

The Last Days of the Third Age

a module for Mount and Blade

Check our forums at <http://mbx.streetofeyes.com/index.php/board,20.0.html>

0. Installation guide

You need either *Mount&Blade 1.011* or *Warband* to play TLD. Install your favourite Mount&Blade game, then the module over it. The instructions vary slightly depending on the target, the latter requires some additional steps, described below.

Note: This mod is *NOT* for Mount&Blade WFaS (ever)

0.1. Installing Mount&Blade 1.011.

You may want to use the **enhanced version of M&B 1.011** (more stable, with many fixes). You can get the enhanced version from Taleworlds' official site using this link:

<http://forums.taleworlds.com/index.php/topic,199418.0.html>

Use the link above, not the official download page. The latter has old inferior version for god knows what reason. If you have `mount&blade.exe` file 2Mb in size, you already have enhanced version, congratulations. If your `mount&blade.exe` file is 3+ Mb in size, you have an older inferior version, and we strongly advise to reinstall M&B using enhanced version - it will be more stable in all the mods. You can safely reinstall atop your current normal M&B copy you bought from Taleworlds, or in a box.

If you have M&B on Steam, you cannot do this - either install the enhanced version into another location, (you can do that, yes) or follow our Steam guide from here:

<http://mbx.streetofeyes.com/index.php/topic,2465.0.html>

0.2. Installing TLD mod over Mount&Blade 1.011.

If you downloaded the **auto installer**, just follow the install wizard through the installation and make sure you **select the proper install folder**. (E.g., if your game is installed in `M&B/`, that folder is: `M&B/Modules/TLD/`)

If you downloaded the **manual installer**, make use of a decent decompression utility like *7zip* or *PeaZip* to extract the contents of the downloaded `.7z` pack into its `/Modules` folder.

By default Mount&Blade is installed in the following locations, and includes a *Native* module:

Standalone version:

`C:\Program Files (x86)\Mount&Blade\modules\` OR
`C:\Program Files\Mount&Blade\modules\`

Steam version:

`C:\Program Files (x86)\Steam\SteamApps\common\mount and blade\modules\` OR
`C:\Program Files\Steam\SteamApps\common\mount and blade\modules\`

E.g., if your game is installed in `M&B/`, unzip the content into: `M&B/Modules/TLD/`.

Note: TLD is a mod that heavily modifies the original game, so it requires to change a few files of Mount&Blade itself -- otherwise, TLD will not run! There are 2 ways to do so. These are:

Way 1: use the all-new Iron Launcher DLL.

(this should be your preferred choice. It's much cleaner and easier to maintain. Also it doesn't produce any issues some of you report as bugs, even though you just did the manual installation wrong)

Swyter has recently rewritten his old *Iron Launcher* into a tiny plugin loaded by the game. Which solves most, if not all, the installation problems in an elegant, stable and easy to use way.

Copy the new `dinput8.dll` file, located by default where TLD resides (the folder you extracted into the `/Modules` subdirectory) to the main folder of your Mount&Blade installation, right into your game root, where the main game executable (`mount&blade.exe`) is found.

Then just run the game as normal, this tiny DLL is loaded automatically and transparently by the engine, and everything should work magically without replacing core files, avoiding traditional Mount&Blade limitations while allowing you to play TLD and other mods without further complications.

In the unlikely event that it doesn't work for some reason, you have to resort the other way (below). Tell us why it didn't work by posting the contents of your `dinput8.dll.i1.log` file.

Be warned that if you mistakenly delete `dinput8.dll` TLD will no longer run correctly and you'll have to copy it back in place, it has to be there every time the game launches.

Way 2: Manually copy the files. Go to `M&B/Modules/TLD/data/` folder. Here are all the TLD files which must replace original M&B files, so that TLD can run. Specifically:

- copy all five `core_*.brf` files to: `M&B/CommonRes/` (overwriting);
- copy all three `*.txt` and both `*.xml` files to: `M&B/Data/` (overwriting);
- copy `mb.fxo`, all five `*.pp`, and the `*.bik` files to: `M&B/` (overwriting).

Be sure to follow the above instructions carefully!

Now you have all critical files in place to run TLD.

