THE
BIG PICTURE

Installation Instructions
Latest Release v1.61G (s and h patch v5)
(*Dated: January 2005*)

The Big Picture
Installation Instructions

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"I sneezed a sneeze into the air
it fell to earth I know not where
but you should have seen the looks on those
in whose vicinity I snooze"

TABLE OF CONTENTS

Chapter   **Page**

What chapters do you need to read?

For Manual Installation   **For Auto Installation**

Manually Installing Core Components	**Auto-Installing Core Components**
⬇	⬇
Installing Optional Components	**Installing Optional Components**
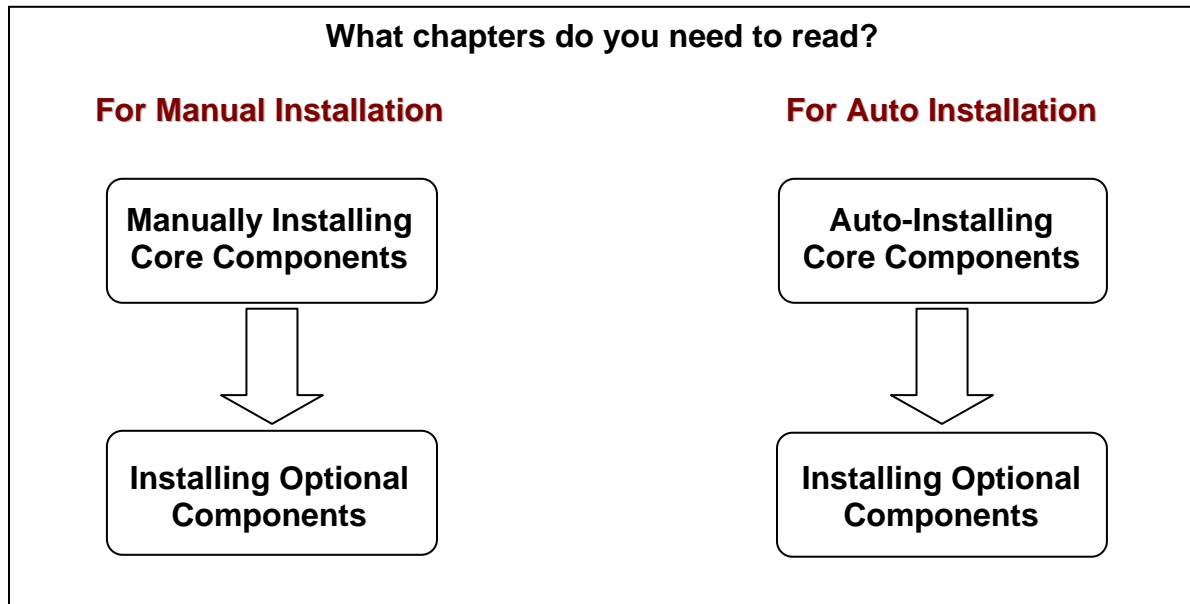
INTRODUCTION

What is The Big Picture

After the release of Baulders Gate II: Throne of Bhaal, some players didn't want the adventure to end and took it upon themselves to write new Modules and Modifications ("Mods"). These Mods could be loaded into/on top of Baulders Gate and added new NPC's, Areas, Equipment, and most importantly new Adventures. Three of the most comprehensive Mods are "Shadows Over Soubar", "The Darkest Day", and "Tortured Souls". The problem is that most Mods are not compatible with one another. To play a new Mod, a previously loaded Mod must be deleted.

The Big Picture is a project to make the most popular Mods compatible so that the can be loaded and played at the same time. It brings together "Shadows Over Soubar", "The Darkest Day", and "Tortured Souls" as well as other Mods into one complete game.

What is required

The Big Picture requires both the Official Baulders Gate II and Throne of Bhaal game CD's as well as several Mods which can be downloaded from the internet. Some Mods are not required but can be loaded, if so they must also be downloaded from the internet. Also most of the downloaded files are compressed using ZIP or RAR formats, therefore utilities for uncompressing these files are also required.

Required Game Components
- Baulders Gate II: Shadows of Amn (Core Game)
- Baulders Gate II: Throne of Bhaal & Patch file (Official add-on)
- Shadows Over Soubar (Game Mod)
- The Darkest Day (Game Mod)
- Tortured Souls (Game Mod)
- The Big Picture (Game Mod)

Optional Game Components
- Never Ending Journey
- Freedom's Reign / Reign of Virtue (WeiDu version)
- Weimer's Ease of Use
- Weimer's Item Upgrade
- Redemption
- Imoen's Romance

Utilities
- WinRarSFX :   http://members.iinet.net.au/~mkrb/otherdownloads.html
- WinZip :   http://www.winzip.com/
- Near Infinity (Game Editor):   http://www.idi.ntnu.no/%7Ejoh/ni
- Shadow Keeper (Game Editor):   http://www.mud-master.com/shadowkeeper/

Online Information Forums

Tips, tricks, bugs & fixes, and much more can be found in online user forums.

- Forgotten Wars : http://forums.fwstudios.net/
- Gamejag :   http://www.gamejag.com/
- Gibberlings 3:   http://gibberlings3.net/
- Pocket Plane: http://modlist.pocketplane.net/

THE GAME MODULES DISCRIPTIONS

Shadows Over Soubar

by Charles Bisson

This game mod (modification or module) is created for the BG2:SoA side of a BG2:ToB game (yes, BG2:ToB **is** required), as many people wouldn't want to go through a whole new game to reach ToB areas just to play this mod. With that in mind, most people who have played BG2 know that one of the plot quests is to save the village/town of Trademeet from evil druids, Calim rakashars, and the noble bickerings. "Shadows Over Soubar" picks up just after that. However, action in the mod does occur if you do not complete the entire sequence of quests in Trademeet, beginning directly after Imoen is kidnapped by the Cowls and Irenicus.

We know that war is brewing in Tethyr, and that the Sword Coast has experienced troubles since our hero left Candlekeep as a young adventurer. Power groups- the Iron Throne in particular- have been destroyed, and others are quick to grab for their own power. Including such enemies as Yaga-Sura, Melissan, and Irenicus. But there are other less twisted enemies that prey not on heroes, but on the simple folk. Folk who's only crime is that they live in a town where a great leader who met an orcan horde on the field of battle once lived. Farmers, herders, tradesmen, and merchants all are affected by those who claim power over their lives. Now that sounds like a call for help! Which our great hero will answer. To the rescue we go!

So our story begins in Trademeet, where our hero learns that some mysterious men from the north are looking for them. What those men want, we are not sure. But after a time of searching Amn, our great hero finds a sneaky thief who 'employs' us to do some 'work.' After completing the jobs, the sneaky thief will finally tell our hero what needs to be done to move on. And our hero does indeed move on, finding some letters which leads them to the mysterious men. These mysterious men will explain the entire situation, and the hero can accept (continue the mod) or decline to help.

The Darkest Day

By Max "Potencius" Schnur and Richard "Minto" Haines

Features
- 10 New and Returning (from BG1) NPC's
- 180+ New Items
- 170+ New Spells
- 39+ New Creatures
- 75 New Kits
- 40+ Minor Quests
- 5 Major Quests
- 1 Mega Quest
- Over 30 hours estimated minimum added game play!

Tortured Souls

by Vlad Papper, Domi Sotto and Bill Harper

Tortured Souls is a mod dedicated to NPCs with troubled souls. It includes the following components:

- Yoshimo's Family Quest: travel to a mysterious Island of Cursed Souls and solve a murder mystery. You will need Kachiko NPC to do that

- Kachiko NPC: kensai-mage, female, human, good-aligned, voiced; NPC-NPC romance with Yoshimo; 1 banter with all BioWare NPCs; participates in Yoshimo's Family Quest

- Sime NPC: ranger-cleric, female, half-elven, good-aligned, voiced; 2-12 banters with all BioWare NPCs and Kachiko;Male or Female PC romance option;

- Valygar Romantique: additional character development (3-6 banters – some romance related only- with each BioWare NPC, Sime and Kachiko) and a friendship/romance option for a Female PC.

