

# Baldur's Gate

Enhanced Edition™

v1.3 Update  
(August 29, 2014)

# What's in this document

On August 29, 2014, Beamdog released the v1.3 update to Baldur's Gate: Enhanced Edition. We've created this document to showcase some of the fixes and gameplay enhancements included in that update.

In addition to the enhancements named in this document, this patch also fixes more than 200 gameplay issues throughout the game spotted by members of our amazingly dedicated online community.

Give this document a read, and be sure to check out the improvements in-game; we think you'll be pleased with the results.

--Dee Pennyway  
Community Manager

Baldur's Gate  
Enhanced Edition

# iPhone Support

If you enjoy playing Baldur's Gate: Enhanced Edition but don't have time to sit down at a computer to play it, this patch has you covered. We're pleased to announce that Baldur's Gate: Enhanced Edition now features support for all iOS devices, including iPhone. Carry the Sword Coast with you in your pocket, your purse, or one of those belt clip things that Trent still says are cool.

The iPhone version is part of the same product as the iPad version, so if you already own the game through your iTunes App Store account, just log into that same iTunes account on your iPhone and download the app today.



Baldur's Gate

Enhanced Edition



# Adjustable Font Sizes

As part of our optimization for Android devices and the new iPhone support, we've added a Font Size slider to the game's Graphics Options screen. Slide the bar to the position that matches a text size that's comfortable for you, and play the game without a magnifying glass, on any device, at any resolution.



Baldur's Gate  
Enhanced Edition

# Quickloot Bar

First introduced with the release of Baldur's Gate II: Enhanced Edition, the Quickloot Bar allows you to quickly see and retrieve items from the ground. Looting your fallen enemies along the Sword Coast has never been easier.



Baldur's Gate

Enhanced Edition

# Stable Multiplayer

First and foremost, this update synchronizes the version numbers across all supported platforms, meaning that Windows, Mac, Android, and iOS can finally play together using the Beamdog.net match-making system. To help support that, we've made a series of stability improvements to ensure that when you play with your friends, no matter what device they're playing on or where they are in the world, you won't be disconnected by an issue in the game's engine.



Baldur's Gate  
Enhanced Edition



# Pre-Generate Character

In its original release, Baldur's Gate featured a "Pre-Generate Character" function through the Multiplayer menu that allowed players to make characters ahead of time. With the new Beamdog.net protocol that menu no longer exists, but we've restored the Pre-Generate Character feature through the Single Player menu. So if you've got an idea for a character but you're not ready to start a full game just yet, you can make your character and immediately export it for future use, in single- or multiplayer.



Baldur's Gate  
Enhanced Edition

# Lore Update: Drizzt Do'Urden

Since his first appearance in Baldur's Gate back in 1998, Drizzt Do'Urden has suffered from a gross misidentification of his wardrobe, and a similar confusion surrounding his twin scimitars resulted in some truly strange behavior. This patch updates Drizzt to wear his lore-appropriate green cloak, as well as equipping him properly with his scimitars. Gnolls and disreputable adventurers, beware!



Baldur's Gate  
Enhanced Edition



# Over 200 Additional Fixes and Enhancements

In addition to the enhancements listed in this document, we've made over 200 fixes and improvements to gameplay. You can read the full change log on our official forums, but here's a (very brief) sample:

- The combat log no longer displays multiple Pause messages when navigating the in-game menus
- Blinded enemy creatures now wander aimlessly looking for targets
- Spells screens now switch dynamically between Priest and Wizard when changing characters
- Elves are now 90% resistant to Power Word, Sleep
- Scribable spells now display a green tint if the mage viewing them does not already have them in her spellbook
- Dual-classed assassins now receive the correct backstab multiplier when they regain their Assassin abilities
- Luck spell no longer removes the target's weapon proficiencies
- PlayUA has completed translations for Ukrainian and Russian, which are now available on all supported platforms

Visit our official forums for the full list of changes. Game on!



[forum.baldursgate.com](http://forum.baldursgate.com)

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Enhanced Edition