GAME BOY ADVANCE

AGB-BGDE-USA

FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™



INSTRUCTION BOOKLET

DSI GAMES

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Licensed by:













LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

INTRODUCTION	4
CONTROLS	6
BALDUR'S GATE™	6
START A GAME	7
BALDUR'S GATE™ HERO CLASSES	7
SAVE	8
CONTROLLING YOUR CHARACTER	9
HUD	11
STATISTICS SCREEN	12
CHARACTER ABILITIES	14
SHOPS	16
WEAPONS FEATURES	16
ARMOR FEATURES	17
SPELLS AND FEATURES	17
NPCs	22
TIPS	23
CREDITS	24

INTRODUCTION

Have you not heard of Eldrith the Betrayer, the Traitress of Swords, Eldrith of the Westering Sun? That she has been forgotten is an... irony of a sort.

Eldrith was one of the greatest generals of the Sword Coast, commander of the Company of the Westering Sun, sworn sword and defender of Baldur's Gate™. She served with honor and distinction in the first and last seasons of the Sundering War, the Crescent Port siege and finally, the campaign against the Black Horde. In all these battles, she was victorious. I do not know when pride burrowed into her heart, but it poisoned her. Eldrith had fought too many battles, achieved too many victories, and she had come to see the city of Baldur's Gate™ as her own.

On the day of the Great Betrayal, Eldrith's company took the field against the Black Horde and scattered them, even though the orcs and goblins outnumbered her troops five to one. Still, on route, almost half their forces survived and fled the field. Eldrith was determined to pursue them. The Dukes of Baldur's Gate™ refused. Too many good soldiers had been lost, the Dukes told her. They - and the people - wanted no more of blood and death, and they felt the Horde would not return.

Eldrith was furious. Even though she had lost many men, she felt it was better to deal a deathblow to the Horde and insure they never threatened Baldur's Gate™ again. And so she defied the Dukes, and led her soldiers to their deaths. Far from Baldur's Gate™, she cornered the Horde in a narrow defile. Once their retreat was denied to them, they proved more vicious than had been anticipated. Eldrith, fearful of losing the field, sent a messenger back to Baldur's Gate™ for reinforcements before the Horde broke free of her trap. The reinforcements never came, and the Horde overran Eldrith's weakened troops. Eldrith survived...

but many of the Company of the Westering Sun did not.

Eldrith became a creature consumed by fury. Wounded, she returned to Baldur's Gate™ to demand an audience with the Dukes. Instead, she was met at the gates and told that for her disobedience upon the battlefield, the walls of Baldur's Gate™ would be forever closed to her and the Westering Sun.

Eldrith gathered all of the Bladed Crescent who remained, all who had sworn to serve her, and she ordered her broken company to attack the walls of her city... she swore she would take it from the Dukes and put them to the sword. It would be justice, she said.

