



# DIVINITY

ORIGINAL SIN

Game Manual

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## Foreword

Dear Player,

My name is Swen Vincke, and I'm the founder of Larian Studios. It's a tradition that I write the foreword to our games, and I have to tell you, in this particular case I feel very honored to do just that. *Divinity: Original Sin* is the type of RPG for which Larian Studios was created, and its release feels, for me, momentous.

It's an RPG that mixes narrative with sandbox mechanics, offers a varied environment to explore, and continuously motivates you to develop your character. It features tactical combat and interesting situations, both of which constantly challenge you to think. Hopefully, it also makes you smile. You can play it with a friend, a loved one, or even a stranger, and because it runs well on laptops, you can play it pretty much anywhere. In short, it offers you the experience you get when playing a pen & paper RPG in the hands of a good dungeon master, and that's exactly what I was hoping for when we embarked on the adventure that was the development of this game.

It's fair to say that we probably wouldn't have managed to fulfill my ambition if it weren't for the 70,000 people who have been giving us feedback, criticism and moral support via Kickstarter and Steam Early Access.

So if you are one of our backers, thank you, thank you, thank you! I can't say it enough. Your support has been nothing short of phenomenal and we count ourselves very blessed to have such dedicated and vocal fans. We included with the game the Divinity Engine toolset, which we used to make *Divinity: Original Sin*. Our hope is that among you are dungeon masters who'll use it to craft new RPG adventures. Because it's the same toolset we used, you'll be able to rework any mechanics, art, or assets you saw in-game into your own adventures, and I honestly can't wait to see what you'll come up with.

One of the things for which I've silently been hoping since we started development on this game is that my wife and I would eventually be able to play new stories with unknown endings. I've seen other couples play our game and was slightly jealous of them having so much fun as they discovered Rivellon's secrets.

I'm extremely proud of the team that made *Divinity: Original Sin*. They put their hearts and souls into this game, and it shows. There's much more in this game than one would expect considering the small size of our team. Personally, I think this is the best RPG we've created so far. On behalf of our entire team, I want to thank you for buying our game. You are supporting us in doing the job we love, and we hope you'll have loads of fun playing *Divinity: Original Sin*. We certainly had fun making it.

Do let us know what you think on our forums at [www.larian.com/forums](http://www.larian.com/forums). I assure you, we read it all.

Warm regards,

Swen Vincke



## Getting Started

### Health Warning

Some people are susceptible to epileptic attacks or loss of consciousness when looking at certain types of strong flashing lights, images in rapid succession, or the repetition of simple geometric shapes, flashes or explosions. Those with such susceptibilities are at risk of attacks when playing video games that include such stimulation, even if the person has no medical history or has never experienced such attacks before. If you or a member of your family has already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using this product. Parents should pay particular attention to their children when they are playing video games. If you or your child displays vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, the user must stop playing immediately and consult a doctor.

### Manual Disclaimer

Larian Studios prides itself on regularly updating and upgrading its games, extending features and options, updating controls and user interfaces to make them more user-friendly, re-balancing in-game encounters, supporting new hardware, etc. Therefore, portions of this printed manual may become outdated once the game receives such updates. It is recommended to read update notes which may contain new information that is not included in this manual and to refer to the descriptions and tooltips in the game for the correct, most up-to-date and detailed information.

### Digital Distribution

Divinity: Original Sin is digitally distributed, and the digital retailers from which it is available are subject to change. Digital copies from different retailers may differ in their feature set, including but not limited to online multiplayer and bonus content. Whenever contacting Larian Studios for technical support, always note from which digital distributor you have made your purchase.

### System Requirements for a Windows PC

	Minimum	Recommended
OS	Windows XP SP3 or higher	Windows 7 SP1 or Windows 8.1
Processor	Intel Core2 Duo E6600 or equivalent	Intel i5 2400 or higher
Memory	2048 MB RAM	4096 MB RAM
Graphics	NVIDIA® GeForce® 8800 GT (512 MB) or ATI™ Radeon™ HD 4850 or equivalent	NVIDIA® GeForce® GTX 550 ti 1GB ram or ATI™ Radeon™ HD 6XXX or higher
DirectX	Version 9.0c	Version 9.0c
Hard Drive	10 GB available space (subject to change in future updates)	10 GB available space (subject to change in future updates)
Sound Card	DirectX9c compliant	DirectX9c compliant

### System Requirements for Mac OSX

	Minimum	Recommended
OS	OSX 10.8.5	OSX 10.9.3
Processor	Intel Core2 Duo	Intel i5 2400 or higher
Memory	4096 MB RAM	4096 MB RAM
Graphics	Intel HD3000 or Intel HD4000 or better	Intel Iris (Iris Pro) or NVIDIA® GeForce® 6 series or ATI™ Radeon™ HD 6XXX or higher
Hard Drive	10 GB available space (subject to change in future updates)	10 GB available space (subject to change in future updates)



## Installing the Game for Windows

Insert the *Divinity: Original Sin* DVD-ROM 1 into your drive. When the start-up screen appears, click Install and follow the instructions on the screen. If the start-up screen does not appear, double-click on the “My Computer” icon on your desktop, then double-click the DVD-ROM drive containing *Divinity: Original Sin*. Locate and double-click the Setup.exe to launch the Start screen. Click install and follow the on-screen instructions. Please note that Steam requires an internet connection in order to install and activate the game on your Steam account.

## Installing the Game for Mac OSX

Insert the disc into your drive. Open Finder and look for Divinity\_Original\_Sin. Double-click on SteamRetailInstaller.dmg, then double-click the Steam Retail Installer icon. Follow on-screen instructions and wait for the Steam client software to start. Log in or create a Steam account. Click the Games menu. Choose “Activate a Product on Steam”. Follow the on-screen instructions to complete the process. Please note that Steam requires an internet connection in order to install and activate the game on your Steam account.

## Troubleshooting

In order to play *Divinity: Original Sin*, please ensure that you have the latest drivers for all your hardware devices, including but not limited to graphics cards and sound cards. The latest version of DirectX 9.0c supported for your system is also required in order to ensure the smoothest experience possible and is usually installed automatically by the game installer. All Windows versions (including Windows Vista, Windows 7, and Windows 8) require DirectX 9.0c in order to run the game. DirectX is not backwards compatible, so make sure DirectX9.0c is installed.

### I can't get the game to start.

Ensure that your hardware meets the minimum requirement for the game and that you have the latest drivers to support your hardware. Check if the support packages for your game are installed correctly. The location of these packages will differ depending on your installation choices.

