

MANUAL

Mount & Blade

WARBAND

NAPOLEONIC WARS



TaleWorlds
Entertainment



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Mount & Blade Warband: Napoleonic Wars

Napoleonic Wars sports vicious never before seen 250 player online-play across a multitude of exciting modes. In addition to M&B: Warband's 6 gripping modes, Napoleonic Wars brings a new one into play and a range of reworked game modes, to give you an even greater game experience!



The Launcher

When you double-click the Mount & Blade: Warband icon on your desktop or Start Menu, you will be shown the Launcher. Current Module chooses which module the game will use for its content. Initially, your only choice is "Napoleonic Wars", the official module. You may be able to install alternative modules that are made by the community that add new maps, factions, equipment and campaigns. Play M&B: Warband starts the game. Configure will open a window where you can set a variety of performance-oriented options for the game:

“Video” Tab

- **USE PIXEL SHADERS:** This setting enables or disables certain effects with DirectX 7 graphics.
- **START WINDOWED:** Runs the game in a window instead of full screen. **Show Frame Rate:** With this option on, the game displays the current frame rate in the top-left corner of the screen.
- **FORCE VERTICAL SYNC:** Forces the game to render only full frames and wait for that frame to be displayed before starting on the next. With this setting off, you may notice some slight tearing, but your frame rate will be higher. With the setting on, there will be no tearing, but you may get a lower frame rate.
- **TEXTURE DETAIL:** Controls the resolution of in-game textures. Higher numbers will result in sharper visuals, but can have an impact on loading times, as well as rendering speed on older video cards.
- **MAX FRAME RATE:** Sets a maximum number of frames per second that the game will render. This can help even out noticeable changes in game responsiveness between different scenes.
- **ANTI-ALIASING:** Choose the type of anti-aliasing used by the game, if any. Higher values will result in better looking visuals but can have a profound impact on the frame rate.
- **SHADOW QUALITY:** This setting will determine the resolution of the shadows rendered by the game. Higher values will result in smoother, more precise shadows. Set this in accordance with your graphics card's video memory. Use the ultra-high setting only if you have 256 MB or more.
- **RENDER METHOD:** Choose between DirectX 7 or DirectX 9 rendering engines. DirectX 9 offers better visual quality and is usually faster therefore this should be the preferred method. However you can still revert to DirectX 7 if you are using an old computer and DirectX 9 is not available or has performance problems.

“Audio” Tab

- **ENABLE SOUND VARIATION:** Some in-game sound effects will be changed in pitch slightly to make them seem more varied and immersive. Turn this off if you find the effect distracting.
- **DISABLE SOUND:** Prevent any sound from playing.
- **DISABLE MUSIC:** Prevent any music from playing.

“Game” Tab

- **HIDE BLOOD:** This turns off all blood effects in combat. Useful for parents and young players.
- **ENABLE CHEATS:** There are several cheats available in the game, mainly aimed at making life easier for those who are developing mods. To use cheats, this option must be on.

“Advanced” Tab

- **ENABLE EDIT MODE:** This is primarily a tool for mod developers. A full discussion of Edit Mode and how to use it can be found on the game’s mod development forums. Unless you are actively developing a mod, it is recommended to leave this off, since it will slightly reduce game performance.
- **FORCE SINGLE THREADING:** If you know that your CPU has a single core, then you can enable this option.

In-Game Options

There are many more options that can be adjusted in addition to those in the launcher. Once you launch the game, click “Options” from the main menu. Here you will see a wide variety of performance, preference, and informational options. The Options are divided into three areas: General Options, Video Options, and Controls.

General Options

- **MUSIC VOLUME:** Controls the volume of playback for all scenes in the game and the main menu. Right is high, left is low, and moving the slider fully to the left will disable the music.
- **SOUND VOLUME:** Same as for music, but this one controls all ingame sound effects.
- **MOUSE SENSITIVITY:** Affects how responsive the game will be to your mouse movements. Left is low sensitivity, right is high sensitivity. Adjust this for the best mix of precision and responsiveness.
- **INVERT MOUSE Y AXIS:** When Disabled, moving the mouse upward will look upward, like most first-person shooters. When enabled, moving the mouse upward will look downward, like most flight simulators.
- **CONTROL BLOCK DIR:** This setting is used to determine how your character will handle blocking. Under the default setting, “Automatic”, your block is



chosen based on the type of attack of the enemy nearest you. So if your enemy is using an overhead swing, you will block high. The other settings requires you to manually choose a blocking direction by moving the mouse or pressing the appropriate movement key. The automatic setting is highly recommended for new players.

- **CONTROL ATTACK DIR:** This setting determines how you will select your specific attack direction. The default and recommended setting is “By Inverse Mouse Movement”. Using this setting, you need to move your mouse towards the direction you want to attack from, while starting to press the left mouse button. For example, if you want to attack from right to left, you must move your mouse from left to right at the time you start your attack. Think of it as though you are moving your hand to prepare for the attack. The alternative method is “relative enemy position”. Here, you choose which direction to attack by glancing slightly to one side of the target. So if you want a left-to-right slashing attack, look slightly to the left of the target before attacking.
- **DAMAGE TO PLAYER:** How much overall damage you take from enemy attacks. New players may set this to $\frac{1}{2}$ or $\frac{1}{4}$ to avoid dying too frequently while they are learning the game.
- **DAMAGE TO FRIENDS:** How much damage friendly troops will take in battle. New players may set this to $\frac{1}{2}$ or $\frac{1}{4}$ to avoid losing too many soldiers while they are learning the game.
- **COMBAT AI:** This setting has a large effect on the AI’s ability to attack, dodge and

block. Setting it to “Good” will result in a more challenging game, while “Poor” will result in an easier one.

