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Lord of the rings battle for middle earth 2 patch 1.06 download

The Lord of the Rings The Battle for Middle-Earth II Special Edition This is The Battle for Middle Earth 2 Special Edition with patch 1.06. Remember that this is not a mod. If you play with this edition vs someone who doesnt have , you don't have mismatch problems. If you ask me what the special edition is, I would say it's the best version of BfME2! With new game musics "The Lord of The Rings Soundtracks", better graphics, images and much more features (read all features below). You dont need to crack or patch the game to play online with other players. All you need to download and install is the Special Edition. Next download T3A:o and play with your friends online. (scroll down for the installation guide) I use this version to play on T3A:o and suggest everyone do the same thing. You gonna like it so much :) Special Edition Features: Autodefeated (3:30) problem solved (experimental) Uber fast installation (install The Battle for Middle Earth II in 25 seconds) The game loads amazingly faster and runs smoother (because fewer files, but with no mismatching if played vs/with Standart Edition.) Also the game starts up faster than the standard version. Size of the game is reduced. (Size of standard BfME2 is around 5.7 GB, but BfME2 Special Edition is only 3.0 GB.) Included all patches (from 1.0 to latest 1.06, so you dont have to patch your game). Startup Logo movies deleted to open game faster (EA Games, THX, Geforce, Intel Logo). Language filter removed. The language filters purpose is to censor certain words. (for example; ****= fuck ****=hell). Now, you can easily say "fuck you idiot" to each other. New game musics. To be honest its amazing gaming experience to play BfME2 with these new musics. Here is an example sample. Remember that these are only samples, there are 750MB (200 songs) in the BfME Special Edition You are gonna listen these kind of songs when you play with Men, Elves, Dwarfs You are gonna listen these kind of songs when you play with Isengard, Mordor, Goblins Installation Guide: Download The BfME Special Edition.iso by clicking the link below Download Deamon Tools lite 4(ignore security issues) here Insert/Mount downloaded .iso file on Deamon Tools. Download BFME KEY GENERATOR here Use your original CD-Key or generated one to install. Download BFME2 Mini Cd Images to run game without disc here (mirror) Download and install the BFME 2 All-In-One Patch Installer & Switcher here Download and install the T3A:online patch in order to play online here (optional) Download and install gameranger, with this program you can also play multiplayer. We recommend using T3A:online! (optional) If you are getting automatically defeated around 3 minutes and 30 seconds, use the auto-defeat fixer from here (optional) If you're on windows vista or higher, try this fixer (optional) Read our FAQ page before asking for help Where to find more players?If you want to play with more players join this skype group. You can find more than 200 players to play with. Do not forget to change your notification settings, so it does not overflow with alerts! More detailed installation guide for those who need it: Download all the things provided above (in the installation guide) Install and launch Daemon Tools and create two virtual drives. This will make your computer think you have the original cd inserted later. Load two files into there: the big install iso that you got in step one, and one of the two mini images. Be sure that you do not just load them into the program, they have to be actually mounted into the virtual drives you just created. Once they're both mounted, you can run the install one, in order to install BFMEII onto your computer. Once asked for a keygen, you have to unzip the keygen that you downloaded in step four and pick a random one. Make sure you do not get the same as your friends do, or it will not work. After install, launching the game instantly used to work best for me. Once it has worked, it will keep working. After this step, you can unmount the install iso from earlier. The mini