### I can't create a new game, or I have some other problem.

If you are playing on a 32-bit version of Windows or a machine with that just meets the minimum requirements, it may be helpful to lower the texture quality, disable shadows, or choose other low graphics settings. If this does not fix the problem, we have an online tool that can help pinpoint the issue:

[http://www.larian.com/OriginalSinAlpha/AnalysisTool\\_DOS.exe](http://www.larian.com/OriginalSinAlpha/AnalysisTool_DOS.exe)

Download this file, run it, and then point it to your Divinity: Original Sin installation directory. After, hit “Start Tests” and then “Generate Report.” This will produce a report.zip file that can then be emailed to [supportdos@larian.com](mailto:supportdos@larian.com).

## Technical Support

If you encounter further difficulties installing or running Divinity: Original Sin, do not hesitate to contact our technical support department by email or the official forum:

**Email:** [supportdos@larian.com](mailto:supportdos@larian.com)

**Technical support:** [www.larian.com/forums](http://www.larian.com/forums)

Please include the following information in your correspondence:

- ♦ **Distributor:** From which digital distributor or retail store did you purchase the game?
- ♦ **Language and country:** What is the language of the game version you have, and in which country are you located?
- ♦ **Problem:** Tell us as much about the problem as you can. What exactly is happening? What are the steps to make it happen again? When did this begin to happen?
- ♦ **DirectX:** On your Windows machine, click “Start” and then “Run” and type “dxdiag”. Hit “Save All Information” and send us the resulting text file. This file includes information about your operating system and hardware that can help us troubleshoot.



## Game Settings

Before you begin your journey into the world of *Divinity: Original Sin*, you may want to check out the game options. These options allow you to make your gaming experience tailored toward both your hardware setup and your personal preferences.

### Multiplayer

**Game Mode:** This determines who will be able to join you when you play the game. There are four distinct settings that can be changed at any time within the game by hitting the diamond button that is over the in-game minimap.

- ♦ **Offline:** No one can join your game. Select this option if you prefer to journey alone.
- ♦ **Invite Only:** Only people who you have specifically invited can join your game. Select this option if you don't want people joining your game without an invitation.
- ♦ **Friends:** Anyone from your friends list can join your game. Select this if you are fine with your friends joining your game at any time.
- ♦ **Public:** Anyone can join your game. Select this if you don't mind strangers joining your game at any time.

### Video

If you are experiencing performance problems, changing certain video settings can yield big performance improvements. For instance, you could try lowering the resolution or disabling shadows.

- ♦ **Resolution:** If your hardware can handle it, it is best to play at your monitor's native resolution. If not, try lowering the resolution to improve performance.
- ♦ **Display Mode:** This defines how the window in which the game runs interacts with your operating system. There are three distinct settings.

- ♦ **Windowed:** Your game runs in a window which you can easily move around on your desktop.
- ♦ **Fullscreen:** Your game takes up the entire display area of your monitor.
- ♦ **Fake fullscreen:** Your game takes up the entire display area of your monitor but allows you to cleanly switch to other applications on another monitor. This is the best option for a multiple monitor setup.
- ♦ **V-sync:** V-sync synchronises the frame rate of the game with your monitor's refresh rate. You should only choose this option if your computer is very powerful and can already play the game smoothly without any frame rate dropping.
- ♦ **Quality Preset:** This option lets you set all the video options to a certain level, saving you from having to fine-tune them over and over. The power of your computer will determine your settings. If your rig is closer to the game's minimum requirements, you should pick a lower option. If your rig is closer to or exceeds the game's recommended requirements, you can pick a higher option. If you are still unsure, hit Auto-Detect and the game will try to determine the best settings for you.
- ♦ **Model Quality:** This determines the quality for the in-game models. Low is best for graphics cards with 512 MB of RAM, while High is best for graphics cards with 1 GB of RAM or more.
- ♦ **Texture Quality:** This determines the quality of the in-game textures. Very Low is best for graphics cards with 512 MB of RAM, while High is best for graphics cards with 1 GB of RAM or more.
- ♦ **Texture Filtering:** This determines how much the texture is filtered for quality. Higher settings should be used for newer and more powerful graphics cards.
- ♦ **Shadow Quality:** This determines how detailed the in-game shadows are. Higher settings should be used for newer and more powerful graphics cards.



- ♦ **Light Shadows:** Selecting this option allows for more complex interaction between lights and shadows. Check this box only if you have a newer and more powerful graphics card.
- ♦ **Anti-Aliasing:** Selecting this option smoothes out lines and jagged edges in-game. Check this box only if you have a newer and more powerful graphics card.
- ♦ **Ambient Occlusion:** Selecting this option creates more accurate and beautiful lighting. Check this box only if you have a newer and more powerful graphics card.
- ♦ **Screen Space Reflections:** Selecting this option allows for more accurate and beautiful reflections. Check this box only if you have a newer and more powerful graphics card.
- ♦ **Depth of Field:** Selecting this option creates a blurry visual effect for objects that are farther away. Check this box only if you have a newer and more powerful graphics card.
- ♦ **Motion Blur:** Selecting this option blurs the screen slightly whenever an appreciable amount of motion occurs. Check this box if you have a medium- to high-range graphics card.
- ♦ **God Rays:** Selecting this option creates a visual effect of shafts of light coming from the sun. Check this box if you have a medium- to high-range graphics card.
- ♦ **Bloom:** Selecting this option creates a visual artefact that emulates a real camera by stylizing the effect of very bright light. Check this box if you have a medium- to high-range graphics card.

## Audio

- ♦ **FX:** This volume bar represents the sound effects in the game- the sounds that characters, items, and monsters make.
- ♦ **Music:** This volume bar represents the music of the game. Divinity: Original Sin has a truly beautiful orchestrated score, so we encourage you to keep this on!

- ♦ **Ambient:** This volume bar represents the game's ambient sounds, i.e. the background noise of the environment that isn't made by any one specific source.

## Controls

Here you can view the game's controls or change them from their default settings. Follow the on-screen prompts to change a binding.