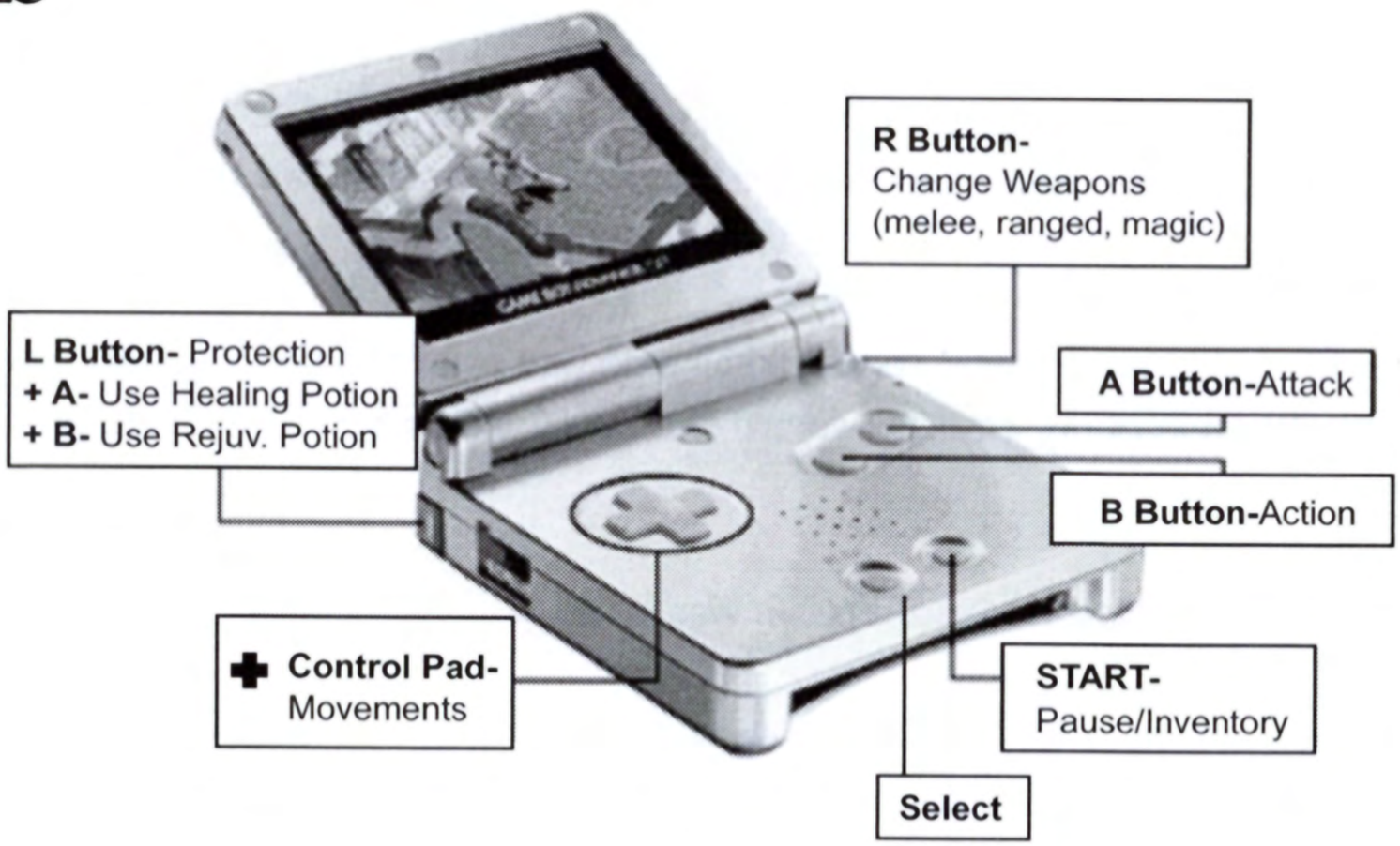
Eldrith's attack was like a charge of a maddened animal. It was suicide.

The Westering Sun were slain almost to the man, and they were driven from the city, hounded by the remaining troops of Baldur's Gate™. They pursued Eldrith for leagues, all the way to the Marsh of Chelimber. As the last of her soldiers floundered and died within the marsh, the soldiers closed upon her. She was no longer recognizable - blood caked her armor, and her helmet, barely able to put one foot in front of the other - she was dying, but even in death, she still struggled onwards, fuelled by her vengeance.

Fearing her skills with the sword, the soldiers' band did not approach within arm's reach of her - instead, they felled her from a distance with crossbow bolts. It was a cowardly execution... one without honor.

As Eldrith fell, she cursed Baldur's Gate™ and all within it. And with her death, the Dark Alliance was born...

CONTROLS



BALDUR'S GATE™

The journey of Baldur's Gate™: Dark Alliance™ takes place in the Abeir-Toril World ("Abeir-Toril" means "Cradle of Life"). This world is usually called "Toril." Your adventures will begin in Baldur's Gate™, a port town at the mouth of the Chionthar River. Evil forces have assaulted the city as of late. City guards have been found dead, gentlemen citizens are afraid to leave their homes, and worrying rumors of a war between thieves' guilds begins to spread in the city's streets

and taverns. The moment you arrive, you are involved. You play the part of a young and not-so-hard hero, recently arrived in Baldur's Gate™ with only your sword and a little purse of gold. You came to this city to try your luck and fetch fortune.