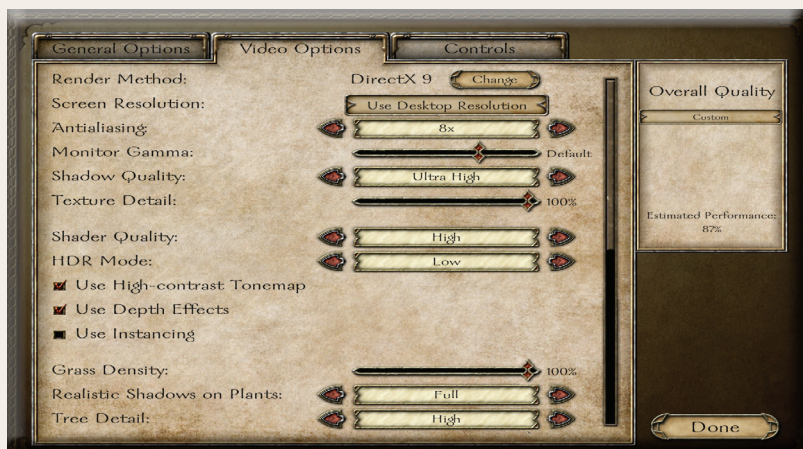
- **COMBAT SPEED:** How quickly the combat motions are carried out. Faster speed will make the combat more difficult in general while slower will make it easier.
- **BATTLE SIZE:** Determines how many combatants will be allowed in a single skirmish. Generally, higher numbers of troops on the field will reduce the effect of the player’s individual fighting prowess, while emphasizing the effect of tactics and army quality. Most importantly, this can also have a significant impact on game performance. Lower numbers will result in an easier, more “player-centric” game, and better performance.
- **SHOW ATTACK DIRECTION:** Displays a yellow arrow on the screen to help you judge which attack you are about to execute.
- **SHOW TARGETING RETICULE:** Displays a crosshair in the center of the screen to help aim ranged weapons. **Show Banners on Friendly Troops:** Displays banners on allies in a circle over their head, to help tell friend from foe.
- **REPORT DAMAGE:** Prints a message that gives a numeric value for damage inflicted or received, as well as the Speed Bonus of the hit. This can be useful while practicing your combat technique or simply to see which weapons work best for you.
- **REPORT SHOT DIFFICULTY:** If you score a hit with a ranged weapon, a numeric value is displayed based on the distance to the target.
- **REPORT CASUALTIES:** When enabled, messages will be displayed every time a unit is killed or knocked unconscious.
- **REPORT EXPERIENCE:** When enabled, messages will be displayed whenever you gain experience points.

NB: **CONTROL BLOCK DIR**, **DAMAGE TO PLAYER**, **DAMAGE TO FRIENDS**, **COMBAT AI**, **COMBAT SPEED** and **BATTLE SIZE** settings are only applicable for “Custom Battles”. In a multiplayer driven environment these settings are chosen by the server administrator.

Video Options

The Video options are accessed by pressing the button in the lower-left corner of the main options screen. Some of the Launcher’s options are duplicated here; however, there are also a number of unique options:

- **RENDER METHOD:** By default the game uses DirectX 9, which enables better visuals, as well as better performance in most cases. However, for very old computers



where DirectX 9 is not available, or is not desired, you can set the render method to Direct 7. Note that this setting is shown here for reference only and cannot be changed. You need to set this from the launcher window if you wish to change it.

- **SCREEN RESOLUTION:** The screen resolution you wish to play the game. Lower resolutions will provide better performance while higher resolution will result in more detailed, better looking images. By default, your desktop's resolution is used.
- **MONITOR GAMMA:** Adjust the game's gamma level for better visibility on your monitor. Most monitors have their gamma around 2.2, which is the default for Windows systems.
- **SHADOW QUALITY:** Sets how detailed environment shadows will be rendered. Higher settings will look much better but will consume more video memory.
- **TEXTURE DETAIL:** Controls the resolution of in-game textures. Higher numbers will result in sharper visuals, but can have an impact on loading times, as well as rendering speed on older video cards
- **GRASS DENSITY:** Determines how many grass objects will spawn per square area. The higher the percentage the greater the impact on performance.
- **CHARACTER DETAIL:** Weights the game's LOD (level of detail) system. The LOD system replaces character models and items with more efficient, low polygon versions at a certain distance which the slider controls. With the slider to the left, character models will become blockier at shorter distances; with the slider to the right, character models will only become blocky at extreme distances. This setting can have an important impact on the game's frame-rate.

- **CHARACTER SHADOW DETAIL:** This slider adjusts the complexity of the shadows cast by characters. Moving the slider left will result in blurred but faster shadows, while moving the slider right will give more precise shadows at the expense of frame rate. This is not the same setting as “Shadow Quality”, which controls real-time shadows cast by the environment.
- **NUMBER OF CORPSES:** Determines the number of dead/unconscious bodies to leave on the battlefield while in combat. More bodies will result in more realistic battle scenes, but will slow down the game’s frame rate.
- **NUMBER OF RAG DOLLS:** Limits the number of bodies which will be modeled with physics at any given time to allow them to collapse realistically, roll down hills, etc. Leaving this number low can improve your framerate in complex battle scenes with many combatants. If you have a multi-core CPU, you can leave this number high, since the physics calculations will be delegated to the second core.
- **BLOOD STAINS:** Adjusts at what distance you will see blood on characters. Setting it to off will increase performance considerably in crowded scenes.
- **CHARACTER SHADOWS:** Enables or disables character shadows.
- **ENVIRONMENT SHADOWS:** Enables or disables shadows cast by buildings, items, terrain, etc.
- **REALISTIC SHADOWS ON PLANTS:** Enables or disables shadows rendered on trees and grass. “None” will disable shadows. “Quick” offers a limited form of shadow casting that is faster than the highest setting (not available on all systems). “Full” offers completely rendered and very realistic shadows, but can have an impact on performance.
- **HIGH PARTICLE SYSTEMS:** Enables or disables highly detailed particles, such as smoke and sparks of guns or above a fire.
- **ANISOTROPIC FILTERING:** Enables or disables a texture-sharpening effect which can result in crisper visuals on surfaces you view at an angle. (Recommended setting: enabled)
- **FAST WATER REFLECTIONS:** Enables or disables a lower quality but much faster method for rendering reflections on water. If enabled, water will only reflect the sky and omit everything else.
- **SHADER QUALITY:** Determines how complex various materials on the scene will be rendered. On the high setting, the game will use more sophisticated and better looking materials, which will require more work for your video processor to render.
- **TREE DETAIL:** The amount of detail on trees. Higher setting will result in more realistic looking trees, whereas lower settings will get simpler trees which can be faster to draw.

- **TREE DEGRADE DISTANCE:** This slider lets you adjust the distance at which high quality trees will be replaced by lower-quality ones.
- **USE INSTANCING:** Enables a method for batch processing of similar objects in the scene. This normally improves performance but may cause problems in some cards. You may try it out and see how it works for you.
- **USE DEPTH EFFECTS:** Enables Depth Effects including soft water edges, soft particles and depth-of-field, at the cost of an extra rendering pass.
- **HDR MODE:** High Dynamic Range is a technique for achieving more realistic lighting.
- **HIGH CONTRAST TONEMAP:** When enabled, the games tonemap is changed to have a more highly contrasted setting and a more realistic feel. However it does not affect performance and you can enable it to your liking.
- **ANTI-ALIASING:** Anti-aliasing smoothes jagged edges on the screen and improves the image quality, at a cost to performance.
- **OVERALL QUALITY:** This lets you quickly select preset values for all video options.
- **ESTIMATED PERFORMANCE:** This gives a very rough estimate on the performance you will get with the selected settings. However due to the complexity of graphics systems, it is impossible to predict the actual performance with any degree of accuracy. Therefore the best method of getting a feel of performance is – making changes to the video settings, entering a scene and checking out the performance of the game (enabling frame-rate from the launcher will help you with this), and repeating this until you find a group of settings you are happy with.