## Game

- ♦ **Enable dual dialogs:** As you are playing in a party, the two main heroes will periodically want to talk to one another about recent events or argue about a decision. If you would rather not have these dialogs, you can turn off this feature.
- ♦ **Esc closes all windows:** Selecting this option will let the Esc button on your keyboard close in-game windows when pressed.
- ♦ **Combat Log Filters:** These check boxes determine what is recorded in the Game Log. These filters can also be enabled and disabled within the game.
  - ♦ **Combat Actions:** Select this if you want to see details about combat actions in battle.
  - ♦ **Dialog Logging:** Select this if you want to have dialogs with other characters logged and displayed.
  - ♦ **Dice Rolls:** Select this if you want to record the dice rolls that occur.
  - ♦ **Item Interaction:** Select this if you want to record your interaction with items.
- ♦ **Enable edge panning:** This allows you to push the camera in any direction by moving your mouse to the edge of the screen. If set, you can also set the Panning Speed bar anywhere from -3 (slowest panning) to 3 (fastest panning). When this is disabled, you can still move the camera with the arrow keys.



- ♦ Quick saves: This bar determines how many files are used for quick saves. The more quick saves you have, the more points you will have to return to; however, save games also use more hard drive space.
- ♦ Auto saves: This bar determines how many files are used for auto saves. The more auto saves you have, the more points you will have to return to; however, auto saves also use more hard drive space.

## laying the Game

### What is Divinity: Original Sin?

In short, *Divinity: Original Sin* is a party-based, classless RPG that features turn-based combat and a highly interactive world where players are free to do as they please. It supports drop-in/drop-out multiplayer with a unique cooperative dialog system.

Here are some key phrases to know before embarking on your adventure:

- ♦ **Party-based:** You don't control one hero; you control at least two main characters. Your party will always consist of at least two characters, and your party of two can hire up to two companions. In combat, your party can grow temporarily by magically summoning powerful creatures.
- ♦ **Classless:** Any character can wear any type of armour or weapon and can learn any type of skill, ability, or talent.
- ♦ **RPG:** A "role-playing game" is one with deep and meaningful character development; you can truly play the role of any kind of hero (or villain) you can imagine and choose stats, spells, and an appearance to match your imagined character.
- ♦ **Turn-based combat:** The game is played in real-time, except during combat. Turn-based combat is like a game of chess; players act one after another in turns, but what they do during those turns depends on their individual strategy and the circumstances on the board. When combat is over, the game returns to real-time.
- ♦ **Highly interactive:** You can talk to all friendly non-player characters in the game, trade with them, help them, or even kill them if you so choose. Almost all items in the game world can be interacted with- destroyed, picked up, moved, stolen, etc. Items in the world react to one another as you would expect them to: If you set fire to a wooden door, it will eventually burn down. An important part of the magic in the world of *Divinity: Original Sin* is combining the elements of nature. If a character is frozen, you can melt the ice with fire. If there is a puddle of water, you can turn



it into a steam cloud with fire. Many items can be combined: You can bake your own bread, write your own scrolls, forge your own weapons, reinforce your armour, and so forth.

- ♦ **Free:** You can go wherever you want and choose what to do and what not to do. If you kill all the important NPCs, you'll have a hard time gathering experience, but you can still finish the game. If you want to take on level 12 monsters when you are level 8, you are free to do so, and if you succeed, you will gain valuable loot and high experience scores, but it won't be easy.
- ♦ **Multiplayer:** At any time, you can invite a friend to join you or you can join a friend's game, regardless of how far along in the game either of you happens to be.
- ♦ **Cooperative dialog:** When a decision needs to be made, both player characters get to weigh in. You can agree or disagree, and whoever has the stronger personality in that particular conflict will win the debate. These decisions further develop your character.

## Character creation

When starting a new game, you will need to create your two main characters before starting your adventure. These are the protagonists of the story, and you have the power to give them a background story. You decide who and what they are. Is one of them adept at thievery and the other a fledgling mage? Or is one an expert marksman and the other a feared swordsman? Throughout the game, you will have to make many decisions, but the first is the most complex: Which role will you play?

*Divinity: Original Sin* is a classless game. This means that a hero can use any type of weapon or armour, and that he or she can learn any type of skill or ability available in-game. However, *Divinity: Original Sin* is a party-based game with turn-based combat, so it is a good idea to build a party that covers many talents. A party with only fighter-type characters or a party with only wizards may be possible, but is not recommended for first-time players.

During character creation, you can select a preset character build from the list. The name of the preset describes the role of the character. If this is your first play through and you are not yet familiar with the game's

rules, it is recommended you choose one of these presets. You can see what is included with your chosen preset by clicking the "Customise" button. While in "Customise" mode, you can change the character's name and appearance.

If this is not your first play through, or if you have played many RPGs before, go ahead and customise your characters to your heart's content by tweaking their stats, skills, abilities, and talents.

But don't be afraid to make mistakes. Because this is a classless game, you can turn the frail but smart witch you started with into a battleaxe-wielding powerhouse within a couple of levels. And she'll still know some of her magic spells, to boot!

Note that in *Divinity: Original Sin*, your party can contain up to four people (not counting any summoned creatures). Companions or henchman can aid your two main heroes. You will have to find, hand-pick, and recruit these two extra party members in the game world. Good places to look for fellow adventurers are taverns, inns, libraries, and other common meeting places in any given town. It is a good idea to reinforce your party with extra members the moment the opportunity arises.

## Controls

Now that you have entered the game world, you're ready to explore, right? The game is full of features, but it's pretty straightforward: Most game actions can be executed with the mouse.

Move your party by clicking on the terrain. You can also hold the mouse button and drag it over the terrain to make your party leader follow the cursor.

Clicking on an item in the game environment will execute the default action with that item. For instance, you'll pick up gear, loot, and gold; open chests, crates, and doors; or move to a new location via stairs or paths.

Clicking on friendly characters will start a conversation with them. Clicking on hostile characters will attack them. You'll be able to tell the difference by the change in your cursor when you hover over the character.

If you wish to attack a friendly character, hold the CTRL key and CTRL+click the character. If you wish to attack an item with your weapon, hold the CTRL key and CTRL+click the item.



You can queue actions by holding SHIFT and clicking. For instance, to open several crates one after the other, hold SHIFT and click the crates. You can also hold SHIFT and click on several spots on the terrain to queue moves.

When your characters are not in combat, they sheathe their weapons. If you wish them to unsheathe, tap the TAB button. To sheathe your weapons again, hit the TAB button again. Your characters will automatically unsheathe when entering combat.

To highlight interesting items you can interact with, hold the ALT key. Note that not all items will be highlighted. The items that are shown are dependent on their distance from your party and your party's level of perception.