image however will need to be mounted if you want to play the game. Install the BFME 2 All-In-One Patch Installer & Switcher. Open it, now you can use it to change your resolution and patch to the one you desire to use. Make sure you in the end all use the same patch, or it will not work online. Once you have set this all up, it is time to go online. For BFMEII, you will have to use T3A:o and maybe GameRanger Thanks to Joey Roosen for writing this! Even a video guide: This is the FINAL VERSION of The BFME2 All-In-One Patch Installer & Switcher. It wont be updated any longer. -Thanks to dijkstra for cooperation to finish this project. (He kept updating his codes of the switcher from 1.0 to 1.5) -Thanks to Paramartha to fix mismatch bug. -Thanks to Valheru and his friends for 1.08 and Collecter Edition Features and amazing map-pack support. To read more about BfME2 PatchSwitcher and its amazing features click HERE Features: -Added 200 new maps, some converted from BFME1. -A plethora of new maps, including all the CE(Collectors Edition) maps, all in amazing detail such as below. -Includes around 70 most famous tower wars maps for those who like to play on these. Also all of them support wide screen and extended zoom out!! THIS IS EPIC Important! Installation NOTES: -If you have used the patch switcher v1.4 you have to patch back to 1.06 first and apply 1.08 again after that in order to get the new maps! -You might get "false positive" warning by antivirus during installation, that is because I have added a script to delete the old 1.07 files. So it is better to disable your antivirus during the installation. Have fun and enjoy with bfme2 1.08, collector edition features and 200 new maps :) REPINFO RepInfo is a replay manager, designed for the C&C Generals (CCG), C&C Generals Zero Hour (ZH), LOTR: The Battle For Middle Earth 2 (BFME2), LOTR: The Battle For Middle Earth (BFME), Lord Of The Rings - Rise of the Witch-King (RotWK), Company of Heroes (CoH), Dawn of War: Dark Crusade (DoW), Supreme Commander (SupCom) and Rise Of Nations - Rise Of Legends (RoL) games. This program shows you a lot of information about the players in the game, like what army they were and what colour they had etc. RepInfo saves replays automatically when it is turned on! That can be very handy when you forgot to save a replay. This feature is very useful for ladder players/tournament games. My mod isnt a total conversion, its move of a expansion pack, its half way to what could be bfme3 hence the name bfme2.5. These first 2 versions add bits and peices, but my next version will start adding factions, so be sure to keep an eye open for them.Installation-----------Copy the bfme2.5.big intoC:Documents and Settings/Tom/Application Data/My Battle for Middle-earth(tm) II Files(note this may be hidden)Run the sortcut.Please note if you installed battle for middle earth 2 somewhere diferent to the default path"C:Program FilesElectronic ArtsThe Battle for Middle-earth (tm) II"you will have to open properties of the shortcut, and change the start it box to where you installed, for example it might look like this"E:/Games/Battle for middle earth 2"Then change the the first part of the target box"C:Program FilesElectronic ArtsThe Battle for Middle-earth (tm) II")To where you installed bfme2. So it would look like this"E:/Games/Battle for middle earth 2" -mod bfme2.5.bigjust make sure you dont remove the command at the end.Changes--------version 2.1.5--------------button and portrait images added to gothmog, damrod and gamling.Gothmog armor and attack while mounted fixed.Rohan armory upgrades fixedelven reskin pack removed (look worse then originals)version 2.1--------------Goblins-------New Building Dragon Lair3 Dragon's can be built from dragon lairDrakes built from Dragon lairNew Hero BalrogDrogoth built from dragon lairDragon lair now has experience levelsMordor----------nazgul all mount fell beasts and horsesgothmog can mount and dismount warggothmog carnage and cripple power's removed, new power stubbon pride8 nazgul availbie (and witch king)Grond availbleIsengard---------New Building, Dunland TentWild men availble from Dunland Tentall new