Controls



Your mouse will change which way you are looking, but not which way the horse is moving. You can stop the horse by reigning it in until you stop. If your horse is moving backwards, you can tap W to make it stop. Horses are not as good at climbing as people, so pay attention to hills. Also, they cannot turn as quickly, particularly at high speeds.

Other Controls

Outside Combat / General Commands:

- **F** – Perform an action indicated by a keyword.
- **Z** – Crouch down.
- **RIGHT MOUSE** – With some tools you can use the right mouse button to open up a special menu.
- **L** – Open the server Log.
- **ESC** – Open the game menu, where you can choose troops create polls, change spawnpoint, adjust your options and can quit the game.

- **TAB** – View the Scoreboard.
- **LEFT MOUSE BUTTON (PRESS)** – Perform a quick attack with the current weapon.
- **LEFT MOUSE BUTTON (HOLD)** – Begin aiming with a ranged weapon, or initiate and hold a melee stroke which will be executed when you release the button.
- **SPACE** – Jump with your character or horse.
- **RIGHT MOUSE BUTTON (HOLD)** – Defend yourself with your shield or weapon.
- **RIGHT MOUSE BUTTON (PRESS)** – Remove the sight (when using long-range weapons).
- **SHIFT (HOLD)** – Zoom in temporarily (Only possible with spyglass).
- **THE KEYS F1-F11 AND 1-5** – Issue commands during battle.
- **R** – Switch between a first and third person.
- **X** – Switch firearms in melee combat.
- **MOUSE WHEEL (ROLL UP)** – Cycle through your weapons.

Movements

Moving On Foot

By default, your character can be moved with the standard movement keys: W, A, S, and D:

- W – walk forward
- S – walk backward
- A – sidestep left
- D – sidestep right

You can look around using the mouse. If you are walking, then using the mouse will change your direction of travel. If you press the Forward key, your character will turn in whatever direction the camera is pointing.

Horseback Riding

Controlling the horse is slightly different:

- W – spur the horse forward
- S – reign in the horse
- A – turn left
- D – turn right

Combat Mechanics

Muskets

The musket is the main infantry weapon for Mount&Blade: Napoleonic Wars. Muskets are aimed much the same way as bows and crossbows in Mount&Blade. They are however, slightly unpredictable in terms of accuracy. It is therefore usually preferable to fire muskets off in large numbers in order to lay down a good volley to ensure maximum enemy casualty rates within the shortest period of time. Muskets cannot be reloaded while moving. Moving whilst reloading will interrupt the reloading action. Please refer to the in-game tutorial for instructions or training on how to fire the musket.

Ranged Combat

Most units are equipped with firearms. In order to shoot long ranged weapons, face the target and hold down the left mouse button. A sight will appear on the screen – a large white ring, which will gradually shrink. If you are prepared to shoot, then release the left mouse button. When using firearms, you can target the enemy for as long as you wish.

When throwing vodka bottles, mind the arc of the throw – that is, the farther you are from the enemy, the higher you shall need to aim in order to reach the enemy. Bottles fly far slower than bullets, and fly along a much higher arc. Also, their range is far less.

The invention of firearms influenced the development of new tactical maneuver the so-called linear formation. Firearms required a long time to reload, but at the same time a volley from several shooters could inflict significant losses on the enemy. Shooters are better placed on hills, which gives a tactical advantage over enemy troops below.

Melee Combat

In close combat you will be wise to master blocking with your weapon. You shall have to fend off the attacks of the enemy by using the Right Mouse Button to block with your weapon. Blocking with a weapon can only block one type of stroke at a time, like an overhead chop, or a slash from the side. Also, it has no effect on missile weapons. In order to block an attack, it is necessary to closely

watch the enemy and identify which kind of swing he is preparing – and then immediately maneuver to block the attack.

Usually it takes a short amount of time to prepare the attack, and you shall want to choose your attacks wisely, so as to circumvent the protection of the enemy, whether that be a shield or a weapon. Attacking randomly is likely to lead to failure. Rather, the key to victory is patience. Wait until the enemy lowers his weapons or steps back – then step forward and strike.

Melee Weapons & Melee Mode

The majority of muskets in-game are fitted with bayonets. When using a musket, one must first enter melee mode in order to use the attached bayonet. By default, the key to enter melee mode is “X”. If a musket does not have a bayonet you can still enter melee mode with it. Your character will simply use the butt-stock of his musket as a club. Weapons such as swords and lances do not require the player to switch to melee mode.

Chambering

It is possible to deflect an enemy melee attack with a well timed melee counter attack (by default LMB). It is important however to attack from the same direction as your opponent in order to chamber successfully. Chambering will allow you to quickly deflect an enemy attack and will also give you a slight window of opportunity to try and hit your target again.

Bayonet Bracing

When in melee mode, while using a musket fitted with a bayonet, you can brace your bayonet by crouching down. This is extremely useful against cavalry but leaves the player open to flank attacks. By default the crouch key is “Z”. It will take a few seconds for your character to brace his bayonet. Note that; if you change the direction that your character is facing while in the brace position, your character will cease to brace his musket for a second or two. It is thus far more effective to have a few players form a line or square formation where multiple avenues of approach are covered by a palisade of bayonets. This should help ensure that players can remain motionless without worrying about their flanks.

Fighting With a Lance

Lances and most other kinds of pole arms can be used from horseback in a special kind of attack. This involves getting up to a sufficiently high speed,

“couching” your weapon (grasping it firmly under your arm), then running it through an enemy. This type of attack can deliver tremendous damage, but it can be tricky to execute.

First you must have a horse that is capable of a modest speed; don't try lancing from the back of a lame mule. A high Agility is also a desirable trait for your horse since it makes it easier to maneuver for and land your hit. Also, you will obviously need a pole arm. Lances, spears, military forks, and many more are all suitable weapons. A longer weapon is usually more desirable than a shorter one that does higher damage, because it means you can hit the enemy before he can take a swing at you (or your horse).

As you are approaching the enemy, **DO NOT CLICK THE ATTACK BUTTON!** The lancing attack is automatic, provided you have enough speed and a suitable weapon. You need to turn your horse as you come upon the enemy so that your weapon's point impales them.