- Easter Eggs: Coran and Dynaheir "silent NPCs", Boo Familiar, Veter Familiar;

Never Ending Journey

by Vlad and Larrienne

By taking the portal immediately north of the starting area in Irencius' dungeon the party will travel through time and space to the land of Icewind Dale. Stuff happens there somewhat familiar to those who've played IWD before. ;)

This Mod adds a human fighter kit called the Moonknight:
MOON KNIGHT: The Moon Knights are an ancient order of warriors in Faerun, and are seldom ever seen, unless they goes to war. They are extremely disciplined, and have been specially trained to fight demonic and draconic creatures. However they are more mercenaries than knights. They believe in the ultimate balance of forces, and refuse to see actions as either good or evil. Feared throughout the lands for thier magical invulnerability, but even more fearsome is their skill with a sword.

Advantages:
- May cast a limited selection of protective spells
- Bonus +3 to hit and +3 to damage against demons and dragons
- Immunity to fear, charm and poison
- 20% resistance to fire and acid
- Bonus +1 to hit and +1 to damage for every three levels
- Bonus -1 to speed factors for every 4 levels

Disadvantages:
- May specialize only in swords
- Cannot use throwing weapons
- Can only be of neutral alignments
- May not dual classes

It also optionally allows Imoen to start out the game as a straight thief with a custom kit called the Charming Rogue. She will start with enough XP to either levelup, or to dualclass to a mage. Additionally, she will become a "continuous" character. When the party returns to Amn and Imoen is taken to spellhold, all the XP and changes made to the character will transfer over to the same character you pick up at Spellhold.

CHARMING ROGUE: This thief kit was especially created for Imoen to reflect her unique personality.

Advantages:
- +1 bonus to AC for every 5 levels of experience
- +1 to hit, and +1 to damage with any missile weapon for every 5 levels
- +1 to movement rate for every 7 levels
- She can specialize in any ranged weapon that a thief can use
- She can cast a limited number of enhanting spells, which become available from her innate slots as she advances levels
- Immune to Charm spell
- She can create illusions

Disadvantages:
- None

Freedoms Reign / Reign of Virtue

By Deano

Freedom's Reign is simple to install and easy to use in the game, and will enhance your whole experience of the game.

- 80-90 New Items spread throughout Baldur's Gate 2 in the Shadows of Amn section of the game. This modification will work fine with or without Throne of Bhaal installed.

- Edits/Replaces creatures throughout the game to hold/carry new weaponry

- 2 Completely new Stores

Reign of Virtue aims to bring you more of the same as Freedom's Reign. Reign of Virtue is designed to be used in conjunction with Throne of Bhaal, and aims to bring you :

- 3 Completely New Stores with Totally Original New Items

- 5 New Encounters using new scripts, items, sounds and other niceties.

Weimer's Item Upgrade

By Westley Weimer

The Item Upgrade mod allows Cromwell and Cespenar to upgrade additional items in BGII. One third of them are convenience functions (e.g., they save you ring or boot space), one third of them try to beef up categories of weapons that are "weak by comparison" (e.g., clubs and spears), and one third of them upgrade NPC-specific items.

Weimer's Ease of Use Upgrade

Compiled By Westley Weimer

The Ease-Of-Use mod is collection of useful modlets and minor changes that make playing BGII more bearable. Many of them were not written by me: I am merely packaging them up here.

Infinite Weapon and Potion Stacking
This allows you to stack up to 9999 of any type of stacking weapon or potion or scroll. This game should not be a quest for inventory management.

Infinite Weapon and Potion Stacking (ToB)
As above, but for ToB-only items (e.g., Arrows +3).

Shut Up "You Must Gather Your Party ..."
Never hear that annoying voice again! From Balrudash.

Wear Magical Armor AND Magic Rings
In Pencil-and-Paper AD&D you can wear magical armor and magical rings (and cloaks, and whatever). Why not in BGII?

Note that in pencil-and-paper AD&D only the saving throw bonuses would stack: for the AC bonus you would just take the maximum. If you use this component to wear multiple magical protections the AC bonuses will stack. Thanks to Sebastian Pietsch (and others) for pointing out this detail.

Multi Player Kick-Out Patch
Allows you to ask multi-player created NPCs to "wait here" or "go to the copper coronet" or "go to the pocket plane" when you kick them out. You can pick them back up later. Without this they just disappear forever if you kick them out.

Invisible Cloak of Mirroring / Spell Trap
Turns off that huge glowing white wiffle ball animation for the ToB Cloak of Mirroring and the Spell Trap spell.

Bottomless Bag of Holding
From Blucher. The Spellhold Bag of Holding can now hold thousands of items. Note that if you already have the Spellhold Bag of Holding in your game, installing this component will not make it Bottomless until you start a new game.

Imoen ToB Dialogue Fix
From Jason Compton. This fixes about 15 places where Imoen had banter dialogue in ToB but you couldn't see it because of a spelling error in the game.

Female Edwina (Davide Carte, Wendy Yung)
This patch gives Edwina a female portrait to go with her female soundest and female paper doll. This patch was written by Davide Carte. This version includes Wendy Yung's "Edwina" portrait, a modified version of the original BG2 art (thus it looks seamlessly like part of the original game). You can override the portrait by putting your own Royo4L.bmp and Royo4S.bmp files in the override directory.

Redemption

By Janetta A. Bogatchenko

The Redemption mod changes the ending of the SoA - ToB once more, since it gives you the possibility to redeem your archnemesis - Jon Irenicus a fallen elven mage who once was one of the most talented and respected individuals among his people.

The Redemption mod is an addition to Ascension mod by Dave Gaidar and Co (*Note: Ascension is included in Big Picture, it is not installed separately*). I did not meddle much with their excellent storyline, but added material that includes possible recruitment to PC's case and redemption of Jon Irenicus - the evil genius of the SoA. This gives your character an opportunity to revisit an SoA plot, that on my opinion (and many others) was left incomplete.

The whole storyline of this mod is summarized in its name, since it is all about Redemption of Jon Irenicus, the elven mage who wanted to become a God and doomed himself to eternity by committing a string of unforgivable crimes against both elven society and later many innocent people (your main character included).

The mod gives you a chance upon entering the Throne of Blood to talk Irenicus into siding with you, playing on his sense of wounded pride by reminding him that Melissan goaded him into cooperation. After you defeat all possible and impossible enemies (including some appearances by your old foes) and right before you are to make a final choice about your Bhaal essence Jon will speak to you and request that you keep your word and petition the Seldarine for another trial for him. The result is rather unexpected, and very different from what he hoped for. But I am not going to disclose it here!

Another face (or rather two) to show suddenly in this addition is our old friend - the Prince of Demons. Demogorgon gives his little performance and asks you some to solve some logical riddles for him before engaging in yet another battle. It is possible to humiliate him without actual combat. The puzzles used in this part are shamelessly taken from the books by Raymond Smullyan (Satan, Cantor, and Infinity and The Riddle of Scheherazade), the Demogorgon dual personality is described in the latest Wizards edition of Book of Vile Darkness.

The Redemption is not playable without Ascension and I want to praise all the people who spent so much time and energy in creating it! It is a remarkable product that enhanced my experience with SoA-ToB, to which this mod is but a humble addition.

Imoen Romance
By LordMirrabbo

Imoen and the main character are brother and sister / sisters. I know that 'moral conflict' can arise due to this... If it outrages you that 'incest' is involved in this mod, you just shouldn't download it... The mod doesn't ignore this fact; I don't enter in the "They are siblings or not" conflict: I simply start from the point that they *are*, something that is perfectly known by the player and by Imoen herself (which doesn't mean that I really believe this). That is why it's "so difficult" to romance her.

Imoen will romance any PC, regardless of gender or race, so any player will be able to enjoy it without being tied to race requirements. I think this is the only thing I made without thinking at all in Imoen's personality. I simply don't want the player to be forced to choose a character (s)he doesn't want just because (s)he wants to romance Imoen... However, the romance fits only with 'humanoid' characters (Human, elf, half-elf) in matter of stature... what I mean is that I didn't write any "Imoen kneels and embraces you"...

It is HIGHLY recommendable that you start a new game to fully experience the romance. You don't need to do this to experiment at least half of the interactions, but if you want her to love you, you'll have to start from the beginning.

Imoen might stick with you no matter how evil you are (to a degree), but that doesn't mean that she'd love some 'evil bastard from hell'. If you want to romance her, play nice and treat her well. However, evil characters may romance her, but they must be a little more careful than others.

Actually, romancing her might get quite difficult (having success at it), as it has been already reported; having your half-sister love you isn't easy task... but having a healthy relationship with your sister isn't difficult at all; what I'm saying is that even if you don't romance her, there are quite a lot of interactions that do not involve 'love'. With this I just want to advice that if you actually romance any other NPC, she won't try to grow any conflict between you and her and the romanced one; she just won't romance you, and act as a sister instead.

