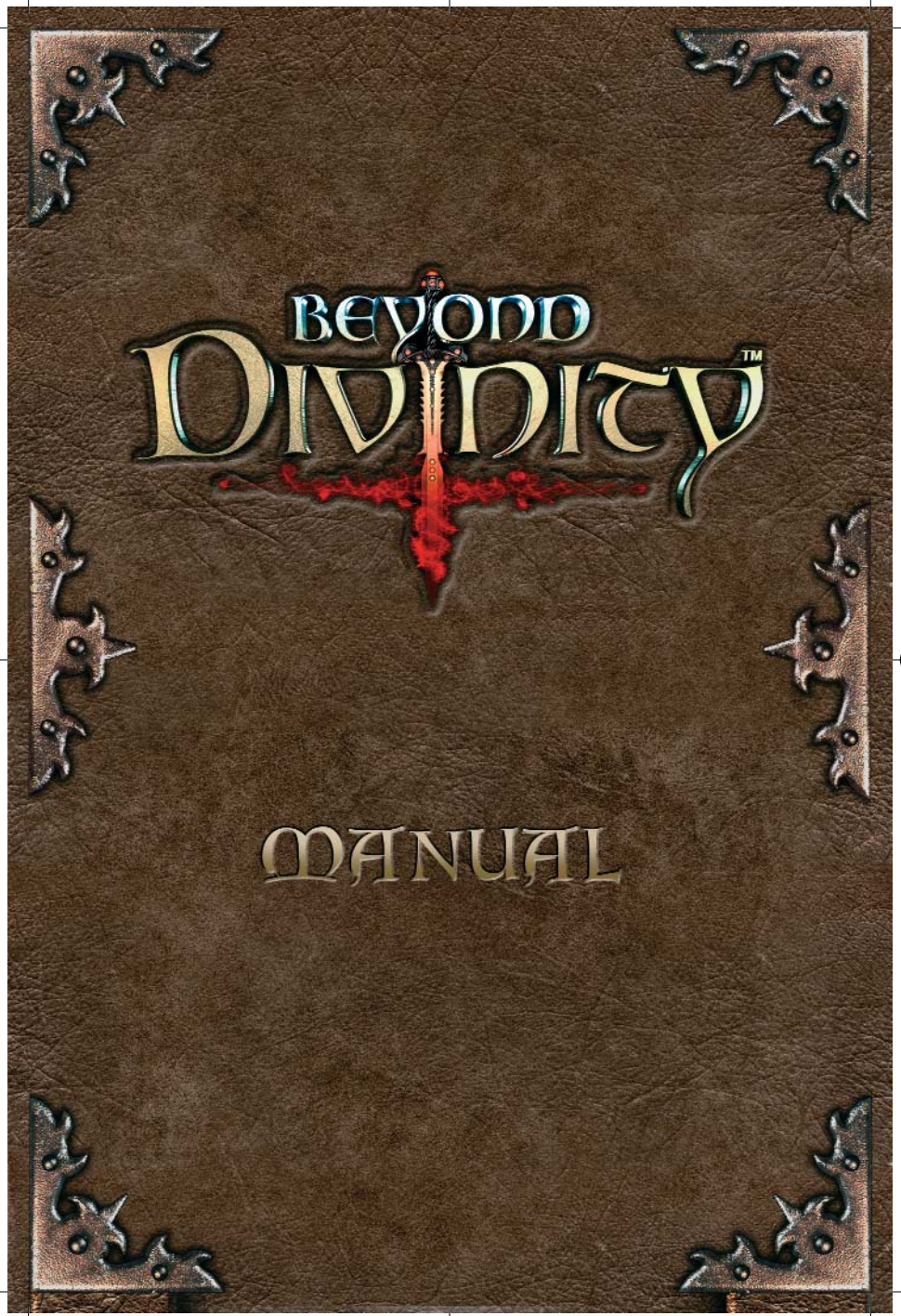
Beyond_manual_english_UK.qxd 3/11/2004 12:07 AM Page 1



Beyond_manual_english_UK.qxd 3/11/2004 12:08 AM Page 2

About Photosensitive Seizures

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE ANY VIDEO GAME

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. 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 well-lit 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.