Let's hope the dark forces that threaten Baldur's Gate™ won't take you in the first place...

START A GAME

Two options will be available from the Main Menu:

New Game: Select this option if you want to start the adventure from the beginning.
You'll be asked to create your character by choosing between three classes (Arcane Archer, Fighter, Sorcerer). These classes are detailed beneath. Once you've chosen the class of your hero, you will be able to attribute characteristic points to his abilities. These abilities are listed beneath. The number of points you will be able to attribute depends on the class of your hero.

Continue Game: This option will allow you to resume a previously-saved game.

BALDUR'S GATE™ HERO CLASSES

Before you start a game of Baldur's Gate™: Dark Alliance™, you must choose the class of the character you wish to play.

Arcane Archer:
Arcane Archers are archers known for their supernatural accuracy with a bow and the ability to imbue their arrows with magic. A fusion of skill and innate magical ability has turned them into fearsome and respected warriors. A good character for taking down opponents from a distance, the Arcane Archer employs a number of magical powers related to his archery skills: the ability to enchant arrows with magical accuracy, create fire arrows, exploding arrows, and even fire off several arrows at once.

Fighter:
It is a fearsome warrior - tough, strong and devastating in combat when wielding melee weapons. A good character for hand-to-hand combat and sheer toughness, he also has access to a number of specialized fighting feats unavailable to the Arcane Archer and the Sorcerer.

Sorcerer:
The Sorcerer can create magic the way a poet creates poems, by drawing on the raw power within herself... and unleashing it with devastating effects. The Sorcerer has the ability to cast spells, an ability unavailable to the Fighter or the Arcane Archer, and she has a number of specialized metamagic fields and spells available to her as she advances in level. Unlike the Fighter or the Arcane Archer, however, the Sorcerer cannot use weapons that require more than one hand such as two-handed swords and two-handed axes.

SAVE

You can save your progress anywhere in the game. The loading of this saved game will keep your status, inventory, money... But it will make you start over at the beginning of the current level. Although most of the defeated enemies return, the doors and chests will still be open.

To save, you must go into the Pause/Inventory Menu and head for the System tab. In this tab, you will be able to save or enter Sleep Mode.

CONTROLLING YOUR CHARACTER

In order to survive in the world of Baldur's Gate™, you'll need to know the essential controls to play your hero. Here is a list of actions you will be able to perform:

Move: Use the Control Pad to move your character.

Attack: To attack a creature with a bow or a contact weapon, use the A Button.

Aim: When you're equipped with a bow, you will be able (once you "bought" this ability) to aim just before you fire an arrow. This will be represented as a red line, giving the direction of the arrow you'll shoot. Aiming won't guarantee your shot to hit, but it greatly helps.

Use a spell or a feat: Spells and Feats are capacities the player will learn during the adventure. Some are passive (they are always available) and the others are actives (you need to "activate" them in order to use them). To "activate" a spell or a feat, use the A Button once you've chosen it (see "select a spell or a feat" below). Some spells and feats use a certain amount of mana (see the "mana" chapter, below).

Action: The B Button can be used in order to talk with NPCs (Non-Playable Characters), open chests and doors, or pick up items on the floor. When you decide to pick up an item or a pile of items, you will gain access to a menu where you can see all the items that are currently on the floor. Once selected, you can transfer an item to your inventory by using the A Button, or drop it using the B Button.

Select a spell or a feat: During the game, your character will learn spells and feats; next, you must choose the one most appropriate for each situation. To use a spell or a feat, select it by using the A Button in the Pause/ Inventory Menu, under the Spell/Feat tab.

