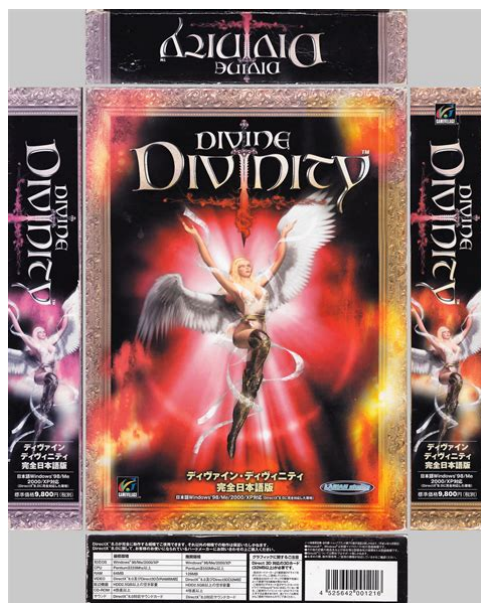


## Divine Divinity Manual

---



**File Name:** Divine Divinity Manual.pdf

**Size:** 1870 KB

**Type:** PDF, ePub, eBook

**Category:** Book

**Uploaded:** 29 May 2019, 15:13 PM

**Rating:** 4.6/5 from 707 votes.

**Status:** AVAILABLE

Last checked: 2 Minutes ago!

**In order to read or download Divine Divinity Manual ebook, you need to create a FREE account.**

[\*\*Download Now!\*\*](#)

eBook includes PDF, ePub and Kindle version

[Register a free 1 month Trial Account.](#)

[Download as many books as you like \(Personal use\)](#)

[Cancel the membership at any time if not satisfied.](#)

[Join Over 80000 Happy Readers](#)

### Book Descriptions:

We have made it easy for you to find a PDF Ebooks without any digging. And by having access to our ebooks online or by storing it on your computer, you have convenient answers with Divine Divinity Manual . To get started finding Divine Divinity Manual , you are right to find our website which has a comprehensive collection of manuals listed.

Our library is the biggest of these that have literally hundreds of thousands of different products represented.



## Book Descriptions:

# Divine Divinity Manual

Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a welllit room, and not playing when you are drowsy or fatigued. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing. All rights reserved. Uses Bink Video. Copyright c 19972002 by RAD Game Tools, Inc. 2 3 68 Getting Started SYSTEM REQUIREMENTS Minimum system requirements Pentium II 450 Mhz, 128 MB Ram, DirectX compatible video card, 4x speed CDROM drive, DirectX compatible sound card, mouse and 2,5 GB free disc space. Monitor and video card must support a minimum resolution of 640x480. You must be running Windows 98, Windows 2000 with Service Pack 2, Windows XP or Windows ME in order to play Divine Divinity. In addition to allowing you to select graphic method and resolution, the configuration tool also allows you to select whether you want to use the alpha bit blitting method and whether you want smoothness to be activated or not. You should only touch these checkboxes in case you have problems or if the game runs too slow see Troubleshooting. <http://petra-electronics.com/gctcms/fckeditor/userfiles/canon-eos-digital-camera-manual.xml>

- **divine divinity manual, divine divinity manual pdf, divine divinity, divine divinity, 1.0, divine divinity manual, divine divinity manual pdf, divine divinity, divine divinity.**