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TABLE OF CONTENTS

CHAPTER I - INTRODUCTION 6
A. Foreword 6
B. The story thus far 9

CHAPTER II - INSTALLATION 10
A. How to install the game 10
B. Configuring graphics 10

CHAPTER III - MAIN MENU 12
A. New: character creation 12
1. Appearance 13
2. Initial attributes 13
3. Name 14
4. Difficulty level 14
5. Start skills 14

B. Saving and Loading 15

C. Options 16
1. Video 16
2. Sound 16
3. Game 17
4. Keys 18

D. Credits 18

E. Quit 18

Beyond_manual_english_UK.qxd 3/11/2004 12:08 AM Page 4

CHAPTER IV - GAME INTERFACE 19
A. Interacting with the world 19
1. Moving around the world 19
2. Interacting with NPCís 19
3. Interacting with objects 24
B. In-game menu 29
1. Character portraits 29
2. Stat bars 29
3. Buttons 30
C. Inventory window 31
D. Diary window 33
1. Automap 33
2. Quests 33
3. Trophies 34
4. Conversations 34
E. Skills window 34
1. On skills 34
2. Creating a new skill 35
3. Unlearning a skill 37
CHAPTER V - CHARACTER DEVELOPMENT 37
A. Gaining experience and levelling up 37
B. Statistics 38
1. Personal statistics 38
2. Attributes 38
3. Modifiers 39
4. Damage 40
5. Armour and resistances 40
6. Weight and encumbrance 40
7. Reputation 40

C. Skills 41
1. Wizard 41
2. Warrior 43
3. Survival 45
4. Summoning Dolls 48
CHAPTER VI - BATTLEFIELDS 50
A. What are the battlefields 50
B. How to get there during Beyond Divinity 50
C. How to get there after Beyond Divinity! 50
CREDITS 51
APPENDIX - DEFAULT SHORTCUT KEYS 53
SUPPORT 54

Beyond_manual_english_UK.qxd 3/11/2004 12:09 AM Page 6

Chapter I - Introduction

A. Foreword

Dear player,

First of all, I would like to thank you for buying this game. In doing so, you are supporting us in doing what we love to do, and that merits a token of appreciation. I hope that when you'll finish playing, you'll find that your game play experience is exactly that.

Development on Beyond Divinity started somewhere in December 2002, a few months after Divine Divinity was released. In case you didn't play Divine Divinity, all you need to know is that it was the first entry in the Divinity universe and introduced the Divine one as the good guy, and the damned one as the bad guy. The game got some good feedback from the community, and it was that more than anything else that stimulated us to make Beyond Divinity.

The basic idea behind Beyond Divinity was to leverage all the technology we developed for Divine Divinity, and to try out new game play ideas. Due to a lack of time and money there were quite some things we couldn't do in Divine Divinity, and while those two horrible creatures conspired against us once again, having the original engine behind us meant we could do a lot of new things, especially on the gameplay front.

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.

Beyond_manual_english_UK.qxd 3/11/2004 12:09 AM Page 8

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

B. The story thus far

You are a disciple of the Divine, the scourge of necromancers and sorcerers alike. Your purpose in life is to fight all that is evil. Unfortunately, during an intense battle with an illustrious necromancer, a dreadful demon drags you into his universe. There, you are soulforged with a Deathknight, cursed to spend the rest of eternity bonded to this creature of matchless malevolence.

Or are you? The Deathknight dislikes the soulforging as much as you do, and together you embark on a great adventure with a common goal: to undo the soulforging. You and your unlikely companion quickly figure out that the only way to rid this curse is to unlock the secret of riftrunning, an ancient art that allows travelling between universes.