Switch weapons: Some circumstances will need you to change your combat tactics. To do so, press the R Button. Your character will change his attack method. Those change cycle through this path: Melee Weapon / Ranged Weapon / Magic. These weapons and spells must be equipped/selected to be used like this.

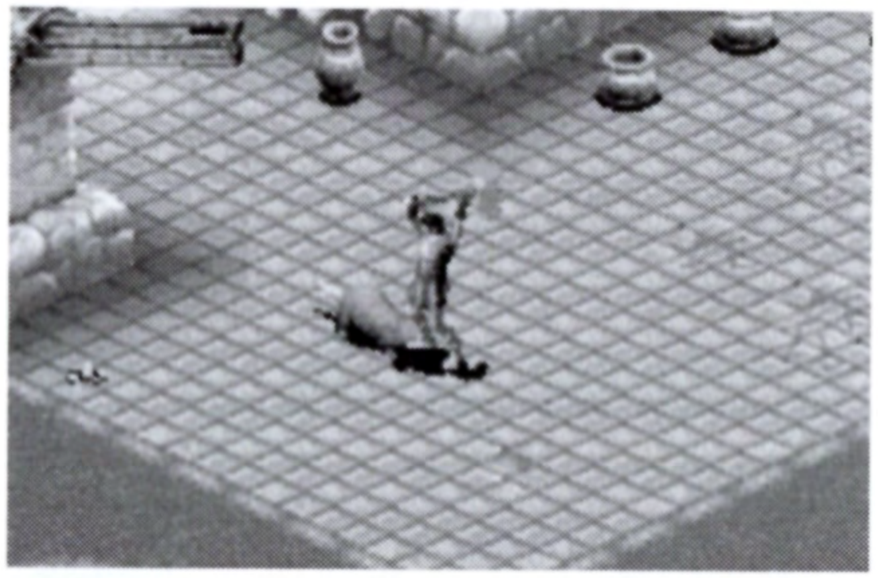
Block: The block allows your player to deflect missiles thrown against you or to dodge a tussle hit, even if its efficiency is not total. You can block with any shield and any weapons (except bows). The shield allows the player to block for an unlimited time, whereas the weapon needs the "Shield Expert" feat to block for an unlimited time. Otherwise, your block will only last for a short time. To block, use the L Button.

Cure: Use the L and A Buttons to use a healing potion. This will increase your health bar, but never beyond its maximum.

Mana: Use the L and B Buttons to use a rejuvenation potion. This will increase your mana bar, but never beyond its maximum.

Break objects: You will be able to break several objects like vases and barrels by attacking them. Some of these objects could hold treasures like money or items.

HUD



There are two principal bars at the top left of the screen.
These bars represent the hero's health points and the hero's mana points.

Health point: The health bar shows the amount of damage the character can take before he goes down. When a character reaches 0 health points, he dies. The red bar shows the health points.

The health points can be recovered by drinking healing potions, and they regenerate with time. A strong Constitution (See Abilities) allows the player to get faster regeneration for health.

Mana point: The mana bar shows the amount of magic energy the character can use to cast spells or use feats. When a character reaches 0 mana points, he won't be able to use magic anymore. The blue bar shows the health points.
The mana points can be recovered by drinking rejuvenation potions, and they regenerate with time. A strong Intelligence (See Abilities) allows the player to get faster regeneration for mana.