If your computer has Autorun capability, the Divine Divinity installer menu will automatically appear on your screen. Then follow the installer instructions. You can launch the game by clicking on the Divine Divinity icon on your desktop or by choosing the corresponding entry in the Start Programs Divine Divinity menu. CONFIGURATION When you run Divine Divinity for the first time, the games configuration tool will pop up. This configuration tool tries to detect the videocard on your system. We strongly recommend you do not change the settings suggested by the configuration tool. Run the test by clicking on the test button. Only if you have problems running the game should you try changing some of the settings see Troubleshooting. The configuration tool will close, and the game will start up. The configuration tool allows you to specify which graphic method Divine Divinity will use to display the contents of the gameworld. The preferred method is Direct3D mode but you can also select Software mode, DirectDraw mode or for 3DFX cards, Glide mode. In addition to choosing the graphic method, you can also choose in which resolution you want to play the game. As a rule of thumb, the higher the resolution you select, the more powerful your system needs to be. So, if the game runs too slow, you might want to try running it at a lower resolution. After you changed a setting in the configuration tool, you need to test it. To do so, click on the test button. If the test is successful, you will be able to click on the apply and close button, which will store your settings on your hard drive. When next you run Divine Divinity, your new settings will be used. Problem None of the above solutions solve my graphic problems Cause It could be that your videocard is not compatible with Divine Divinity. Solution Select either directdraw or software in the configuration

tool whichever runs faster PLEASE VIEW THE DIVINE DIVINITY README FOR FURTHER INFORMATION ABOUT THE OPTIONS. <http://www.bouwbedrijfansing.nl/userfiles/canon-eos-elan-ii-user-manual.xml>

4 5 FOREWORD Dear player, First of all, in name of the whole team, I want to thank you for buying this game. As forewords go, this is probably not the most original thing to say, but nonetheless, we do want to make a point of thanking you. By buying this game, especially in these times of wanton piracy, you are rewarding us for all the time and effort we've put into creating Divine Divinity, and that deserves some words of gratitude. I hope that when you finish the game, you'll feel that it was well worth your investment. When we set out to create Divine Divinity, we had one clear design goal To create a game that is instantly accessible for the majority of gamers by providing simple and fun gameplay. At the same time, we wanted to maintain an enormous amount of depth for those among you who prefer to stand still for a while and reflect on what's going on. Or, put more simply We wanted to blend the best of both hardcore and simple action roleplaying games. We applied that idea to almost every single part of the game. The amount of development problems this caused was tremendous, and at points we felt that it was all one big mistake, and that we were never going to make it. Our idea was that to bring 6 7 you this blend, Divine Divinity should appear at first glance to be a simple hack and slash action roleplaying game. Then, as you progress through the game, you should gradually discover more and more things that you can do, picking up those actions you enjoy, while disregarding those you don't like. The main rule here was "We don't force the player to do anything. We just give him the option". When we first thought of doing the game this way, we thought players would think this was cool. What we didn't expect was that to pull this off we'd have to implement such a staggering amount of features. As I am writing this foreword, we're still heavily testing the game, but from observing the testers I think we have succeeded in our objective.

Most of them come in thinking they're going to be playing a pure hack and slash game, and in the first hours of playing they indeed behave like they are playing a hack and slash game. Then they start discovering things, and I see them disperse into very different playing styles, which is exactly what we wanted. I hope that when you start playing yourself, you will discover a vast world full of wonders, containing much more than you ever expected when you picked up this box. If at some point during the playing of this game you find yourself wondering "What am I playing now. An action adventure or a role playing game", know that it is in actuality what you decided to play. There is an infinite number of ways of playing Divine Divinity, and you just picked up the one that suited you best. And that I think is cool. Good luck while playing, and don't let the young duke dissuade you. Best regards, Swen Vincke Larian Studios 8 9 The background story You can read the background story of Divine Divinity by clicking on the corresponding pdf file in the Divine Divinity folder in the start menu. Acrobat Reader is required. In case you do not have Acrobat Reader already installed on your system you can find a version of it on "InstallationCD 1", folder "ADOBE", file "ar505enu.exe" To install just doubleclick on the file and a wizard will guide you through the installation process. Controlling the Game Main Menu the main menu offers the main options for the game. The option Resume is grayed out the first time you start the game. While playing the game you can come back to the main menu at any time by pressing the Escape key. If you were playing the game, the option Resume will be available, and by clicking on it you can return to the game. By clicking on New you start a new game. Clicking New will bring you to the character selection screen See the next section. 10 11 Clicking on Load allows you to load a saved game.

<https://www.informaquiz.it/petrgenis1604790/status/flotaganis22052022-1640>

When clicking on Load a window will pop up listing your saved games. To load a game and discard the current game, select the game and then click the button at the far right lower corner of the window. To cancel, click on the big X button at the bottom of the window. Saved games in Divine Divinity tend to take up a lot of space on your hard drive. Clicking on Save allows you to save the

current game. If no game has started yet, the Save option will be grayed out. If you are running out of space on your hard drive, you can also first delete an older saved game by selecting it, and then click on the small tray in the left lower corner of the save game window. Clicking on Options brings you to the Divine Divinity options menu. Please refer to the readme.txt file which is included on the installation CD, and which is copied during installation to the folder where you installed Divine Divinity. Clicking on Credits will show you a list of people who contributed to the creation of Divine Divinity. Clicking on Quit brings you back to Windows. 12 13 Character creation and description

efore you begin to play Divine Divinity you must choose a character. There are three professions to select from, as well as the choice of playing a male or female character. Clicking on New from the main menu option will transport you to the selection screen. To pick a character to play, click on the character of your choice using the left mouse button. As you do so, the character steps forward and you can view the information on him or her in the information window below. In the center of the information window is the portrait of the character. To choose another portrait, click the icons to the left and right of the portrait window. To name your character, click in the text box below and type your chosen name. To the far left of the portrait is the character description and at the far right are his or her statistics. To the right of the statistics are two icons.

These show the starting skills that your chosen character class begins the game with. Place the mouse pointer over the icons and wait. A tool tip will inform you what the skills are. Vitality This is the amount of health you begin with. Should your vitality drop to zero, you will die. Mana Mana is the innate energy that powers magic and allows the casting of spells. A lot of spells have a mana cost associated with it, and each time you cast them, your mana reserve will decrease a little bit. When it reaches zero you will not be able to cast any more spells until you recharge with either sleep or a potion. Strength Strong characters can use heavier weapons and armor, do more damage when fighting and generally carry more objects in their inventory. Agility Agile characters have greater attack accuracy and defense during combat and use weapons and armor requiring high levels of agility. Intelligence Intelligence affects how much magical energy you have. As such, this is an important attribute for mages. Constitution This determines how generally tough you are. It also affects how much vitality and stamina you begin with. 14 15 Survivor ome call them thieves and cutthroats but the fairness of it is that Survivors have more morals than many a wealthy merchant or those in political office. They endure life by relying on their quick wits and equally quick reflexes. If these abilities work favorably towards relieving the greedy of their heavy purses to help keep them fed, then so be it. Survivors tend to view themselves as victims of a corrupt society where the rich get richer and the poor simply starve. A representative of the Merchant's Guild once asked a wellknown cutpurse, caught operating in Verdistic, whether he felt any guilt at stealing the hardearned money from honest merchants. "I will let you know when I find one to steal from," came the contemptuous reply.

Male Statistics Traits lthough Survivors are adept at stealth and would prefer to remain hidden from an opponent in order to achieve their goals, they are still competent fighters. They favor light and fast weapons such as bows, spears and daggers. Many even develop the ability to hide in shadows, set devious traps and develop a proficiency in the art of poisoning. Female 16 17 Warrior Statistics old, sharp steel and hardened armor are the warriors' closest companions in their fight to meet evil head on and defeat it with glory. The clashing of steel and the clamor of battle is music to their ears. Through rigorous training with some of the heaviest weapons available, warriors develop high strength and vitality, allowing them to wield brutal weapons and don the heaviest armor in battle. Warriors can be found in abundance throughout the land of Rivellon, particularly during these dark times. When they are not in the midst of battle, you will likely find them at the nearest tavern speaking of great deeds past and present, or frequenting the local weapon shops. Male Traits trength and honor is the mark of a warrior. They place great importance on physical power. They are

easily angered but also quick to call anyone who shows valor in the face of adversity a friend. Some of the most powerful warriors in Rivellon possess not only great strength, but can also develop skills to cast powerful enchantments on weapons to boost their effectiveness in combat. Female 18 19 Wizard Statistics any townsfolk finding themselves on the same roadside as an approaching mage are likely to hasten to the other side. "Arrogant", "Self-serving" and "Too powerful for their own good," are just some of the comments made behind their backs about these enigmatic figures. Yet look back through history to the many wars and epic battles between good and evil, and you shall find their kind playing pivotal roles in keeping the forces of hell at bay.

"If it was not for the powers of magic during the last great war, the League of the Seven Races would have surely been destroyed by Lord Chaos and one of his Damned would be walking these streets instead of me." commented one irritated mage. Giving their will over completely to the study of complex magic grants the mages almost unrivalled intellect and great reserves of inner magical power. They largely shun armor and weapons in favor of battle magic to defeat their enemy. Traits ages may be relatively weak in physical strength, but they command powerful forces by will of their intellect. A searing fireball spell will kill an opponent as surely as a blade to the neck. The more powerful mages can even gain mastery of the elements and summon creatures to aid them in battle. Male Female 20 21 Controlling your character Main Game Screen the screen is split into two main areas. The upper part is your view on the world and at the bottom are the command icons. These icons provide access to all the game functions at the click of a button. You can also use keyboard shortcuts see keyboard shortcut reference on page 65. With many of the icons, if you click on them, a popup window will be displayed at a default position. You can adjust the position of nearly all these windows by dragging them to any position that you prefer. To close any open window during play you can click again on the icon that opened the window, press the keyboard shortcut key for the window, click on the window using the right mouse button or on the X button with the left mouse button. You can either click on a specific spot on the ground for your character to walk to and, if he can get there, he will find his own route. If you wish more control over the path your character takes, keep the left mouse button held down while moving the mouse cursor over the terrain your character continuously moves towards the cursor position. Keeping the cursor close to your character results in a walk.

If you wish to run to escape from opponents for instance, simply move the cursor further away. While running, your character's stamina see the Game Interface screen will begin to deplete. When stamina reaches zero, your character will slow to walking speed and you must wait until he regains some of his stamina before he can run again. You regain stamina the fastest while standing still. You may also make your character toggle between running and walking by pressing the appropriate keyboard shortcut R by default 23 The MiniMap s you wander the world of Rivellon the minimap will update to show where you have visited. To reveal the map press M or click on the automap icon. The dark areas are regions you have yet to explore and as you move around, the terrain is revealed in realtime. You can position the map window anywhere on the screen by dragging it with the mouse. To hide the map window, simply press the icon or keyboard shortcut again, or click on the map with the right mouse button. You will also see colored icons on the map. These represent the following Object Interaction any are the objects you will find on your travels, and you can interact with nearly all of them. You can pick them up, move them around the area you are in, throw them, use them and use one object with another. If you see something on the screen that catches your eye, simply move the mouse pointer over it. If you can interact with it, the object will glow and you will generally get a description of what it is. If the object glows red, it is too far away for you to use if it glows white, it's within range. For instance, clicking on a wall lamp will turn it on or off. Clicking on a book on a table results in your character reading it. If nothing happens when you click on an object, it simply means it does not have a default action. Only NPCs within sight are actually shown on the map. 24 25 it in your inventory.

Armor and weapons are also immediately equipped if you do not already have any on your person. For instance you can use an empty mug on a barrel of beer to fill the mug. To do this you simply pick up the mug and drag it over the barrel and drop the mug onto the barrel. The mug will then be placed on the ground full of beer, ready for you to pick up. When you move the mug over the barrel, notice that the barrel is glowing white. This indicates that the object you are holding can be used with the object you are holding it over. If a red X appears on the object you are holding, it means those objects cannot be used together. Release the left mouse button to drop. If the object cannot be moved or dropped at a specific spot, a red X symbol will appear on the object. Also note that some objects can break when moving or throwing them. When you move the mouse over such objects, you will get a popup description that will also show you whether it contains something or not. Simply click on the container to open it and see what's inside. Inventory Management n your journey you will pick up a lot of objects, both magical and mundane. They are all placed in your inventory pack. Clicking the Open Inventory icon or pressing its keyboardshortcut key opens your inventory, showing everything you are currently carrying. The buttons across the top of the window from left to right are Armor, Weapons, Spells and Scrolls, Herbs and Potions and Misc. The buttons help you sort your acquired objects into categories so you can be better organized. 26 27 Equipment Window his window shows the items your character is wearing about his or her person. From here you can add and remove pieces of armor to protect your character in combat and also see and change the weapons and shields that your character is using. You can drag and drop any appropriate items onto your character, and if he or she has the skills required to use that item, it will be equipped.

You can also equip your character with belts, gloves, rings and amulets preferably magical of course on this screen. In that case you might want to try giving them gifts. Another thing affected by attitude is how the different NPCs react when you do something mean to them. If they like you a lot, you might get away with it. So, being nice pays. Attitudes range from Hostile the worst to Admiring the best. Actions such as stealing from or attacking someone obviously make them less than pleased with you. You also have a choice of polite or rude responses when speaking with characters. In short, you can be anything from a devil to a saint. Starting a conversation some conversations start automatically, depending on the situation and the point at which you are in the story. To begin a conversation manually, simply move the mouse pointer over a character and click the left mouse button. This will bring up the dialog window. Interacting with People NPCs t's important to remember that every single character in Divine Divinity can have different attitudes towards you. If you move your mouse pointer over the character you will see their name, health and their current attitude level in blue text. Attitude affects a number of things one of the most notable is the benefit when trading. If someone doesn't like you then when you trade with them you will find their prices high. Additionally, if someone doesn't like you its 28 The main text window is where all the conversation takes place. Yellow text is what the character you are speaking with is saying to you and the numbered white text below shows your choice of questions and replies. 29 To the left of the text display are the dialog icons. At the top is the portrait of the person you are currently speaking with and below this are the Trade, History and Close icons. Clicking on History allows you to look back at what has been said so far. Simply use the scrollbar or arrows to scroll through the text.

If you wish to end the conversation immediately, simply click the Close icon. Note that ending conversations this way may be considered rude by some NPCs and their attitude towards you may suffer. Also, during important conversations, the Close icon is disabled. NPC's portrait Your character's portrait Trading n Divinity you can trade with many characters to earn money, buy various items or to repair and identify objects. To begin trading, you need to start a conversation with someone, and then you need to click on the Trade icon. This brings up a separate trading window. On the left is your portrait and all the items you currently have in your inventory. To trade an item, click on it to transfer it to the trade window. Underneath each item stands the price and if applicable, the amount of instances of that item that you possess. If the price of an item is marked

yellow, it means you are currently wearing the item. The value of the item or items you have placed in the trade window appears at the top of your trade window. To complete the trade, click on the Check mark icon to accept the transaction. Not all characters are willing to trade with you. Some have nothing to trade, some important people think trading is beneath them and others, such as creatures, simply don't like you. In such cases, the trade icon will be grayed out and will do nothing when clicked on. Also, if you annoy someone with whom you have traded in the past, they will not want to trade with you anymore. In this case, the trade icon is available, but clicking on it reveals that the NPC's trade inventory is empty. You can give away items as gifts by simply putting the objects into your trade window and clicking on the Check mark icon to initiate the trade. Giving gifts to characters is one way to change the way they feel about you. So if you need to get into the good books of a character that you have annoyed, give them gifts and their attitude will gradually change.

