





Baldur's Gate™






Quick Reference Card



Baldur's Gate

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.

 **Guard**   , L click on creature. Your character will protect this creature and fight anyone who attacks.

Protect Point L click on  , L click on ground.




Protect Area L click on  , L click and drag to define the area.

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

  **Quick Weapon**  , 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**  , L click on target.

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



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
	Disease		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		Entangle		Remove Fear
	Command Word: Die		Magic Stone		Sanctuary
	Cure Light Wounds		Protection from Evil		Shillelagh
	Detect Evil				

2ND-LEVEL SPELLS

	Aid		Find Traps		Resist Fire and Cold
	Barkskin		Flame Blade		Silence 15' Radius
	Chant		Goodberry		Slow Poison
	Charm Person or Mammal		Hold Person		Spiritual Hammer
	Draw Upon Holy Might		Know Alignment		

3RD-LEVEL SPELLS

	Animate Dead		Hold Animal		Remove Curse
	Call Lightning		Invisibility Purge		Remove Paralysis
	Dispel Magic		Miscast Magic		Rigid Thinking
	Glyph of Warding		Protection from Fire		Strength of One

4th-LEVEL SPELLS

	Animal Summoning 1		Free Action		Neutralize Poison
	Cure Serious Wounds				

5th-LEVEL SPELLS

	Animal Summoning 2		Flame Strike		Raise Dead
	Cure Critical Wounds				

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 Scorchers		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 1		Vampiric Touch

4th-LEVEL SPELLS

	Confusion		Improved Invisibility		Monster Summoning 2
	Dimension Door		Minor Globe of Invulnerability		

5th-LEVEL SPELLS

	Animate Dead		Monster Summoning 3		Shadow Door
	Cloud Kill				