

## **Installation Instructions**

Warsword conquest uses warband script extender but it is included in the mod, you do not need a separate download.

Before you load up warsword you will need to delete/move the TexturesHD folder or this will cause graphical issues.

In order to play the new version you need to be on warband version 1.168 or higher. If you are not on warband 1.170 you will need to copy the exe in the 1.170 folder and paste it over the root warband exe (back up original exe in case needed again).

In order to load up the mod correctly you will need to go to the wse folder and click the wse\_loader to bring up the main loading screen. If you load up from the main exe warband script extender will not work and you will get lots of errors, especially in battle.

### **Mac Users**

**For all those mac users! when you have trouble with the hitboxes, copy the skeleton\_bodies.xml from the mod's data folder and paste it over warband data folder's skeleton\_bodies.xml!**

### **Steam Users**

If you use steam do not load up the game via the steam interface but go into the mod files and load up from the wse loader as instructed above.