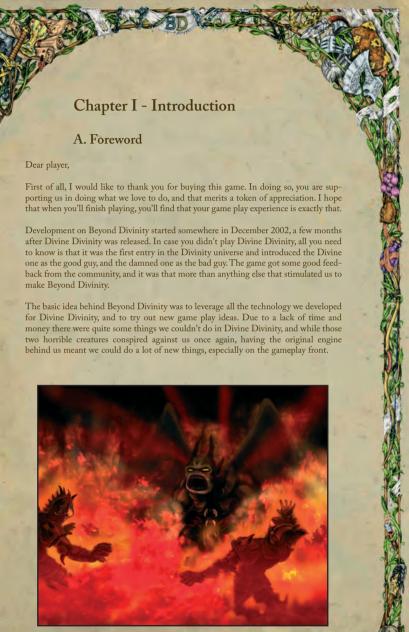


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100000	T	MAKE TO	Think !
No.			MACO
		A. C. C.	
THE SECOND	TABLE OF CONTENTS	7	1600
	INDLE OF CONTENTS		
			1000
	CHAPTER I - INTRODUCTION	5	VARIA
Week Town	A. Foreword	5 8	NW.
NO.	B. The story thus far	0	
	CHAPTER II - INSTALLATION	9	
	A. How to install the game	9	
	B. Configuring graphics	9	1
			49
THE STATE OF THE S	CHAPTER III - MAIN MENU	11	A
1	A. New: character creation		100
M	Appearance Initial attributes		
133	3. Name		Was a
	4. Difficulty level 5. Start skills		
%			
	B. Saving and Loading	14 14	TALL S
	C. Options 1. Video	14	1
	2. Sound		A
TW	3. Game 4. Keys		
To the same of the	D. Credits	16	
12	E. Quit	16	Mai.
1		14	15
	CHAPTER IV - GAME INTERFACE	17	N
	A. Interacting with the world	17	
Se th	1. Moving around the world	17	
	2. Interacting with NPC's		
	3. Interacting with objects		1
	B. In-game menu	25	
	Character portraits Stat bars		dol'
MAR.	3. Buttons		100
	3 73 200		

	AND MARKET		
DE			
		100	
TYPE	C. Inventory window	27	1619
	D. Diary window	27	
	1. Automap 2. Quests 3. Trophies		WE
	4. Conversations		
	E. Skills window 1. On skills	28	
	2. Creating a new skill 3. Unlearning a skill		
	CHAPTER V - CHARACTER DEVELOPMENT	31	46
in the second	A. Gaining experience and levelling up	31	
W	B. Statistics 1. Personal statistics 2. Attributes	31	
Na.	2. Attributes 3. Modifiers 4. Damage		93
	5. Armour and resistances 6. Weight and encumbrance		- 10
	7. Reputation		
M	C. Skills 1. Wizard	34	
TY.	2. Warrior 3. Survival		
	4. Summoning Dolls		
	CHAPTER VI - BATTLEFIELDS A. What are the battlefields	43	
	B. How to get there during Beyond Divinity		
	C. How to get there after Beyond Divinity! CREDITS	4.4	
		44	
	APPENDIX - DEFAULT SHORTCUT KEYS	46	
	SUPPORT	47	M
	4 10000		



A few of these gameplay innovations had quite an impact on the entire game design and because of them veteran Divinity players might find that Beyond Divinity plays differently from Divine Divinity. We knew we took a risk with that because a lot of people wanted us to just extend on Divine Divinity, but what we definitely didn't want to do was to just make a rehash. Like I said, we wanted to try out some new things. Here's a list with some of the more important changes/innovations: Since you now control a party we had to change a lot of things in the interface. We took a bit of a risk there in not following the standards, but it has been our experience that once people figure out the system, they operate it very smoothly. Don't let the myriad of features you'll see impress you. Beyond Divinity is a complex game so it's normal that there's a lot of stuff, but you'll quickly learn it as you progress through act 1. It might help to think of act 1 as one giant tutorial. The Battlefields i.e. the randomly generated universes to which you can jump at any point in time (at least once you found the access keys) are a lot of fun, and they can help when you are in a tight spot. If you find something is too hard, very well possible in the areas were you're free to walk where you want, a few adventures in the battlefields can make all the difference in the world. We think we've been pretty clever about the way we balanced it all, but of course, you will have to be the judge of that. In any case, it might be interesting to know that the main idea was that you can finish the game without going to the Battlefields, but that life is a lot of easier if you use them. The new character development system and the skill system in particular have opened up a near infinite amount of character profiles. While we can probably guess some of the most popular profiles, the system is so open that you'll probably come up with something we never imagined. That also means you can probably develop your character in such a way that it becomes hard to finish the game. It might help to not try to think in typical RPG classes when developing your character. Use the fact that you can pick skills from all classes to your advantage, and don't forget, you can unlearn skills. I would also like to advise you to use the pause button. It is by default configured to your space bar, and you should hit it from time to time. We made combat a lot more tactical and sometimes you will not be able to cope with it all in real time. Things can get very interesting in Beyond Divinity. If you insist on playing in real time, make good use of your primary action buttons and the CTRL key. On behalf of the team, I would like to say that we hope you're going to enjoy this game. A lot of effort and energy went into it, and if it gives you some entertainment, then we have succeeded in what we set out to do. Let us know what you thought about the game on our forum at www.beyond-divinity.com. We really do listen to what people tell us there and try to take that feedback with us into our next games.

On a final note, I just became a proud father, and if you're one of the ones lucky enough to get Rhianna's "Child of the Chaos" story included with your box, I want to point out that the cover picture, that's my 2 months old baby. It's to her and her mother that I dedicate my portion of this game.

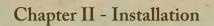
And if you got the story, you should read it prior to playing the game - it really does give an extra dimension to the game.