*For an overview of all keyboard shortcuts, please refer to the Controls section of the Options screen.*

### Main Interface



1. Character list 2. Status Bar 3. Game log 4. Minimap 5. Rift Travel

Below each **portrait** are two buttons: **Skills** and **Inventory**. Single-clicking these brings up that character's **Skills** panel or **Inventory** panel respectively. Multiple **Inventory** panels can be opened simultaneously in order to compare characters and facilitate trade between them.

Just above the character list is a Party Formation button. By clicking this button, you can select how the other members will follow the party leader- how they will walk around and how they will position themselves.

### Chat log

On the screen's bottom-left is a button that allows you enable or disable the chat log window. This window is used to communicate with other human players who may be playing alongside you, either in your party or in other games. You can move this window around and resize it, and set other options to conform it to your preferences.

### Status bar

The status bar appears on the screen's bottom-centre. In the middle, taking up the largest area, are the buttons representing skills and items. With the mouse button, these skills and items can be dragged to other boxes or dragged outside the status bar and thus removed. They can always be re-added by going to the Skills page or the Inventory page and dragging the desired icons to the status bar. The status bar can contain items to be used, spells to be cast, or even weapons and gear to be equipped.

Each icon has a number representing the number on the keyboard that can be used to quickly execute the skill or item. There are multiple sections available on the status bar; toggle them by pressing the up or down buttons to the right of the character's mini-portrait on the status bar.

On the very top of the status bar is the character's health bar, with the leftmost number representing how much health they currently have, and the rightmost number representing their total possible health.

On the very bottom of the status bar is the character's experience bar. When this bar fills completely, your character levels up and gains points to distribute to various stats and attributes. You can hover over this bar to see how many experience points you currently have, and how many total you need for the next level.

On the very right of the status bar is the End Combat Turn button. This is used to end a combat turn for the currently selected character.

On the bottom left of the status bar are two buttons: Toggle Sneak and



Draw/Sheathe weapon. Toggle Sneak lets you sneak around without other characters or enemies being able to spot you, depending on your character's statistics. Draw/Sheathe lets you either take out or put away your character's weapon. Depending on the situation, it may be important to either have your weapon drawn or sheathed.

### Game log ◇

On the very bottom-right of the screen is a button that allows you enable or disable the **game log** window. This window is used to log actions that happen within the game. You can drag this window around, resize it, check boxes to choose what actions you wish to see, and set other options to make it behave like you want it to.

### Rift travel ◇

After a certain event in the game, a rift travel button will appear on the screen. You will be able to single-click the button and then single-click a previously-discovered location in the game world to transport your party there.

### Minimap ◇



On the very top right corner of the screen appears the **minimap**. The minimap shows you the location of your party on the map. The **party leader** is represented by a special icon, your other characters are represented by blue dots, NPCs are represented by green dots, and enemies are represented by red dots.

Around the minimap, there are also the **Journal**, **Game Menu**, and Show Map buttons. Two buttons on the bottom-right that let you zoom in and zoom out of the **minimap**.

The diamond shaped button, **Connection Menu**, brings up a menu that allows you to determine who can and cannot join your game in multiplayer.

### Journal ◇

The **Journal** contains several tabs with different pieces of information about the game, such as **Quests**, **Secrets**, **Dialog Log**, **Trophies**, and **Map**.

### Quests ◇



The **Quests** page shows you the current status of all your quests in the form of a journal that details further plot revelations and clues for that quest. You can single-click on a quest title to see all the information you've collected so far. You can check **Filter Completed** if you only want to see your pending and unfinished quests. You can hit **Collapse All** or **Open All** in case you want to collapse or open all the stories at the same time. Stories with new journal entries will flash until they are expanded.

### Secrets ◇

The **secrets** page contains secrets that you've discovered as you investigate Rivellon's mysteries. You can uncover more secrets by reading books, talking to characters, and thoroughly investigating your surroundings.



## Map



The **map** page contains the most detailed in-game map, which features “**zoom in**” and “**zoom out**” buttons. You can hold down the **mouse button** to drag the map around.

## Character sheet



The **character sheet** represents the current status of your character in terms of inventory, abilities, and other characteristics. Each character has a separate sheet, and this is the single most important place to understand

the characters in your party. You can switch between **character sheets** by using the left and right arrow buttons on either side of the character's name.

## Statistics

On the top left of the **character sheet** are the statistics which define your character. As you level up and become more powerful, you will be able to make decisions about your character by improving these statistics. As you engage in combat, it is important that you understand what these statistics represent and how they affect your character. For an up-to-date and more detailed description of each stat, hover over its name and read its tooltip.

## Base statistics

These are the primary statistics that define your character. As you level up, you will determine which of these statistics you wish to invest in.

- ♦ **Strength:** Determines your character's proficiency with strength-based weapons, how much your character can carry, which items your character can lift, how far your character can throw items, and improves Warrior skills. Better gear often requires higher strength.
- ♦ **Dexterity:** Determines your character's proficiency with dexterity-based weapons, influences your character's defence rating, and improves Ranger skills. Better gear often requires higher dexterity.
- ♦ **Intelligence:** Improves magical elemental skills. Better gear often requires higher intelligence.
- ♦ **Constitution:** Determines how much Vitality your character has and the maximum number of Action Points you can save up during combat.
- ♦ **Speed:** Affects how fast your character can move, their initiative in combat, and how many Action Points your character gets.
- ♦ **Perception:** Affects your character's **critical chance**, **initiative**, starting **Action Points**, ability to detect **traps** and other hidden items, and accuracy when shooting over a long distance.



### Extended statistics ◇

These statistics are determined by your character's base statistics. They can be affected by skills, stances, statuses, gear, abilities, and talents.

- ◆ **Sight:** Determines how far your character can see and how quickly your character can spot enemies
- ◆ **Hearing:** Determines how quickly your character will be able to hear enemies
- ◆ **Movement:** The distance your character can run with one action point
- ◆ **Initiative:** Determines the order of your character's combat turn

### Experience points ◇

These numbers let you determine at what rate your character can level up.

- ◆ **Experience:** This represents the total amount of experience points that your character has accumulated.
- ◆ **Next level:** This determines how many experience points your character needs to earn for the next level.

### Ratings ◇

Ratings are numbers which determine how your character fares in battle and character interaction. They can be affected by **skills, stances, statuses, gear, abilities, and talents.**

- ◆ **Damage:** How much damage your character does when attacking an enemy.
- ◆ **Armour rating:** How much damage is absorbed when your character is attacked. Armour cannot absorb magical damage.
- ◆ **Blocking:** A percentage representing how likely your character is to block a melee or ranged attack. Blocks can only occur if a shield is equipped.