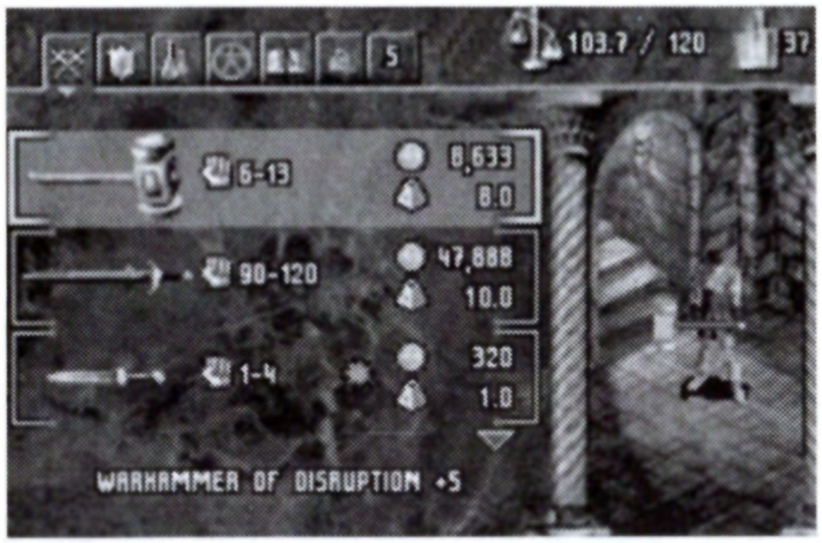
In some circumstances, icons will appear under the bars:

No more healing potions
No more rejuvenation potions
No more arrows

Gold: To pick up the gold you find on enemies' body or in breakable objects, just walk on it. A number will be displayed to indicate the exact amount of gold you've just picked up.

STATISTICS SCREEN

This screen can be accessed by pressing START. There are different tabs for each of the types of information presented.



Carrying Capacity: In the top right corner, there's a percentage of the character's total carrying capacity. The number on the left is the current weight of the equipment and loot you are carrying. The number on the right is your total weight capacity. You cannot carry more than your total carrying capacity. Your carrying capacity can be

be increased with the Endurance feat (Arcane Archer and Fighter only, see section "Spells and Feats").

Gold Piece Total: To the right of the Carrying Capacity, there is the total number of gold pieces you are carrying. There is no limit to the number of gold pieces you can carry.

Weapons Tab: You can view the weapons you carry on this screen. Weapons that are currently equipped have a green background. To equip/unequip a weapon, press the A Button. To drop a weapon, press the R Button. You can only have one melee and one ranged weapon equipped at a time.

Armor Tab: Here, you can view the armor you are carrying/wearing. You can wear shields, helmets, chest armor, gloves/bracers and boots. Equipping, unequipping and dropping armor is done the same way as with weapons.

Potions/Magic Items Tab: This tab lists all of the potions and magic items your character is carrying. Potions include:

- Healing Potions: These potions heal damage your character has taken. They come in many varieties, each of which heals a varying amount of damage to your character (3 types of potions: Lesser, Normal and Extra Healing Potions).
- Rejuvenation Potions: These potions can restore arcane energy (which is used when casting spells or using active feats). They also come in many varieties, each of which restores a varying amount of arcane energy to your character (3 types of potions: Lesser, Normal and Extra Rejuvenation Potions).

Statistics Tab: This tab lists all of your character's abilities, which are explained in the Characters Abilities section.

Journal Tab: Your current quest objectives are listed here.

Spells and Feats Tab: List of your character's spells, feats, and their respective ranks.

System Tab: This tab will allow the player to save and to enter the sleep mode.

CHARACTER ABILITIES

There are a number of abilities that define your character. As you gain levels, you will gain points to spend on increasing these abilities. Every four levels, you will be able to increase one of your ability scores. You get one point at level 4, one at level 8, one at level 12, etc...

Strength: This measures your character's physical power. Characters with a high Strength have a better chance to hit opponents in melee combat, do more damage when they hit, and can carry more weight than weaker characters.

Intelligence: This determines how well your character learns and reasons. The higher your character's Intelligence, the faster your arcane energy regenerates, and the more arcane energy points you gain each time you advance a level.

Wisdom: This describes your character's willpower, common sense, perception and intuition. The higher your character's Wisdom, the more experience points your character will gain when they kill monsters and accomplish quests.

Dexterity: This measures your character's hand-eye coordination, agility, reflexes and balance. Characters with a high Dexterity have a better chance to hit opponents with ranged weapons and have a better Armor Class.