Best regards,

Swen Vincke Larian Studios







A. How to install the game

Insert the Beyond Divinity install disc into your drive. If your drive's autoplay function is enabled, the installation will begin automatically. If autoplay is disabled, you will have to launch the install program manually by double-clicking the "Setup.exe" file in the root directory of the install disc. Next, simply follow the on-screen instructions of the installation program.

B. Configuring graphics

When starting the game for the first time, the game's configuration window will pop up. This tool will try to detect your system's videocard. We strongly recommend not changing the settings the configuration tool suggests: only if you have problems run-





ning the game should you try changing some of the settings (see the "Troubleshooting" section). Run the test by clicking the "Test" button. After the test has completed, click the "Apply & close" button that has become available. The configuration tool will close, and the game will start up. To review or change the settings, you may run the configuration tool at any time by browsing to the Beyond Divinity directory on your hard disc and starting "ConfigTool.exe". The configuration tool allows you choose what resolution the game should be displayed in. As a rule of thumb, the higher the resolution, the more powerful your system should be. If the game runs too slow, you may want to try a lower resolution. Furthermore, you may activate or disable "FSAA" (Full Screen Anti-Aliasing). After changing a setting in the configuration tool, you need to test it by clicking the "Test" button. Your display will switch to the requested mode, and check if the mode is compatible with your graphics card and/or driver. If the test is successful, you will be able to click the "Apply and close" button, which will save the settings to your hard drive. Next time you run Beyond Divinity, these new settings will automatically be applied. More options (video and sound settings) can be changed from within the game (see "Chapter II").

Chapter III - Main menu

The main menu appears at the beginning of each game. Once you have entered the gameworld, you may still return to this menu by pressing the "Esc" key. Only then will the "Resume" option be available to return to the game in progress.

A. New: character creation

This menu option will let you start a new game of Beyond Divinity. The first thing you will be asked to do, is to specify the details of your hero and your Deathknight companion.



First, you will have to create your hero. Next, after clicking the "Accept" button at the bottom right corner of the creation screen, you will be shown a similar screen in which you will have to compose the Deathknight.

At any time, you may cancel the creation by clicking the "Cancel" button at the bottom left, and return to the main menu. Clicking this button

when creating the Deathknight will cancel any changes to his character and return you to the creation screen of your hero.

Without beating around the bush: the game really starts here, as this is where you make your first decisions. Not only will you be ogling your handiwork all the time, your initial roles and playing tactics will be determined in the next few minutes.

1. Appearance

The "Look like" frame allows you to tailor your character's appearance. These exterior particulars do not affect your character's statistics, but will alter both shape and portrait of your protagonist. (This frame will not be available when customizing the Deathknight. He would not allow it.)

2. Initial attributes

The "Be like" frame lets you state your character's major attributes. The prudent player will opt for one of the pre-fabricated, advisable combinations: warrior, survivor or wizard. Choosing one of these "professions" will adjust the attributes to the most suitable pattern for playing that role.

Note that choosing one of these already-created professions will not hinder the character to go for a whole different approach during the game, nor will it restrict the



character to only one skill path. A character starting out as a novice mage might well

progress towards a powerful warrior, or he may even evolve into a combination that involves the best of both worlds.

The more adventurous and daring players may customize the attributes in the "Be like" frame to their own liking. Should you also decide to do so, you may deduct one or more points from one or more attributes by clicking the minus button next to the attribute's figure. Accordingly, you may raise attributes by clicking the plus button next to the assigned number. In total, you dispose of fourteen "stat points" to distribute as you think fit. At the bottom of the frame, you will see how many points you have left to spend on this character.

Beware, however: these major attributes imply changes of great consequence to significant characteristics. For more information on attributes, you should really check out "Chapter V".

3. Name

Here you have to fill in a name for your character. (This textbox will not be available when customizing the Deathknight. His true name is a secret known only to him and his master.)

4. Difficulty level

Click the arrows to change the degree of difficulty. This option affects the intensity of combat.

5. Start skills

Clicking the button next to this text will pop up a window in which you will have to choose one of three statues. These represent the warrior, the wizard and the survivor. Your choice will determine what skillpaths will be available when starting the game.

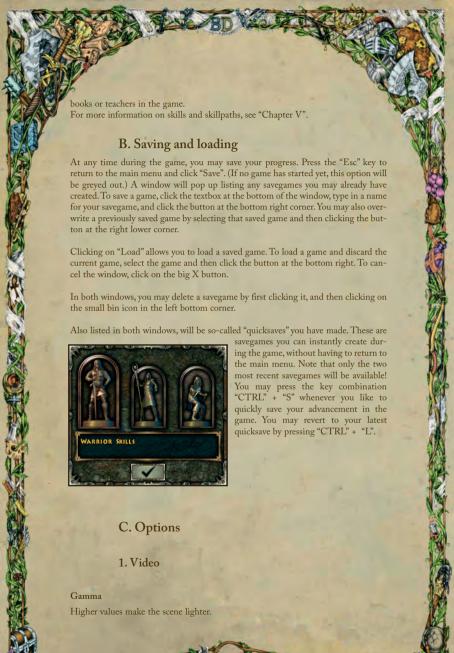
Because of the soulforging, both characters will benefit from each other's knowledge. The skillpaths available to your hero will also be available to your Deathknight and vice versa.

Should you choose to provide both your characters with the same initial skills (e.g. both start with warrior skills), you will be given more skills in that skillpath.

Initial skillpaths Extra initial skillpaths when chosen twice

Warrior Melee Specialities Craftsmanship > Repair Survivor Thieving Talents > Backstab and Luck Wizard Elem. Attack > Focused Body Magic > Defensive > Individual

This of course means that not all skillpaths will be available at first, so choose wisely, and preferably match the skillpath with your initial attributes. To unlock the other skillpaths so that you may learn new skills, you will have find





Determines how dark the unlit area of the screen will be. The higher the value, the darker.

2. Sound

Ambient

Adjust the volume of the background sounds (weather and environmental sounds).