Lances

Players using the lancer classes can use melee mode to execute couched lance attacks (“X” by default). This will cause the player to lower his lance for a few seconds, causing devastating damage to any unit or horse that impacts with the player's lance tip. The player must maintain as much speed as possible in order to execute a couched lance attack.

Boats

River crossings and amphibious assaults are dotted throughout the Napoleonic war timeline; such as the French Berezina river crossing or the British landings at Devil's Island, Mezzo and the battle of Grand Port. These assaults range from small 50 man skirmishes to large scale assaults, crossings and operations. While we do not commit to any single historical amphibious battle we have provided small boats in some maps to simulate river crossings and amphibious assaults for fun. In order to control a boat you must look at the rear of the boat where the boat's steering mechanism is. When you see an option to control the boat, hold down 'F' until the progress bar is done. Then use the arrow keys to control the boat. Note: If you move your character while controlling the boat you will have to redo this process. You can however look around using the mouse while controlling the boat and you can also use your weapon. Boats can be sunk by cannon fire or explosives.

Fighting From Horseback

When striking at a person on foot while wielding weapons (not pole arms), the best tactic is to slash at them just as you are passing and not when they're still slightly ahead of you. Two-handed melee weapons can not be used when you are riding horseback. Pole arms from horseback work a little differently, in that when you ready your weapon for a thrust, you can aim it anywhere you like with the mouse. You can trample enemies with a horse, which is extremely useful.

Horses deal "blunt" damage whenever they hit an enemy on foot with sufficient speed, so you can knock enemies unconscious by trampling them. Note that this doesn't work well against foot soldiers with pole arms or bayoneted muskets, because they can get a hit at your horse before they are knocked down. If your horse takes a strong hit in the chest with a pole arm, you will be halted, which can prove to be very dangerous if you're surrounded.

Facing Mounted Opponents

It is all well and good to learn about running down infantrymen, but what if that infantryman happens to be you? The greatest strength of a war horse is its speed. Therefore, when you face a mounted opponent it is best to make use of the features of the terrain. Gullies, steep hills, and cliffs will impede the horse and slow it down, and it is ideal to engage mounted opponents in the woods or in shallow water.

Equally important, when facing this threat, is the use of pole arms or bayoneted muskets. After sustaining a powerful blow of a spear/bayonet to the chest, a horse will stop and may even fall. The hardest part is timing: you want to have your weapon at full extension at the same time as the horse runs into it, for maximum damage and safety. If you wait too long, your spear won't be in a position to hit the horse before you're run over, or the horse will be stopped close enough that the rider can still chop at you with their weapon. If you thrust too soon, your strike will be wasted, the horse won't stop, and you'll be flattened.

Commander Battle; Bot Commands

As the leader of your squad, you will be able to command your soldiers during a battle. Choosing the right commands to give your men can be the deciding factor between a glorious victory and terrible defeat.

Like many modern games, Mount & Blade: Warband: Napoleonic Wars uses a two-staged system for giving commands. First, you select the general category of the command and then you select the specific command to issue. Note that, as soon as you have pressed any of the above keys, the game will display an overlay menu showing you the available command options.

There are three general order categories which are assigned to function keys F1 through F3. These are: 'Movement orders' (F1), 'Formation Orders' (F2) and 'Fire Orders' (F3). Once you have selected the order category, you may give a specific order in that category.

Movement Orders

- **F1 – HOLD THIS POSITION:** Instructs your men to stay within a short distance of where you are currently standing. They will fire ranged weapons if they have one, but will not move to engage the enemy in melee unless the enemy comes close enough. If you press and hold down the F1 key rather than tapping it quickly, the game will show a movement flag at the point your look direction intersects with the terrain, and you will be able to order your troops to move to a specific spot in your area of sight.
- **F2 – FOLLOW ME:** Your men will fall in around you, or travel to wherever you are, and stay close as you move.
- **F3 – CHARGE:** Give your men permission to break ranks and pursue the enemy individually.
- **F4 – STAND GROUND.**
- **F5 – RETREAT.**

Formation Orders

- **F1 – ADVANCE TEN PACES:** Your troops will walk in the general direction of the enemy by ten paces and hold there.
- **F2 – FALL BACK TEN PACES:** Your troops will move back from the general direction of the enemy by ten paces and hold there.
- **F3 – SPREAD OUT:** Troops will increase the distance between each other. This order is useful for reducing your casualties against enemy archers or crossbowman.
- **F4 – STAND CLOSER:** Your troops will shorten the distance between each other. This order is especially useful for preparing your infantry for a cavalry charge.
- **F5 – MOUNT HORSES:** All troops who can ride a horse will try to find a mount
- **F6 – DISMOUNT:** Sometimes you will want your mounted troops to fight on foot, usually if the terrain is not suitable for cavalry.

Fire Orders

- **F1 – HOLD YOUR FIRE:** Ordered troops will not use ranged weapons.
- **F2 – FIRE AT WILL:** Ordered troops are once again free to shoot at the enemy with ranged weapons.
- **F3 – USE ONLY BLUNT WEAPONS:** Ordered soldiers will only attack the enemy with blunt weapons, reverting to their fists if necessary. This order is useful if you want to avoid killing your enemies and want to take them prisoners.
- **F4 – USE WEAPONS AT WILL:** Cancels the 'Use Only Blunt Weapons' order. Soldiers are free to attack enemies with lethal weapons.

Multiplayer

Creating a Multiplayer Profile



The left side of the multiplayer menu is reserved for profile controls. After a fresh install, there will be no profiles, so you'll need to create one before you can join in multiplayer games. Simply click on the "Add New" button and choose a gender and type a name for your multiplayer character. After that, adjust your face with the face generator controls and you are good to go. Note that you can create as many profiles as you like and then select the profile you actually want to use from the drop down menu. If, at any time, you decide that you no longer wish to keep a profile, you can use the "delete" button which will remove the currently selected profile.

Joining a Server

Once you are ready, you can click on the "Join" button which will take you to the lobby screen. Here, the first decision you have to make is the game source: Local Area Network (LAN) or Internet. If you want to play a small game with your family members



in your household, or with your co-workers at the office, or perhaps with some local players in an Internet café, then one of you must host a game (more on that later) and the others can then find and join that game by setting the source to LAN. In most other cases, however you will want to leave the source as Internet (which is the default). When you click on the “start search” button, the game will contact a central server and retrieve a list of multiplayer games going on in the world at that time. It will then try to reach each server on that list and provide you information about it.

Server Information

Servers List contains information separated into fields.