buildings have experience levelsDwarves---------3 Hunters avaible (aragorn, Legolas and gimli)Tom Bombidil AvaibleElves-----New Building Hobbit BarracksHobbit sherrifs avaible from hobbit barracksNew hero's frodo, sam, merry and pippin built from hobbit built from hobbit barracksCeleborn bugs fixedNew Unit Elven warriorsNew hero GwaihiralInew buildings have experience levelsMen----Ranger tent uses right model in snowupgrade problems fixedAll new buildings haveall new buildings have experience levelsNew Building Rohan Archery RangeNew Building Rohan ArmoryNew Building Rohan StableNew Building Rohan WellNew Building Rohan StatueNew Building Ranger TentNew Unit Rohan PeasantsNew Unit Rohan ArchersNew Unit Rohan FightersNew Unit Rohan BuilderNew unit Oath Breaker cavalryRohan Well and statue radius's now fixeddamrod now has a button imageGondor fighters, archers, and towerguards all have new skinsOther-----More Team coloursNew war of the ring mod, the 3rd ageNew create a hero weapon, for motw classCredits and thanks-------Sorry if missed someone out, ill be surprised if i have thoughValandil- gondor soldiers, gondor archers, towerguard, damrod skinsThe 3rd age- the hole modding comunity is always very helpful, and i always go there for help, so i give my thanks.Rohadhrim & Wheezy- they made the ingame loading screens betteem them, whoozy did the world builder bit and Rohadhrim did the writing.Beta testers---------NazzieWhoozyWheezyMikeMateonebigcheeseTheodredLioncageKing DukuDindiHobbitOther-----if u have any problems, surgestions, idears, bug reports or balence issues please head over to my forums, where your also find the latest news on whats to come in my mod. TopicsRepliesViewsLast postby slygothmog » 27 Feb 2010 21:46 2 Replies12269 ViewsLast post by jackheartness 12 Aug 2014 01:01by Goldknife » 15 Mar 2012 18:36 2 Replies15800 ViewsLast post by Goldknife 16 Mar 2012 02:021, 2by Saturn Celeste » 19 Sep 2010 12:25 7 Replies58963 ViewsLast post by Saturn Celeste 21 Sep 2010 13:47by loader » 25 Feb 2011 14:50 4 Replies37473 ViewsLast post by loader 27 Feb 2011 17:241, 2by dragonxxbane » 16 Oct 2012 05:26 5 Replies9902 ViewsLast post by xX_Spectre_Xx 10 Mar 2015 00:241, 2by Prailos » 06 Dec 2011 20:20 7 Replies67767 ViewsLast post by loader 16 Dec 2011 10:431, 2by Prailos » 16 Dec 2011 05:59 9 Replies71738 ViewsLast post by Prailos 22 Jan 2012 07:121, 2by Grail Quest » 10 Apr 2012 12:47 5 Replies13921 ViewsLast post by Martian 14 Jun 2012 16:28by drakeelvin » 19 Apr 2012 21:22 2 Replies6856 ViewsLast post by Saturn Celeste 20 Apr 2012 22:18by FaroeseAsgaard » 07 Oct 2012 03:29 3 Replies6909 ViewsLast post by Gehenna 08 Oct 2012 15:38by StylenZ » 08 Dec 2012 23:43 3 Replies6855 ViewsLast post by Gehenna 09 Dec 2012 01:38by Fiend » 18 Feb 2013 08:50 9 Replies8901 ViewsLast post by Fiend 18 Feb 2013 08:501, 2, 3, 4by Dark Lilith » 24 Jan 2009 01:21 15 Replies18238 ViewsLast post by Darwin Machiavelli 12 Feb 2009 22:581, 2, 3by Webslug » 01 Feb 2009 18:57 10 Replies16041 ViewsLast post by usernamesux 17 Jun 2009 13:591, 2by Webslug » 12 Feb 2009 20:45 8 Replies20380 ViewsLast post by Webslug 08 Aug 2009 16:201, 2, 3by Webslug » 01 Mar 2009 12:46 13 Replies22166 ViewsLast post by Userper 28 Jul 2010 17:54 August 2, 2019November 16, 2019 battles Posted in bfme1, bfme2, ROTWK Installing the mod is simple but not completely straightforward, if you go through the steps carefully you should be fine. Also key to note, few mods are made to be compatible with each other, the few exceptions being one such as AOTR and 2.02 (yes, the unofficial 2.02 patch is a mod). In general, only have one mod installed in a folder at a time and don't try to launch any other mod than the one you currently have installed your game directory. By default the game directory is C:\Program Files\Electronic Arts\The Lord of the Rings, The Rise of the Witch-king, in addition, the folder for things like Replays, Maps and the Options.ini is %appdata%/My The Lord of the Rings, The Rise of the Witch-king Files. 