Sound effects

Adjust the volume of the action sounds. These refer to the sounds when fighting, manipulating objects, walking ...

Music

Adjust the volume of the game score.

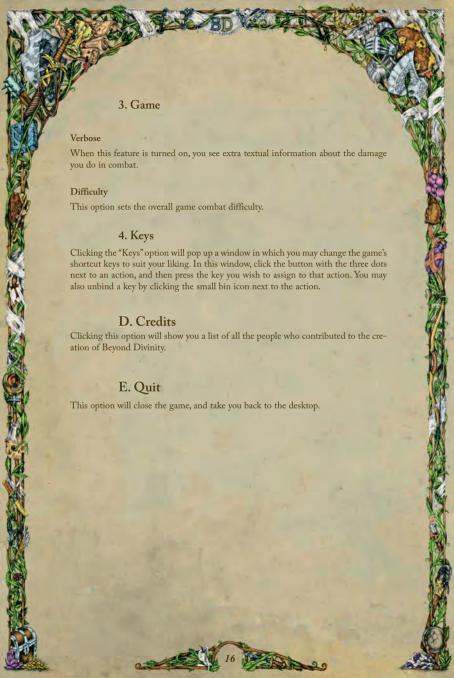
Voice

Adjust the volume of the vocal interactions between characters.

Comments

At moments, your characters comment on actions taken. You may enable or disable this feature.





CHAPTER IV - Game interface

A. Interacting with the world

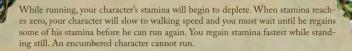
1. Moving around the world

In Beyond Divinity, you may move your characters separately or simultaneously. Select the character you want to move by left clicking his portrait once. This character will now react to your commands. If you wish to move the whole party at once, select the "leader" first by clicking his portrait once, then click the "Select all" button. The other character(s) will follow the leader automatically.

Controlling movement is achieved using the mouse: single click a specific spot on the ground to go to. If you wish more control over the path your character takes, then keep the left mouse button held down while moving the mouse cursor over the terrain. Your character will continuously move towards the cursor position.

You may toggle between running and walking by pressing the "R" key.





2. Interacting with non-player characters

a) Conversation

Some conversations start automatically, but you may also begin a conversation manually: simply move the mouse pointer over a friendly (or neutral) character and click the left mouse button. This will bring up the dialogue window should the NPC wish to talk to you. The main text window is where all the conversation takes place. The character's words are displayed in yellow. Below, the numbered text lists your choices. You may choose one of these replies by clicking them or by pressing the according number on your keyboard.

Left of the text display are the dialogue icons. At the top is the portrait of the person you are currently speaking with, and below are the "Trade", "History" and "Close" buttons (one or some of these may be greyed out). Clicking on history allows you to look back at what has been said so far. If you wish to end the conversation immediately, simple click the close icon. Note that ending conversations this way may be considered rude by some NPC's and their attitude towards you may suffer. For more on trading, see the now following "Bartering" section.

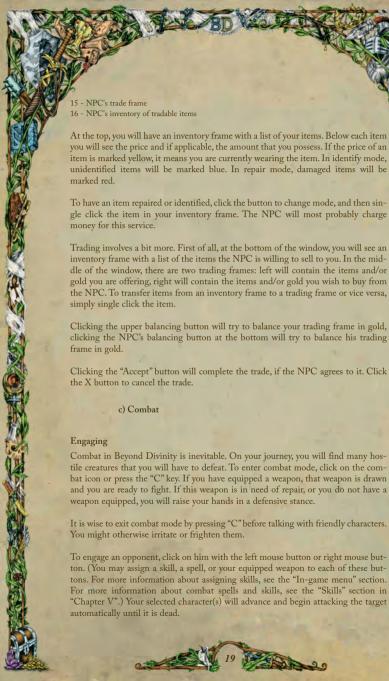
b) Bartering: the trade window

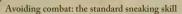
When you ask a character if he's interested in trading, or if you click the "Trade" button of a conversation window, the trade window will pop up.

Here, you may choose between three modes: trade, identify and repair. Switch between these actions by clicking the appropriate button below your character's portrait.

- 1 Player's portrait
- 2 Total value of player's inventory
- 3 Switch to Repair mode
- 4 Switch to Identify mode
- 5 Total value of items in player's trade frame
- 6 Player matches value of NPC's trade frame with gold
- 7 NPC matches value of player's trade frame with gold
- 8 Total value of items in NPC's trade frame
- 9 NPC's portrait
- 10 Total value of NPC's inventory
- 11 Complete transaction
- 12 Cancel transaction
- 13 Player's inventory of tradable items
- 14 Player's trade frame







You may attempt avoiding combat by trying to sneak past the hostile creatures. This



is a standard, though undeveloped, skill that all characters have available from the start. (You may improve a character's sneaking skill when gaining skill points: for more information, see "Chapter V".)

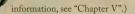
Assign this skill to one of your mouse buttons and click it to enter sneaking mode. Click it again to stop sneaking. When in sneaking mode, the area will grow dim and areas around enemies will cast a red glow. Should you cross this red glow, the enemy will spot you and charge! Also be aware that this skill uses up stamina: your characters will stop sneaking when of them runs out of breath completely.

Sweeping multiple enemies off their feet: the standard swirl attack

Another standard skill that all characters automatically have at their disposal is the "Swirl attack". When a character finds himself surrounded by a horde of enemies, he may use this skill to make a quick and vicious 360-turn, using his weapon to strike all adjacent opponents.

Assign this skill to one of your mouse buttons and click it to perform the swirl attack. (You may improve a character's swirl attack skill when gaining skill points: for more





The swirl attack requires quite some power, so your character quickly runs out of breath if he repeats the attack repeatedly. The swirl attack is cannot be performed with spears, bows or when fighting bare handed.

The tactical approach

As you control more than one character in Beyond Divinity, it is recommended to make a more tactical approach when attacking. This means you will have to think before you act, and most often, it is therefore advisable to pause regularly, and to direct your characters individually.

You may pause the game by pressing the "Spacebar" key. You may then select a character by clicking his portrait, and order his next move. In this manner, you can command every character in your party one by one, and unpause to see the result of your devised strategy.

When the game is paused, you may also drink potions, change skill assignments, swap equipment, and so forth. Note that if you wish to change one's weapon in the middle of combat, the character might not be able to equip it at that time, as he might still be in the middle of a particular action, using the weapon you are trying to remove. Quickly unpausing and pausing again, may have ended this action and you will then be able to equip another weapon.

Live to tell the tale

Be sure to keep your eye on your health and mana bars at the top of the main game screen during combat. Should you find one of your characters' vitality, mana or stamina dangerously low during a fight, you may select a potion for that character to restore your levels, or cast a spell to heal yourself. (For more information on drinking potions, see the "In-game menu" section. For more information about combat spells and skills, see the "Skills" section in "Chapter V".)

Loot

After a battle, your character may find useful items on the corpses of the slain. These will appear next to their bodies, free for you to investigate and pick up. (For more information on items, see the next section.)

3. Interacting with objects

Abundant are the objects you will find on your travels, and you may interact with nearly all of them. You can pick them up, move them around the area you are in, throw them, use them and even use one object with another. If something 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.

a) The default action of objects

Some objects have a default action and clicking on them once with the left mouse button will trigger this action. For instance, clicking on a wall lamp will turn it on or off. Clicking a book 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. If the object happens to be a weapon, potion or armour, clicking on it will immediately place it in the active character's inventory. Armour and weapons are also immediately equipped if you do not already have any on your person.

b) Picking up an object

To pick up an object, simply move the mouse pointer over it and drag it to one of the portraits of your party.

c) Using objects together

You may try using objects on each other. For instance, you can use an empty mug on a barrel of beer to fill the mug; pick up the mug, drag it over the barrel, and drop the mug onto the barrel. The mug will then be placed on the ground full of beer. 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.

d) Moving objects

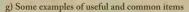
You may move an object by picking it up and dragging it to its desired location. If the object cannot be moved or dropped at a specific spot, a red X symbol will appear on the object. Note that some objects might break when moving or throwing them.

e) Item durability

Many items become damaged and unusable over time as they are used. If the durability rating of an object reaches zero you will need to get it repaired before you can use it again. You may try to repair the item yourself if you have the repair skill, or you may ask NPC's to repair it for you (see the "Bartering" section).

f) Identifying items

If an object you have picked up is marked as not identified, you can discover its secrets by paying a character to identify it (see the "Bartering" section). If your repair skill level is high enough, you might to be able to identify it yourself, simply by moving the pointer over the item.



Of course, you will find many different items, and it would be nearly impossible listing all of them here. Moreover, half of the fun is finding out what a particular item may do. Therefore, do not hesitate to try out whatever seems feasible, as this list is far from complete.

Containers

Containers are objects such as chests, cupboards, bookcases and barrels. Moving the pointer over such objects will pop up a description that will show you whether they contain something or not. Simply single click on the container to open it and a window will show you what's inside, allowing you to pick up the item(s). If the container is locked, you may have to find the right key, perform a series of actions, or even try to pick the lock before you are allowed a peek at its contents.

Places to sleep

To recover your vitality, mana and stamina, you may find places to rest, such as stacks of hay or even real beds. Clicking on these objects once will rest your characters. Note that you have to carry food with you before your party will rest, and that you cannot sleep twice in a row without some time in between!

Gold

Money is necessary for buying items or knowledge (unlocking skillpaths) from NPC's, You will often discover money in the world or on the remains of your enemies, you may be financially rewarded for solving a quest, or you may sell your items to obtain money.

Potions

A potion is a magical brew that benefits the character drinking it. Some potions recover your character's vitality, mana or stamina. Some will recover all these statistics at once. There are also potions that will briefly, or even permanently, boost your attributes or other modifiers. When you are interested in concocting your own potions, check out the "Alchemy" skillpath in "Chapter V".

Weapons and armour

As combat and peril often lie just round the corner, it is best to equip your characters appropriately. Wearing armour will make your characters harder to hit, and fighting with weapons is obviously encouraged. You may read the details of armour and weapons by moving the pointer over them. This will provide information about its attribute requirements, its defensive or offensive qualities, and its own modifiers. Some items will have special qualities, which will raise one or several of the wearer's statistics.

Of course, it is advisable to always wear the best piece of armour available. You might even want to switch pieces of armour at certain times when going up against enemies that generally inflict a certain sort of damage... Note that the Deathknight will insist on wearing his own armour at all items: he will only accept wearing a shield, two rings, a belt and a necklace.

Note that certain weapons (e.g. a bow or a staff) require two hands wielding it, instead of one. When using a onehanded weapon, you may wear a shield, which should provide extra protection but will affect several other statistics as well.

Charms

Charms are small, round stones you may discover or buy. There is a whole range of different charms, each boosting a certain statistic. For these charms to have an effect on a character, you will have to find weapons that can be charmed: inspect the details of a weapon and look for "Charmquality". Charmquality indicates how many charms you may place in the weapon. To apply a charm to a weapon, open the inventory window and single left click on the readied weapon. A charm plate will pop up with a number of slots. Drag the charm into one of the free slots and the charm will be permanently attached to the weapon.

Crystals and crystal bags

Crystals are similar to charms, but they may not be used to charm a weapon. Crystals may be placed in a crystal bag. The person wearing this crystal bag, will benefit from the crystal's powers.

Teleporter stones

While playing the game, you will have the opportunity to collect two pyramid shaped teleporter stones. These two stones form a pair. Whenever you drop one of the stones on a particular location, you may use the other one to instantaneously teleport back to the first one. This, for instance, allows you to drop one stone in front of your favourite trading post or resting place, while carrying the other one along on your adventures.

Note that you can only teleport to the other stone if it lies on the ground, not if you put it in a container, or obviously, if you have both stones in your backpack.