- **SERVER NAME:** The name that the owner of the server has typed in. Typically, something that gives a general description of the server.
- **MODULE:** Displays the name of the module played on the server. If this is not the same as the currently selected module, there are two cases: Either you have this module already installed on your machine or not. If you have it installed, the game will automatically switch to this module if you select to play on this server. If you don't have it installed, you won't be able to play on this server until you go ahead and install it.
- **GAME TYPE:** The particular Game Type played on the server. Game Types are explained in detail below
- **PLAYERS:** Number of active players, and maximum player capacity.
- **PING:** Ping is the time it takes for a network message to go from your computer to the server and for the response to come back. It's expressed in milliseconds.

Obviously, lower ping values are better because that means network messages can be sent back and forth faster.

- **PASSWORD:** Some servers may have been password protected by their owners. You won't be able to join such a server unless you have typed in the correct password in the password box at the bottom of the screen.
- **DEDICATED:** A dedicated server is one that has no client window. There is no one playing the game on the machine the server is running.

Setting Up a Multiplayer Server/Admin Commands



Apart from joining existing servers, there are cases where you may want to host your own games. This is quite easy to do: From the main Multiplayer Window, just click on "Host a Game" button. The game administration window will come up which contains settings for determining how various aspects of the game will function.

Here's a list of settings, and explanations of what each setting does:

- **SERVER NAME:** You can type in a name to describe your server here.
- **GAME PASSWORD:** If you want to restrict access to your server, you can do so by entering a password here. Only those players who enter the password correctly will be able to join in.

- **WELCOME MESSAGE:** If you want players to be greeted with a welcome message when they first join a server, type it here.
- **MAP:** Use this setting to choose the map. Note that not all maps are available for all game types.
- **GAME TYPE:** Use this setting to choose the game map. See the section above for a description of all game types.
- **TEAM 1 FACTION:** Selects the faction of the first team.
- **TEAM 2 FACTION:** Selects the faction of the second team.
- **MAXIMUM PLAYERS:** You can limit the number of players who can join the server at one time using this setting. Valid values are 1 through 64.
- **NUMBER OF BOTS IN TEAM 1:** You can set the number of bots in the first team. Valid values are 0 through 100.
- **NUMBER OF BOTS IN TEAM 2:** You can set the number of bots in the second team. Valid values are 0 through 100.
- **ALLOW RANGED FRIENDLY FIRE:** Check this if you want players in the same team will register hits to each other with ranged weapons.
- **ALLOW MELEE FRIENDLY FIRE:** Check this if you want players in the same team will register hits to each other with melee weapons.
- **FRIENDLY FIRE DAMAGE SELF (%):** You can enter a value here to determine what percentage of the friendly fire damage will be reflected back to the attacker.
- **FRIENDLY FIRE DAMAGE FRIEND (%):** You can enter a value here to determine what percentage of the friendly fire damage will be delivered through to the victim.
- **SPECTATOR CAMERA:** Select whether spectators have complete freedom of movement, or it will be locked to a player.
- **CONTROL BLOCK DIRECTION:** You can restrict block direction control to manual using this setting. Leaving this at automatic will allow players to select either manual or automatic control.
- **COMBAT SPEED:** You can use this setting to set combat speed to slightly higher or slightly lower than normal.
- **MAP TIME LIMIT:** Set how much time a match will take by entering a value here.
- **ROUND TIME LIMIT:** If the game is played in multiple rounds, you can assign a time limit to end the round here.
- **TEAM POINT LIMIT:** You can set a point limit here. The match will end if one of the teams reaches this.
- **RESPAWN PERIOD (SECONDS):** How many seconds a player will need to wait to respawn after being killed.

- **STARTING GOLD (%)**: Player starting gold will be scaled by this percentage. Valid values are 0 through 1000.
- **COMBAT GOLD BONUS (%)**: All gold bonuses during combat will be scaled by this percentage. Valid values are 0 through 1000.
- **ALLOW POLLS TO KICK PLAYERS**: Check this if you would like to let players start polls for kicking other players.
- **ALLOW POLLS TO BAN PLAYERS**: Check this if you would like to let players start polls for banning other players. Bans initiated by players are always temporary and will expire after a few hours.
- **ALLOW POLLS TO CHANGE MAPS**: Check this if you would like to let players start polls for changing the map.
- **ALLOW POLLS TO CHANGE FACTIONS**: Check this if you would like to let players start polls for changing the factions.
- **BOT COUNT LIMIT FOR POLLS**: Players will be able start up polls to add this many bots to each team. Set this to 0 if you want to disable this option altogether.
- **POLL ACCEPT THRESHOLD (%)**: Select the percentage at which a poll will be considered accepted.
- **ALLOW INDIVIDUAL BANNERS**: Select if you would like to let players use their personal banners or not. If you don't allow this players will be restricted to use their team's faction banners.
- **BUILD POINTS FOR TEAM X**: Type in the amount of build points a team should have.
- **ENABLE AUTO KICK/BAN**: Enable if you want that players who teamkill a specific amount of players are automatically getting kicked or banned.
- **ENABLE AUTOMATIC KILLING OF STRAY HORSES**: Enable in order to automatically kill random horses.
- **ENABLE CLASS LIMITS**: Enable class limits specified below this button.
- **ENABLE CARRYING OF MULTIPLE FIREARMS**: Enable in order to make it possible to carry several firearms.
- **ENABLE BONUSES**: Enable in order to allow bonuses given by banners and musicians.
- **BONUS STRENGTH**: Type in the bonus strength in %.
- **BONUS RANGE IN METERS**: Type in the range bonuses affect players in meters.
- **CHANCE OF FALLING OFF HORSE WHEN HIT**: Enable if you want that player can fall off a horse when they are hit. Chance in %
- **DAMAGE DEALT TO RIDER WHEN HORSE DIES**: The damage dealt to riders if the horse dies, in %.

Game Modes

Battle

Battle mode is a game mode where two teams of players fight to the last man. In this game mode players do not respawn when killed until the next match.

Capture The Flag

In this game mode players must capture the enemy team's flag and return it to their own.

Commander Battle

In this game mode players assume the role of an officer in command of an assigned number of AI bot soldiers. Matches last until either one team is annihilated or the time limit is reached. When a player is killed he respawns as one of the bots under his command. Should the player have no more bots under his command then he must wait until the next round in order to respawn.

Conquest

Conquest involves 2 teams of players competing to control areas on the map. On the map are a set of flags which each team must hold and control. At the beginning of the round, some flags will be controlled by either your team or the enemy team. To capture a flag/area you must stand near the flag within that area while there are no enemies around. If your team holds more flags than the enemy, then their team will start to lose ticket points. The goal here is to bring the enemy's ticket countdown to zero.

Deathmatch

Deathmatch is a free for all game mode where the player with the highest kills wins the round. Players will continually respawn until a player wins the match.