Beyond_manual_english_UK.qxd 3/11/2004 12:10 AM Page 10

Chapter II - Installation

A. How to install the game

Insert the Beyond Divinity install disc into your drive. If your driveís 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 ìSetup.exeî 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 gameís configuration window will pop up. This tool will try to detect your systemís videocard. We strongly recommend not changing the settings the configuration tool suggests: only if you have problems running the game should you try changing some of the settings (see the ìTroubleshootingî section). Run the test by clicking the ìTestî button. After the test has completed, click the ìApply & closeî 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 ìConfigTool.exeî.

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 ìFSAAî (Full Screen Anti-Aliasing).

After changing a setting in the configuration tool, you need to test it by clicking the ìTestî 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 ìApply and closeî 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 ìChapter IIî).

Beyond_manual_english_UK.qxd 3/11/2004 12:10 AM Page 12

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 ìEscî key. Only then will the ìResumeî 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 ìAcceptî 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 ìCancelî 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 ìLook likeî frame allows you to tailor your characterís appearance. These exterior particulars do not affect your characterís 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 ìBe likeî frame lets you state your characterís major attributes. The prudent player will opt for one of the pre-fabricated, advisable combinations: warrior, survivor or wizard. Choosing one of these ìprofessionsî 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 ìBe likeî 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 attributeís figure. Accordingly, you may raise attributes by clicking the plus button next to the assigned number. In total, you dispose of fourteen ìstat pointsî to distribute as you think fit. At the bottom of the frame, you will see how many points you have left to spend on

Beyond_manual_english_UK.qxd 3/11/2004 12:11 AM Page 14

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 ìChapter Vîí.

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 otherís 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 books or teachers in the game.

For more information on skills and skillpaths, see ìChapter Vîí.

B. Saving and loading

At any time during the game, you may save your progress. Press the ìEscî key to return to the main menu and click ìSaveî. (If no game has started yet, this option will be greyed out.) A window will pop up listing any savegames you may already have created. To save a game, click the textbox at the bottom of the window, type in a name for your savegame, and click the button at the bottom right corner. You may also overwrite a previously saved game by selecting that saved game and then clicking the button at the right lower corner.

Clicking on ìLoadî allows you to load a saved game. To load a game and discard the current game, select the game and then click the

Beyond_manual_english_UK.qxd 3/11/2004 12:11 AM Page 16

button at the bottom right. To cancel the window, click on the big X button.

In both windows, you may delete a savegame by first clicking it, and then clicking on the small bin icon in the left bottom corner.

Also listed in both windows, will be so-called ìquicksavesî you have made. These are savegames you can instantly create during the game, without having to return to the main menu. Note that only the two most recent savegames will be available! You may press the key combination ìCTRLî + ìSî whenever you like to quickly save your advancement in the game. You may revert to your latest quicksave by pressing ìCTRLî + ìLî.

C. Options

1. Video

Gamma

Higher values make the scene lighter.

Darkness

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 Ö

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.

3. Game

Verbose

When this feature is turned on, you see extra textual information about the damage you do in combat.

Beyond_manual_english_UK.qxd 3/11/2004 12:12 AM Page 18

Difficulty

This option sets the overall game combat difficulty.

4. Keys

Clicking the ìKeysî option will pop up a window in which you may change the gameís shortcut keys to suit your liking. In this window, click the button with the three dots next to an action, and then press the key you wish to assign to that action. You may also unbind a key by clicking the small bin icon next to the action.

D. Credits

Clicking this option will show you a list of all the people who contributed to the creation of Beyond Divinity.

E. Quit

This option will close the game, and take you back to the desktop.

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 ìleaderî first by clicking his portrait once, then click the ìSelect allî 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 ìRî key.

While running, your characterís stamina 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 fastest while standing still. An encumbered character cannot run.

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.