If one or both stones are in your backpack, three icons facilitate and speed up their use, allowing you to use them in battle situations. You may assign one of these items to your secondary action button (see "In-game menu" section for more information). The icons are:

Drop pyramid: drop one teleporter stone on the ground.



Use pyramid: use the stone in your backpack. This teleports you to the other stone, still carrying the stone in your backpack. Using this option, you will afterwards have to walk back to the place you came from.

Drop and use pyramid: drop the stone in your backpack, then, immediately use it. Using this option, you enable yourself to continually teleport between two places.

Take your time to experiment with the teleport stones when you acquire them. You will find that they can make the life of your hero a lot simpler. For instance, when facing hordes of monsters, it's always nice to be able to jump out of the action, regenerate yourself, and then jump back in.

Summoning dolls

During your adventure, you may find strange, magical puppets. These are summoning dolls. By clicking such a doll, you may summon an extra party member to aid you in your quest.

Beware: the doll is confined to the place where it was summoned. When crossing the boundaries, the doll will vanish. When this happens, or when the doll has died, it can be summoned anew by clicking the doll again, though you will have to acknowledge a certain respawn duration.

You may improve your summoning dolls by using skills: see "Chapter V".

B. In-game menu

The in-game menu is comprised of the portraits, bars and buttons at the top right of your screen.

1. Character portraits

The portraits of your party members allow you to switch between characters. A single left click will make that party member "active": your orders will only affect him. A double left click on the portrait will not only make him active, but will also centre the game's focus around his character.

Right clicking a portrait will pop up a menu where you can open the character's inventory and skills windows. You may also change this character's stance (peace or combat), as well as assign him to an AI-script. This stands for "artificial intelligence", which means you will allow the program control your character for you in combat. Setting the AI to "Normal" will disable any AI and your character will not even budge until you command him so. Setting the AI to "Aggressive" will result in your character attacking anything in sight.



Underneath each portrait, there are three stat bars. These will keep you aware of your characters' statistics: the red bar represents the health of your character, the blue bar represents his mana, and the yellow bar charts his remaining stamina. For more information on the significance of these stats, check out "Chapter V".

3. Buttons

a) The actions and potions buttons

Next to each portrait, to their right, there are three buttons: the primary action, secondary action and potions buttons.

By clicking the primary skill button, you may assign a skill to your left mouse button. The secondary skill button practically acts the same, but assigns the skill to your right mouse button. To assign a skill, simply click one of the skills that will be listed at the right of the screen. The assignments may of course differ from character to character. For instance, you may assign "Use weapon" to your hero's primary action, and "Fireball" to your Deathknight's primary action.

Some skills (for instance, detecting traps) are passive and are always turned on. These skills will not be listed when assigning actions.

When using skills, it's possible that you will have to target a location, an enemy or a direction when clicking. To be informed on skills, it is recommended to pore yourself over "Chapter V".

b) The big six

The six buttons under your portrait are the following:

Inventory opens the inventory window

Minimap opens a small window with a map

Diary opens the quest window

Skills opens the skills window

Pause pauses the game

Select all selects all party members. The party member that was active before clicking this button will become the "leader": the party will follow him when running around, and he will be the one bartering and talking

C. Inventory window

When opening the inventory window, you may notice that it contains a vast collection of data about your character. Indeed, this window may well become one of your dearest companions.

Be informed that you are now watching the items and details of only one party member. By clicking the arrows (4) flanking the portrait at the top, you may switch to another party member.

At the bottom (7) is your character's actual inventory: here you may inspect the items you have picked up throughout your journey. Left clicking an item will trigger its default action: e.g. a weapon will be equipped, a ring will be worn, and a meal will be eaten. Furthermore, to use specific skills on an item (e.g. converting an arrow, repairing or sharpening), right-clicking the item will pop up a quick-menu where you will be able to interact with the item, provided that the character has learned the skill. (For more information on skills, be sure to read "Chapter V".)

If you collect a lot of items, you may filter them by type: show or hide them by clicking the small buttons to your left (6). The types you may filter by are: armour, weapons, potions, magic items, potions and miscellaneous.

You may give items to another party member by dragging them from your inventory to his portrait. You may also drop items by dragging them and dropping them on the ground. Holding the "CONTROL" button while dropping one collection of items on the ground will enable you to drop only a specified amount of that item.

The top left corner shows what objects you are wearing $(1 \ensuremath{\mathfrak{S}}\xspace^2)$. If you want to equipanother item, just click on the item or drag it to the appropriate equipment slot. To inspect an item more closely, just hover over it with the cursor. Note again that the Deathknight will insist on wearing his own armour at all items.

The top right area (3 & 5) shows this character's name, wealth, level progress, resistances, attributes, armor class and other modifiers that further characterize him. For further information, have a look at "Chapter V".

D. Diary window

The Diary records all the information gained during your explorations: quests, conversations, areas you have visited and much more. If you ever find yourself confused as to where to go or what to do next, a quick visit to the journal will put you back on track.

1. Automap

This is a larger and more detailed map of the entire world showing areas you have visited. Darker areas are places you have yet to explore. To scroll around the map, simply click and hold the left mouse button and drag in any direction. The map will then scroll in that direction. 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 on the icon to its right to zoom out. You can also place note flags on the map to mark areas you deem important. Click on the "Place note" flag icon and then click on the area of the map you wish to mark. You can then type in a description for the note. Once placed on a map, you may 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.

2. Quests

As you speak to people you will often be asked to perform certain tasks for them. The Quest page monitors such tasks. Every quest has a title and description. Two buttons appear when you are in quest mode of the journal. The first, the "Filter quests" button, is used to toggle the display of completed quest. The second button jumps to the most recently updated quest. This button comes in handy when you are notified during gameplay that something has changed in your quest log: your Diary button will turn red.