Duel

In this game mode players must invite other players to a duel. If the other player accepts the challenge then the duel will begin and the two players will be able to eliminate each other. Players not in a duel cannot cause harm to

other players or be harmed themselves. The aim of this game mode is to win the largest amount of duels possible.

Siege

In this game mode one team must try to defend a fort or fortification from being captured by the enemy team. Respawn times are considerably longer in this game mode and players will respawn after 30 seconds if killed. Capturing the fort works similar to conquest, players on the attacking side must breach the fortifications defences in order to reach the flag inside the fort and eliminate any enemies guarding the flag. The round will end when the fort has been captured or the timelimit reached.

Team Deathmatch

Team deathmatch is a game mode where two teams of players compete for the highest kill count. Whichever team has the highest kill count wins. Players will continually respawn until one of the two teams wins.

Unit Types



Infantry

There are a few variations of infantry classes within Mount&Blade: Napoleonic Wars, such as partisans, line infantry, light infantry, guardsmen and riflemen. Classes are referred to by their actual regiment name but immediate differences in weapon load-outs can be recognized. For example, riflemen tend to have more accurate firearms but no bayonets while line infantry is generally not equipped with swords (varies depending historical regiment). Each class has subtle variations in stats that are intended to reflect their advantages without disrupting gameplay balance.

Line Infantry

Line infantry was the most common Infantry type in the Napolenic wars. Line infantry are usally equipped with a bayoneted musket and sometimes with a small sword referred to as a “butter knife” or “sabre briquet”. Line infantry have medium shooting and melee skills and are a good all rounder troop type.

Light Infantry

Light infantry are light and fast moving units that possess good shooting skills. Light Infantry is equipped with an unbayoneted musket and a small

sword for melee combat. Due to their good speed and accuracy; they are especially useful for flanking enemy lines and supporting fire. However, light infantry is at a disadvantage in melee and should thus avoid getting to close to enemy lines.

Riflemen and Jaegers

Riflemen are light and fast moving units with good shooting skills. Riflemen are equipped with a highly accurate but slow to reload rifle and a small sword for melee combat.

Due to their high shooting and running skills, riflemen are especially useful for sniping enemy officers. However, Riflemen are at a strong disadvantage in melee combat and should avoid getting close to enemy lines.

Partisans

Partisans are probably the most uncommon and worst performing units in Mount&Blade: Napoleonic Wars. They are equipped with random weapons such as farming tools and for example birch clubs and do not possess any special skills. They can however, due to their wide variety of melee weapons, perform surprisingly well in melee when in large numbers.

Musicians

There are a number of musician classes in Mount&Blade: Napoleonic Wars, such as pipers, fifers and drummers. Players will receive a bonus to their reloading speed when standing near friendly musicians who are playing an inspiring tune. When a musical instrument is selected by the player, he or she, can press RMB (by default) and choose a tune to play from a menu popup. A tickbox is provided in the menu that synchronizes other musicians of the same regiment or side to play the same tune at the same time.

Officers

Officers are considered the lead unit of a regiment. They are equipped with a pistol, sword and telescope in order to better survey the battlefield. In commander battles, a player will automatically assume the role of officer with a server-specified number of AI-controlled bots being allocated to him or her. Officers are also available for cavalry regiments and Artillery regiments. Friendly units near an officer also receive a bonus that varies depending the regiment.

Ensigns & Sergeants

Ensigns usually carry the king's or regiment's colors (flag). They are also equipped with a small sword or bayonet. Sergeants or Ensign's provide a combat bonus increase to friendly units standing nearby. If the ensign or sergeant's regiment is a light infantry or rifle regiment the bonus will come in the form of speed, any other regiment will get a damage bonus. Ensign's and/or Sergeants, depending the regiment, are also available for cavalry regiments.

Cavalry

There are a few different types of cavalry which are categorized as light, medium or heavy cavalry. This is intended to reflect the maneuverability or speed of the selected cavalry regiment. Cavalry classes vary from dragoons, lancers to light or heavy cavalry, each with both their own advantages and disadvantages. Lancers for example, carry a lance with which to impale enemy units at a safer distance. They can be extremely deadly on the battlefield but the lance lacks the ability to block oncoming blows in melee combat. Light cavalry on the other hand has the advantage of speed while heavy cavalry tends to be units which sacrifice speed for a bit of extra protection, such as the French Cuirassiers.

Special Classes

Artillery Classes

There are three artillery classes available under the special units tab in Mount&Blade: Napoleonic Wars. These include the ranker (who is equipped to load and fire any cannon), the artillery officer (who is equipped with a telescope) and the gun carriage (which can limber or unlimber artillery pieces). Please refer to the in-game tutorial for instructions on how to fire a cannon.

Rocket Infantry

Rocket infantry are exclusive to the British. Rocket infantry come equipped with rockets and can place them on any rocket-holder tripod in order to fire them. The process is similar to reloading cannons except that it only requires the rocket holder to place the rocket on the tripod and then take control of it in order to fire. It can be a little bit tricky trying to load a rocket onto the tripod. You will have to

stand alongside the tripod and look up at the front section until you see a text box that says place rocket. Be warned: rockets are extremely inaccurate and it is generally ill advised to fire one from behind friendly lines unless your confident the rockets trajectory will pass over friendly heads.

Sappers

Sappers are the engineers of the Napoleonic era. Sappers can use hammers to build items by clicking RMB (by default) when the hammer tool is selected. Provided there are enough build points the sapper can build anything from planks, to sandbag fortifications and even plant explosive boxes. After an item has been built/placed, it must be constructed with the relevant tool. For example a wooden structure may require the sapper to hit it with the hammer repeatedly until fully assembled, while a dirt mound may require the sapper to hit it repeatedly with his shovel. A progress bar should report the status of completion with each hit. Make sure you are facing the item to be constructed when attempting to assemble it.

Generals

A general is equipped with a horse, sword and telescope. His presence near friendly troops will increase any bonuses the troops enjoy (such as combat bonuses) by an additional 5%.

Cannon/Artillery Types



There are five different cannon or artillery types in Mount&Blade: Napoleononic Wars. These are: the 12 pounder, the 12 pounder howitzer, normal (fixed) stationary cannons, swivel guns and mortars. Both the 12 pounder and 12 pounder howitzer cannons can be limbered and unlimbered with a gun carriage and can therefore be moved around the map by any player using the gun carriage class.

Artillery Ammunition Types

Every cannon in Mount&Blade: Napoleononic Wars has an ammunition box or pile beside it. There are four types of artillery ammunition; The normal roundshot (which is used by the 12 pounder and stationary cannons), canister shots (which can be used by all cannons except mortars), explosive shells (which can be used by 12 pounder howitzers) and mortar rounds (which are exclusive to mortars).