- ◆ **Critical chance:** A percentage representing how much of a chance your character has to strike a critical hit.
- ◆ **Offense rating:** Determines your character's chance of hitting an enemy.
- ◆ **Defence rating:** Determines how hard it is for others to successfully hit you with a melee or ranged attack.
- ◆ **Vitality:** Determines how much damage your character can take. If this reaches 0, your character will die and must be **resurrected** in order to continue.
- ◆ **Action Points:** Determines how much you can do in one turn. When combat starts, your character has a number of starting **Action Points (AP)**. When your character's **combat turn** occurs, you have a set amount of **Turn AP** that can be used towards various actions, such as movement or attack. When you end your character's turn with leftover AP, it gets added to the next round, but your total amount of AP can never exceed your Maximum AP score.
- ◆ **Reputation:** Determines people's initial reaction to your party. The higher the number, the more beloved you party is. The lower the number, the more infamous you have become. Reputation is a party-wide stat.

### Elemental statistics ◇

These statistics determine how this character fares against specific damage types, such as magical elemental attacks. There are creatures that are immune to certain damage types and some that can even heal from certain damage types, so familiarising yourself with the various elemental attacks can make or break a battle.

- ◆ **Fire:** Lowers the damage your character incurs from fire-based attacks
- ◆ **Water:** Lowers the damage your character incurs from water-based attacks
- ◆ **Earth:** Lowers the damage your character incurs from earth-based attacks



- ♦ **Air:** Lowers the damage your character incurs from air-based attacks
- ♦ **Tenebrium:** Lowers the damage your character receives from Tenebrium attacks
- ♦ **Poison:** Lowers the damage your character receives from poison

## Inventory

Your character's inventory is on the bottom half of the character sheet. The character's inventory shows you the current items that the character is carrying. Each item takes up one slot in the inventory and has a certain weight. Each character has a weight limit to what they can carry; exceeding this weight limit makes a character **encumbered**.

You can see more information about items by hovering over them with the mouse. Drag an item onto a **portrait** to give the item to that character. Drag an item onto the **status bar** to keep it within easy reach or to the ground to leave it behind. Drag a piece of equipment to the paper doll to equip it. Drag it into a container window to leave it in that container. Items usually stay where you leave them, unless NPCs run off with them.

By default, all items are visible in the inventory. You can filter by various kinds of items using the **item category** buttons, which include:

- ♦ **Equipment:** These are items, such as weapons and armour, that you can equip onto a character. You can mouse-over equipment in your inventory to see how it compares with the item that you currently have equipped.
- ♦ **Consumables:** These are items that can be used only once and which have a temporary effect on your character, such as a potion which may restore **vitality**, a potion that temporarily improves your **fire resistance**, or even **food**. Experiment with different foods to find out what they do.
- ♦ **Magical:** These are items, such as scrolls, that are imbued with magical attributes, making them relatively valuable and rare.
- ♦ **Ingredients:** These are items that can be combined with other ingredients or items in order to craft special items, to improve equipment, to prepare food or to create tools.



## Equipment or Paper Doll

These represent the items currently equipped by your character. These items work like all item icons and can be dragged between characters and into and out of your inventory. You can equip a helmet, body armour, a sarong, a belt, two rings, a weapon, a shield (if you don't have a two-handed weapon equipped), boots, bracers, and a pendant.

Your inventory also shows how much gold a character is currently carrying and how much weight the character is currently bearing, which is a combination of inventory and what you have equipped.



## Abilities

When your character levels up, he or she is allocated a certain number of points to spend on abilities. The choices you make are important, because they dramatically affect your character and how your character is played. Abilities can affect your use of weapons, your use of magic and special skills, your ability for thievery, as well as social interactions. It is best to level up your separate characters differently in order to maximize the utility of your party. For a detailed description of each ability, please refer to the in-game tooltip by hovering over the ability's name.



## Talents

At certain times in the game, you will be given points to spend on talents. Talents are unique attributes that give your characters advantages (and sometimes disadvantages) in certain situations. You should choose talents that complement the game experience and your desired character build. For a detailed description of each talent, please refer to the in-game tooltip by hovering over its name.



## Traits

Traits consist of continuums on which your character can exist. Each side of a continuum represents a trait that cannot progress without the opposing attribute becoming weaker. By making choices in the game, and by having dual dialogs with the other party members, you will start defining your characters' traits. A trait can have an impact on your character. When you gain a trait, you gain its effect automatically. If you start make decisions that go against that trait, the bar will start moving the other side, and you will lose the opposite trait and its effects. It is possible to have multiple points on each side of the scale. In that case, the trait with the most points wins.



## Interaction

### Playable Characters

As characters explore, do battle, solve quests, and finish storylines, they will begin to level up and icons will appear on their portraits, signifying you should bring up their **character sheet** and allocate the points required for them to proceed to the next level. You can save up points, but as enemies become more powerful, and the world becomes more demanding, you will have to make a choice.



Whenever party members want to talk to each other, a symbol will appear above their heads. Single-click party members to talk to them. Party members may discuss their own motivations and origins, comment on your actions, or offer insight into your current adventure.

### Non-Playable Characters

The world of *Divinity: Original Sin* is filled with a cast of interesting and important non-playable characters (**NPCs**). Talking to these non-playable characters is critical in order to advance the plot of the game. In some cases, the characters may tell you little of relevance; in others, they may be hostile and attack you without warning. The way an **NPC** initially treats you is decided by the **attitude** they have towards you.

Neutral **NPCs** will treat you like a stranger. They will talk to and trade

with you, but no more. **NPCs** that like you ask less money for their goods and may offer you more money for the things you are selling. They may also turn a blind eye to a player character stealing something of little value. **NPCs** with a very low attitude towards you will offer you peanuts for the most valuable items and will demand criminally high prices for their goods- if they care to speak to you at all, that is. If friendly or neutral **NPCs** reach the lowest attitude possible, they will even turn hostile and attack you on sight.

Text appears over **NPCs'** heads if they are talking out loud to another NPC or to themselves. If an **NPC** is friendly, single-clicking them will open a conversation. If the **NPC** is hostile, clicking on them will initiate an attack.