Constitution: This represents your character's health and stamina. A high Constitution means your character will have more hit points and a faster hit point regeneration rate.

Charisma: This measures a character's force of personality, persuasiveness, personal magnetism, and physical

attractiveness. The higher your character's Charisma, the less trouble they will have buying and selling items at the local store or merchant.

Secondary Abilities:

Experience: You get experience by either killing monsters and creatures or finishing the quests you receive.

Next Level: The number of experience points needed to reach the next level of experience.

Health: Total number of hit points. The number on the left is your current total. The number on the right is your maximum total. When a character has 0 hit points, he dies. Hit points can be recovered by either using Healing Potions or with time. High Constitution makes hit point regeneration faster.

Arcane Energy: Total number of arcane energy points. The number on the left is your current total. The number on the right is your maximum total. When a character has 0 arcane energy points, he won't be able to use spells or active feats. Arcane energy can be recovered by using Rejuvenation Potions or with time. High Intelligence makes arcane energy regeneration faster.

Armor: This represents your character's Armor Class. The higher this score, the better. You can increase your AC by wearing armor, with a high Dexterity score and with the Dodge feat (Arcane Archer and Fighter only, see section "Spells and Feats").

Base Attack: This is the likelihood your character has to hit an opponent in combat. The higher, the better your chances

of hitting your enemies. You can increase your Base Attack by going up levels, with a high Strength, with a magical weapon and with the Sword and Fist feat (Fighter only, see section "Spells and Feats").

Damage: The amount of damage your character inflicts on a successful hit. The higher, the better. You can increase your Damage by going up levels, with a high Strength, magical weapon and the Sword and Fist feat (Fighter only, see section "Spells and Feats").

SHOPS

During the game, you will meet shopkeepers, one for each act. You will be able to buy and sell items from them. They immediately open their stall to you. A window similar to the inventory then appears where you can do business. The sale and the purchase are the same to perform.

Once the chosen item is highlighted, a press of the A Button confirms the trade. The Charisma ability of the player will have an influence on the price that the shopkeeper proposes. Don't ever hesitate to buy the mightiest weapon the shopkeeper has in stock, as this is the main purpose of your gold...

WEAPONS FEATURES

The weapons of Baldur's Gate™: Dark Alliance™ shows several features :



The fist icon indicates the amount of damage inflicted with the weapon. This value doesn't include Strength bonuses. The weapon can, therefore, inflict more damages if the player's Strength is high.



The gold coin icon represents the money value of the weapon.



The weight icon represents the heaviness of the weapon.



Some weapons have magic abilities: Fire, Cold and Shock increase the power of the weapon with magical damage. The red star icon means that the weapon makes critical hits easier to perform.

ARMOR FEATURES

They are identical to the weapons characteristics except for the fist being replaced with a shield.



The number next to it represents the bonus added to the player's Armor Class. The higher it is, the better.

SPELLS AND FEATURES

Spells and feats are special abilities your character gains, such as new attack types, additional hit points, and so on, that help to customize your character as you go up in levels. Each time you gain a level, you gain a number of skill points equal to the level you have just acquired. Therefore, you gain 2 points at level 2, 3 points at level 3, 4 points at level 4 and so on. Some spells and feats cost more points than others from skill level to skill level so it's sometimes a good idea to save points from a level for later on, once you level up again. Some spells and feats have more than one rank. The more points you place into a spell or feat, the more powerful it is. Certain spells and feats are only accessible to certain classes.

There are two types of Feats in the game: Passive and Active. Passive Feats are always on and do not need to be activated.

PASSIVE

Accuracy: (All) Improves the accuracy of your ranged attacks. You'll find it much easier to wound creatures at a distance when you have this feat.
NOTE: The Arcane Archer, starts with one rank in this feat.

Arcane Quiver: (Arcane Archer) This feat reduces the weight of arrows in your inventory, allowing you to hold enough to take down an army.

Combat Reflexes: (Arcane Archer and Fighter) With this feat, your attack speed increases slightly, allowing you to hammer down your foes more quickly.

Death Blow: (Arcane Archer and Fighter) If you take the Death Blow feat, your critical hits will deal more damage.

Deflect Missiles: (Arcane Archer) This feat gives you a chance of automatically blocking missile attacks. This is useful when a swarm of archers suddenly pops up from around the corner.

Dodge: (Arcane Archer and Fighter) If you don't like being hit, take the Dodge feat. It gives you a +1 bonus to Armor Class and makes your enemies' lives much harder.

Enchant Arrows: (Arcane Archer) With this feat, every normal arrow you fire becomes enchanted, doing

additional damage when it hits.

Endurance: (Arcane Archer and Fighter) Increases your carrying capacity, allowing you to haul more loot out of dungeons.

Improved Block: (Fighter) Improved Block allows you to block with a melee weapon, without having a shield equipped. Perfect for characters that prefer two-handed weapons but still want the ability to block when need be.

Improved Critical: (Arcane Archer and Fighter) Increases your chance of scoring a critical hit in combat, even if some of your enemies won't care for it too much.

Intestinal Fortitude: (All) Increases your health regeneration rate. This reduces the amount of time you have to spend to wait to get back up to full health in the dungeon.

NOTE: The Fighter begins the game with one rank in this feat.

Meditation: (All) Increases your arcane energy regeneration rate. Just as Intestinal Fortitude aids your health recovery, Meditation reduces the amount of time you have to spend to wait to get back to full power in the dungeon.

Shield Expert: (Fighter) Your character really knows how to use a shield. This feat gives you an additional armor class bonus when you have a shield equipped.

Sword and Fist: (Fighter) This feat increases your chance to hit with melee weapons (Base Attack) and your damage.

Targeting: (All) Helps you aim your ranged weapon by providing a targeting line on the screen.

Toughness: (Arcane Archer and Fighter) This feat grants you a permanent +3 hit points per rank bonus.

Willpower: (All) This feat grants you a permanent +5 arcane energy points per rank bonus. This feature is very useful for the Sorcerer and others who like to use magic.

ACTIVE

Active spells and feats need to be selected from the spell and feat list and activated by pressing the A Button.

Burning Hands: (Sorcerer) The Sorcerer automatically begins the game with this spell. When cast, Burning Hands turns the Sorcerer into a magical flamethrower, emitting a cone-shaped blast of fire from her hands to torch any enemies within range.

Exploding Arrows: (Arcane Archer) Enchants arrows so that they explode when they strike a target. Perfect for scattering large clumps of monsters quickly.

Fireball: (Sorcerer) A D&D classic, a fireball is a burst of flame that the Sorcerer can hurl at a target. It detonates when it hits, doing damage to all creatures within its radius; the greater the number of ranks in the spell, the more damage it does.

Flaming Arrows: (Arcane Archer) This feat grants a flaming aura to your arrows, causing them to do more damage when they hit.

Hail of Arrows: (Arcane Archer) Allows you to fire multiple arrows at once, starting with two arrows at

rank one up two three arrows at rank two. This feat allows you to get more bang for your buck from any quiver of arrows you pick up in a dungeon.

Ice Arrows: (Sorcerer) This feat enchants your arrows with an icy aura, increasing their damage and can freeze opponents struck by them.

Lightning Bolt: (Sorcerer) When cast, a bolt of lightning streaks from the Sorcerer toward a nearby enemy, inflicting electrical damage. At higher ranks of this spell, it evolves into chain lightning, allowing the Sorcerer to harm multiple enemies in the bolt's path.

Magic Missile: (Sorcerer) When used, a missile of magical energy darts forth to strike. The Sorcerer can launch up to 3 magic missiles at the same time when this feat is at level 3.

Melf's Acid Arrow: (Sorcerer) Named for the famed elven adventurer Melf, this spell causes a magical arrow of acid to spring from the Sorcerer's hand, doing acid damage to any creature struck by it.