There IS bad language in this mod. It's very little, the classic 'forbidden' words (don't know, shit, crap, and the like) but it might offend some people.

The things the main character and Imoen do together (the described ones) when loving each other could be rated as 'softcore' (by a quite strict reviewer) ...

Also, there are many options that would be judged 'morally wrong'. It is the price for more free of action. There are times in the game that there aren't enough dialogue options to fit what you really might want to do; An effort has been done to "fix" this (At least a little) so you will sometimes find many options; some of them, speaking plainly, cruel or violent.

If you are afraid you won't experience all the romance through SoA because you play too fast and Lovetalk timers haven't had time to expire, the only thing you can do is leaving the game in pause mode for an hour or so, so the romance will begin... however, there are Lovetalks that will only begin if YOU talk to her, or some special triggers meet... so please have patience playing the game so Imoen will have her time...

Nothing in this mod is 'official'. I made up some major history of the characters, invented many events in their past lives, even the way Bhaal conceived his children; nothing mentioned can be considered as 'true' or 'official'.

Please have always in mind that the music is homemade, thus the lack of... 'professionalism'. I and think it fits the dialogues, and up to the date no one has reported any bad feedback about it. But, since no one has the same musical tastes, if you find it unbearable just turn down your speakers, or download the music-less version. Also, if you hear this horrible 'buzz' typical of bad recordings, try turning down the treble of your speakers... it sounds fine for me when they are at 40%.

MANUALLY INSTALLING
CORE COMPONENTS

Component Checklist

The following software components (games & mods) are required.

- Baulders Gate II: Shawdows of Amn
- Baulders Gate II: Throne of Bhaal
    - BGII_ThroneofBhaal_Patch_26498_ENGLISH
- Shadows Over Sourbar
    - soubar_v100
    - soubar101patch
- The Darkest Day
    - tdd103full
    - TDD103-to-103A-patch
- Tortured Souls
    - TSv50
    - TSv503
    - TSv504
    - TSv505

    Note: Do not use TSv60 or patch TSv506, these are not for Big Picture.
- Never Ending Journey (*Installation Optional*)
    - NeverEndingJourney-weiduv13i
    - BP-NeJv12
    - NeJ1v14p
- The Big Picture
    - BPv161G-FULL
    - BP_s_and_h_Patchv5

Step by Step Installation Instructions

Before you begin, it is recommended that any Baulders Gate II files and Mods be uninstalled.

1: Install the Balders Gate II and Throne of Bhaal CD's with patch file.
   1a: Install Balders Gate II- Shadows of Amn (SoA) / Choose Full Install
   1b: Install Balders Gate II- Throne of Bhaal (ToB) / Choose Full Install
   1c: Install Balders Gate ToB Official 26498 patch (only this patch)
   http://www.interplay.com/bg2throne/downloads.html

Option but recommended step

Make a backup of the Dialog.tlk file and the Override directory;

```
/Black Isle/BGII-SOA/Dialog.tlk
/Black Isle/BGII-SOA/Override
```

2: Install Shadows over Soubar, v1.0.0

  2a: Run installer program "**soubar_v100.exe**"

  2b: When prompted "Would you like to install Shadows Over Soubar v1.00?" select **Yes**.

  2c: When prompted "Have you installed the latest BG2:ToB patch…" select **Yes**. You did this in step 1c.

  2d: Read the License Agreement and select **I Understand**.

  2e: The Installation Options screen will appear. Only choose the following components

  - SOS Website Shortcut (pre-selected)
  - Shadows Over Soubar v1.0.0 (pre-selected)
  - Misc. Baldurdash Fixes

  Select **Next**

  2f: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\) and select **Install**.

  2g: When installation is completed select **Close** then for each pop-up select **OK**.

  2h: Install SOS official patch 1.0.1 "**soubar101patch.exe**"

  2i: When prompted "Would you like to upgrade Shadows Over Soubar to v1.0.1?" select **Yes**.

  2j: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\) and select **Install**.

  2k: When installation is completed select **Close** then for each pop-up select **OK**.

  http://iegmc.mirror.intermedia.com.sg/sos/

3: Install The Darkest Day 1.0.3a

  3a: Run installer program "**tdd103full.exe**"

  3b: When prompted "Would you like to install The Darkest Day v1.0.3?" select **Yes**.

  3c: When prompted "Have you installed the latest BG2:ToB patch…" select **Yes**. You did this in step 1c.

  3d: Read the License Agreement and select **I Agree**.

  3e: The Installation Options screen will appear. Only choose the following components

  - TDD Website Shortcut (pre-selected)
  - The Darkest Day v1.0.3
  - Baldurdash Fix Patch

  Select **Next**

  3f: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\") and select **Install**.

  3g: When installation is completed select **Close** then for each pop-up select **OK**.

  3h: Install TDD official patch 1.0.3a "**TDD103-to-103A-patch.exe**"

  3i: When prompted "Would you like to upgrade The Darkest Day to v1.0.3A?" select **Yes**.

  3j: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\") and select **Install**.

  3k: When installation is completed select **Close** then for each pop-up select **OK**.

  http://iegmc.mirror.intermedia.com.sg/tdd/

4:   Install Tortured Souls 5.01 with patches 5.03, 5.04, and 5.05 to a "dummy" folder

    4a: Create a dummy folder "`TSDummy`" in the root game folder (file path "`\Black Isle\BGII-SOA\TSDummy`")

    4b: Run the installer program "**`TSv50.exe`**"

    4c: Read the License Agreement and select **Accept**.

    4d: Change the Destination Directory to the dummy folder (file path "`\Black Isle\BGII-SOA\TSDummy`") and select **Install**.

    4e: Run the installer program "**`TSv503.exe`**"

    4f: Select **Accept**.

    4g: Change the Destination Directory to the dummy folder (file path "`\Black Isle\BGII-SOA\TSDummy`") and select **Install**. Choose **Overwrite All** if prompted.

    4h: Extract the archived file "**`TSv504.zip`**" to the dummy folder (file path "`\Black Isle\BGII-SOA\TSDummy\Override`"), choose **Overwrite All** when prompted.

    4i: Extract the archived file "**`TSv505.zip`**" to the dummy folder (file path "`\Black Isle\BGII-SOA\TSDummy\Override`"), choose **Overwrite All** when prompted.

    4j: Make the new files NOT Read Only;
- From Windows Explorer, open the folder path "`\Black Isle\BGII-SOA\TSDummy\Override`"
- From the top menu, choose EDIT – SELECT ALL
- From the top menu, choose FILE – PROPERTIES. A new window opens.
- Make sure that the READ ONLY check box is NOT checked. Select **OK**.

    4k: Open the folder "`\Black Isle\BGII-SOA\TSDummy\Areas`" and run the batch file "**`TSAreas.bat`**". A DOS window will appear showing many scrolling files for several minutes.

    4l: Move the contents of folder "`\Black Isle\BGII-SOA\TSDummy\Areas`" to "`\Black Isle\BGII-SOA\Override`".

    4m: Move the contents of folder "`\Black Isle\BGII-SOA\TSDummy\Music`" to "`\Black Isle\BGII-SOA\Music`", choose **Overwrite All** when prompted.

    4n: Open the folder "`\Black Isle\BGII-SOA\TSDummy\Sound`" and run the batch file "**`TSSounds.bat`**". A DOS window will appear showing many scrolling files for several minutes.

    4o: Move the contents of folder "`\Black Isle\BGII-SOA\TSDummy\Sound`" to "`\Black Isle\BGII-SOA\Override`", choose **Overwrite All** when prompted.

    4p: Move the contents of folder "`\Black Isle\BGII-SOA\TSDummy\Override`" to "`\Black Isle\BGII-SOA\Override`", choose **Overwrite All** when prompted.

    4q: Move the Dialog.tlk file from "`\Black Isle\BGII-SOA\TSDummy`" to folder "`\Black Isle\BGII-SOA`", choose **Overwrite All** when prompted.

OPTIONAL

The final four folders contain alternate portraits of Sime, Valygar, and Yoshimo. If you wish to use any of these portraits, copy the contents of the characters folder to "`\Black Isle\BGII-SOA\TSDummy\Override`" to "`\Black Isle\BGII-SOA\Override`", choose **Overwrite All** when prompted.

http://iegmc.mirror.intermedia.com.sg/ts/

5:   Copy The Darkest Day backup override files (file path "`\Black Isle\BGII-SOA\TDD_Backup\override`") to the BG II game override folder (file path "`\Black Isle\BGII-SOA\override`"). Choose **Overwrite All** when prompted.