Friendly **NPCs** may ask you for help or inform you of a situation you'd like to investigate. The game does not treat these **NPCs** any different than others. So-called "quest-givers" will not have any indication of their uniqueness, so it's a good idea to talk to as many folks as you can find. Quests are a great source of experience; if someone has sent you on a quest and you finish it, make sure to go back to that **NPC** and tell them all about your adventure.

Also note that many quests will not automatically add a "quest marker" to your map. These tend to follow logic; if, say, an army captain has not heard back from a lost platoon, he cannot show you exactly where to find that platoon- he can only offer you clues. You will have to explore and investigate if you choose to solve the mystery.



**NPCs** are like all other characters in *Divinity: Original Sin* and have their own levels, stats, skills, abilities, resistances, armour, weapons, and inventories. You can view some of this information by hovering your mouse over the **NPC**. The more points you have allocated to the **Foremaster** ability, the more information you will be able to discern.

How you choose to interact with an **NPC** is important, as this interaction will determine whether or not they will be helpful to you. Sometimes there will be points in the dialog where you can **intimidate**, **charm**, or **reason** with an **NPC**. The success of these options will be determined by your charisma, the topic of discussion, the context of the situation, and the **NPC** themselves. When you decide to pick any of these options, a rock, paper, scissors game determines the final success of your attempt. You will select a rock (which defeats scissors), a paper (which defeats rock), or scissors (which defeats paper), and the opposing **NPC** will do the same. You must win one or a majority of these games in order to win the argument.

If you ever desire to attack an **NPC**, even if they are friendly, you can hold **CTRL** and then click on them. Attacking non-playable characters may incur social consequences that lead to your character's arrest or death. It is perfectly possible to finish the game by killing almost all **NPC**'s you encounter. However, having some friends can make the life of your party a lot easier.

### Companions ◇

Companions are **NPCs** that can join your party. They have stories and opinions of their own, which they will share with you the longer they stay in your party. They will want to talk to you about certain events in the game, especially when they are particularly enthusiastic about or disappointed in your decision-making.

Every main hero can only hire one companion at a time. If you meet another companion that you like better, you can dismiss your old companion by talking to him or her. Not to worry, though; you can always regain an older companion at any time.

Companions are like the main heroes in that they come with starting stats, but as soon as they join your party, you can customise them with new gear. When they level up, you decide what they should learn next.

### Items ◇

There are a variety of items throughout the game world, and they all have statistics that affect their weight and durability. Some items can be put into your inventory, while others can store inventories of their own. Some cannot be moved, while others can be picked up, thrown, or destroyed. The primary way of interacting with an item is through single-clicking or dragging. Some items may need to be in your inventory before they can be used, while others can only be used in the game world itself.

If an item is interactive, hovering over it will produce an outline and an item name. Holding the **ALT** button will highlight the names and locations of useful items in the game world. This is important especially after battles or when looting enemy camps in order to quickly locate everything you can take. Most items can be picked up for safekeeping.

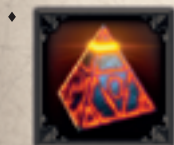
Some items within the world, such as torches, switches, and doors, are immediately affected when clicked. Others may be dragged and moved around (depending on your strength).

Here are some notable types of items:

- ◆ **Keys:** These are used automatically if you attempt to open their corresponding locked door or locked chest.
- ◆ **Scrolls:** These are one-cast spells that can be used by any character and have no ability requirements. Once a scroll is used, it is gone forever.
- ◆ **Special arrows:** Special arrows, like scrolls, can be used only once and require a bow. Special arrows can have unique abilities such as causing explosions, creating smokescreens, poisoning enemies, and much more.
- ◆ **Skill books:** Skill books are rare tomes that can teach a character a new skill. These books are highly powerful and should be sought with a keen eye as your character grows.
- ◆ **Ingredients:** Many items in the world may not seem to have an apparent purpose, but they can be combined with other items in order to craft or improve potions, scrolls, arrows, food, weapons, armour, and much more. Some books will contain recipes, but



you can experiment to see what you can discover on your own. To combine or craft items, simply drag them on top of each other. Some combinations may require **Crafting** or **Blacksmithing** abilities. Creating your own skill books requires the related magical ability. There are immovable objects, such as ovens and forges, that you may need in order to craft certain items. Drag an item on top of the immovable object to craft with it.



♦ **Teleporter Pyramids:** This is a special type of item, of which there are only two in all of Rivellon. Using one of these pyramids will teleport you instantly to the location of the other. This means that you can leave a pyramid in town and teleport there at will, or you can leave one pyramid in the pocket of the other main hero, split up, and teleport to one another when necessary. You can throw one pyramid behind enemy lines in battle for a tactical advantage.

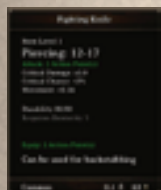


♦ **Shovels and pickaxes:** These weapons not only make decent weapons, but are useful in exploring the terrain. Use shovels on piles of dirt to dig up whatever is hidden beneath. Use a pickaxe to mine ore or precious metals.

- ♦ **Beds:** Click on beds to rest and slowly regenerate health. However, be wary of the social repercussions of relaxing in a bed that isn't yours.

*This is not a complete list of item types; experiment with items and read their descriptions to discover their secrets.*

## Equipment ◇◇



Equipment consists of items like weapons, armour, shields, rings, and amulets. Requirements may restrict the type or level of character that can use a piece of equipment. Upgrade equipment as you progress through the game in order to stay competitive.

Various pieces of equipment differ in their statistics. Some weapons, such as heavy axes, require both hands and do plenty of damage, but they may cause you to spend more **Action Points** for your

attacks. Similarly, a crossbow does more damage than a regular bow and also has a higher critical chance, but its ideal range is lower than that of a bow, and it costs more Action Points to use. A dagger doesn't cost many Action Points, but it also doesn't do much damage; on the other hand, it is the only weapon that can be used to backstab enemies, which yields big bonuses.

Weapons and armour both lose some of their durability upon being hit or hitting something else. It is important to keep repairing your equipment if you want the pieces to last. In order to repair items, you will need the **Blacksmith** ability and a **repair hammer**.

Certain pieces of equipment are enchanted (magical, rare, or legendary items) and will positively affect certain character attributes. These items must be identified in order to be used to their full potential; you will require a certain level of the **Loremaster** ability to identify them, and an **identifying glass**.

## Enemies ◇◇

Throughout the world there are various enemies that will attempt to prevent you from completing your mission. These enemies vary greatly in their allegiances, strength, and powers. Don't take on groups of enemies you are not capable of defeating, or your party will be destroyed, and you will be forced to load from a previous save.

By defeating these enemies in battle, you gain experience points as well as loot.

## Traps & Puzzles ◇◇

*Divinity: Original Sin* contains puzzles that you will need to solve in order to progress in the game. Some of these can be solved by dragging and piling objects onto weight-sensitive pressure plates or by finding hidden switches in dungeons.

Traps are more difficult and often do damage to your party. Having a party member with a high level of **perception** will allow you to spot traps from a safe distance and will also reveal occluded objects and items such as hidden switches and secret treasure.



### Bartering ◇



Certain **NPCs** will be willing to trade **items** with your party; the **Trade** icon will appear beneath their portrait when you initiate dialog with them.

The prices offered through the barter process are affected by an **NPC's attitude** toward your party. Through this **Trade** window, you can even bribe characters in order to increase their **attitude** toward your party.

The best characters to trade with are the **merchants** scattered throughout Rivellon. They'll have the most sought-after and interesting wares to offer.

Bartering is not simply trading. When bartering, you can offer items on your side of the screen and select the items you would like to have in return. At the top-left of the interface, you will see the total value of your offer and the total value of the trader's offer. You can try to barter, but if the trader doesn't agree, he or she may be offended. You can also use this bartering interface to give things to **NPCs** in order to bribe them, or you can offer more value than whatever they are offering to earn their favour. Merchants with whom you trade fairly will start remembering you and will offer you better prices reflecting your good relationship.

### Pickpocketing ◇



Not everything in the game world must be gained ethically. A character can pickpocket from **NPCs** by going into **Sneak mode** and then clicking on the **NPC**. A character's ability to pickpocket (in terms of success rate, number of items, and the total weight of the steal) is determined by the **NPC's** perception and intelligence, and the character's own pickpocketing ability.

### Lock picking ◇

Once you have the **lock picking** ability and some lock picking items, a character will be able to pick the locks of doors and chests (if this is something you plan to do often, it may make sense to drag the lock picking item from your inventory to a permanent place in the **Status Bar**). Simply use the lock picking item and then click on the door or chest in order to begin the lock picking process.



## Theft ◇



Not all items can be taken without consequence. When you hover over an item, if the cursor is orange, the item belongs to another character; if it's white, there is no current owner. Stealing from characters will lower their **attitude** towards your party; on the other hand, characters with a higher **attitude** toward your party may allow you to take their less valuable items without much ado.

## The Homestead ♦

At a certain point in the story, you will visit the Homestead and gain access to new game play options. For instance, you will discover chests to which you can send items from anywhere in the world. You may also discover that you can give your character a complete makeover. Once you visit the Homestead, any companion that you dismiss will end up in the Hall of Heroes, which is one of the first rooms you'll unlock there.

## Combat ♦

The combat system of *Divinity: Original Sin* is a turn-based system with tactical precision, encouraging players to make strategic decisions. With the aid of your party and friendly **NPCs**, you will engage in battle with evil enemies; with just the right amount of luck and planning, you will emerge victorious. Combat begins as soon as you get close enough to enemies to be noticed or when you actively engage an enemy.

When your party is split up and one character picks a fight, the game will only be in turn-based mode for that character. The other party members can still walk around freely, start their own fights, or even join that character while combat is in progress.



## Participants ◇

When a battle begins, on the very top of the screen you will see all the portraits of the battle's participants. Your currently-selected character's portrait will have a gold border, your party allies will have blue borders, your NPC allies will have green borders, and the enemies will have red borders. Each character's health bar is located under his or her portrait. Hover over a portrait in order to highlight that character on the battlefield; when it's your turn, use spells and items on the character portrait in order to affect the character directly.

Each participant will have a turn to spend their **Action Points**. The participant whose turn it is currently will be indicated. If you mouse over a participant on the battle field, you can see information such as their **health, name, and any status effects** with which they may currently be afflicted.

## Combat turns ◇

The order of combat turns is determined by each participant's **initiative**.



### Action Points



Each participant is allocated a certain number of **Action Points** based on their stats. **Action Points** determine which actions a participant can take that turn. Every action takes up a certain number of Action Points, from **movement**, to **attack**, to using **skills** and **items**. You do not have to use all Action Points in a single turn, and it is often strategic to save them for future turns. Certain skills require greater or fewer points than other skills, so spread out your Action Point usage wisely.

### Movement

In order to move, simply hover with your mouse over the part of the map to which you wish to move; you will see a preview of the distance, the path your character will take, and how many **Action Points** the movement will cost. Left-click if you choose to execute the movement. You can cancel actions by pressing the right mouse button or hitting ESC.

### Attack

To execute an attack with your character's currently equipped weapon, simply hover over the participant you wish to attack, and you will see how many **Action Points** the attack will cost (this includes moving towards the target). Single-click to execute the attack.

Hovering over the target will also show your chance of a successful hit on that enemy. Your chance depends on the primary statistic related to your specific type of attack and weapon, your offence rating, as well as the enemy's defence rating. Enemies with lower defence ratings tend to be easy to attack, while those with higher defence ratings can be very difficult to hit.

If your equipped weapon is a bow or crossbow, you can attack anything in sight, even if it is beyond the ideal range of the weapon; however, exceeding the ideal range will lower your chance of landing an actual hit.

### Skills or items

To execute a skill, simply click on its icon in your character's **status bar** and then hover with your mouse over the target; this will show you how many **Action Points** the attack will cost. Certain skills will also show their area of effect. Other skills will be immediately executed as soon

as you click the skill button. Read the description of each skill for more detailed information. The skills you can use in combat are not limited by the ones in your status bar; you can also open your skill window and choose skills from that window.

You can also use items while in combat. This includes drinking potions, eating food, using a scroll, or even changing gear. Of course, all these actions also cost **Action Points**.

### Health



Each combatant's health bar is available on the top of the screen. Once the combatant no longer has any health, they will die. If a party-member or especially useful participant does die, there are powerful spells scattered throughout the world capable of **resurrecting** them both inside and outside of battle.

### Skills

A participant's use of skills will determine how they fare in battle. It is important to use skills strategically, always considering which will work in conjunction with your battle tactics. If you or a friendly character will attack next, it may be worth using a skill that will buff your or their **damage or offence rating**. On the other hand, if someone is about to take damage, it may be worth using a skill that will buff your **defence or armour rating**, or **debuff** the enemy's **damage or offense rating**.

