acm
│       ├── 14necro.acm
│       ├── 16follow.acm
│       ├── 17arroyo.acm
│       ├── 18modoc.acm
│       ├── 19reno.acm
│       ├── 20car.acm
│       ├── 21sf.acm
│       ├── 22vcity.acm
│       ├── 23world.acm
│       ├── 24redd.acm
│       ├── akiss.acm
│       ├── wind1.acm
│       └── wind2.acm
```

From:

<https://www.wiki.batocera.org/> - **Batocera.linux** - Wiki

Permanent link:

<https://www.wiki.batocera.org/systems:fallout1-ce?rev=1738780631>

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