6:    Install The Big Picture v1.61G-FULL version

    6a: Run installer program "**BPv161G-FULL.exe**"

    6b: Verify that the correct file path displays (file path "`\Black Isle\BGII-SOA\`) and select **Install**. Choose **Overwrite All** when prompted.

    http://iegmc.mirror.intermedia.com.sg/bigpicture/

7:    *OPTIONAL* Install Never Ending Journey v13i

    7a: Extract the archive file "**NeverEndingJourney-weiduv13i.rar**" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    7b: Run the installer program "**Setup-NEJ.exe**" found in (`\Black Isle\BGII-SOA`).

    7c: A DOS window appears. At the prompt "`Install Component [Never Ending Journey v1.3h]`" type **Y** and press enter.

    7d: At the prompt "`Install Component [Continuous and Custom Kit Imoen]`" type **Y** and press enter.

    7e: At the prompt "`Install Component [Now for the decompression…`" type **Y** and press enter.

    7f: At the prompt "`Press Enter to Exit`" press enter. A number of files will scroll across the screen for several minutes.

    7g: When the text "`Done decoding all input files`" is displayed, close the DOS window.

    7h: Extract the archive file "**BP-NeJv12.rar**" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    7i: Run the installer program "**Setup-BPNeJ.exe**" found in (`\Black Isle\BGII-SOA`).

    7j: A DOS window appears. At the prompt "`Install Component [Big Picture Patch for Neverending Journey weidu]`" type **Y** and press enter.

    7k: At the prompt "`Install Component [Do you wish to replace the…`" type **Y** and press enter.

    7l: At the prompt "`Press ENTER to exit`" press enter. The DOS window closes.

    7m: Extract the archive file "**NeJ1v14p.zip**" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    7n: Run the installer program "**Setup-NejFix.exe**" found in (`\Black Isle\BGII-SOA`).

    7o: A DOS window appears. At the prompt "`Install Component [Never Ending Journey v1.4 Patch]`" type **Y** and press enter.

    7p: At the prompt "`Press ENTER to exit`" press enter and the DOS window closes.

    http://mirror.blackwyrmlair.net/iegmc

8:    Install the Big Picture Patch BP_s_and_h_Patchv5

    8a: Extract the archive file "**BP_s_and_h_Patchv5.zip**" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    8b: Run the installer program "**Setup-BP_s_and_h_Patch.exe**" found in (`\Black Isle\BGII-SOA`).

    8c: A DOS window appears. At the prompt "`Install Component [Install BP s_&_h Patch version 5]`" type **Y** and press enter.

    8d: At the prompt "`Install Component [BP Nerfs…]`" type **Y** and press enter.

    8e: At the prompt "`Install Component [NEJ-specific fixes]`" type **Y** and press enter.

    8f: At the prompt "`Install Component [Sureblade Nerf…]`" type **Y** and press enter.

    8g: At the prompt "`Press ENTER to exit`" press enter and the DOS window closes.

    http://uk.geocities.com/seanasagain/bpmods.html

The Big Picture core installation is now complete. Enjoy the game or continue on to Installing Optional Components.

AUTO-INSTALLING
CORE COMPONENTS

Component Checklist

The following software components (games & mods) are required.

- Baulders Gate II: Shawdows of Amn
- Baulders Gate II: Throne of Bhaal
  - BGII_ThroneofBhaal_Patch_26498_ENGLISH
- Shadows Over Sourbar
  - soubar_v100
  - soubar101patch
- The Darkest Day
  - tdd103full
  - TDD103-to-103A-patch
- Tortured Souls
  - TSv50
  - TSv503
  - TSv504
  - TSv505

  Note: Do not use TSv60 or patch TSv506, these are not for Big Picture.

- Never Ending Journey (*Installation Optional*)
  - NeverEndingJourney-weiduv13i
  - BP-NeJv12
  - NeJ1v14p
- The Big Picture
  - BPv161G-FULL
  - BP_s_and_h_Patchv5
  - BPv161G-AUTOINSTALL

Step by Step Installation Instructions

1:     Install the Balders Gate II and Throne of Bhaal CD's with patch file.
   1a: Install Balders Gate II- Shadows of Amn (SoA) / Choose Full Install
   1b: Install Balders Gate II- Throne of Bhaal (ToB) / Choose Full Install
   1c: Install Balders Gate ToB Official 26498 patch (only this patch)
   http://www.interplay.com/bg2throne/downloads.html

Option but recommended step
   Make a backup of the Dialog.tlk file and the Override directory;
         `/Black Isle/BGII-SOA/Dialog.tlk`
         `/Black Isle/BGII-SOA/Override`

2:     Copy the following files to the root game folder "`\Black Isle\BGII-SOA\`";
   -- soubar_v100.exe
   -- soubar101patch.exe
   -- tdd103full.exe
   -- tdd103-to-103a-patch.exe
   -- TSv50.exe
   -- TSv503.exe
   -- TSv504.zip
   -- TSv505.zip
   -- BPv161G-FULL.exe
   -- BPv161G-AUTOINSTALL.exe
   Note: The application BPv161G-AUTOINSTALL is included in the BPv161G-FULL file. If you can not find the BPv161G-AUTOINSTALL application, run BPv161G-FULL to a dummy folder to extract it.

3:     Unzip the Tortured Souls .zip files found in the "`\Black Isle\BGII-SOA\`" folder
   3a: Right-Click on **TSv504.zip**, from the pop-up menu choose **Extract to TSv504**
   3a: Right-Click on **TSv505.zip**, from the pop-up menu choose **Extract to TSv505**

4:     Run the Big Picture Auto-installer
   *Note: If prompted "Confirm File Replace" at any time during this process, choose **Yes to All**.*
   4a: Run **BPv161g-AUTOINSTALL.exe**
   4b: Select the destination folder "`\Black Isle\BGII-SOA\`" and select **Install**.
   4c: When prompted "`Would you like to install Shadows Over Soubar v1.00?`" select **Yes**.
   4d: When prompted "`Have you installed the latest BG2:ToB patch…`" select **Yes**.
   4e: Read the License Agreement and select **I Understand**.
   4f: The Installation Options screen will appear. Only choose the following components
            - SOS Website Shortcut (pre-selected)
            - Shadows Over Soubar v1.0.0 (pre-selected)
            - Misc. Baldurdash Fixes

Select **Next**

4g: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\) and select **Install**.

4h: When the installation screen shows "Completed", select **Close**

4i: Select **OK** to all the pop-up menus until the program exits and the Shadows Over Soubar v1.0.1 PATCH screen appears.

4j: When prompted "Would you like to upgrade Shadows Over Soubar to v1.0.1?" select **Yes**.

4k: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\) and select **Install**.

4l: When installation is completed select **Close** then for each pop-up select **OK** until the Darkest Day v1.03 screen appears.

4m: When prompted "Would you like to install The Darkest Day v1.0.3?" select **Yes**.

4n: Read the License Agreement and select **I Agree**.

4o: The Installation Options screen will appear. Only choose the following components
     - TDD Website Shortcut (pre-selected)
     - The Darkest Day v1.0.3
     - Baldurdash Fix Patch
     Select **Next**

4p: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\") and select **Install**.

4q: When installation is completed select **Close** then for each pop-up select **OK** until the Darkest Day v1.0.3a PATCH screen appears.

4r: When prompted "Would you like to upgrade The Darkest Day to v1.0.3A?" select **Yes**.

4s: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\") and select **Install**.

4t: When installation is completed select **Close** then for each pop-up select **OK** until the Tortured Souls License Agreement appears.

4u: Read the License Agreement and select **Accept**.

4v: Verify that the Destination folder displays (file path "...\Black Isle\BGII-SOA\TS-Install") and select **Install**. *Note – be patient, this part takes a few minutes.*

4w: When prompted to install "Tortured Souls v5.03 Patch", select **Accept**. If prompted to overwrite, select **Yes**.

4x: The "Big Picture, FULL version 161G" installation screen appears. Verify that the Destination folder displays (file path "...\Black Isle\BGII-SOA\") and select **Install**. If prompted to overwrite, select **Yes**.

5: *OPTIONAL* Install Never Ending Journey v13i

    5a: Extract the archive file "`NeverEndingJourney-weiduv13i.rar`" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    5b: Run the installer program "`Setup-NEJ.exe`" found in (`\Black Isle\BGII-SOA`).