Be warned that M&B, after this, will work only with TLD. **Native and other mods will not run.** Now launch M&B normally, choose TLD from module menu and enjoy.

0.3. Installing TLD mod over Mount&Blade Warband.

As this module wasn't originally made for Warband it needs an additional compatibility patch for it to work, which is applied over the standalone 1.011 version. Read the entire paragraph.

That means that you need to download two files: The latest standalone 1.011 version and the latest Warband compatibility patch. Once you have both of them follow the steps for M&B 1.011 described above, with the sole difference of the Iron Launcher DLL being optional, in this case it is just used to play the intro video. The second way of copying core files described above doesn't work with Warband and will corrupt your game files, so don't attempt it.

By default Warband is installed in the following locations, and includes a *Native* module:

Standalone version:

```
C:\Program Files (x86)\Mount&Blade Warband\modules\ OR  
C:\Program Files\Mount&Blade Warband\modules\
```

Steam version:

```
C:\Program Files (x86)\Steam\SteamApps\common\mountblade warband\modules\ OR  
C:\Program Files\Steam\SteamApps\common\mountblade warband\modules\
```

(Extract the **TLD** folder from the standalone 1.011 inside **/Modules**)

Open the compressed compatibility patch with *7zip* or *Peazip*, extract its contents to the **TLD** folder under your **M&B/Modules/** subdirectory and replace all its files when asked.

Launch Mount&Blade Warband, select TLD from the dropdown list and the game should start.

1. Introduction to TLD

TLD - *The Last Days of the Third Age*, is a total conversion modification for Mount and Blade 1.011. The mod is set in Middle Earth - a fantasy world created by J.R.R.Tolkien in his novel "*Lord of the Rings*" and others. TLD is inspired by the books and is not a movie-based mod. Our goal is to allow the player to participate in the War of the Ring, in which forces of light and darkness battle over the fate of Middle Earth (for practical reasons of war intensity, only the part east of the Misty Mountains is covered by the map).

Version 3.0 has been created in 2010 and 2011, after much progress and code was lost with the disappearing of the mod's leader Ancientwanker.

Following versions have been released in 2011-2013 and contained mainly fixes, polish and some new features.

Version 3.3 which also marks the enormous achievement of a Warband port by Swyter was released in early 2014.

Many people contributed to this mod and a complete list of developers and contributors is here:

<http://mbx.streetofeyes.com/index.php/topic,2465.0.html>

(if you feel someone is missing, let us know!)

2. What is there to do?

2.1 Starting tips

You choose your faction at the start and you can't change it later. You can also choose from different races: men, elves, dwarves, uruks, uruk-hais or orcs. Remember that both the faction and the race you choose will limit you in certain ways. Some factions provide excellent soldiers, but in small numbers. Some have weak troops, but you can hire many. Smaller orcs can't wear armors designed for big guys, but can ride some beasts instead. Dwarves have exceptional gear, but can't ride mounts.

This is not designed to be fully (artificially) balanced. Playing weaker races or factions can be more challenging (as a first game, you might want to prefer options, in the starting menus, which are placed on top of the list of alternatives).

You choose a faction and you fight for it until your side wins the great war, or until your faction gets wiped out. In that case you can still keep fighting for your allies.

Note: TLD is mainly designed to entertain you with the *War of the Ring*. However, we encourage active role-playing and exploration. There are easter eggs, there are hidden scenes and places on the map, unique quests and bits of Tolkien lore strewn everywhere.

Talk to people: Seriously. It's not just for role-playing, talking to walking NPCs in settlements provides you useful advice for gameplay as well as information leading to some of these easter eggs and quests.

It's not all about the fighting, at least we hope that's not all you're doing in TLD. :)

2.2 The war

At the beginning of the game the War between good and evil hasn't started yet. You'll be notified when it does. (This does *NOT* depend on time spent playing, rather on how ready your character is for the war.) While Middle Earth might look like a pretty empty and quiet place at start, it gets filled with hostile parties very quickly once the War starts. Be prepared and use your few days of peace wisely! You can perform quests for the lords and leaders of all allied factions, raise troops and train yourself in the barracks.

The war itself can be won or lost, unlike in the original M&B. Every faction has a strength rating - which changes according to faction successes or failures in battles. With strength dropping low enough, it becomes possible for enemies to siege faction cities/camps. When a faction drops to the lowest status, it is possible to defeat it completely by storming its capital.

