The Elder Scrolls III
MORROWIND
Game of the Year Edition

ADDENDUM

INSTALLING MORROWIND GAME OF THE YEAR

Install the CDs in the following order:

1. MORROWIND
2. TRIBUNAL
3. BLOODMOON

BLOODMOON will automatically patch your game. If you install TRIBUNAL **after** installing BLOODMOON, you **must** re-install BLOODMOON again to patch MORROWIND up to the latest version.

STARTING TRIBUNAL AND BLOODMOON

TRIBUNAL and BLOODMOON will work with any new or existing game of MORROWIND. In order to run TRIBUNAL or BLOODMOON, the respective master files – Tribunal.esm and Bloodmoon.esm – must be active. By default, they are both active. If you choose to unselect any or both of them in the Data Files section of the Morrowind Launcher, the game will still run correctly, but the new quest functionality will not work properly.

Upon loading an old game or starting a new one, you will immediately experience the new features, such as the new map and journal. However, while TRIBUNAL and BLOODMOON are designed so any level character can visit Mournhold and Solstheim, they are intended to challenge high-level characters. So if you start a new character, you may want to build your character up in MORROWIND before taking on TRIBUNAL or BLOODMOON.

Loading Morrowind Save Games

When you load a MORROWIND save game file for the first time using TRIBUNAL or BLOODMOON, the game must Parse Quests. This is related to the new journal system and may result in a long load time, depending on the number of entries in your journal and the speed of your computer. Once you finish loading the save game, be sure to save it right away so that you can avoid this load time in the future. This additional load time only occurs the first time you load any save game file from MORROWIND that has not been saved while playing BLOODMOON or TRIBUNAL.

TRIBUNAL save games will work normally. However, if you resave a TRIBUNAL save game with BLOODMOON loaded, the save game will require BLOODMOON from that point forward.

Plugins

If you are using any official plugins, you may get an error message each time you begin a game. The plugins may be based on an older version of MORROWIND than the one you are playing with. In most cases, you can simply just continue and the game will run fine. To remove the message, you can:

1. Open each of the plugins in the TES CONSTRUCTION SET and then save them.

2. Download new versions of the plugins once they've been updated to be current with BLOODMOON.

New Journal Features

The Journal now allows you to filter your quests. To access the new features, click Options in the bottom left corner of your journal. You'll see the Topics button and the new Quests button. It functions the same as it does in MORROWIND.

Click Quests to see all your active quests (Show Active) or all the quests you've completed (Show All). As you finish quests, they will be grayed out. Click on a quest title to see everything you've been told about that quest. Click Journal to go back to your journal or press the **J key** again to close.

NOTE: The new Quest functions in the Journal require the Bloodmoon.esm and/or Tribunal.esm to be loaded to work correctly.

Placing Notes on the Map

You now have the ability to make notes on your Local Map. Simply right-click to bring up the Local Map and then double-click on the location where you want to make a note. Type in the text you want associated with that marker, then hit Enter. The note will be saved and a red marker will be placed on the map.

Roll your mouse over markers to read your notes. Door markers will list the notes you've created in that area. You can double-click on any note you've left to edit it or use the Delete option to remove it.

Mercenary

You may find a mercenary for hire in Mournhold. A mercenary follows you, fights for you, and helps you carry burdens. Access a hired mercenary's inventory by selecting **Share** in the dialogue menu. A mercenary will tirelessly carry your gear without complaint, but…the mercenary works for profit. If you allow the Profit value to go below zero, he will get angry and quit. As long as the total value of items in the mercenary's inventory is at least as high as he started with, he will remain happy.

Mercenaries may decide to use items you place in their inventory. If you give them better weapons and armor, they will fight better. This can be a bad thing when you need to use some restore health potions you gave him to carry and find that your mercenary drank them all in your last fight.

Pack Animals

Trained pack animals are for sale in Mournhold. These creatures will follow you faithfully, carrying your heavy burdens. To access their inventories, activate them with the **Spacebar** when their name is visible. Pack animals don't use the items you place in their inventories – though the temptation to scarf down the kwama eggs they carry must be terrible.

Seller Max

A new button called Seller Max will allow you to automatically match the Seller's maximum gold amount.

Getting Started in Tribunal

Tribunal begins the first time you rest. You will be awakened by a disturbance. A journal entry will record what happened and the first Tribunal quest, Dark Brotherhood Attacks, will begin. Talk to a guard to continue further in the quest. Based on your character's level, your sleep may be disturbed up to 9 times in a row. Investigate the attacks to explore more of TRIBUNAL, or continue on with your current adventures – it's up to you. TRIBUNAL will be waiting for you anytime.

Getting to Solstheim

BLOODMOON features a new island to the northwest of Vvardenfell, called Solstheim – full of new people, towns, dungeons, and creatures.

The easiest way to find out about Solstheim is to ask anyone on Vvardenfell about Latest Rumors. Or, simply look on your map for the new landmass. Fast travel is available by boat in Khuul…or you can just start swimming!

WEREWOLVES

BLOODMOON allows you to play as a werewolf. To become a werewolf, you must contract Sanies Lupinus. If you do not cure the disease after three days, you will be woken by a dream (much like becoming a vampire by contracting Porphyric Hemophilia in MORROWIND).

There are several important things you should know about being a werewolf:

- You have no access to your inventory or magic menu.

- You cannot cast spells.

- You cannot pick up or use any items.

- You can only attack with your claws, which will damage a target's health (and not fatigue as is normally seen with hand-to-hand attacks).

- Every night, you must feed your thirst for blood by killing one NPC. Otherwise, you'll lose health every hour. NOTE: You will not die, but in the morning, you will have lost a substantial amount of health if you do not feed.

- If someone sees you change to or from werewolf form, everyone will know that you are a werewolf. You will be attacked on sight regardless of whether you are in human form or a werewolf.

- If no one knows you are a werewolf, you will be free to roam the world, doing as you please, with no one knowing you are the beast terrorizing them.

- Beware of silver weapons. They do DOUBLE damage when used on a werewolf.

- If you are immune to disease, you won't be able to catch Sanies Lupinus by fighting a werewolf – but you still can become one by playing the Main Quest.

TRIBUNAL CREDITS

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