Roundshots

The common roundshot will fire in a straight arc and proceed to bounce across the terrain until it impacts into a steep incline. Roundshot is especially useful against buildings and can be devastating to deep lines of infantry or cavalry at any range.

Canister Shots

Canister shots will unleash a hail of metal balls (commonly referred to as grape-shot) that are intended to decimate any frontal charge by either infantry or cavalry. However canister shots are next to useless at longer ranges.

Explosive Shells

Explosive shells will fire in a straight arc and cause significant damage around the area of impact where the shell will explode and leave a nice crater. Shells will cause great damage to all surrounding infantry and horsemen.

Mortars

Mortars fire at a steep incline and can be used to fire over defensive fortifications or walls. When a mortar explodes it will send shrapnel flying through the air, thereby increasing the killing range around the area of impact. Due to their ammunition mortars can be usefull against infantry and cavalry as well as against buildings.

Limbering/Unlimbering Cannons

When playing as the gun carriage class, the player can position the gun carriage behind any 12 pounder or howitzer in order to attach it to the carriage. The player must align the back of the carriage with the back of the cannon in order to receive the option to limber the cannon. He must also be facing the intersecting midpoint of both cannon and carriage rear in order to see the option to limber pop up.

War Cries and Commands

War Cries

Players may shout valiantly on the field of battle when it takes their fancy or for any role playing occasion (by default “C”). There are no bonuses or benefits to doing so apart from getting into the spirit of the thing.

Field Commands

Players may also use the command menu to shout out certain commands (by default “F1”, “F2”, “F3”). The only time when these commands have any other effect on the battlefield, other than communication, is during commander battles. During commander battles players may give the AI bots assigned to them various orders.

Surrendering

When all hope of victory is lost; players may choose to surrender to the enemy. This action has no real consequence or benefit and is merely implemented for a bit of fun and role playing. The general procedure is to throw down your arms (by default “G”) and then to make your intentions known by shouting I surrender (default key “page down”). Provided you are playing with players that understand the unwritten etiquette in regards to surrender; the formality should involve an enemy officer organizing a firing squad (made up of players or AI) in an attempt to execute the player with pomp and ceremony as well as honor. If you surrender in the chaos of mid battle however there is a strong chance you will not receive any such an honor from an enemy, as you are no doubt a coward.

Factions



France

The year is 1812. The French Empire, led by Napoleon Bonaparte himself, is the most powerful continental state in Europe and at the zenith of its power. Two decades of Revolutionary and Napoleonic warfare has strengthened her armies and expanded her borders and spheres of political influence. The French armies are fighting all across the continent - from the mountains of Portugal to the endless steppes of Russia. The French tricolour has already been raised over Berlin, and Vienna. All major European nations have already suffered great defeats against Bonaparte's Grande Armée, but the widely stretched French nation is now completely surrounded by enemies. France will have to battle against the whole of Europe. Again...

United Kingdom

The British Empire is on the rise, constantly expanding and strengthening her influence over the world. However, to become the world's dominant power, Britain must first get rid of her most dangerous and ambitious enemy - Imperial France. While Britannia may rule the waves, France still dominates the continent, something London can neither abide, nor tolerate.

Since the financing of Napoleon's enemies has turned out to be ineffective in getting rid of the "Corsican monster", his Majesty's armies are now ready to take the battle to the French themselves with cold steel and musket. However, trying to maintain a huge empire as well as a war against the United States, Britain has to compensate for the lack of troops with solid professionalism and discipline. At the same time, huge diplomatic resources are being wielded to pressure Austria and Prussia to join another coalition. Britain needs all the help she can get if she is to beat back the huge armies of France.

Prussia

The glory and power of Prussia is a thing of the past, not the present. In 1812 the once mighty Prussia has been conquered and is now, forcibly, allied to the French. The military catastrophe of 1806 was a bitter lesson for the Prussian military, and the Prussian state overall, but a bitter lesson is still a lesson. Prussia has learned from its mistakes and is now ready to rise to glory and power once more. The Prussian commitment to the campaign in Russia is half-hearted at most. Instead, she is sharpening her swords, ready to rise against the French invader, should Napoleon's army lose its war in Russia. Gone are the slow and uninspired troops of 1806, replaced by a newly reformed army, supplemented with the Landwehr (Prussian militia), who are ready to fight for their homes, families and country. The success of France has lasted for too long and her generals have become too self-confident and proud. Now it is Prussia's time to avenge the humiliation of 1806 and teach the French a lesson they will remember for a long time.

Austria

The Revolutionary and Napoleonic wars were a disaster for the Holy Roman Empire. With numerous lands in Italy, the Balkans and the Low Countries lost to France, the empire that dominated central Europe for centuries no longer exists. Francis II, once Holy Roman Emperor, is now Francis I, Emperor of the newly formed Austrian Empire. Vienna, the city that had held out against the huge Ottoman armies almost two centuries ago, was captured by the French, not once, but twice.

However, despite serious blows to the Austrian prestige, the Austrian spirit is not broken. Instead, Austria is now more determined than ever to pay back for all shame suffered at the hands of Bonaparte. While it may have suffered defeat, the Austrian army is still the third largest nation in Europe and shall not be forgotten as the only nation to have inflicted a defeat upon Napoleon himself without allied

help. Austria's armies were also close to defeating him on two more occasions. As French power on the continent melts with the spring snow of 1813, the Austrian Empire stands ready to retake what was once hers.

Russia

Ever since the Muscovite Tsardom transformed into the Russian Empire, expansionist ambitions have formed Russia's foreign policy. Having successfully contested Sweden, Prussia and the Ottoman Empire for lands, St. Petersburg has now reached another level of ambition. The young Russian monarch, Alexander I, cares little for the newly conquered lands. His ambitions are much higher than that - to defeat Napoleon himself and "save Europe" from French tyranny.

Russian armies have marched against Napoleon twice, and both times they were repelled with heavy casualties on both sides. The third clash, which is about to come in 1812, will be completely different. Belorussian forests and endless Russian steppes are quite different from the fields of Europe with their well-developed road networks and numerous villages. The Russian Empire's greatest ally has always been its vast surrounding geography, and its merciless winter. The Russian peasants, which France claims to want to liberate, are still fiercely loyal to the Russian monarchy and will not allow themselves to be exploited by an enemy army. They would rather escape into the forests armed with any makeshift weapon at hand. So while the forests behind the French Army fill with partisans, the Russian army retreats endlessly in front of the French, who in turn, can look forward to a truly unique experience...

