

# Oblivion Collectible Cards

by Sam Lake & slart

v1.5

## OVERVIEW

Do you like collecting? If so, this mod may be the right one for you. It adds collectible cards that are hidden all over Cyrodiil – 300 cards in the current version. There are six categories of cards – NPCs, Creatures, Daedra, Weapons & Armor, Buildings and Plants.

The Septim coins in the upper right corner of each card define how rare a card actually is – 1 coin for common cards, 2 coins for the uncommon ones, and 3 coins mark rare cards. There are also very rare cards with a special glossy surface that are very hard to find.

You will mostly be finding cards as part of the random loot in chests. Bandits, marauders and goblins carry some from time to time, most general goods merchants will offer a few pieces when you visit them, and there is also a slight chance that a card will appear in fleshy pods found in the Realm of Oblivion. However, the rarest cards are not generated randomly and can only be found in Cyrodiil wilderness.



## VIEWING THE CARDS

We've implemented an intuitive, animation-based system that allows you to view any card as easily as possible without console commands. When you pick up a card for the first time, a clutter item called *DROP ME* will be added to your inventory. Simply drop it as the name suggests; the script will remember your character's height and adjust the animation so you'll be able to view it properly. Should you ever change your race during the game, the *DROP ME* item will be added to your inventory again. A short video showing the process can be found here:

[http://www.youtube.com/watch?v=cTCEysQ0m\\_I](http://www.youtube.com/watch?v=cTCEysQ0m_I)

## ALBUM

As of version 1.5, OCC offers a way to organise your cards, while still letting you keep them in your possession. You can buy one of seven different albums from Orenthil, and put your cards inside. They are split into various categories (album for creatures, album for plants, etc), but you don't have to follow that rule, if you don't want to. Because of certain restrictions of Gamebryo, those seven albums are also unique, which means if you ever sell one, you won't be able to get it back.

When you activate an album in game, you will see a menu with several options, most of which are self-explanatory. You can manually add cards to an album, remove them, show a list of cards you have yet to collect, or enter a view mode. That is done in a way similar to the one in which you can view separate cards, with a new custom model for albums. A short video is always better than thousand words, so here it is:

<http://www.youtube.com/watch?v=w7BajaL0eEg>



## NEW FURNITURE

Introduced in v1.4, OCC also features a new set of furniture designed specifically to display cards. All 8 pieces of the furniture can be placed wherever you see fit. A scroll called "Furniture Catalogue" contains overview on all available pieces and a list of vendors selling the furniture. A video showing how the system works can be found here:

<http://www.youtube.com/watch?v=pGLFonEI3BI>



## QUESTLINE

With OCC, you will have an opportunity to join a new guild – the Collectors of Cyrodiil. The guild is led by an old Bosmer named Orenthil, who has recently moved to Chorrol. Look him up there if you're interested in joining the guild, and he'll be more than happy to answer any questions about collecting you might have.

The quests are mostly focused on dialogue rather than combat, each with more than one path to completion. All important NPCs added by the mod are fully voiced, which results in over 500 lines of new dialogue (30 minutes of speech)!



## KNOWN BUGS AND COMPATIBILITY ISSUES

The current version of OCC doesn't work with *Better Cities* and *Open Cities*. We DO NOT plan on making a compatible version as it would require serious amount of concessions, thus rendering it inferior to the "full" version.

There are also some minor conflicts with *Unique Landscapes – Cheydinhal Falls* mod, but nothing that would make either mod non-functional.

## INSTALLATION & UNINSTALLATION

Copy *Oblivion Collectible Cards.bsa* and *Oblivion Collectible Cards.esp* into your `Oblivion\Data\` directory. If it needs to overwrite any files, click "Yes to all". Then activate the .esp in the Oblivion Launcher or Oblivion Mod Manager.

**Note:** You need to have the latest patch (1.2.0.416) in order to run OCC.

**If you are updating the mod from an early version without a BSA file, you MUST delete these folders from your installation directory:**

Oblivion\Data\Meshes\clutter\SLCards\  
Oblivion\Data\Textures\clutter\SLCards\  
Oblivion\Data\Textures\Menus\icons\SLCards\  
Oblivion\Data\Sound\Voice\Oblivion Collectible Cards.esp\

If you want to uninstall the mod, simply remove *Oblivion Collectible Cards.bsa* and *Oblivion Collectible Cards.esp* files from your Oblivion\Data\ directory.

## CREDITS

I would like to thank the following people:

*Penderrin909* – for his *Yu-Gi-Oh Cards* mod that gave me the idea and for his card mesh we used and eventually modified.

*Miss Wilde, Lalwende, Euther* and *QTPie* – for brilliant voice acting.

*JCSpencer* – for spell check, grammar check and overall improvements in the text.

*Ryoga64* and *512sentinel* – for their help with beta-testing.

*Grhys* – for his Exnem-ised chainmail armor mesh I used and retextured.

*AlienSlof* – for her dog retexture I used and modified.

*Caleb Kimbrough* – for his "Grunge Book Cover Textures" pack we used.

*Princess-of-Shadows* – for her "Vintage Grunge Textures" pack we used.

*Slanesh* and *FreqMan* – for their sound samples from freesound.org we used.

*Flogging Molly* – for their music that helped me keep my sanity while making this mod.

*Wizards of the Coast* – for many of their Trading Card Games that also got me into this.

*Bethesda Softworks* – for making such a wonderful game.

Enjoy the mod!