Click on the identify icon to toggle between trade and identify mode and simply click on the item you want identified. Only items that have a price marked in blue when in identify mode need to be identified. If the durability rating of an object reaches zero you will need to get it repaired before you can use it again. Click on the repair icon and click on the object you wish the character to repair. Only items that have a price marked in red when in repair mode need to be repaired. The second button jumps to the most recently changed quest. This button is handy when you are notified during gameplay that something has changed in your quest log. You get notified of a change by means of the diary button in the main interface bar turning red. Darker areas are places you have yet to explore. To scroll around the map, simply click and hold the left mouse button with the pointer on the map and drag in any direction. Alternatively you can use the arrow keys to scroll around. You can also zoom in and out to see more or less detail. Click on the magnifying glass with the plus sign to zoom in and the on the icon with the minus sign to zoom out. You can also place note flags on the map to mark areas you deem important. Your note flags are blue and those set by NPC's are red NPC's often will place flags on the map to mark areas they are talking about. Click on the Place Note icon to pick up a note flag and then click on the area of the map you wish to mark. You can then type in a description for the note and confirm with the return key. Once placed on a map, you can move the mouse pointer over a note flag to see this text description. To remove a note from the map, click on the "Remove Note" icon and then on the note flag you wish to remove. As you defeat various creatures and opponents, they are recorded here. 33 Diary he Diary keeps track of lots of important information gained during your explorations.

Information on quests, conversations, areas visited and much more can be found here. If you ever find yourself confused as to where to go or what to do next, a quick visit to the diary will put you back on track. Every quest has a date, title and description to help you remember each task. Two buttons appear when you are in quest mode of the journal. From left to 32 Click on this icon to see a list and description of your fallen enemies. The list shows the name, date and time of each conversation you have had. To see more detail on each of these conversations, click on the name you are interested in and that entry will be expanded to show the exact conversation that took place. As you explore, battle creatures and gain victories you will become stronger. Click on this icon for a description of your abilities, strengths and weaknesses. Every hero has to start somewhere so don't be too upset if the information listed here is less than flattering. Your character will advance and begin attacking your target automatically until they are dead. If you prefer to fight using magic, you can cast spells on your opponent by rightclicking on them. This will cast the currently selected spell. Should you find your health, mana or stamina becoming dangerously low during a fight, you can select a potion to drink to restore your levels. Be sure to keep your eye on your health and mana bars at the bottom of the main game screen during combat. Its also wise to exit combat mode when talking with friendly characters so you dont annoy or frighten them. **IMPORTANT NOTE** Because of the sheer amount of things you can do in the world of Divine Divinity, it is sometimes hard to target a specific object or monster, especially when there are plenty of them on your screen. To facilitate

targeting during combat, hold down the CTRL key. This key automatically selects the enemy that is the closest to your mouse cursor. You will find that combat is a lot easier if you use the CTRL key.

It is impossible to target friendly characters with offensive skills. If you wish to engage them in combat, you must first declare your intention of fighting them by left clicking on them while in combat mode. Once you have declared that you will attack them, they will turn hostile and you will be able to cast use offensive skills on them. Combat o enter the combat mode, click on the combat icon or press the appropriate keyboardshortcut. If you have any weapon selected, that weapon is drawn and you are ready to fight. If you do not have a weapon, you will raise your hands in a 34 35 Additionally, every character type has one unique skill that cannot be learned by the other types. This skill is the "special move". Survivor's special move sneaking Stealth is vital for every survivor. Hence, they learned how to move unnoticed. The survivor's special move makes him crouch down, rendering him hard to see for all creatures. Be careful however the survivor can't sneak if he's running out of breath. To start sneaking, rightclick when the special move is selected as the active skill. To stop sneaking, rightclick again. If you run out of breath you will automatically stop sneaking. Warrior's special move swirl attack For a warrior, battle is the highest good. This sometimes puts him in awkward situations, where he is surrounded by hordes of enemies. The warrior schools have developed a special technique they teach to each of their disciples the swirl attack. Using this technique, the warrior makes a quick and vicious 360o turn, using his weapon to strike all opponents surrounding him. The swirl attack requires quite some power from the warrior, so he quickly runs out of breath if he repeats the attack too much. To use the swirl attack, rightclick when the special move is selected. The swirl attack is not possible with spears, bows or when fighting barehanded. To select a weapon to equip for use in combat, leftclick on it.

<http://www.familyreunionapp.com/family/events/boss-gt-6-user-manual>