1. System Requirement The BFME series is built on top of the SAGE engine, an old game engine from the single-core processor era. This means that usually, regardless of your specs, the game can have a tendency to lag. Make sure to keep your graphics low, especially shadows. Just in case, make sure your hardware matches at least the recommended settings in order to play the mod. Battle for Middle Earth 2 Hardware Minimum Requirements Recommended CPU Speed 1.6 GHz 3 GHz RAM 512MB 1GB Video Card 64 MB video card 128 MB video card OS Windows XP Windows XP DirectX 9.0c 9c Free Disk Space 6GB 6GB Rise of the Witch-King Hardware Minimum Requirements Recommended CPU Speed 1.6 GHz 3 GHz RAM 512MB 1GB Video Card 64 MB video card 128 MB video card OS Windows XP Windows XP DirectX 9.0c 9c Free Disk Space 3GB 3GB 2. Installing the Games Because EA lost the license to LOTR, and at this point mainly because the game is so old, it's hard to find a CD. The instructions here will help you get started; there are many fan-made patches out there so for Edain it is key to make sure that BFME2 is set to the last official patch which is 1.06 and ROTWK is set to the last official patch which is 2.01. If you have installed a fan-made patch such as 2.02 or 1.09 you can usually disable them using their patch switchers. 2.1. Installing BFME2 If you have the original BfME 2 disk then please skip to step 3 and use your legitimate CD key. Download The Battle for Middle-earth ™ II. The original unmodified version. Main / Mirror 1 / Mirror 2 Open tBfMe_II.iso. This will mount the BFME 2 disk to a virtual drive. Launch AutoRun.exe on the disk. Install the game. Need a cd key? Click here. (Note: some antivirus programs will flag the keygen. This is a false positive. The keygen is safe.) Download the Battle for Middle-earth II v1.06 Patch in your language on this page. (Scroll down) 2.2. Installing ROTWK Download The Rise of the Witch-King. The original unmodified version. Main / Mirror 1 / Mirror 2 Open rotwk.iso. This will mount the RotWK disk to a virtual drive. Launch AutoRun.exe on the disk. Install the game. Need a cd key? Click here. (Note: some antivirus programs will flag the keygen. This is a false positive. The keygen is safe.) Download the Rise of the Witch-King v2.01 Patch in your language on this page. (Scroll down) It is highly likely that the installer will fail to create the required Options.ini file, go to %appdata%/My The Lord of the Rings, The Rise of the Witch-king Files and download this file into it 3. Installing the Mod 3.1. Preconditions BFME2 needs to be patched to 1.06. Usually, if you haven't installed the unofficial 1.09 patch you don't need to worry about this. If you have, make sure to switch back to 1.06 before installing using the switcher. You can switch back and forth after the mod is installed but if you do you'll have to update the mod through the launcher when you want to play it again to avoid pink textures. ROTWK needs to be set to 2.01, if you have installed the unofficial 2.02 patch you need to disable it using the launcher and set the music to minimal in the music modules menu. Download the mod at ModDB or at Modding Union. Please note that the download may take some time, depending on your connection and how stressed out the servers currently are. Downloading on either of these two servers is recommended as they guarantee virus-free versions of the mod. Since 4.0 and the release of the launcher you will no longer have to download a new version every time but merely update it from the launcher. The latest fully released version is 4.5, it is recommended to download that if you are installing the mod since it will immediately be patched to 4.5 and greatly reduce the time required for the game to update. The latest version is 4.5.5, you can obtain this version by updating through the launcher. 