Note that player himself cannot initiate sieges in TLD. He can only help his faction and allies in siege battles if their leaders decide that it is time to go storm the enemy settlement.
(this is a design decision, not a bug. It's also something we want to tweak in future releases, so the option to siege is available, but very costly and difficult to obtain.)

There are several theatres of war in TLD, defined by geography. When one side eliminates all the enemies in its current theatre, it will send an expeditionary force to help allies on other theatres. Expeditionary force will build an advance camp in the other theatre and operate from there. If the good forces are completely defeated, but Mordor and Isengard still stand strong, the two towers will battle each other over total dominance.

2.3 “Economics”

There is no money in TLD. Instead you develop relationships with factions - represented by Resources, Influence and Rank.

Resources are what's needed to sustain the faction in war - you can redeem looted scraps and items for it and you're also given a certain number of resource allowance each week depending on your rank within a faction. You can use this allowance to get soldiers, gear, horses for you to command and companions to follow you, but only if you accumulated enough. You have a separate resource/influence/rank pool for each Faction, remember that!

Influence points are awarded for finishing quests and winning tough battles. They can later be spent on special items as a reward from the rulers of factions you got the influence with.

Rank points allow you to rise up in the ranks of your faction - this will determine your max party size, weekly resource income and unlock other stuff.

Due to being true to lore, we have also disabled by default the option of the so called “cross-dressing”: a Gondorian wouldn't likely ever wear looted orc armour, and vice-versa. After most battles, you will find few or no items in the loot which can be used directly. Instead, “metal scraps” are dropped, which represent salvageable equipment and can then be given to your smiths who require them, for Resource Points.

What's there for you to do in TLD, in a nutshell: raise your troops, develop your character, help your allied factions with battles and quests. Rise up in ranks, get special items, explore locations, talk to different people (and other creatures), maybe you can learn something quite useful ;)

And of course, have fun!

3. Factions

(Note that we're not posting troop trees and detailed descriptions on purpose. You can generate them easily using the community-developed tools, if you feel you need to know all this.)

Quick start tips: Elves are VERY powerful, the only frustration you'll run into is lack of troops to recruit. Playing Mordor can also feel easy, as the evil factions tend to steamroll Gondor quite badly. As a leader of large orc armies you'll keep running out of food soon. This is by design, so rest assured we enjoy the taste of your sweet angry tears. ;P Generally, playing Good in the North is a bit easier than in the South, it's the reverse with Evil.

In the North

The Good:

Woodmen were those Northmen who dwelt in the forests of Middle-earth, and especially Mirkwood in the Third and Fourth ages.

Beornings were a people of the upper Vales of Anduin, between Mirkwood and the Misty Mountains. It is possible that the Beornings became known as a people through being descendants of Beorn. During the War of the Ring, Grimbeorn the Old, son of Beorn, was the leader of the Beornings.

These northmen only fight on foot and their infantry is decent, if not very well equipped. Various scout troops provide ranged support and the rest are mostly lightly armoured axemen.

Dale is a city rebuilt by northmen who share the ancestry with the Rohirrim joined by the survivors from the lake city of Esgaroth. (after it was burnt down by Smaug).

Men of Dale provide tough infantry focused on polearms, famous archer troops topped by the legendary Barding bowmen and a merchant guard line acting as reasonably good cavalry.

Dwarves are short and tough, very strong and very well equipped. They come from the Lonely Mountain and the Iron Hills.

Their army consists of an infantry line, a scout/archer line and an Iron Hills line (the heaviest hard-hitting infantry).

Elves of Lothlórien are a powerful group of Nandor and Sindar living in the Lórien woods, led by lord Celeborn and lady Galadriel.

Their forces consist of an infantry line and a scout line. All their troops are very skilled, well equipped and overall deadly. A rain of arrows from under the forests cover, followed by a devastating infantry attack, is their main tactic.

The Woodelves are Sindar living in Mirkwood, led by king Thranduil.

They too have an infantry and a scout line, but focused more on the archers than the elves of Lórien. Their infantry specializes on spears.