    5c: A DOS window appears. At the prompt "`Install Component [Never Ending Journey v1.3h]`" type **Y** and press enter.

    5d: At the prompt "`Install Component [Continuous and Custom Kit Imoen]`" type **Y** and press enter.

    5e: At the prompt "`Install Component [Now for the decompression…`" type **Y** and press enter.

    5f: At the prompt "`Press Enter to Exit`" press enter. A number of files will scroll across the screen for several minutes.

    5g: When the text "`Done decoding all input files`" is displayed, close the DOS window.

    5h: Extract the archive file "`BP-NeJv12.rar`" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    5i: Run the installer program "`Setup-BPNeJ.exe`" found in (`\Black Isle\BGII-SOA`).

    5j: A DOS window appears. At the prompt "`Install Component [Big Picture Patch for Neverending Journey weidu]`" type **Y** and press enter.

    5k: At the prompt "`Install Component [Do you wish to replace the…`" type **Y** and press enter.

    5l: At the prompt "`Press ENTER to exit`" press enter. The DOS window closes.

    5m: Extract the archive file "`NeJ1v14p.zip`" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    5n: Run the installer program "`Setup-NejFix.exe`" found in (`\Black Isle\BGII-SOA`).

    5o: A DOS window appears. At the prompt "`Install Component [Never Ending Journey v1.4 Patch]`" type **Y** and press enter.

    5p: At the prompt "`Press ENTER to exit`" press enter and the DOS window closes.

6: Install the Big Picture Patch BP_s_and_h_Patchv5

    6a: Extract the archive file "`BP_s_and_h_Patchv5.zip`" to the root game folder (file path "`\Black Isle\BGII=SOA`").

    6b: Run the installer program "`Setup-BP_s_and_h_Patch.exe`" found in (`\Black Isle\BGII-SOA`).

    6c: A DOS window appears. At the prompt "`Install Component [Install BP s_&_h Patch version 5]`" type **Y** and press enter.

    6d: At the prompt "`Install Component [BP Nerfs…]`" type **Y** and press enter.

    6e: At the prompt "`Install Component [NEJ-specific fixes]`" type **Y** and press enter.

    6f: At the prompt "`Install Component [Sureblade Nerf…]`" type **Y** and press enter.

    6g: At the prompt "`Press ENTER to exit`" press enter and the DOS window closes.

INSTALLING
OPTIONAL COMPONENTS

Component Checklist

The following optional components (game modifications) may be installed individually or all together at the discretion of the reader.

- Freedom's Reign / Reign of Virtue (WeiDu version)
    - FR_RoV_WeiDUv3
- Weimer's Item Upgrade (only partially compatible, see below)
    - Weimer-ItemUpgrade-v32
    - CespyAudioV1
- Weimer's Ease of Use (only partially compatible, see below)
    - Weimer-Ease-v27
- Redemption
    - Redemption-v1.2
- Imoen's Romance
    - Imoen-v12Full
    - ImoenPatch-v1201

Freedom's Reign and Reign of Virtue (Version 3 [FR/RoV WeiDU Package])

1: Extract the archived file "**FR_RoV_WeiDUv3.rar**" to the (`\Black Isle\BGII-SOA\TSDummy`) the dummy directory created during the Tortured Souls installation.

2: Move the contents of (`\Black Isle\BGII-SOA\TSDummy\FR & ROV v3`) to (`\Black Isle\BGII-SOA`)

3: Run the application **setup-FR_ROV.exe** found in the following directory (`\Black Isle\BGII-SOA`)

4: A DOS window appears. Choose your language.

5: At the prompt "`Install Component [Freedom's Reign <SoA or ToB>]`" select **[Y]es**

6: At the prompt "`Install Component [Reign of Virtue<ToB>]`" select **[Y]es**

7: At the prompt "`Press ENTER to exit`" press the **ENTER** key.

http://iegmc.mirror.intermedia.com.sg/fr-rov/

Weimer's Item Upgrade (Version 32)

1: Run install program "**Weimer-ItemUpgrade-v32.exe**"
2: Select destination folder (\Black Isle\BGII-SOA) and press **Install**
3: Run the application "**Setup-ItemUpgrade.exe**" found in (\Black Isle\BGII-SOA)
4: A DOS Window appears. Choose your language.
5: At the prompt "Install Component [Shadows of Amn Item Upgrade]" select **[Y]es**
6: At the prompt "Install Component [Throne Of Bhaal Item Upgrade]" select **[Y]es**
7: At the prompt "Press ENTER to exit" press the **ENTER** key.
OPTIONAL – Additional Cespanar Audio Dialog
8: Run the installer program "**CespyAudioV1.exe**"
9: Select **YES** at the pop-up screen that asks "…continue?"
10: Verify that the correct file path displays (file path "\Black Isle\BGII-SOA\) and select **Install**.
11: When installation is completed select **Close**. A DOS window will briefly appear, then will be replaced by the ReadMe file. Close the ReadMe file at your leisure.

http://weidu.org/

Weimer's Ease Of Use (Version 28)

1: Run install program "**Weimer-Ease-v28.exe**"
2: Select destination folder (\Black Isle\BGII-SOA) and press **Install**
3: Run the application "**Setup-Ease.exe**" found in (\Black Isle\BGII-SOA)
4: A DOS Window appears. Choose your language.
5: At the prompt "What should be done with all components..." choose **[A]sk** about each one
6: Choose **[Y]es** or **[N]o** to install any or all of the compatible components listed below (if a component is not listed below do NOT install it);
   - Infinite Weapon, Potion stacking and Ring/Amulet
   - Infinite Weapon and Potion stacking (ToB)
   - Shut up "You must gather your party before venturing forth"
   - Wear magic armor and magic rings
   - Allow Multi-Player Created NPCs to "Wait Here" when kicked out
   - Turn off the Hideous Cloak-of-Mirroring
   - Unlimited Bag of Holding (Blucher)
   - Imoen ToB dialog fix
   - Female Edwina
7: At the prompt "Press ENTER to exit" press the **ENTER** key.

http://weidu.org/

<u>Redemption</u> (Version 1.2.0)

(*Note: Redemption is an "add-on" for the Ascension mod that is already included in Big Picture*)

Redemption 1.2 looks for the file BODHIND.2DA to be in the override folder before it will install - either extract it from the bif it is stored in (using DLTCEP or NI) into the override folder, or edit Setup-Redemption.tp2 to remove the lines that check for this file.

> 1: Run install program "**Redemption-v1.2.exe**"
> 2: Select destination folder (\Black Isle\BGII-SOA) and press **Install**
> 3: Open "**Setup-Redemption.tp2**" found in (\Black Isle\BGII-SOA) in a text editor such as Notepad and delete the line indicated below;

```
BEGIN @0


REQUIRE_FILE ~Data/25Dialog.bif~
@1 // ToB sanity check
REQUIRE_FILE ~override/BODHIND.2da~    ←Delete these lines
@2 // Ascension check                  ←


//Compile dialogs
```

> 4: Save "**Setup-Redemption.tp2**".
> 5: Run the application "**Setup-Redemption.exe**" found in (\Black Isle\BGII-SOA)
> 6: A DOS Window appears. Choose your language.
> 7: At the prompt "Install Component [Redemption …]" select **[Y]es** to install
> 8: At the prompt "Install Component [New Portrait for Irenicus …]" select **[Y]es** to install
> 9: At the prompt "Press ENTER to exit" press the **ENTER** key.
> http://www.onlinefiction.net/Redemption/Redemption.html

<u>Imoen Romance</u> (Version 1.201)

> 1: Extract the archived file "**Imoen-v12Full.rar**" to (\Black Isle\BGII-SOA).
> 2: Extract the archived file "**ImoenPatch-v1201.rar**" to (\Black Isle\BGII-SOA). When prompted to overwrite, select **Yes to All**.
> 3: Run the application "**Setup-Imoen.exe**" found in (\Black Isle\BGII-SOA)
> *Note – You may be asked to run this again. Do not be alarmed, just close the DOS window and run it again.*
> 4: A DOS Window appears. Choose your language.
> 5: At the prompt "Install Component ['Imoen Romance …]" select **[Y]es** to install
> 6: At the prompt "Press ENTER to exit" press the **ENTER** key. You will see a lot of files scroll in the screen for SEVERAL minutes.
> http://www.imoen.org/

OTHER
GAME MODULES

Game Modules Compatibility

(*Originally authored by Seanas, modified by Yazzuie*)

Which game modules (mods) work with Big Picture? It is difficult to give an exact list of mods which will work with Big Picture because; mods are updated frequently or infrequently depending on the mod, new mods are being written, and testing all these mods takes a great deal of time. Therefore, the following are general guidelines for judging a mods potential compatibility:

1. **Game Module Formats**

   There are three acceptable formats BP compatible mods can be written in;

   - WeiDU
   - IAP
   - TBG

   If they are not, they can't be installed (e.g. the Nalia mod is totally incompatible). If you are not sure which format a mod is, be safe and don't install it!