Beyond_manual_english_UK.qxd 3/11/2004 12:12 AM Page 20

The characterís 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 ìTradeî, ìHistoryî and ìCloseî 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 NPCís and their attitude towards you may suffer. For more on trading, see the now following ìBarteringî section.

b) Bartering: the trade window

When you ask a character if heís interested in trading, or if you click the ìTradeî 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 characterís 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
15 - NPC's trade frame
16 - NPC's inventory of tradable items

At the top, you will have an inventory frame with a list of your items. Below each item you will see the price and if applicable, the amount that you possess. If the price of an item is marked yellow, it means you are currently wearing the item. In identify mode, unidentified items will be marked blue. In repair mode, damaged items will be marked red.

To have an item repaired or identified, click the button to change mode, and then single click the item in your inventory frame. The NPC will most probably charge money for this service.

Trading involves a bit more. First of all, at the bottom of the window, you will see an inventory frame with a list of the items the NPC is willing to sell to you. In the middle of the window, there are two trading frames: left will contain the items and/or gold you are offering, right will contain the items and/or gold you wish to buy from the NPC. To transfer items from an inventory frame to a trading frame or vice versa, simply single click the item.

Beyond_manual_english_UK.qxd 3/11/2004 12:13 AM Page 22

Clicking the upper balancing button will try to balance your trading frame in gold, clicking the NPCís balancing button at the bottom will try to balance his trading frame in gold.

Clicking the ìAcceptî button will complete the trade, if the NPC agrees to it. Click the X button to cancel the trade.

c) Combat

Engaging

Combat in Beyond Divinity is inevitable. On your journey, you will find many hostile creatures that you will have to defeat. To enter combat mode, click on the combat icon or press the ìCî key. If you have equipped a weapon, that weapon is drawn and you are ready to fight. If this weapon is in need of repair, or you do not have a weapon equipped, you will raise your hands in a defensive stance.

It is wise to exit combat mode by pressing ìCî before talking with friendly characters. You might otherwise irritate or frighten them.

To engage an opponent, click on him with the left mouse button or right mouse button. (You may assign a skill, a spell, or your equipped weapon to each of these buttons. For more information about assigning skills, see the ìIn-game menuî section. For more information about combat spells and skills, see the ìSkillsî section in ìChapter Vî.) Your selected character(s) will advance and begin attacking the target automatically until it is dead.

Avoiding combat: the standard sneaking skill

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 characterís sneaking skill when gaining skill points: for more information, see ìChapter Vî.)

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 ìSwirl attackî. 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 characterís swirl attack skill when gaining skill points: for more information, see ìChapter Vî.)

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 ìSpacebarî 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 oneís weapon in the middle of combat, the character

Beyond_manual_english_UK.qxd 3/11/2004 12:13 AM Page 24

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 charactersí 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 ìIn-game menuî section. For more information about combat spells and skills, see the ìSkillsî section in ìChapter Vî.)

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, itís 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 characterís 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 NPCís to repair it for you (see the ìBarteringî 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 ìBarteringî section). If your repair skill level is high enough, you might to be able to identify it yourself, simply by moving the point-

Beyond_manual_english_UK.qxd 3/11/2004 12:14 AM Page 26

er over the item.

g) Some examples of useful and common items

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 whatís 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 NPCís. 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 characterís 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 ìAlchemyî skillpath in ìChapter Vî.

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 wearerís 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 damageÖ 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 ìCharmqualityî. 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.

Beyond_manual_english_UK.qxd 3/11/2004 12:14 AM Page 28

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 crystalís 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 ìIn-game menuî 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, itís 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 ìChapter Vî.

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 ìactiveî: your orders will only affect him. A double left click on the portrait will not only make him active, but will also centre the gameís focus around his character.

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

2. Stat bars

Underneath each portrait, there are three stat bars. These will keep

Beyond_manual_english_UK.qxd 3/11/2004 12:15 AM Page 30

you aware of your charactersí 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 ìChapter Vî.

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 ìUse weaponî to your heroís primary action, and ìFireballî to your Deathknightís 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, itís 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 ìChapter Vî.