3.2. Installation Assuming you're done downloading, just follow these steps. Extract the files into any folder but the game folder. Double click the .exe Follow the wizard in the installation procedure. Open the launcher Click update button until the launcher tells you there are no updates left 4. Playing the game 4.1. Before playing the game If you no longer possess a working Rise of the Witch-King CD you can use the below fix to play without a CD: Download the mini-images here Download and install WinCDEmu here. Make sure to uninstall other mounting software, they tend to conflict. Extract the mini images, doesn't matter where (as long as it's not your game folder) but the .mds and .mdf always need to be in the same folder. Then right-click on the .mds and select mount as CD-Rom. Game shortcut 4.2. Launching the mod Use the game shortcut to launch the mod. The Edain Launcher doesn't allow for mini-images so you can't use that to launch the mod. 5. Playing other mods Since Edain can be disabled it is possible to play other mods while it is installed. Before disabling Edain, launch the game and make sure that the "Random" faction is selected in Skirmish for every player present. This will avoid a crash in the case that a faction does not exist in another mod. Then disable Edain through the launcher. You can now proceed with the installation or playing with other mods. As long as the mods do not overwrite game files and can be disabled you will be able to switch between the two. 5.1. Age of the Ring Before playing Age of the Ring, make sure that Edain is disabled. Then enable 2.02 through the 2.02 switcher. After playing Age of the Ring, disable 2.02 through the 2.02 switcher. You may now enable Edain once again. 6. Uninstalling To uninstall Edain, open the Edain Launcher, click on the Options & Toolstab and click the Uninstall Edain button at the bottom. Once you have done so, navigate to your Virtual Store folder (%localappdata%/VirtualStore) and delete any folders related to Battle for Middle Earth and Rise of the Witch-King to remove any potential leftover files. In addition, it is recommended to navigate to your My ROTWK files folder (%appdata%/My The Lord of the Rings, The Rise of the Witch-king Files) and delete (or move out) Save files and CreateAHero files that you created in Edain. 7. Common Errors 2.02 V7 "WOTR_MusicRohanMS" Bug To fix the conflict caused by having Edain and 2.02 installed in the same folder open the 2.02 launcher and select minimal music in the miscellaneous and apply it. Pink Textures Corrupted asset.dat, update the mod using the launcher. "Please, insert the correct CD-ROM" error. Make sure to read 4. Playing the game and follow the instruction on how to run the game with mini cd images. Check if images are properly mounted, WinCDemu is the only mounting software on your PC and you have restarted your PC after installing it. Also, make you are running Edain by using the shortcut with the ROTWK icon NOT as admin and in ANY compatibility modes. Error parsing INI block You have files conflicting, make sure you don't have any others mods/submods installed and that unofficial patches such as 2.02 or 1.09 are disabled (if you have them installed). The game crashes when opening Skirmish or War of the Ring This can have three causes, to fix it you can either click "fix non starting games" in the edain launcher (this will remove your game profiles) or follow the instructions below: Disable Edain Launch the game Go into skirmish and make sure all the factions are set to random Go into WotR and make sure that all the factions are set to random and that you have selected a classic scenario Go to %appdata%/My The Lord of the Rings, The Rise of the Witch-king Files and move or delete all the .cah files The game shows the splash screen and then crashes You are most likely missing an Options.ini file, go to %appdata%/My The Lord of the Rings, The Rise of the Witch-king Files and download this file into it Defeated after 3 minutes The auto-defeat bug is problematic indeed, download this file and extract lotrbfme2ep1.exe into your Edain folder. If it doesn't work you'll have to re-install the game with a separate key. Removed a submod but it still appears in-game If you have tried to remove a submod but your game seems to still have it installed it is most likely because windows has created a copy in the Virtual Store. Go to %localappdata%\VirtualStore\Program Files (x86)\Electronic Arts and delete all the folders in there. This will remove any file windows has copied and make sure that your game is only running the files in the game folder.