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## Installation Instructions

Unzip the LoveConquersAll\_EET.zip archive, and place the LCA folder in your Game Directory (the directory where BG2 is installed. LCA must be installed after EET core, but before EET\_End. If you plan to install the LCA\_VoicePack and LCA\_Explicit mods, those mods must be installed *after* this mod (LCA) is installed.

Installation Commands (Replace [GameDirectory] with the location on your machine where BG2 is installed.

### If EET is Already Installed

* EET End: [GameDirectory]> weidu eet\_end/eet\_end.tp2
  + Proceed using the Uninstall option.
* LCA Installation: [GameDirectory]> weidu lca/lca.tp2
* LCA\_Explicit: [GameDirectory]> weidu lca\_explicit/lca\_explicit.tp2
* LCA\_VoicePack: [GameDirectory]> weidu lca\_voicepack/lca\_voicepack.tp2
* EET End: [GameDirectory]> weidu eet\_end/eet\_end.tp2

### If EET is Not Installed

* EET Core: [GameDirectory]> weidu eet/eet.tp2
* LCA Installation: [GameDirectory]> weidu lca/lca.tp2
* LCA\_Explicit: [GameDirectory]> weidu lca\_explicit/lca\_explicit.tp2
* LCA\_VoicePack: [GameDirectory]> weidu lca\_voicepack/lca\_voicepack.tp2
* EET End: [GameDirectory]> weidu eet\_end/eet\_end.tp2

## General Changes

More than 200 new dialogs have been added, spread across the four games that comprise the Bhaalspawn saga. There are also dozens of new cutscenes and a handful of new areas to explore.

## Shadows of Amn Changes

### Adding Corwin to Your Party

To add Corwin to your party, you must first obtain the Soultaker Dagger from the Djinn in the Plane of Air in Irenicus’ stronghold. Once you have the dagger, speak to Brega in the Athkatla magistrate. He will offer to send the dagger, along with a letter[[1]](#footnote-1), to Baldur’s Gate if you help him solve the case of the murders in the Bridge District.

Once the letter is sent, a three-day timer will start. When the timer expires, you will see a cutscene that plays when you choose to sleep. The conclusion of the cutscene will trigger a four-hour timer, that, when expired, will show a second cutscene depicting the restoration of Skie Silvershield. The conclusion of the second cutscene starts the four-day timer that, when expired, will cause Corwin to appear in the Athkatla magistrate building (the same building where you meet Brega).

### Returning to Baldur’s Gate

If Corwin is in your party at the conclusion of the events of Shadows of Amn, you will return to Baldur’s Gate, instead of proceeding immediately with the events of Throne of Bhaal. Upon your arrival, a one-day timer will start, that when expired will initiate the debriefing to the Dukes. The conclusion of the debriefing sets off a series of events that culminate in the player’s arrival in Saradush. Some people and places you will want to check out while in Baldur’s Gate are listed below:

* Elfsong Tavern[[2]](#footnote-2)
* Hall of Wonders
* Corwin’s Home (Located in SE Baldur’s Gate)
* Flaming Fist Headquarters L1 and L2
* Haspur the Diviner
* Low Lantern
* Silvershield Estate
* Iron Throne Headquarters, particularly if you rescued the slaver children in BG2 while Corwin was in your party.
* If the player is in a romance with Corwin
  + Merchant’s League (assuming Aldeth didn’t die during the events of BG1)
  + Seven Suns (assuming Jhasso didn’t die during the events of BG1)
  + Sorcerous Sundries, after visiting the Merchant’s League or Seven Suns and obtaining the engagement ring (if the player is in a romance with Corwin).

## Throne of Bhaal Changes

### Rescuing Caelar

Conditions A or B, and Condition C, must hold to initiate the timer that starts the Rescue Caelar quest.

* Condition A: The player must have defeated the Incubus during the Return to Baldur’s Gate mini quest.
* Condition B: The player must have defeated Demogorgon in Watcher’s Keep.
* Condition C: The player must have entered Saradush.

## Using the Configuration Assistant

A configuration assistant has been provided to help you adjust certain characteristics of the mod. The assistant can be accessed by selecting the “LCA Assistant” special ability from Player1’s special ability menu. The ability is granted to you in Candlekeep upon the creation of your player. If you want to add this ability to a player that has already left Candlekeep, you can do so through the LCA Debugger.

## LCA Debugger

A debugging utility is provided to assist testers with debugging the mod. To access the debugger, type the following command:

CLUAConsole:CreateCreature(“XAADBG”)

Talk to the creature that is spawned to access the debugging options. Use of the debugger is recommended for testing purposes only.

## Bug Reports

If you encounter any bugs or unexplained behavior while playing the mod, please report it to [LCA\_Mod@danielvalle.net](mailto:LCA_Mod@danielvalle.net?subject=LCA%20Bug%20Report). Including your save game with the bug report is helpful, though optional.

1. Corwin will only come to Athkatla if you choose to write her a letter (either romantic or not). If you instead choose to write the letter to Duncan, Corwin will not go to Athkatla. The option to send a letter to Corwin will not appear if the player’s relationship with her ended badly (by escaping through the sewers) in Siege of Dragonspear. [↑](#footnote-ref-1)
2. The one-day timer will halt while the player is in the demon’s prison. [↑](#footnote-ref-2)