3. Trophies

As you defeat various creatures and opponents, they are recorded here. Click on this icon to see a list and description of your fallen enemies. Do not underestimate this list: you may find out the strengths and weaknesses of future foes and adapt your strategy spectacularly!

4. Conversations

Every conversation you have in the game is recorded here. The list shows the name, date and time of each conversation you have had. To see more detail of 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.

E. Skills window

1. On skills

There are four major skill groups: "Wizard", "Warrior", "Survival" and "Summoning Dolls". Each of these four groups is divided into characteristic subgroups.

Depending on the initial skillpath you chose when creating your characters, only a



couple of subgroups will be available at first. You will have to find teachers or books to gradually unlock the other major skill groups and subgroups. At any time though, you can have the skills window display all available paths by clicking the "Show all paths" button in the bottom left corner. Paths unavailable to you will be grey.

You could compare the skills system to a tree where each branch grows into a new branch. Clicking through this skilltree, hopping from branch to branch, you will ultimately reach "boostables". By raising these, you create your new skill. Moreover, you can combine boostables of the same branch into one skill.

2. Creating a new skill

Should this sound like utter gibberish, you shall embrace the clarifying quality of two examples.

a) The warrior who had one skillpoint

Suppose your warrior has reached his first level. He is awarded a skill point. Fighting with a spiked club has his blood flowing, so he would like to specialize in crushing weapons.

Open the skills window, and click an empty skill slot at the top. Then, select "Warrior" in the lower frame. As a club is a one-handed melee weapon, click "Melee Specialities" next, then "One-handed". (You may also choose "With shield" if you will always be wearing a shield when using the weapon, and if you can live with the fact that shields do offer extra protection, but penalize your speed...)

Here, you will have to choose what type of damage the weapon does. A club, obviously, inflicts crushing damage. After clicking "Crushing", you have reached the end of the path, and here you may invest your skill point in one of the so-called "boostables". If you want to know what these boostables exactly tweak, check the "Skills" page (although their names tend to speak for themselves: if you raise the "Damage" boostable, fighting with a one-handed crushing melee weapon, will inflict more damage).

When your warrior reaches the next level and gains another skill point, you may further specialize his crushing method. To do so, open the skills window, and click the skill slot you filled up before with this skill. You may then raise one of the other boostables, or continue raising "Damage".

The skill thus created need not be activated: it kicks in automatically whenever the warrior equips a one-handed crushing weapon. This is also known as a passive skill.

b) The wizard who had three skillpoints

Another example might be a mage who saved up three skillpoints. He could combine all three skillpoints into one devastating spell: click a new skill slot, go to "Wizard > Elemental Attack > Focused > Missile" and put one point in fire, one in air, and one



CHAPTER V - Character development



A. Gaining experience and levelling up



One of the most important things to do in Beyond Divinity is to develop your characters, making them more powerful as they gain experience. You may earn experience by solving quests and puzzles, helping people and by defeating enemies.



When you reach a certain amount of experience points your character will go up a level. Your character is awarded five "stat points" which you may then assign to one or more major attributes in the inventory window. (For more information about attributes, see the next section.)



You will also receive one "skillpoint" which you may spend in learning a skill. Every five levels, you will gain two skillpoints! (For more information about attributes, see the "Skills" section.)

B. Statistics

1. Personal statistics

a) Vitality

Vitality represents the amount of health, or the amount of damage you may receive before kicking the bucket. In other words: should your vitality drop to zero, you will die. Vitality regenerates slowly while walking around, and may be recharged more quickly by resting, or using spells or potions.

b) Mana

Mana is the innate energy that powers magic and allows the casting of spells. A lot of spells, and some skills, have a mana cost associated with them, and will decrease your mana reserve with each use. When it reaches zero you will not be able to cast a spell anymore. As with vitality, mana regenerates and may be recharged by resting or by using potions.

c) Stamina

Stamina is your character's endurance, the characteristic needed to run, sneak, use the whirlwind attack... As with your other stats, stamina will regenerate, and can be recharged quickly by resting or drinking potions.

2. Attributes

a) Strength

Strong characters can wield heavier weapons and armour, do more damage when fighting and can carry more objects in their inventory before becoming encumbered.



b) Agility

Agile characters have greater attack accuracy, evasion and defence abilities during combat. They may also wield weapons and armour requiring high levels of agility.

c) Constitution

This determines how generally tough you are. It also affects how much vitality and stamina you have, and how resistant you are against poison.

d) Intelligence

Intelligence affects how much mana you have. As such, this is an important attribute for mages. Spiritual based weapons will have certain requirements towards your intel-

ligence, and will benefit from your higher brainpower doing extra damage. Furthermore, having more intelligence makes you more resistant against spiritual attacks.

e) Survival

Raise Survival affects modifiers such as luck, accuracy, evasion, initiative and regeneration. You also receive a bonus to elemental resistance when you have a high survival skill. The higher this skill, the higher your chance to hit will be.

f) Speed

Being fast pays off in regard to evading attacks, taking initiative and recovering.

3. Modifiers

a) Initiative

Determines who will make the first attack.

b) Luck

Increases the chance of finding better items. It also slightly increases the chance that you may hit an enemy.

c) Regeneration

Increases the rate at which you will regain your vitality and mana.

d) Accuracy

Determines how accurate you are with weapons.

e) Evasion

Determines your ability to evade attacks.

4. Damage

This figure tells you the minimum and maximum value of the damage your attack will do. If it hits...

5. Armour and resistances

Armour determines your overall resistance to damage. The various resistances listed show the extra protection towards the different types of damage.



6. Weight and encumbrance

The stronger your character is, the more weight he will be able to carry around. When a character is carrying too much, he will be encumbered and won't be able to run. You may then drop or sell heavy items, or you may wish to find a spot for safekeeping should you rather not part with them...

7. Reputation

This determines how NPC's will react to you. A zero implies you are prime evil, a hundred makes you a saint. Your actions throughout the game will change this value, and NPC's will start to react accordingly.