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 ìleaderî: 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 characterís 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 ìChapter Vî.)

Beyond_manual_english_UK.qxd 3/11/2004 12:15 AM Page 32

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 ìCONTROLî 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 & 2)*. If you want to equip another 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 characterís name, wealth, level progress, resistances, attributes, armor class and other modifiers that further characterize him. For further information, have a look at ìChapter Vî.

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 ìPlace noteî 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 ìRemove noteî 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 ìFilter questsî button, is used to toggle the display of completed quest. The second button jumps to the most recently updated quest. This button comes in

Beyond_manual_english_UK.qxd 3/11/2004 12:16 AM Page 34

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: ìWizardî, ìWarriorî, ìSurvivalî and ìSummoning Dollsî. 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 ìShow all pathsî 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 ìboostablesî. 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 ìWarriorî in the lower frame. As a club is a one-handed melee weapon, click ìMelee Specialitiesî next, then ìOne-handedî. (You may also choose ìWith shieldî 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 speedÖ)

Beyond_manual_english_UK.qxd 3/11/2004 12:16 AM Page 36

Here, you will have to choose what type of damage the weapon does. A club, obviously, inflicts crushing damage. After clicking ìCrushingî, you have reached the end of the path, and here you may invest your skill point in one of the so-called ìboostablesî. If you want to know what these boostables exactly tweak, check the ìSkillsî page (although their names tend to speak for themselves: if you raise the ìDamageî 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 ìDamageî.

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 ìWizard > Elemental Attack > Focused > Missileî and put one point in fire, one in air, and one in water.

This spell will cost a lot of mana, but will also do three types of damage, and three times of damage! (And itís pretty cool to see too.)

Please note: should this wizard gain a new skillpoint, he may further enhance this existing skill by clicking the skill slot assigned to this skill.

Should he click a NEW skill slot, and fill it up with one point in ìElemental Attack > Circle > Missile > Fireî, he will have created a new, entirely separate skill, i.e. resulting in two different spells!

If the wizard wants to use this new skill, he will have to assign it to one of his action buttons by clicking an action button (in the ingame menu) and choosing the new skill icon from the list.

3. Unlearning a skill

Should you wish to unlearn a skill, select the slot and click the button with the bin symbol on it. At a price, you will then unlearn the skill and gain a skillpoint.

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 ìstat pointsî 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 ìskillpointî which you may spend in learn-

Beyond_manual_english_UK.qxd 3/11/2004 12:17 AM Page 38

ing a skill. Every five levels, you will gain two skillpoints! (For more information about attributes, see the ìSkillsî 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 characterís endurance, the characteristic needed to run, sneak, use the whirlwind attackÖ 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 intelligence, 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 increas-

Beyond_manual_english_UK.qxd 3/11/2004 12:17 AM Page 40

es 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 hitsÖ

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 wonít 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 themÖ

7. Reputation

This determines how NPCís 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 NPCís 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 part of the damage you receive from these types of attacks.

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

Beyond_manual_english_UK.qxd 3/11/2004 12:17 AM Page 42

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

Call upon the Weather Gods to unleash their wrath upon your foes. Smash them with devastating meteors, sting their eyes with acid rain, blow them flat off their feet with the wind of furies, or electrocute them with lightning! To satisfy your sadistic intent, you can make these atrocities last even longer by prolonging their duration.

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 enemiesí 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 enemyís items for a while. Increasing this skill will lengthen the duration of the spell.

Fireball

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.

Beyond_manual_english_UK.qxd 3/11/2004 12:18 AM Page 44

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.

d) Whirlwind

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 peopleís most precious belongings that were ìsafelyî locked away.

Beyond_manual_english_UK.qxd 3/11/2004 12:18 AM Page 46

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.

Luck (passive)

Bless yourself with good fortune and increase your luck modifier.

Wisdom (passive)

Insight and keen analysis makes you gain more experience than normal.

Embellish equipment (right-click)

By decorating your items, you increase their value

Tracking (passive)

Nearby enemies will show up on your maps. Raising this skill will increase the tracking radius.

c) Alchemy

Extract

Gain the ability to concoct your own potions.

Combine

Combine potions to conceive your own mixtures.

d) Traps

Convert traps (all have to be sprung by an enemy)

Scorpion - This trap releases a scorpion.

Explosive - This trap detonates a nasty explosion.

Trailbombs - This trap triggers a series of bombs. These bombs are placed when setting up the trap and are positioned in between the player and the trap itself.

Spikes - Razor-sharp spikes rise from the ground.

Elemental trap - Damage your victims with elemental attacks (fire, water, earth or air).

Paralyzing trap - This trap paralyzes the victim.

Scary explosive - This trap scares enemies off.

Spider mine - Sets loose a little spider that will chase the victim and explode.

Teleport trap - This trap teleports the victim.

Insect swarm - This trap sets off a swarm of stinging little bugs.

Beyond_manual_english_UK.qxd 3/11/2004 12:19 AM Page 48

Elemental curses - When sprung, the victim is more vulnerable to elemental attacks (fire, water, earth or air).

Summoning - When set off, a skeleton materializes.

Turn traps

Turn the enemiesí devious traps against them.

Trap detection (passive)

Become practiced at detecting traps.

Trap disarming

Learn how to disarm traps.

4. Summoning dolls

a) Upgrades

Level upgrade (special)

Upgrade the level of one of your dolls. To complete this action, you will have to open the inventory window of the doll and click the ìlevel upî button.

Resistance upgrade (passive)

Provide resistance upgrades against the elements (fire, water, air and earth) and other types of attack (poison, shadow and bone).

b) Specials

Extra skill slot (special)

Transfer one of the skill points of the active character to a summoning doll. You should then browse the doll of your choice, and assign a skill to it.

Respawn duration (passive)

Lower the respawn duration of your dolls.

Extra radius (passive)

Extend the radius of the area in which your summoning dolls are active.

Beyond_manual_english_UK.qxd 3/11/2004 12:19 AM Page 50

CHAPTER V - Battlefields

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 Divinityís 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 actís battlefield.

Once you have found the actís first battlefield device, an extra option will appear in your secondary skills list (see ìChapter IVî). Whenever you like, you may click this ìEnter Battlefieldsî option to jump to the battlefields!

Think of the battlefields as a safe haven to jump to when you are at your witís 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!

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Beyond_manual_english_UK.qxd 3/11/2004 12:20 AM Page 52

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Matthias Leidecker

APPENDIX - DEFAULT SHORTCUT KEYS

Primary action	Left mouse button
Secondary action	Right mouse button
Zoom in and out	Mousewheel
Show objects that can be picked up	ALT
Pause	Spacebar
Always run	R
Toggle combat / peace mode	C
Load	L
Save	S
Quickload	CTRL+L
Quicksave	CTRL+S
Inventory window	I
Minimap	M
Automap	A
Scale automap up	+
Scale automap down	-
Quest log	Q
Skills window	K
Center on party leader	C
Party menu	TAB
Party member 1	F1 (double tap to center)
Party member 2	F2 (double tap to center)
Party member 3	F3 (double tap to center)
Select all	F4
Toggle party leader	F5
Arrow slot 1	1
Arrow slot 2	2
Arrow slot 3	3

Beyond_manual_english_UK.qxd 3/11/2004 12:20 AM Page 54

SUPPORT

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.

If despite this, you still have problems:

*First go to **www.beyond-divinity.com** and click on the support button to see if there is a patch available. If so, please download and install it.

*If a patch doesn't help, the quickest way to get support is to visit the technical problems section on our forum at:
www.larian.com/ubbthreads/ubbthreads.php.

*If you can't find help for the problem you are experiencing there, 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:

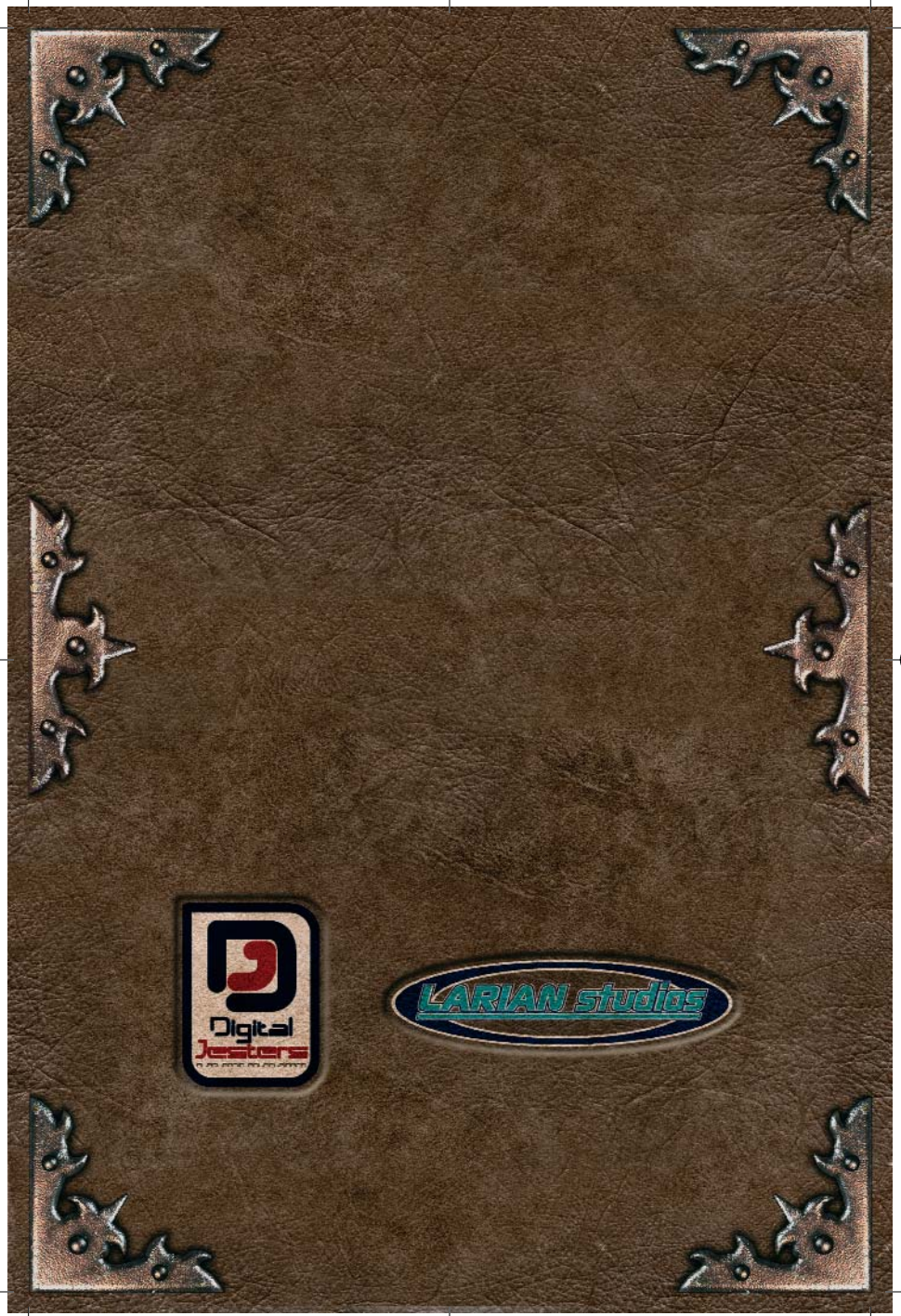
Personal details
- E-mail address
- Language version of the program you are using.

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/ubbthreads/ubbthreads.php**

Please do not address support requests to our company address or phone number as there we cannot answer any technical questions.

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