Otiluke's Icy Sphere: (Sorcerer) This spells summons a sphere of intense cold to strike targets, doing frost damage and freezing targets in place.

Shock Arrows: (Arcane Archer) This feat enchants arrows with an electrical aura, increasing the damage they do and shocking opponents. At higher levels, shock arrows gain an electrical trail that damages any enemies along their path.

Snowblind: (Sorcerer) A mysterious spell from the wizards of the Far North. Snowblind causes a cone of frost to shoot forth from the Sorcerer's hands, doing frost damage to any targets within range. It behaves similarly to Burning Hands, except that it also has the power to freeze enemies, reducing their movement rate and combat ability.

NPCs

During the game, you will meet a lot of NPCs (Non-Playable Characters). Some are friendly, others not so...

Alyth Elendara: She is a half-elf. She owns the Elfsong Tavern in Baldur's Gate™. This picturesque tavern, haunted by pirates and outlaws, is named after the song we can hear at night, the beautiful voice of an elf woman. Nobody knows which spirit mourns those sad plaints, but emotion is always high. It is why the regular customers come back night after night to listen to it...

Ethon: He is a regular of the Elfsong Tavern. Smart and generous, he is always ready to buy a drink or give a hand to apprentice adventurers, even if it's often to tell them to stop and avoid dangers...

Fayed: He is a young priest of Ilmater (The God of poor and martyrs). He is very proud of his condition and his superiors are very glad of his dedication.

Jherek: He is a mysterious character with a strange attitude and a bass voice. He is a member of the Harpers, a group whose mission is to protect the Forgotten Realms from evil. Some say he is supported by the Dukes of Baldur's Gate™. His presence is the sign something harmful is going to happen.

Karne: Thief as a labor of love and opportunist by nature, Karne is a well-known outlaw. There are

many rewards for his capture but no one has ever managed to catch him. Rumors tell that he is back in Baldur's Gate™ after a long journey in the North. He is said to be at the service of a powerful (and rich) boss, even if his identity is still unknown.

TIPS

1. In the beginning of the game, your character is weak. If you get swarmed by many enemies, retreat to a safe place and fight them one by one. This also allows you to recuperate your hit points and arcane energy.

2. Smash and break everything you can. Barrels, urns, crates and vases sometimes contain gold pieces and other useful items.

3. Save often. As in any game of this type, saving your game often is a necessity. Contrary to some other RPG games, there is no penalty in this one for saving often, so use it well.

CREDITS

MAGIC POCKETS
Technical Director:
Eric Zmiro

Artistic Director:
Etienne Jacquemain

Programmers:
Olivier Opéron
Frédéric Goset
Clément Cordé

Graphic Artists:
Olivier Baron
Ivan Terlecki
Sébastien Lucas
Jérôme Lignier

QA:
Nicolas Frot
Rui Avelino
David Lhérault

Audio Engine:
Shinen

Project Manager:
Pierre Dumas

Distributed by DESTINATION SOFTWARE INC
Studio Producer:
Donald Tao

Studio:
Juan "Solo" Gutierrez
Amy Gibbons
Jarrett Kaufman

Thanks to:
Eberjan Purugganan
Beth Garbarini

Licensed by:

Consumer Products

Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms Logo, Dungeons & Dragons, the Dungeons & Dragons logo, and Wizards of the Coast and its logo are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries, and are used with permission. © 2003 Wizards. HASBRO and its logo are trademarks of Hasbro and are used with permission. Software © 2003 Interplay Entertainment Corp. and used with permission under license from Atari Interactive, Inc. All rights reserved. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. Exclusively licensed and distributed by Interplay Entertainment Corp. All other trademarks are property of their respectiveowners.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded Is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com
DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447
400 North Church St., Moorestown, NJ 08057

Distributed by Destination Software, Inc.
400 North Church Street, Moorestown, NJ 08057
1-888-654-4447
www.DSIGames.com

PRINTED IN USA