Elves of Imladris (Rivendell) are Sindar and Noldor led by lord Elrond and his two sons. Much of the West of old remains in their household, powerful elven lords and ancient artifacts. Under their banner the Dúnedain of the North march as well - tall dark haired rangers and nobles of mixed Dúnedain blood clad in ancient maille.

Very well equipped and highly skilled infantry, archers and also cavalry.

The Bad:

Men of Rhûn are tribal easterlings from around the sea of Rhûn.

The bulk of their army is cavalry - horse archers and lancers, both very lightly equipped, the top tier cavalry is much heavier on larger mounts. Their infantrymen are also quite lightly armoured and wield large axes and swords.

Dol Guldur is an old fortress of Sauron in Mirkwood - orcs now launch attacks at the forest elves from there.

The Dol Guldur troops are just orcs, quite similar to the Mordor types. Overall typical orc infantry, archers and also the warg riders.

Gundabad used to be a dwarven sacred place, later it became a massive orc city in the mountain. It was abandoned for a while, but now the orcs returned in large numbers.

The Gundabad orcs are very similar to all other orcs, but their nature is more savage. Their equipment is primitive and their fighting style barbaric.

Orcs of Moria occupy the halls of Khazad Dûm.

Orcs like all others, but their equipment is better, because they use metal scraps and bits of looted dwarven armour.

In the South

The Good:

Gondor, the "land of stone", is inhabited by descendants of the ancient Númenoreans. Proud men standing as the last line of defence against the darkness of the Enemy, ruled over by steward Denethor.

Gondor's military is composed of forces coming from all the different fiefdoms. You get the standard army with solid and well armoured troops overall (infantry, archers and cavalry), Dol Amroth famous for their heavy cavalry, green archers and spearmen from Pinnath Gelin, bowmen from the Blackroot Vale, axemen of Lossarnach, heavy marines from Pelargir or hardened clansmen of Lamedon.

Rohirrim are the horse lords of the Mark of Rohan led by king Théoden.

Rohirrim have very good cavalry - from heavy lancers to agile horse archers. They have an infantry line as well, branching into shieldwall forming troops and heavy swordsmen bearing longswords.

The Bad:

Mordor represents Sauron's own forces bred in the darkness of the Black Land.

Armies of Mordor consist of orcs, uruks and evil men (Black Númenoreans). Uruks of Mordor are the better equipped and stronger breed of orcs, but have no archery line. Most regular orcs are infantry, skirmishers or archers, but there are also orc warg-riders. Black Númenoreans are a rare, but very dangerous infantry and cavalry. Sauron has also bred fierce battle trolls, but they're extremely rare.

Isengard is ruled by Saruman, the betrayer wizard. He created his own version of orcs: the uruk-hai.

The forces of Isengard are quite well (if crudely) equipped. The orcs are comparable to any other orcs, but the uruk-hai are truly deadly killing machines - wielding pikes, halberds, heavy axes and nasty cleavers. They also have largest bows among any orcs.

Dunlanders are wild men, enemies of the Rohirrim who drove them from their homeland. They're very poorly equipped, almost no real armour and sharpened wooden pikes and antler axes. Their chieftains wear old maille, crudel helmets and rare swords. They also have a cavalry line, but it's also quite weak.

Variags of Khand are fierce easterling raiders wearing terrifying battlemasks.

They rely on fast light infantry (skirmishers and blademasters) and heavy axemen, while their cavalry line contains both lightly armoured agile skirmishers and heavy cataphracts.

Haradrim come from the deserts and rain forests of the far South - dark skinned with an affection for gold.

Haradrim have average infantry (skirmishers/archers and spearmen/swordsmen) from Great Harad, a cavalry line (both heavy cavalry and horse archers) from Harondor and a Far Harad line of tribal warriors.

Corsairs of Umbar are southern enemies of Gondor, descendants of the Black Númenoreans.

Corsairs employ both lightly armoured skirmishers and heavier swordmasters as well as iron longbowmen.

4. Controls/Features

TLD options: You can tweak the behaviour of the game in a number of ways through the “*TLD Options*” camp menu. You can access the menu when you camp on the map. All options are ON/OFF switches for the sake of simplicity.

Traits: You can get traits in quite a few ways. They describe how you play your character and reward or punish you for these decisions and actions.