C. Skills

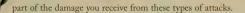
1. Wizard

a) Elemental attack

Strike your enemies with the power of the four primary elements (fire, water, air and earth). Focus on a specific target, or hit multiple targets by spreading out your magic in a cone-like shape, or in a circular shape. Furthermore, you can choose to throw missiles or to cast instantaneous beams. You can also broaden the aperture of your spread, or expand the radius of your circle.

b) Elemental defence

Protect yourself or your party from opposing elemental damage (fire, water, air and earth). You may choose to increase your resistance against the elements, or to reflect



c) Elemental curses

Curse your adversaries by lowering their resistance against the four elements (fire, water, air and earth). Hit single targets with focused spells, or multiple targets by sending the curse to a spread cone-like shape or to a circular area surrounding you. Additionally, you can raise the duration of your curse.

d) Body magic

Defensive

Magically boost the physical condition of you or your party members. Restore vitality points, cure poisoned characters, remove curses, treat the diseased, or choose to distribute inflicted damage among your party members.

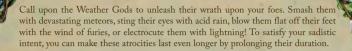
Offensive

Magically change the physical condition of your enemies for the worse. Focus one target, or affect multiple challengers. Lower their stats by inflicting disease, slowing them down, blinding them, paralysing them or pacifying them. The daring may even try to polymorph their adversary into a weaker enemy, but this spell is of such complexity it does not always do what one would expect.

e) Shaman magic

Weather magic





Nature magic

Call upon Mother Earth to aid you in combat. Summon a cloud of stinging insects, drive lethal spikes through the earth into your enemies' feet, feel the ground shake with a shattering earthquake, or have a massive hammer swoop down from the sky.

f) Ethereal magic

Flash

Miraculously teleport your character to the target location. The more skilful you are, the less mana this will cost.

Swap places

Switch place with your targeted enemy.

Elder fire

Set your enemies ablaze. Improving this skill will do more damage.

Age objects

Decrease the durability of your enemy's items for a while. Increasing this skill will lengthen the duration of the spell.





Burn your enemies down to a crisp. Increasing this skill will do more damage.

2. Warrior

a) Melee specialities

Improve your skills with one-handed or two-handed weapons, or with weapons while holding a shield. First, select the damage type of the weapon (slashing, piercing, crushing, shadow or bone). Next, you can bestow improved accuracy, extra damage or extended durability upon weapons of this type. Additionally, you may increase the chance of the weapon dealing critical hits or deathblows.

b) Ranged specialities

Bow or crossbow

Boost your bow and crossbow skills. Improve your accuracy with, reduce reload time, shoot at point blank, increase the chance of the weapon dealing critical hits, or deal extra piercing damage.

Arrow proficiency

The selected arrow type will inflict more damage when raising this skill.

c) Defensive specialities

Shield blocking

This skill teaches you how to efficiently block attacks with your shield.

Evading

Sidestep, stoop, and parry! Learn how to evade an attack.

Armour usage

When raising this skill, it is more likely your armour will absorb damage.

Armour durability

By taking good care of your armour, you learn how to extend its durability.



Increase the damage of the whirlwind skill, jack up the chance that your opponent will be stunned, or reduce the amount of stamina this skill consumes.

e) Craftsmanship

Repair (right-click item)

Repair your weapons and armour.

Sharpen weapon (right-click item)

Sharpened weapons do more damage, but increase the agility needed to wield it.

Convert arrow (right-click item)

Convert normal arrows into fire, water, air, earth, poison, bone, shadow, spiritual, ethereal, explosive, splitting or power arrows.

Recover arrows (passive)

Track down lost arrows. Raising this skill raises the amount of arrows you will find.

Identify (automatically with items; move cursor over an enemy to read his stats)

Accurately evaluate the properties of items or creatures.

f) Warrior talents

Feign death

Flummox your opponents with your acting skills, and perform a dramatic death scene. Increasing this skill stretches the duration of their bewilderment.

Berserk

Temporarily go completely bananas, hence boosting your primary stats. Increasing this skill extends the duration of your frenzy, and your stats will be boosted even further.

Discourage

Discourage enemies from attacking you. The more skillpoints, the higher the level of enemies you will be able to dishearten.

Ranger sight (passive)

See further and attack enemies from afar.

Bait

Nearby enemies will be tempted to attack you. The more skillpoints, the higher the level of those you can entice.

3. Survival

a) Thieving skills

Pickpocket

Use intricate techniques to unlawfully gain items. Investing in this skill will allow you to steal higher-level items.

Lockpick

Gain unauthorized entry to closed areas, or examine other people's most precious belongings that were "safely" locked away.

Sneak

Increasing your sneaking skill will let you walk even closer to enemies without them noticing you.

Poison (passive)

Coat your weapons with venomous substances, intoxicating your enemies. You can increase the poison damage your weapons will do, or the duration your enemies will suffer poison damage.

b) Survivor talents

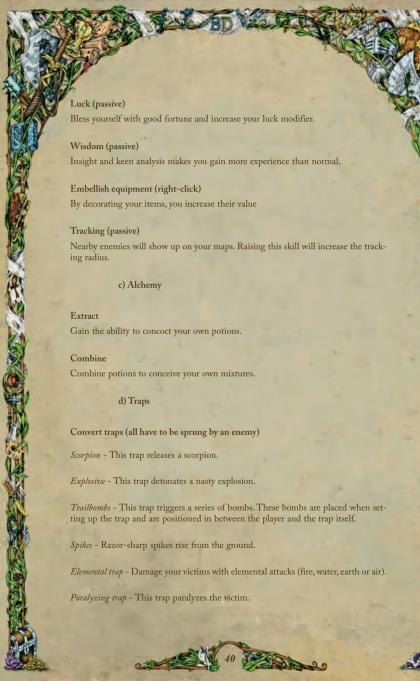
Backstab (passive)

