Peter's SkyrimSE MP Pack

Preamble

Hello, this document is divided into 5 sections: Requirements, Pre-Installation, Installation, Post-Installation and finally, Launching and Connecting In-game.

This pack uses Wabbajack to automate the mod installation and Mod Organiser 2 to manage the installed pack. Unfortunately, the pre-installation and post-installation tasks cannot be automated and instructions are provided. Be sure to read all instructions carefully.

Requirements

- Skyrim Special Edition on Steam with the free Anniversary Edition update
  - GOG/EPIC not supported. Non-Steam versions will not work, no support will be given for them.
  - You do not need the paid upgrade 'Anniversary Upgrade' DLC and will need to uninstall it. Instructions are included in Pre-Installation.
- 40GB of free space for pack installation
- A Nexus Mods account (Premium recommended but not required)
- Patience
- Time

Pre-Installation

In order to prepare your Skyrim SE installation for 'Peter's Skyrim SE MP Pack', You will need to clean your installation of Creation Club content and other conflicting directly installed mods. You also need to make your installation is compatible with Skyrim Together Reborn.

To start with, we will link you to a webpage to follow as a guide to getting your installation ready. Please ready and complete the following pages. You do not need to follow any other instructions on any other pages, only the listed pages below in order.

- https://wiki.tiltedphoques.com/tilted-online/guides/client-setup/initial-setup/removing-the-old-setup
- https://wiki.tiltedphoques.com/tilted-online/guides/client-setup/initial-setup/installing-the-game
- https://wiki.tiltedphoques.com/tilted-online/guides/client-setup/initial-setup/launching-the-game
- https://wiki.tiltedphoques.com/tilted-online/guides/client-setup/using-modorganizer2-mo2/disabling-the-anniversary-editions-included-creation-club-content
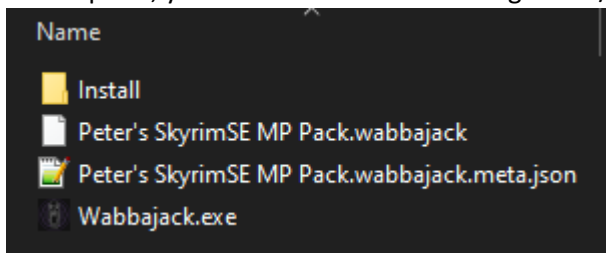 - Follow the steps in option 2. Ignore instructions about MO2. That comes later.

At this point, your Skyrim SE install should be clean and ready to go.

Installation

Now, you need to install Wabbajack.

Wabbajack will take care of installing mods and preparing an instance of Mod Organiser 2 to house the pack.
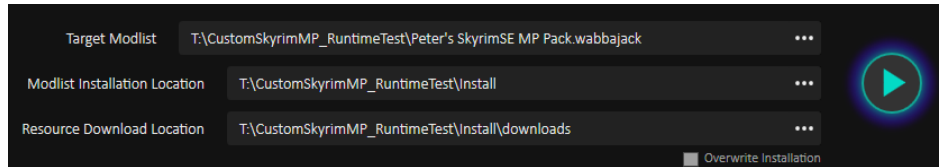
1. Start by creating a directory on your hard drive to store both Wabbajack and the supporting files.
   a. This should be on the same drive that Skyrim SE is installed to, but not within the game installation folder as that will cause issues.
2. Create a folder inside that directory called Install.
3. Download Wabbajack and place the executable in the first folder.
   https://www.wabbajack.org
4. Download the current version of the pack from
   https://github.com/pacas00/SkyrimSEModPack/blob/main/README.md and extract the zip to the first folder.
5. At this point, you should have the following folder/file structure.

6. Run Wabbajack. It will download the latest version of itself into a folder.
7. You will be presented with this screen. Click Install from disk.

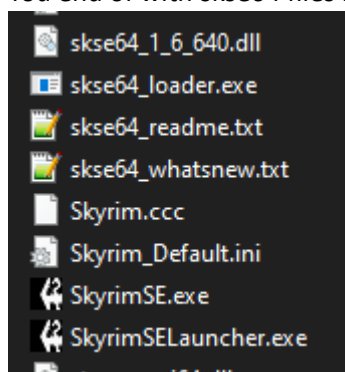8. Click the triple dots at the end of 'Target Modlist' and select 'Peter's SkyrimSE MP Pack'.