You can view the list and descriptions of your character's traits in the “Reports” menu.

Others: There are other features which only apply to certain situations or factions - like orcs' ability to eat prisoners, or NPCs being killed in battle. We'd like to keep those a surprise, you should find them yourselves. In the worst case, some good soul will make a gameplay guide, no doubt.

4.1 Formations and Battle AI

Your troops will position themselves and hold at the beginning of each battle, instead of blindly charging.

Only major factions (all 18 of them) use formations (+deserters), bandits will simply charge.

There is a slight difference between good and evil factions, good infantry will form shield walls (usually defensive - shielded troops first, but it can form a phalanx if you have pikemen), while evil infantry will form ranks (best troops first).

Formations only work in field battles (meaning not in custom battles and sieges).

Any time in-game that you have a formation form or "Hold," it will set up near the position that the player had when the command was issued: infantry to the left, cavalry to the right, and archers up front. Additionally, the formations may maintain the same FACING that the player had (depending on mod design).

Whenever a unit first forms a particular formation, troops may spread out for ease of forming up (depending on mod design).

Player troops start every battle in formation.

Unless changed by mod design, formation key bindings are:

- "J" for ranks

- "K" for weapon-based ranks (shieldwall, phalanx)

- "L" for wedge (the player ought to reassign the "L" for "Log" mapping)

- ";" for square

- "U" for no formation (undo formation)

The "ranks" command for archers puts them in a staggered line.

Cavalry will not make any formation other than the wedge.

Charge (and Dismount for cavalry) will undo a formation. The player may Advance multiple times to have a formation move toward the average position of the enemy. Or use the order panel or hold-F1 to place them (or sweep them across the enemy for the cavalry wedge).

4.2 Battle Morale

As a leader it's your responsibility to keep your troops in order during battle. The more casualties your side suffers, the more their morale crumbles. Keep watching for messages popping up! You can support your troops in two ways:

1. Killing enemies. If you do well, you impress your men and they fight harder and don't flee.

2. Rallying them. If your troops are fleeing, press "v". Your character will sound a horn and rally the troops. You get only a limited amount of rallies per battle! (the amount is based on your Charisma and Leadership)

It can be quite the advantage if you manage to defeat the enemy commander, because that robs enemies of their leader, they cannot be rallied. Therefore once you manage to rout them, they're gone.

5. FAQ

5.1 General Questions

Do you have a question not answered in the FAQ? Ask away on our forums:

<http://mbx.streetofeyes.com/index.php/topic,2479.0.html>

If it's a good question, we'll add it right here!

(Here's a player-compiled FAQ for absolute dummies who refuse to read the Manual:

<http://mbx.streetofeyes.com/index.php/topic,2926.0.html>)

Q: Your intro is annoying! Can I disable it?!

A: Why yes. In the main Mount&Blade folder there is a file called "binkplay.exe".

Rename it to something like "binkplay_disabled.exe" or delete it, the videos won't play anymore. If you ever change your mind, rename it back to its original filename.

Q: My orc army is constantly starving! Where can I get more food?

A: Enemies are a walking pantry for the savvy orc commander. Review your troops and slaughter some prisoners, you'll have plenty of manflesh to feed your lads.

Q: Lords aren't sieging the enemy settlements? What can I do?

A: Weaken the enemy further, as their faction strength goes down, they become more vulnerable and requirements for sieges will go down. You can also set these req. in TLD options.

Q: Why aren't we ever sieging Isengard?

A: Isengard and the tower of Orthanc are special, you have to grind the enemy force down so that they spawn a last defence party. When you defeat that party, Isengard falls as the ents join the fight and crumble its walls.

Q: How can I get rid of the Oathbreaker trait (SPOILER!)

A: You need to successfully complete another oath. Kill lots of smaller parties, don't get help from allies (that doesn't count). Always kill the precise faction who'd slain the hero!

Q: My uruk can't ride anything? That blows!

A: There are huge wargs you can get as rewards from faction leaders, uruks can ride those.

Q: What's the deal with Moria? What can I do with the item I found there?