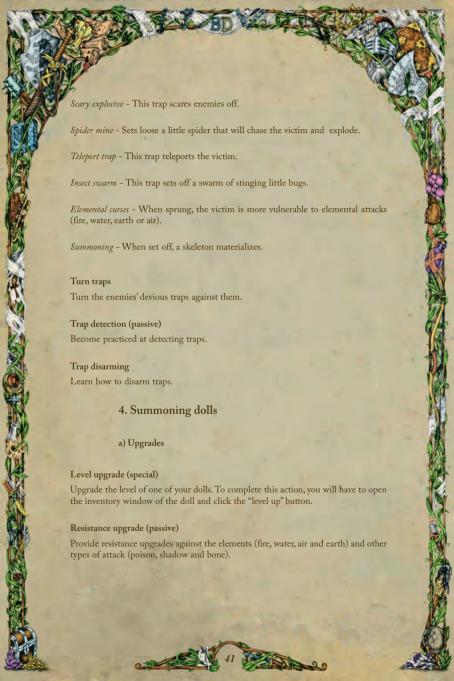
Add damage to backstab attacks. This backstabbing only has a chance when you are really facing the back of your enemy.

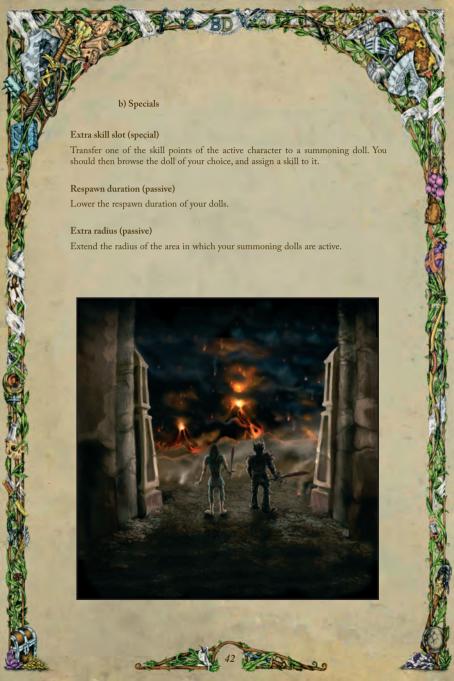
Trading (passive)

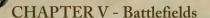
Smooth-talk merchants into offering you better prices.











A. What are the battlefields

The battlefields are located in an alternate universe, far away from your main quest. Here, all the items, merchants, quests, monsters and dungeons are randomly generated by Beyond Divinity's engine.

B. How to get there during Beyond Divinity

Every act in the game will contain a number of magical devices. Each device unlocks a dungeon in that act's battlefield.

Once you have found the act's first battlefield device, an extra option will appear in your secondary skills list (see "Chapter IV").

Whenever you like, you may click this "Enter Battlefields" option to jump to the battlefields!

Think of the battlefields as a safe haven to jump to when you are at your wit's end. Also, visit the battlefield during the game: for instance, to find better equipment and to gain experience if you find the game too difficult. The gold, the items, the experience, and the levels you gain in the battlefield, remain with your character once you decide to return to your main quest.

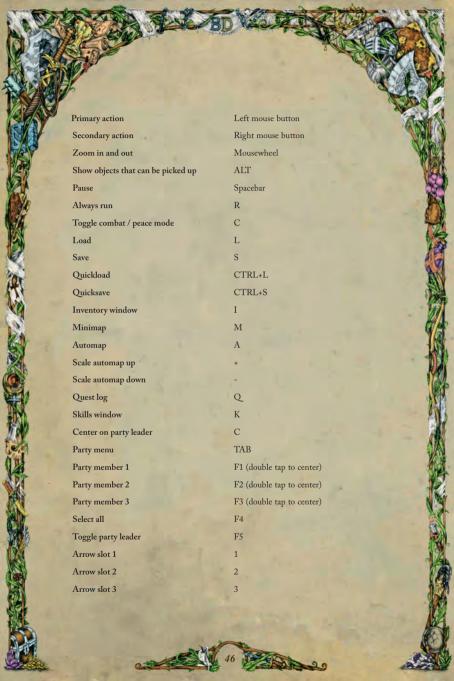
C. How to get there after Beyond Divinity!

When you finish Beyond Divinity, the battlefields will become accessible via the main menu. When clicking this menu option, a window will appear in which you will have to choose a profile. Such a profile is saved when finishing the game and contains the statistics and items you finished the game with.

During your eternal stay in the battlefields, you may save and load just like in a normal game. Every time you enter another battlefield, new items, merchants, quests, monsters and dungeons await, while your stats and inventory remain the same!









If you are having troubles running the game, please do the following:

- If applicable, make sure you have administrative rights on your OS.
- Install the latest graphics and sound drivers.
- Install all the latest service packs and updates for your version of windows by running windows update.

If you are unsure about how to do this, please contact your PC vendor.

Visit our "technical problems" section on our forum at: www.larian.com/forums

If you can't find help for the problem you are experiencing, please write down all important configuration data of your computer and an exact description (when, how and where the error occurred and what exactly you were doing), before contacting our technical support. This guarantees that we can help you in a fast and efficient way.

Please provide us with the following information:

Personal details

- E-mail address
- Language version of the program you are using.

Computer details

- Computer make and model
- Windows version
- Speed and manufacturer of the processor
- Speed and manufacturer of the CD ROM drive
- Total System RAM
- Video card make and model
- Sound card make and model
- Mouse and driver information as well as information on any further peripherals (e.g. joysticks)

In order to get this information, please go to "Run" in your Windows-start-menu and type "dxdiag" in the command line, before confirming it by pressing the Enter-key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". You can then place a text file with all the relevant data on your hard drive in order to send it via e-mail or keep it for future reference.

Contacts

- 24 hours via e-mail at: support@larian.com
- -Visit our forum at www.larian.com/forums

Please do not address support requests to our company address or phone number as there we cannot answer any technical questions.kest way to get support is to visit the technical problems section on our forum at: www.larian.com/forums

