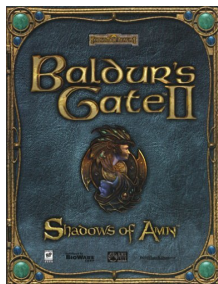


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[Baldur's Gate II: Shadows of Amn Cheat Codes \(PC\)](#)

Probably the best old-school RPG

Baldur's Gate II: Shadows of Amn is the second computer [role-playing game](#) in the Baldur's Gate series, which takes place just a few months after the events of Baldur's Gate. It is based on the second edition Advanced Dungeons & Dragons roleplaying system but mixes in some elements such as the new monk, sorcerer and barbarian core classes introduced in the third edition. The story is set in the Forgotten Realms, the most popular D&D story setting. Baldur's Gate II, like its predecessor, is played from an isometric perspective. The player controls a party of one to six characters. The player must create the main character from scratch, or import their character from the original Baldur's Gate, whilst the rest must be recruited from within the game world. Players can, by [exploiting](#) the game's multi-player function, create more than one character for a party. This does not by any means compromise the integrity of the story, although secondary characters will not talk or interact in the manner of normal NPCs except as far as the rudimentary interaction of combat and spellcasting allow. **Codes Cheat Codes** In order to activate cheat mode, edit the baldur.ini file by adding the line Debug Mode=1 under the [Program Options] heading and saving the file. Then during gameplay press Ctrl+Space to display the console and enter any of the codes listed below (NOTE: To deactivate cheat mode, just delete the Debug Mode=1 line):
 CLUAConsole:EnableCheatKeys() - Enable in-game key cheats
 CLUAConsole:ExploreArea() - Full map
 CLUAConsole:SetCurrentXP("[0-2950000]") - Set experience points for selected character or group
 CLUAConsole:AddGold("[number]") - Set gold amount
 CLUAConsole:CreateItem("[item name]") - Spawn item
 CLUAConsole:CreateCreature("[monster name]") - Spawn monster
 CLUAConsole:CreateItem("[item name],[number]") - Spawn multiple item
 CLUAConsole:MoveToArea("[location number]") - Teleport to location

Cheat Keys
Activation and Codes If you tried the cheat keys on this page and found out that they don't work, then here is why... Be warned, this procedure involves modifying a game file... It is rather simple but follow the instructions carefully: 1. Open your Baldur's Gate 2 Directory 2. Copy and make a backup of the file "baldur.ini" 3. Edit the original file "baldur.ini" with notepad 4. In this file you will see a "[Program Options]" heading. 5. Enter a new line under the heading and type or copy in "Debug Mode=1" 6. Start up the game and while playing press [Ctrl] + [Space] at the same time. This will bring up a console where you can type stuff into. 7. In the console that should now be visible, type "CLUAConsole:EnableCheatKeys()" (without the ""). 8. Now the cheat keys should work properly. And you can enter other commands such as "CLUAConsole:SetCurrentXP("xxx")" where xxx is the amount of experience you wish to give the current selected characters. And also a handy one is "CLUAConsole:AddGold("")". I'm not sure if you need the "" inside the brackets after AddGold (but just try it with and without and one of them should work. If you make a mistake, restore the backup version of your baldur.ini file and it will all be better again)
 Ctrl-Q - Ads the creature, the cursor is over to your party. Ctrl+T - Advance the time by 1 hour
 CLUAConsole:CreateCreature("walmart1") - Bonus Merchant #1
 CLUAConsole:CreateCreature("walmart2") - Bonus Merchant #2
 CTRL+F - Change Selected Characters Facing Direction
 CTRL+U(HOLD), then I - Character Conversations
 Ctrl-4(5?) - Displays some traps and related things in blue. Haven't quite figured it out.
 Ctrl-M - Displays the item code names for the items the selected character has equipped. Example: quick01-SW2Hxxx(xxxbeing a number) if you have a 2 handed sword equipped in quick weapon slot 1.
 CTRL+G - Find out Area Number
 CTRL+D - Framerate Info
 Ctrl + Shift + 8 - Get all 18 for Stats
 Ctrl-R - Heals selected character/s
 Ctrl-Y - Kills any creature the mouse

is on. Note that doing this on bosses may stop the game from advancing. CTRL+X - Mouse Position CTRL+A - Play a Combat Sequence CTRL+L - Play an animation Ctrl-K - Removes selected character from party. You can remove the main character and he will never come back. Ctrl-J - Selected characters to cursor position (or nearest place if cursor location is not accessible) CTRL+S - Set A Combat Sequence CTRL+I - Set An Animation CTRL+B - Set Character Speed Ctrl-C - Shows a short movie clip of a circus. Press Ctrl-C to stop it. Ctrl-6 or 7 - The selected character's appearance on the playing field is changed. Nothing else changes. Attacks, HP, etc. stay the same. I have had them walk around as dragons, or shoot arrows as birds. This is a short video on some of the most popular cheats in the game. Check it out if you want to master the game: