



Baldur's Gate™

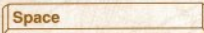




Tales of the Sword Coast™



Quick Reference Card

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Quick Reference Card



PAUSE/UNPAUSE Press  or  to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters – they will perform these actions when you un-pause.


Help Press  or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.



RESTING Press  on any secondary screen to rest (or) talk to an inn keeper and choose the Rent Room option 

 **GAME SCREEN** 

CHARACTER SELECTION

Select Single Character L click on character, or L click on character portrait or, Select Character 1 - 6  – 


Select Group Drag a box around characters with L click of the mouse, or: 

Add/Remove  + L click on character or character portrait, or  and drag a box around characters with L click




Center on Character Double L click on character, or Double L click on character portrait






MOVEMENT/ACTIONS

Walk to Point L click on ground to make the selected character(s) walk there.

Walk to Waypoint  + L click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation R click and drag in circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.



 **Talk**  L click on , L click on creature.

   **Quick Weapon**
Attack L click on , L click on creature you wish to attack.
Select Ammo R click on , L click on desired ammo.

 **Group Attack** L click on , L click on creature you wish to attack.

 **Cast Spell** 
 L click on , L click on desired spell, L click on target.

 **Quick Spell**
Cast Spell L click on , L click on target.
Configure R click on , L click on desired spell.

 **Use Item** L click on , L click on desired item, L click on target.



Quick Item

Use Item L click on  , L click on target.

Configure R click on  , L click on desired choice.



Turn Undead



Bard Song





Detect Traps and Secret Doors



Thieving

Pick Pockets L click on  , L click on creature 

Open Locks L click on  , L click on door or chest 

Remove Traps L click on  , L click on trapped door or chest 



Stealth



Special Abilities

L click on  , L click on ability, L click on target.



Group Stop/Stop Current Action



Group Formations, R click to select different quick formations.

Change Party Order: L click and hold on the character portrait, when the cursor changes, drag the character to the desired location in the marching order.



MAP SCREEN


Area Map:

Change View Area L drag green box.

Zoom In On Point L double click on point.

Zoom In On Character L double click on character's ring, or R click on character portrait.

World Map:

Scrolling Left drag when  appears.



JOURNAL SCREEN



OPTIONS SCREEN



INVENTORY SCREEN



CHARACTER RECORD



mage BOOK SCREEN and PRIEST SCROLL SCREEN

Memorize: L click on spell slots to choose spells to memorize. These spells will be memorized the next time the party rests.

Description: R click on spell icon to see the spell description.

Copy

From Scroll: R click on the scroll. L click on the "Write Magic" button.

LIST OF CHARACTER STATE ICONS

	Bad Luck		Held		Prot. from Magic
	Bard Song		Heroism		Prot. from Missiles
	Barkskin		Intoxicated		Prot. from Petrification
	Bezerk		Invulnerability		Prot. from Poison
	Blessed		Level Up		Prot. from Undead
	Blind		Luck		Regenerate
	Chant		Magic Armor		Resist Fear
	Charm		Nondetection		Resist Fire-Cold
	Confusion		Panic		Rigid Thinking
	Cursed		Poisoned		Shield
	Dire Charm		Prot. from Acid		Silenced
	Nausea		Prot. from Cold		Sleep
	Fatigued		Prot. from Electricity		Slowed
	Free Action		Prot. from Evil		Strength
	Haste		Prot. from Fire		

LIST OF CURSORS

	Attack		Locked Chest/Door		Remove Traps
	Blocked Location		Move		Rotate Formation
	Cast Spell		Open Door		Take Stairs
	Change Marching Order		Open Locks		Talk
	Enter Door		Pick Pockets		Thieving
	Follow		Pick Up Item		Travel
	Guard				

PRIEST SPELLS

1ST-LEVEL SPELLS



Bless



Command Word: Die



Cure Light Wounds



Detect Evil



Entangle



Magic Stone



Protection from Evil



Remove Fear



Sanctuary



Shillelagh

2ND-LEVEL SPELLS



Aid



Barkskin



Chant



Charm Person or Mammal



Draw Upon Holy Might



Find Traps



Flame Blade



Goodberry



Hold Person



Know Alignment



Resist Fire and Cold



Silence 15' Radius



Slow Poison



Spiritual Hammer

3RD-LEVEL SPELLS



Animate Dead



Call Lightning



Dispel Magic



Glyph of Warding



Hold Animal



Invisibility Purge



Miscast Magic



Protection from Fire



Remove Curse



Remove Paralysis



Rigid Thinking



Strength of One

4TH-LEVEL SPELLS



Animal Summoning I



Cure Serious Wounds



Defensive Harmony



Free Action



Mental Domination



Protection from Lightning



Neutralize Poison



Protection from Evil,
10' radius

5TH-LEVEL SPELLS



Animal Summoning II



Cure Critical Wounds



Champion's Strength



Chaotic Commands



Flame Strike



Raise Dead

MAGE SPELLS

1st-Level Spells



Armor



Color Spray



Magic Missile



Blindness



Friends



Prot. from Evil



Burning Hands



Grease



Shield



Charm Person



Identify



Shocking Grasp



Chill Touch



Infravision



Sleep



Chromatic Orb



Larloch's Minor Drain

2nd-Level Spells



Agannazar's
Scorcherspell



Invisibility



Prot. from Petrification



Blur



Knock



Resist Fear



Detect Evil



Know Alignment



Stinking Cloud



Detect Invisibility



Luck



Strength



Ghoul Touch



Melf's Acid Arrow



Vocalize



Horror



Mirror Image



Web

3rd-Level Spells



Clairvoyance



Ghost Armor



Nondetection



Dire Charm



Haste



Protection from Normal
Missiles



Dispel Magic



Hold Person



Skull Trap



Fireball



Lightning Bolt



Slow



Flame Arrow



Monster Summoning I



Vampire Touch

4th-Level Spells



Confusion



Improved Invisibility



Polymorph Other



Dimension Door



Minor Globe of
Invulnerability



Polymorph Self



Emotion
Hopelessness



Monster Summoning II



Remove Curse



Greater Malison



Otiluke's Resilient
Sphere



Spirit Armor

5th-Level Spells



Animate Dead



Domination



Monster Summoning III



Cloud Kill



Feeblemind



Shadow Door



Chaos



Hold Monster