   Note 1: IAP and TBG formatted mods must be installed before WeiDU formatted mods.

   Note 2: IAP and TBG formatted mods typically require special editing software to install. The casual user should take great care when installing these mods.

   *Note 3: As a general rule, users should be encouraged to ensure they are **always** installing the most recent version of a mod.*

2. **Additional NPC Game Modules**

   Mods that add NPC's are generally safe. **Exceptions** are anything that alters Valygar or do not use the Throne of Bhaal expansion. Specific NPC mods with known issues are;

   - Nalia – totally incompatible and should be avoided
   - Chloe – It has been report that it interferes with the TDD kits, however reinstalling Chloe reportedly fixes this problem
   - NPC Mods that include Kits – Typically not compatible. However, if the TDD Kits are remove (see below) new kits could be added.

   NPC's that add Songs may be a problem as Baulders Gate II allows a finite number of songs. If "Check The Bodies" or "Baulders Gate Trilogy (BGT)" are installed, no NPC's which include music may be added.

3. **Store and Item Game Modules**

   Mods which add Stores or Items, and Item Upgrading Mods are generally safe, **except**;

   - Desecration of Souls – not compatible (Note: the store from DoS can be found in the Dark Ritual Mod, which **is** safe)

4. **Total Conversions**

   Major add-ons and total conversions are totally incompatible, with the exception of Check The Bodies.

5. **Combat and Area Related Game Modules**

   Combat and Area-modifying Mods are generally extremely risky. Big Picture changes a lot of these itself and installing any of them is pretty much guaranteed to conflict with what's already there. Any Mod that has 'improved' or 'tougher' in the component description is best avoided.

6. Tweak and Multi-Component Game Modules

Tweak mods are generally risky; some work, some don't, depending upon what they tweak. Likewise, WeiDU mods that allow you to selectively install components may have components that are compatible **and** components that are incompatible. Ease-of-Use, Oversight, and Unfinished Business are examples of this category. Consult the compatible mod list below for details.

7. Kit Related Game Modules

Kit-modifying and kit-adding mods are **NOT** compatible and **WILL** conflict with kits included in Big Picture. This rule also applies to race-modifying mods. The problem is that Baulders Gate II allows for a finite number of kits and Big Picture pretty much uses them all.

The one exception is the Cleric Remix Mod. It will remove the Cleric Kits installed by The Darkest Day before installing it's own. This is from the Cleric Remix Readme;

> "The Darkest Day mod (and by extension The Big Picture) fill all of the player-selectable kit slots. This component will remove the BP/TDD cleric kits from the character creation menu to allow players to use the new kits added with Cleric Remix. Please note that this is a cosmetic change only--enemies and NPCs that use the TDD/BP cleric kits will still be able to use their respective kits. This component is required for installation of the new kits on a TDD/BP-modded install."

A work around is to remove the TDD kits **before** adding new ones. The kits available to the player on character creation are controlled by the K_x_y.2da files (where the x is a letter corresponding to a class and the y corresponding to a race). For example, the K_F_E.2da file controls what kits are available to an elven fighter. (You can find a full breakdown of what K_x_y.2da goes with which race/classes in the KITTABLE.2da file.)

After BG II has been installed and before any Mods have been added, make a copy of all the K_*_*.2da files. After the core Big Picture components have been installed, copy these original files in the Override Folder. This will remove the TDD kits from the character creation screen. Now new kits may be added.

Alternatively, if you have the TDD Kit Remover, it will do the above steps for you. (http://www.sorcerers.net/Games/BG2/index_editors1.php)

Note: This does not actually remove the kits from the game, so any NPC or monsters that need the TDD kits will be fine. It just allows you to change the kits available to the PC during character creation.

8. Script Modifying Game Modules

Script modifying mods are generally **not** compatible. BP uses a modified version of the game's IDS (identifier) files, and scripts which use the old IDS values will simply not function. Scripts which install their **own** IDS files *may well work*, but then the BP enemy AI **won't**.

Confirmed exceptions to this rule are Blucher's gbscripts, and Seanas' BP-Series (a BP-compatible version of Cirrerek's excellent e-series: available at http://uk.geocities.com/seanasagain/bpmods.html).

The following tables list a number of the better known Game Modules with notes concerning compatibility with Big Picture. This is neither a comprehensive list of all Mods nor is it absolutely correct on all accounts. To maintain an up to date compatibility list of all known Mods would be a monumental task as existing Mods are continually being updated, new Mods added, and old Mods disappearing with changing web sites.

Game Engine & Total Conversions

Game Module	Compatibility	Notes
Baldur's Gate Trilogy	No	BP-BGT includes this mod. http://forums.forgottenwars.net/index.php?s=25402f21b95acadb9855abb2db088e50&showforum=193
Battle of Helm's Deep	No	
BG1 Tutu	No	
BG1Tutu FixPack & Tutu Tweak Pack	No	
Dragonlance: The Glory of Istar TC	No	
Epic Endeavours	No	Neither the WeiDU nor Non-WeiDU versions are compatible.
Harden Cooner's BG1Tutu Addon	No	
Icewind Gate II	No	
Vedran's Tutu Lost Item Mod	No	

Script-Related Modules

Game Module	Compatibility	Notes
BP Series http://uk.geocities.com/seanasagain/bpmods.html	Yes	Includes compatible versions of eSeries, gMinion, and Sequencer Memory
Detectable Spells	Included	
eSeries	No	additional character AI scripts
gMinion	No	improved scripts for summoned creatures
Scriptable Spells	Included	
Sequencer Memory	No	

Spell-Related Modules

Game Module	Compatibility	Notes
King Dutka's Disarm Trap Spell http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
Mana-Based Spell System	No	
Narm's Cloud Mod	Unknown	
Spell-50	Included	

Game Fixes & Tweaks

Game Module	Compatibility	Notes
Ashes of Embers http://www.pocketplane.net/aoe	Partially	All but Kits should be OK.
Baldurdash	Included	This is installed with SoS and TDD
Beige Tangerine's Miscellaneous Gaming Stuff http://www.geocities.com/beigetangerine/	Partially	Items should be OK. Fixes are not compatible.
BG2 Refinements	No	
Cal-Culator http://www.forgottenwars.net/?page=mods/cal	Unknown	Should be OK, but not tested.
Clear Fog of War http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
Drow Innate Abilities http://www.pocketplane.net/sim	Unknown	Most likely not compatible, but not tested.
Dungeon-Be-Gone	No	This will work, but the player will not be able to access some components of BP.
G3 Tweak Pack	No	
Game-Be-Gone	No	
High Level HLA (High Level Abilities) fix http://www.the-silver-river.com/Forum/index.php?topic=3813.0	Unknown	Should be OK, but untested.
igiTeamBG's Tweak Pack	No	
MetalFan49's Baldur's Gate 2 Customizations http://metalfan490.tripod.com/bg2items/	Partially	Items should be OK. Nothing else is compatible.
NiGHTMARE's Infinity Engine Junk http://haunt.8m.com/ie/	Partially	NPC Beautification and Inventory BAMs should be OK. Nothing else is compatible.
Oversight	Partially	Kits and Battle Mods are not compatible. Everything else should be OK.
PnP Celestials http://www.gibberlings3.net/celestials/	Unknown	Use at own risk, not tested.
Revised Hell Trials http://adahn.gmxhome.de/	Unknown	Should be OK, but not tested.
Riklaunim's Crazy Remixes	Unknown	
Rogue Rebalancing Pack http://www.gamesector.co.yu/avenger/	Yes	
Sabre's Customizations http://www.users.bigpond.com/qtnt/	Partially	Items should be OK. Fixes are not compatible.
SimDing0's Miscellaneous Tweak Pack	No	
Sorcerer's Place Fixpacks	No	
Subraces	No	
TDD kit remover http://www.sorcerers.net/Games/BG2/index_editors1.php	Yes	Run after all BP Core Components are installed. This will reset Kits back to default, allowing new Kits to be added.
Virtue	No	