Many skills work well when combined with other skills.

For instance, you can use Teleportation on a dangerous enemy swordsman that is too close for comfort. He will have to spend some Action Points to move towards you once you've zapped him away, and you have postponed the threat. Even better: Slow him after you have teleported him. This gives you even more time to attack him from a safe distance, or to manage other attackers first.

Another example: Use Midnight Oil in combination with any targeted fire skill (or even a Fire Arrow or Explosive Arrow). Draw up oil underneath the enemy's feet (the more enemies, the better). Not only will this slow them down, but you can also set the oil surface on fire!

Now that you have created a fire surface, why not send a huge ball of dirt



through it? When you cast Boulder Dash and the boulder travels through fire, it turns into a flaming comet that'll deal extra damage.

Why not try Rain as a preparatory action? Sure, it extinguishes fires, but it also creates puddles of water. If you can catch several enemies standing in water, not only are they more susceptible to ice and electrifying attacks, but you can also electrify the entire puddle and stun all of them in one go. Some skills also work well against other skills. Have you been cursed by an evil priest? Cast Bless! Been slowed by a skeletal mage? Cast Haste!

### Status effects ◇➤



Certain attacks imbue the victim with **status effects** that affect them for several turns. **Freezing** stops a participant from acting, **poison** slowly drains their health, and fire continuously causes damage. The character's **statistics** determine how individual **status effects** will affect them.

**Status effects** are caused by spells cast on characters or on the surfaces on which characters walk. Characters get a saving throw against these statuses.

### Surfaces and clouds ◇➤



**Surfaces** and **clouds** are elements on the floor or in the atmosphere. Everything from simple puddles of water to pools of blood are special elements which can be used in special ways with just the right skill or arrow type.

Surfaces and clouds tend to be status-affecting, therefore walking through a surface can be very dangerous. A fiery surface will set you on fire, incurring a **burning** status that will deal damage each turn until removed. Walking upon a surface of ice has a chance to knock your character down, and your character will have to skip turns until your saving throw allows them to stand up, until the effect wears off, or until an ally helps them up. Some enemies will leave strange surfaces or clouds after they perish, so you must remain careful.

Surfaces and clouds can be changed, removed, and interacted with. For instance, throwing a fireball on an ice surface will cause the ice to melt, reforming it into a water surface which is susceptible to electric attacks.

If there is an oil barrel between your character and an enemy, striking the barrel with a fire skill will cause it to explode; on the other hand, shooting it with a regular arrow will cause the oil to spill out. This will allow you to slow enemies that attempt to wade through the oil and also let you light them on fire.



## Strategising ✧

In combat, it's better to plan a solid strategy than to try to deal maximum damage as soon as possible. Your party will often find itself outnumbered, and enemies may have advantages the player may not (yet) have.

Try to identify the main threat in the opposition. For instance, if there is one mage that keeps on healing his allies, or even insists on resurrecting all his fallen friends, direct as many attacks as possible towards him.

Try not to hit too many different targets at once. Focus on getting one enemy down instead of hurting many. Two trolls with 1 hit-point each still deal full troll damage twice. The damage dealt to these two trolls would have better been directed toward one troll.

Use the environment. For instance, you can position yourself so that archers may not hit you, or have to move before being able to hit you. Or you can create choke points so that not all of the enemy's forces can target you.

Be on the lookout for items that can help you in battle. Throw things at your enemies, destroy items around them so they must take a longer path, explode oil barrels, etc.

## Delaying and retreating ✧

Sometimes you do not need or want to act on a certain turn. This is called **delaying** and can be executed by hitting the **Delay Turn** button. For instance, if you want to wait until a wizard has buffed you before hitting an enemy, delay your turn. Or say you're a healer, and your comrades haven't taken damage, but you foresee a devastating blow in the very near future. Delay your turn so you'll be able to cast your spells when they'll really count. If you are a wizard and you are finally ready to shout "Fireball!", delay your turn so you can cast it after your friends have moved safely out of the way. That's the nice thing to do.

If you're sure you can't win a battle, you should press the **Flee** button.

**Delaying** and **Fleeing** are not always possible and may be disabled based on the present state of the battle or your party's configuration.

# Multiplayer

*Divinity: Original Sin* has **Steamworks** integration which allows for drop-in/drop-out multiplayer game play. Any game can be turned seamlessly into a multiplayer game by going to the **Connection Menu** and hitting the diamond button over the **minimap**. Additionally, *Divinity: Original Sin* can use IP-based multiplayer for both LAN and Internet play.

During multiplayer, each player takes control of one of the two main heroes in both combat and NPC interaction. You are able to speak with each other and trade items with ease. Multiplayer is very similar to Single Player in functionality, but with a few key differences.

## Creating and Joining ♦

Start a game, either through the **Multiplayer** button in the starting menu, or by going to the **Connection Menu** in your single player game and changing the status from Nobody to either **Everybody**, **Friends only**, or **Invitation** only.

- ♦ If you decide to create a specifically multiplayer game, each player will be able design their character as they desire in the game lobby. You can create a new **Multiplayer** game by pressing the **Multiplayer** button in the starting menu of the game.

Joining a game is easy. Simply find your friend in your Steam friends list, right click their name, and click "Join Game" once they have a single player game opened or a multiplayer lobby started. Similarly, if you are hosting a game, you can find a friend in your Steam friends list, right-click their name, and click "Invite to Game" to send out an invitation.

## Interaction ♦

In the single player game, depending on your game settings, you often control the dialogue of the two main characters. In multiplayer, each player controls their own character's dialogue. This allows each of you to express your opinions differently, and in certain situations, disagree with one another.

Because each player can move around freely and is not forced to follow



their team mate, it is important to keep each other up to date about quests and combat. You can break up your party and go your own separate way, but it's a dangerous world out there...

### Trading

Trading between two characters in multiplayer is the same as trading between the two characters you control in single player; simply drag the item from one character's inventory to the other character's portrait in the **character list**.

### Communicating

To communicate with your partner, you can use the **chat log**.

## Credits

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#### Executive Producer

David Walgrave

#### Technical Director

Bert Van Semmertier

#### Animation Director

Thierry Van Gyseghem

#### Art Director

Koen Van Mierlo

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#### Lead Level Designer

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#### Lead Special FX

Guillaume Piette

#### Lead QA

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Swen Vincke

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**Additional Technical Artists**

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**English Voice recordings**

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