A: Nothing, at the moment. It's planned to be expanded into a quest item. (no, you can't mine mithril)

Q: **Looking for easter eggs is hard. Is there a (SUPER SPOILER) thread with all of them?**

A: Yes, there is: <http://mbx.streetofeyes.com/index.php/topic,2564.0.html>
(you lazybutt)

Q: **I can't find the mountain trolls for Saruman, where the hell are they?!**

A: Let's see, trolls live in the Misty Mountains. They live in caves. Now, where could they be hanging around?.

Q: **Why can't I capture enemy commanders?**

A: You can only capture them if you have the quest "capture enemy commander" active. As far as I know, if you have the quest active, your chances of capture are high, and dependant on your prisoner management skill. IF you attack an enemy commander on your own, you will usually capture him, but if you join in, this may not happen. AFAIK, this is due to M&B native mechanics.

Q: **Why can't I capture orcs/elves?**

A: Only humans can be captured (true to lore) if you a good faction. If you're evil, everyone is game for capture. Elves can never be captured if you are an evil side.

Q: **How do I gain rank and influence?**

A: Rank is similar to the "renown" in M&B vanilla. You gain it by doing quests, fighting battles.

Rank points lets you gain rank in a particular faction.

Influence is gained at about 1/6 of rank. So if you fight a battle and gain 6 rank, you gain 1 influence. There are other ways of gaining influence as well.

Q: **I can only seem to get maximum of 13 rank in any battle?**

A: This is coded. At most you can get 13 rank and 2 influence although if you assist others, you sometimes get two checks at rank, ie you can get 13+2 and then 13+2. This also encourages people to do quests.

Q: **Is there a list of items you can get for each faction and the influence cost?**

A: Yes: <http://mbx.streetofeyes.com/index.php/topic,2546.0.html>

Q: **Is there a list of companions?**

A: Yes: <http://mbx.streetofeyes.com/index.php/topic,2546.0.html>

Q: **What is the point in the "gift to another faction" quest?**

A: Transfer resource points from one to the other.

Q: **Animal ambushes are annoying! How can I get rid of them?**

A: Animals are afraid of large groups of soldiers. If your party's small, avoid Mirkwood and the mountains.

5.2 Optimization/Performance Tweaking

Hint: For the most up-to-date tips on optimization and performance, read this thread:
<http://mbx.streetofeyes.com/index.php/topic,2503.0.html>

First up - to avoid a bug that corrupts your save file while playing the Mount&Blade 1.011 version:

1. If you can: save only in scenes like Towns, not on the map. If you have to save on the map, **STAND STILL** while saving. Don't save while moving!
2. Save often and into different slots. Don't have only one save slot, if it corrupts, you're done.
3. If you load a game and it always crashes after you move anywhere for a few seconds, your save file is corrupted. Check the backup which Mount&Blade makes! The backed up save file sometimes works.
4. If you're starting again after a corrupted save, try lowering the amount of parties on map in TLD options.

TLD specific performance tips that seem to help:

1. **If getting crashes in battles (either RGL errors, or just no message crashes)**
 - a. Turn off ragdolls. (explanation: the ragdoll engine in MaB is really old and doesn't like our custom skeletons. Experience says this prevents many crashes mid battle.) (MnB)
 - b. Lower corpses in Options. Try lowering it slowly and see what amount of troops your computer manages to handle. (turn them off completely to be sure) (MnB and Warband)
 - c. Lower your battlesize. Try lowering it slowly and see what amount of troops your computer manages to handle. (MnB and Warband)
 - d. Try setting 'IronLauncher.exe' (if you're playing an older version. Why don't you get the newest one with Swyter's updated launcher?) and 'mount&blade.exe' compatibility to WinXP (some users say WinXP SP3 doesn't work, try SP2 in that case)(MnB)
 - e. (**Warning: This option is only for skilled computer users! DO NOT TRY THIS UNLESS YOU'RE ABSOLUTELY SURE YOU KNOW WHAT YOU'RE DOING!**) Try increasing your page file to 1.5x - 2x your amount of RAM. (MnB and Warband)
 - f. (**Warning: This option is only for reasonably able computer users!! If you're not sure how, there's a thread about it somewhere. Search for that.**) - If you have Win7 and enhanced version (M&B.exe 2.0Mb in size) try set it as "Large Address Aware". E.g. by using CFF explorer to edit .exe under 'File Header > Characteristics > click here > and check "app can handle >2gb address space", (hat tip Barf) (MnB only, because Warband is already capable of using more than 2 GB or RAM)
 - g.