Adventure Adding Modules

Game Module	Compatibility	Notes
Ajoc's MiniMod http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
Ascension	Included	WeiDU version installed with BP
Azengaard Tactical Encounter http://www.angelfire.com/rpg2/azenmod/	Unknown	Most likely not compatible, but not tested
Bonehill	No	But is compatible with BP-BGT
CBisson's Familiar Pack	Unknown	Should be OK, but not tested
Check The Bodies http://ctb.forgottenwars.net/	Yes	Ok with BP but not BP-BGT. This uses all available Song slots. NPC's that include music can not be added with this Mod.
Deeper Shadows of Amn http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
Desecration of Souls	No	
Exnem's Addon http://forums.forgottenwars.net/index.php?showtopic=11411&hl=	Yes	
Expanded Thief Stronghold http://www.fortunecity.com/boozers/winelodge/79/	Unknown	Not Tested, use at own risk.
Fixed Creatures http://www.geocities.com/lostcrossroadsmod/downloads.htm	Unknown	Not Tested, use at own risk.
Forgotten Children, The	Unknown	Should be OK, but not tested
Ghreys Food Mod http://www.3ddownloads.com/?file_id=159217	Unknown	Most likely not compatible, but not tested
Improved Asylum Mod	No	
Improved Battles Mod	No	
Improved Oasis II http://www.pocketplane.net/sim	Yes	
Innate Dimension Door	Unknown	
Iron Modder Series http://www.pocketplane.net/ironmod	Unknown	Not Tested, use at own risk.
KR's Difficult Brown Dragon	--	Included in Deeper Shadows of Amn
Leutian's Mini Mod http://www2.snugcove.com:8081/leutian	Unknown	
Mage Duel	Unknown	
Mordan's Christmas Mod http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
Neverending Journey	No	But is included in BP-NEJ or BP-BGT-NEJ
Planar Sphere Mod http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	

Adventure Adding Modules, Continued.

Game Module	Compatibility	Notes
Planar Sphere Return Mod http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
Spellhold Lich	No	
Super Firkraag Mod	No	
Tactics	Included	WeiDU version installed with BP
Tortured Soul, The http://metalfan490.tripod.com/bg2items/quests.html	Unknown	Should be OK, but not tested
Turnip Golem Encounter http://www.pocketplane.net/audio	Unknown	Should be OK, but not tested
Unfinished Business http://www.pocketplane.net/ub/	Partially	Valygar/Suna Seni component and Kits not compatible. All others OK.
ZotFix	Unknown	

NPC Adding Modules

> *Note: There are too many NPC Mods to list. Typically if an NPC Mod adds Kits or changes existing dialogs, then it's most likely not compatible.*

Game Module	Compatibility	Notes
Azrael http://www2.snugcove.com:8081/leutian	Yes	
Chloe http://chloe.fwstudios.net/	Yes	It has been report that it interferes with the TDD kits, however reinstalling Chloe reportedly fixes these
Goo http://www.pocketplane.net/audio	Yes	
Horace http://www.geocities.com/olryx2/	Yes	
Kelsey http://www.pocketplane.net/kelsey	Yes	
Kiara-Zaiya http://www.forgottenwars.net/?page=mods/kizi	Yes	
Neh'taniel http://www.final-exodus.net/~therogue/	Yes	
One-Day NPCs™ http://www.pocketplane.net/oneday	Yes	Collection of several NPC's which were created in a day.
Solaufein http://www.weidu.org/main.html	Yes	Makes Solaufein a joinable NPC after visiting the underdark.
Tashia http://tashia.fwstudios.net/	Yes	
Valen http://www.weidu.org/main.html	Yes	Makes Valen a joinable NPC for evil party's following Bohdi.
Vanim http://maus.mm-inventions.de/web/start_e.html	Yes	

NPC-Related Modules

Game Module	Compatibility	Notes
Alternate BG2 NPCs http://www.fortunecity.com/boozers/winelodge/79/	Yes	
Banter Pack http://www.pocketplane.net/banter	Yes	However, may cause problems with romances.
Blonde Imoen http://www.gibberlings3.net/blondeimmy/	Yes	Changes Imoen's Portrait and Avatar
Cloakwood Squares http://www.pocketplane.net/audio	Unknown	Should be OK, but not tested
Corthala Romantique http://www.forgottenwars.net/?page=mods/valygar	Unknown	Most likely not compatible, but not tested
Getting Rid of Anomen (Kelsey addon) http://www.pocketplane.net/audio	Unknown	Should be OK, but not tested
Kivan of Shilmista	Unknown	Not tested, use at own risk
Nalia Romance	No	
NPC Flirt Packs http://www.pocketplane.net/npcflirt	Yes	However, may cause problems with romances.
NPC Kit Pack http://www.gibberlings3.net/npckit/	No	Might be OK if TDD kits are removed before installation
NPC Tweak Mod http://limbomods.hyperboards.com/index.cgi?cat=finished&board=npcTweak	Unknown	Most likely not compatible, but not fully tested Reported to not be compatible with TDD
Romance-Friendly Imprisonment	Unknown	Should be OK, but not tested
Totemic Cernd http://www.cirerrek.addr.com/	Yes	
NPC individual Portraits and Portrait Adding Packs *(too many to list)*	Yes	

Kit Adding Modules

Game Module	Compatibility	Notes
Cleric Remix http://www.gibberlings3.net/cleric/	Yes	It removes the TDD Cleric kits before installing its own
TDD kit remover http://www.sorcerers.net/Games/BG2/index_editors1.php	Yes	Run after all BP Core Components are installed. This will reset Kits back to default, allowing new Kits to be added.
All other Kits	No	Unless the TDD Kits are removed

Store and Item Adding Modules

Game Module	Compatibility	Notes
BagBonus http://www.3ddownloads.com/telefragged/fwstudios/hlid	Unknown	Not tested, use at own risk
Cloak of the Shield Upgrade http://www.sorcerers.net/Games/BG2/index_editors2.php	Unknown	
Dark Ritual http://chosenofmystra.db-forge.com/mystra_forum/viewtopic.php?t=617	Yes	
Flail of Ages Alteration	Unknown	
Improved Horns of Valhalla http://www.cirerrek.addr.com/	Yes	
Improved Volcano! Pack for ToB http://www.sorcerers.net/Games/BG2/index_editors2.php	Yes	
Item Value Tweaks http://www.angelfire.com/alt/karkadinn/mods.html	Unknown	Not tested, use at own risk
Taza's Shop (a.k.a. Magnificent Magic Store) http://koti.mbnet.fi/taza2/web/index.php?site=bg2	Yes	
MunchMod http://www.3ddownloads.com/telefragged/fwstudios/hlid	Yes	
RPG Dungeon's Item Pack (a.k.a. Rastor's) http://www.rpgdungeon.net/cms/	Unknown	Should be OK, but not tested
Ruad http://forums.forgottenwars.net/?showforum=90	Yes	
TDDsinTDD	No	
Underrepresented Items http://www.weidu.org/underrep.html	Yes	
Unusual Oddities Shop http://www.rpgdungeon.net/cms/	Yes	

IN-GAME CHEATS

Activating In-Game Cheats

In-Game cheats are performed using CLUAConsole commands (*see below*). However, before CLUAConsole can be accessed, a configuration file must be modified.

1: Open the **Baulder.ini** file using Notepad, Wordpad, or some text editing program. This file can be found in the `..\Black Isle\BGII-SoA` directory.

2: Find the line that reads **[Program Options]** and add underneath it **Debug Mode=1** (this is case sensitive, debug mode=1 will not work). The lines should appear as;

```
[Program Options]
Debug Mode=1
```

3: Save the file (I suggest using SAVE, not SAVE AS, to ensure the file extension stays the same).

Once the game is running (characters are frolicking across the screen), press the **Ctrl** and **SPACE BAR** at the same time to open CLUAConsole.

CLUAConsole Examples

The following are a few example uses for CLUAConsole. Remember that these commands are CASE sensitive. Search the internet for more information.

Setting a Characters Experience

Format:
```
CLUAConsole:SetCurrentXP(number)
```

From the normal game window, select one character (meaning the portrait is highlighted) and enter the above command. Replace the word "number" with a numeric value equal to the total amount of experience the character will have.

Example:
Viconia currently has 100000 experience. The following command is entered;
```
CLUAConsole:SetCurrentXP(150000)
```
Viconia now has 150000 experience.