9. Click the triple dots at the end of 'Modlist Installation Location' and select the 'Install' from earlier.
10. Finally Click the Play button to start the install. The pack will begin installing.
11. Once finished, Wabbajack will automatically open this readme file (todo), Close the extra copy and Wabbajack and continue with Post-Installation.

Post-Installation

Unfortunately, the one part I cannot make this do automatically is install Skyrim Script Extender 64Bit (SKSE64) for Skyrim SE.

1. Download SKSE using THIS LINK: https://skse.silverlock.org/beta/skse64_2_02_03.7z
2. Open Steam and head to your library.
3. Find The Elder Scrolls V: Skyrim Special Edition
4. Right-click it, Go to Manage and select Browse Local Files.
5. Open the downloaded archive and extract the contents of the 'skse64_2_02_03' folder into your 'Skyrim Special Edition' folder. This is the only thing that needs to be installed directly to the game folder. Replace everything when asked.
    a. If you cannot open the downloaded archive, Install a proper archive manager that supports 7z.
        i. Example: https://www.7-zip.org/download.html
6. You end of with skse64 files in the same directory as SkyrimSE and SkyrimSELauncher.

7. You are now ready to start the modpack.
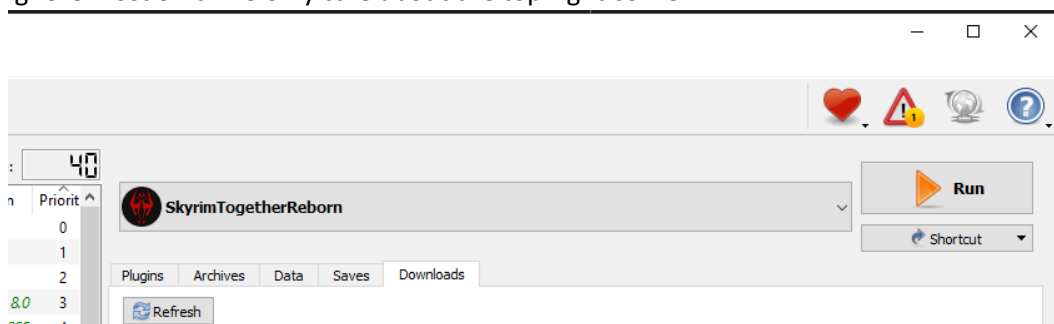
Launching and Connecting In-game

Congratulations on making it here. If all went well, you now have a working installation. Time to start it, get out of Helgen and join a game.

But first, please read the following page and take note of the playguide.
https://wiki.tiltedphoques.com/tilted-online/guides/client-setup/using-modorganizer2-mo2/playing-skyrim-together-reborn/before-we-begin
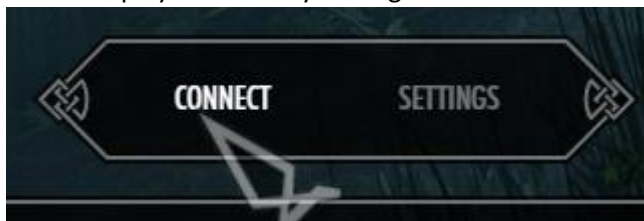
Starting MO2, to start the game.
1. Navigate to the folder you installed the pack into and open the Install folder.
2. Run ModOrganizer and prepare for a slightly complicated interface. Don't worry, you can ignore most of it. We only care about the top right corner.

3. Ensure that the dropdown (^ says SkyrimTogetherReborn) has SkyrimTogetherReborn selected.
4. Optionally, Use the shortcut dropdown to make a shortcut to easily launch this again later.
5. Click Run and the game 'should' start.
   a. Note, you may need to switch to [Skyrim Special Edition Launcher] and set your graphics settings correctly first. Close the launcher without starting the game after changing settings.
   b. Always launch this pack with SkyrimTogetherReborn or things will break.
6. Start a new save (if you haven't already) and play until you've left Helgen.

Joining a game server
1. Once in-game and past the Helgen intro to the game. Hit F2.
2. The Multiplayer UI for Skyrim Together Reborn has now opened. Click CONNECT.

3. A new window will open where you can fill in the connection details and password. Fill it out with details provided to you, or join a public server if you know there is one you can join.

Happy Dragon Slaying.