2. If getting crashes in sieges, but not battles

- a. Lower your battlesize to about half of your normal BS, or lower. (explanation: sieges handle the troop amounts in a different way, experience says this helps avoid crashes during sieges.) (MnB and Warband)

3. If getting bad performance (stuttering, low FPS)

- a. Lower texture detail slowly until you see improvement. Some people say even 90% helps, some need to go lower. (MnB and Warband)
- b. In the most extreme cases, try playing in DX7 mode. It's not pretty, but it'll allow you to play. (MnB and Warband)

More general tips:

1. Optimize Mount and Blade/Warband itself - many useful tips can be found here:
<http://forums.taleworlds.com/index.php/board,6.0.html> - M&B 1.011
<http://forums.taleworlds.com/index.php?topic=183782.0> - Warband
2. We've already converted sounds to .wav, to increase performance and avoid the vertex buffer crashes. Still, if you're getting these crashes, try buying and installing a sound card.
3. **Save often**. The game will crash, for some more than for others. Be especially careful with large battles, sieges and going into complex scenes (large settlements and so on).
4. Flora is optimized as well as we can make it, but once in a while the generation of trees and grass will go crazy and you'll end up in a jungle scene which may crash the game. Unfortunate, but we haven't found a way to fix this yet.
5. *Get more RAM*. A better GPU will result in smoother play and nicer graphics, but lack of RAM seems to cause frequent crashes. Especially if you're running Windows 7, you definitely need at least 4GB of RAM.

5.3 TLD, Y U NO...

This section contains the common complaints we used to get and which we expect to get again.

So, TLD, why...

Q: ...you don't look like the movies?

A: Because TLD is a mod based on the books.

Q: ...does some of your stuff look like in the movies then?!

A: Because it doesn't contradict the books and because we like it.

Q: ...don't you change the elves/wargs/gondorian armour/orcs to look like the movies?

A: Because we like them this way.

Q: ...are there no mumakil/oliphants as battle troops?

A: Because it'd be very difficult to make them work properly and look good.

Q: ...can't I meet/kill the Fellowship, have them and Gandalf and Legolas in my party?

A: They have their own journey, their own task to do. You're fighting the War of the Ring.

Q: ...isn't there an Eriador faction?

A: Because the Eriador area is not in the mod.

Q: ...isn't Eriador in the mod?

A: Because by the time of the *War of the Ring* it was mostly deserted and nothing important for the war happened there.

Q: ...aren't there any hobbits and men of Bree? Anywhere?

A: Because the previous two answers.

Q: ...aren't there any spider-riding orcs?

A: Because punch yourself.

Q: ...isn't this mod for Warband?

A: Because it started being developed for MnB and porting it in its current state would require much more additional time. Nonetheless, Swyter is currently porting it on his own initiative since early 2014 and a pre-release version may be released soon, with a stable patch following it shortly.

update: If you're reading this, the Warband port has been released. Yay! \o/

5.4 For the Purists

Q: Why aren't elves taller than men?

A: Because we'd have to make another skeleton for them and scale all armours and overall it'd be too much work for little gain.

update: Now they are. Hah! (just a bit, but still taller)

Q: Why does the star of Arnor have only 4 beams and not 6? (like the star of Eärendil)

A: A small invention of ours - the missing beams mean there is no king(dom) of Arnor.

Q: Why are there orcs out in the daylight? Shouldn't they be afraid of the sun?

A: It's for convenience's sake. We are aware of this trait of the orc breed and deal with it using penalties to skills and stats during the day..

Q: Why don't the trolls turn to stone in daylight?

A: Similar reasons - it'd be a huge pain differentiating between the various breeds of trolls and their in/ability to bear the light of the sun. The shadow of Mordor is spreading, the trolls can bear the sun for now.

Q: Why isn't the outer ring of Minas Tirith made of black stone?

A: It just looks a damned lot better this way. May Tolkien forgive us our sin...

Q: Where's Rammas Echor?

A: Not in the mod. (yet?) For technical reasons.