Keep in mind that the number enter is the total amount of experience a character will have, thus a Dual Class character being set to 100000 would really be setting each of her/his classes to 50000.

Creating Money

Format:
```
CLUAConsole:AddGold(number)
```

Replace the word "number" with the amount of gold to be added.

Example:
To add 10,990 gold enter the following;
```
CLUAConsole:AddGold(10990)
```

Creating an item

Format:
`CLUAConsole:CreateItem("itemcode",number)`

Quotation marks must be around the itemcode. The itemcode is the game code which represents items; for example "boot01" is Boots of Speed.

Number is the total number of the items to be created. Using -1 (minus one) will created the maximum number of an item which the game allows.

Example:
To create five Boots of Speed enter the following;
`CLUAConsole:CreateItem("boot01",5)`

The item/items will appear in the inventory of whichever character had been selected (the portrait is highlighted).

For a complete (mostly) list of in-game items, try http://www.gamefaqs.com or simple browse the gamefiles with Shadowkeeper, NearInfinity, etc..

Creating a Monster

Format:
`CLUAConsole:CreateCreature("creaturename")`

Quotation marks must be around the creaturename. The creaturename is the game code which represents items; for example "CAT" will produce a cat.

Example:
To create a cat enter the following;
`CLUAConsole:CreateCreature("CAT")`

For a complete (mostly) list of in-game creatures, try http://www.gamefaqs.com or simple browse the gamefiles with Shadowkeeper, NearInfinity, etc..

Move "Teleport" to an area

Format:
`CLUAConsole:MoveToArea("AreaID")`

Quotation marks must be around the AreaID. The AreaID is the game code which represents area that the party will be moved to; for example "AR1000" is the Athkatla Government District. This will allow the party to enter areas otherwise blocked…such as returning to Irenicus's dungeon.

Example:
To move the party to the Government District enter the following
`CLUAConsole:MoveToArea("AR1000")`

Explore an Area

Format:
`CLUAConsole:ExploreArea()`

The above listed command will reveal any unexplored area.

Hot Keys

To enable Hot Keys, enter the following CLUAConsole command:
`CLUAConsole:EnableCheatKeys()`

Hot Keys are <CTRL> commands which can be used during the game.

<CTRL>+1 = Change the armor of the paper doll (the armor class doesn't change)
<CTRL>+2 = Fades screen to black
<CTRL>+3 = Fades screen to normal
<CTRL>+4 = Highlight the background-interactive objects
<CTRL>+5 = ?Unknown?
<CTRL>+6 = Shapeshift your character into the previous paper doll in list
<CTRL>+7 = Shapeshift your character into the next paper doll in list
<CTRL>+8 = Highlights the text boxes
<CTRL>+9 = Highlight the sprites
<CTRL>+0 = ?Unknown?
<CTRL>+A = Do a sprite animation (see <CTRL>+S)
<CTRL>+B = View last FMV sequence
<CTRL>+C = Jump to next chapter
<CTRL>+D = Display some strange numbers
<CTRL>+F = Turn the character
<CTRL>+I = Random party conversation
<CTRL>+J = Transport onto the position pointed by the cursor
<CTRL>+L = Information on position (same as X)
<CTRL>+M = (Then press ENTER) DEBUG DUMP
<CTRL>+Q = Makes the creature at the mouse cursor join the party, works on pretty much anything (try creating Boo then have him join the party)
<CTRL>+R = Heals the party member whose portrait your mouse is currently over (doesn't have to be selected)
<CTRL>+S = Select a sprite animation
<CTRL>+T = Advances the game time by one hour. This has the effect of removing spell effects and such.
<CTRL>+X = Information on position (more)
<CTRL>+Y = Hurts/kills person mouse cursor is over

Hot Keys that require Throne of Bhaal to be installed:

<CTRL>+H = Fixes a wild mage to a specific surge, such that every time he casts a spell he gets that surge. Setting the Surge Number to 0 undoes the surge fixing and goes back to normal functioning (or malfunctioning as the case may be).
Note: This affects all magic everywhere, even for enemies, so use at your own risk.

<CTRL>+I = Invokes random party conversations (Banter).

CREDITS

Shadows Over Soubar

- Shadows Over Soubar game files made with much consternation and confusion by Charles Bisson
- Shadows Over Soubar installer/patchers and website made with gracious speed and skill by Ken Baker

At this point, we can go no further without acknowledging the fantastic crew at BioWare for producing such games and doing so in a way that allows us to bring these mods to you. Thanks BioWare, we owe you our gratitude!

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Charles would like to thank all the people who contributed to Shadows Over Soubar with their voices.

Cast of Characters:

- The Mayor: D. Goggin
- Gaius: J. Mendolusky
- Arvin: Shadow Smuggler
- Charlotte and Adventurer "M": Mercurial
- Ceeb Isson: C. Bisson
- Magic Mouth: cbisson the fish
- The Narrator: cbisson the sloth
- And credit needs to be given to The Stones for the sample I took of "She's A Rainbow" and Ms. Charlotte Church for her rendition of "The Flower Duet."

I think that's all, but I apologize for any omissions.

The Darkest Day

Max "Potencius" Schnur	Co-Main Designer
Richard "Minto" Haines	Co-Main Designer
Mercuriel	Sounds/Voices
Kazz	Graphics Support
Karel	Graphics Support
Oarsome	Text/Proofreading Support
Mary Magus	Bug Fixing Support
Ken "KenTeamBG" Baker	General Support, Website, CD Publishing
Kuiriel	For all the excellent promotion work.

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The image of Valygar is based on Anke Eissmann's portrait of Faramir in her illustrations to the "Lord of the Rings", and slightly modified by Natalia (aka Senka)
Please, visit Anke's gallery at http://www.edoras-art.de and http://elfwood.lysator.liu.se/loth/a/n/anke

The image of Sime, and modified image of Yoshimo are based on Amalthea portrait series.

Valygar's musical theme: "Guinever" by "Aquarium" © 1984
Sime's musical theme: "Minstrel Hall" by "Blackmore's Night" © 1994

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Jon Olav Hauglid - Near Infinity
Dmitry Jemerov - Infinity Explorer
Per Olafsson – TIS Pack Utility

Vorbis OGG sound file format made it possible to compress significantly all sound files.

Avenger - BG2 TLK Editor
Paul Victorey (Cat TeamBG) - Infinity Dialogue Utility
Gustov Montessi (TL TeamBG) - Infinity Engine TBG Mass Converter
Theo de Moree (Theo TeamBG) - IE Tileset Map Editor

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We appreciate any efforts to make TS better from anyone of you. Your help and support are always welcome.
And remember that we are not professional. We do this just for fun of yours and ours.

Any comments please send to the following emails:

Domi: domi_sotto@yahoo.com
Vlad: vladp6@012.net.il

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Jon Olav Hauglid - Near Infinity
Dmitry Jemerov - Infinity Explorer
Per Olafsson - TIS Pack Utility

Vorbis OGG sound file format.

Avenger - BG2 TLK Editor
Paul Victorey (Cat TeamBG) - Infinity Dialogue Utility
Gustov Montessi (TL TeamBG) - Infinity Engine TBG Mass Converter
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Freedoms Reign / Reign of Virtue

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Weimer's Item Upgrade

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German Translation by Maus
Spanish Translation by Bhasbuto (Clan DLAN) and Immortality and Neil Sharp
Polish Translation by Damian Staniszewski
Russian Translation by Iogan and Aerie.ru
English Cespenar Voicing by Jason Compton

Weimer's Ease of Use Upgrade

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French Translation by Thot
Spanish Translation by Bhasbuto, Clan DLAN
German Translation by Marco Ivezic
Shut Up "You Must Gather Your Party ..." by Baldurdash
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Imoen Romance

The needed disclaimer! Imoen, Baldur's Gate II, the Infinity Engine and all that good stuff belongs to their respective owners (Black Isle studios and Bioware, I'd say) which would be in NO way me. I don't own any rights on them and I'm just thankful that their creators allow people like me to mod their products. A big Thank You for them!

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Keep cool people!

Redemption

By Janetta A. Bogatchenko

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The Big Picture

By Horred the Plague

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All of you, for taking the time to read this, and for checking out the Big Picture Compatibility Mod. Enjoy!

(Last, but not least) NotMrt: (Well; he didn't do any modding, but he asked really nicely to be in the credits... :P)

Did I leave anybody out? If so, I'm sorry...it's been a long couple of weeks, getting this version ready for public consumption. Just drop me a line, yell at me, and I'll make sure you're in the next version's list....