Tips

Commander Battles

- In order to get your men to charge without firing tell them to use melee weapons (press F4 to access the relevant menu). This will stop them from aiming their rifle during a charge and force them to use maximum speed when running towards an enemy.
- When an enemy cavalry charge is imminent, you should tell your men to form up in a row of 5 and tell them to move closer to each other (Press F2 to access the relevant menu). When the cavalry impacts with your infantry formation, it may be advantageous to tell your men to use melee weapons and to charge into the fray.
- Flanking an enemy regiment with a friendly player may cause the enemy regiment to spread their fire, thus reducing their overall offensive capability.
- When encountering an enemy regiment that does not use bayonets (such as riflemen), while commanding line infantry or any other infantry regiment that has bayonets, it may pay off to order a full blown charge and exploit the enemy's weakness regardless of numbers (so long as you have approximately equal numbers and no additional enemy regiments are nearby).

General Advice

- Charging an enemy group that's perched on a hilltop is dangerous. Make sure you outnumber the enemy when doing so. Likewise; it is advantageous to take a hilltop position with any infantry group since uphill inclines will slow down both infantry and cavalry.
- When a cavalry attack is imminent, players could try and ban together in order to create a firing line of two ranks, with the front line crouching and bracing their bayonet (this is lethal against any horse charge).
- Artillery round shots can be lethal against tightly packed infantry formations, since the roundshot will bounce along in a straight line, passing through anything it meets along the way save sturdy objects. If aimed and fired in front of a deep formation of enemy soldiers, it can be more devastating than an explosive shell.
- Grapeshot is powerful at short ranges, but beware! Cannons are unwieldy objects that are slow to turn and vulnerable to cavalry charges. Cooperation between players and choke points should be exploited where possible.

- Avoid deep water. Anything waist high and above will cause your munitions pouch to get wet and result in the loss of all ammunition. Sappers can detonate explosive on bridges to slow down an enemy advance or force them to go through water. They can also lay down planks over any holes in bridges so take note.

Technical Issues

If you are experiencing a crash to desktop during gameplay or prior to the game loading then try the following:

- On the warband launch screen, click 'configure' and then click the 'video' tab. Make sure the tickbox "load textures on demand" is checked otherwise the game will load all the game textures which may or may not exceed your memory.
- Make sure you have the latest version of Mount&Blade: Warband.
- On the warband launch screen, click 'configure' then click 'advanced' and check the box that say 'force single threading'. This may help prevent crashing on some systems.
- Defragment your hard drive. A funny and important process is that the game can't load the resources fast enough from your hard drive. As a possible fix, try and defragment your hard drive.
- Old drivers can get you into lots of trouble, Make sure you get the latest, especially for video card drivers.

If you own a ATI video card look for your latest drivers here;
<http://support.amd.com/us/gpudownload/Pages/index.aspx>

If you own a Nvidia video card look for your latest drivers here;
<http://www.nvidia.com/Download/index.aspx?lang=en-us>

- Lower your settings! Even though your frames per second may be ok, your memory may be in trouble. Things that are important: Texture details, Grass/Tree density and Model details.
- If crashing persists please check the Taleworlds forum for support:
www.taleworlds.com

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Music

APOLLO SYMPHONY ORCHESTRA www.classicalmusicroyaltyfree.com

- Wolfgang Amadeus Mozart - Great mass in C minor - Gloria.
- Richard Wagner - Ritt der Valkuren.
- Antonin Dvorak - New world symphony (4th movement)
- Ludwig von Beethoven - Symphony No. 5 (1st movement)
- Georges Bizet - Toreador's Song (from Carmen)

neosounds.com

- Ludwig von Beethoven: Symphony no.9 - 4th Movement; By the New Age Symphony Orchestra

sounddogs.com

- Johann Strauss Sr. - Radetzky March; By Bartok Consulting (BMI)
- Pyotr Ilyich Tchaikovsky - Overture 1812; By Bartok Consulting (BMI)
- Franz Schubert - Marche Militaire; By Quimus Music

musicloops.com

- Ludwig von Beethoven - Fur Elise; By Bobby Cole
- Johann Sebastian Bach - Cello Suite No. 1; By Tim Brown

trackline.com

- Edward Elgar - Pomp and Circumstance March No. 1
- George Frideric Handel - The Messiah (Hallelujah Chorus)
- George Frideric Handel - Queen of Sheba
- Antonio Vivaldi - Four Seasons: Summer (3rd movement)

stockmusic.com

- Antonio Vivaldi - Four Seasons: Summer (1st + 2nd movement)
- Antonio Vivaldi - Four Seasons: Spring (1st + 2nd movement)
- Antonio Vivaldi - Four Seasons: Winter (1st + 3rd movement)
- Antonio Vivaldi - Four Seasons: Autumn (1st movement)
- Antonio Vivaldi - Concerto No. 10 allegro 2
- Antonio Vivaldi - Concerto flute violin continuo allegro
- Antonio Vivaldi - Concerto grosso No. 8 allegro
- Mozart - Eine Kleine Nachtmusik
- Brahms - Hungarian Dance No. 5
- Rimsky-Korsakov - The Flight of the Bumble Bee
- Mendelssohn - A Wedding March Reccessional
- Johann Sebastian Bach - Concerto for Two Violins in D Minor
- Johann Sebastian Bach - Gavotte
- Johann Sebastian Bach - Orchestral Suite No. 3
- Strauss - Blue Danube Waltz
- Boccherini - Minuet
- Georges Bizet - Carmen Suite No. 1, Aragonaise
- Chopin - Polonaise in A Major Op 40 N1, Military
- Geminiani - Concerto Grosso
- Grieg - Peer Gynt Overture
- Grieg - Peer Gynt Suite No 1 Op 46: In the Hall of the Mountain King
- Hummel - Rondo
- Liszt - Les Preludes

Incompetech.com; Performed by Kevin MacLeod

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- Ludwig von Beethoven - Laendler in C minor
- Ludwig von Beethoven - Ecossaise in E-flat
- Johann Sebastian Bach - Toccata and Fugue
- Johann Sebastian Bach - Prelude in C
- Johann Sebastian Bach - Chromatic Fantasia
- Johann Sebastian Bach - Chromatic Fugue
- Saint Saens - Danse Macabre
- Richard Strauss - Also Sprach Zarathustra
- William tell - Ranz des Vaches

- Wagner - Lohengrin
- Pyotr Ilyich Tchaikovsky - Waltz Op. 40
- Johann Sebastian Bach - Brandenburg concerto no.
- Pachelbel - Canon
- Erik Satie - Gymnopedie No. 3
- Agnus Dei
- Schmetterling
- Tiny Fugue
- Lift Motif

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