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About This Game

Gather your party and get back to the roots of great RPG gameplay. Discuss your decisions with companions; fight foes in turn-based combat; explore an open world and interact with everything and everyone you see.

You take on the role of a young Source Hunter: your job is to rid the world of those who use the foulest of magics. Embarking on what should have been a routine murder investigation, you find yourself in the middle of a plot that threatens to destroy the very fabric of time.

- **A complete revamp:** Thousands of enhancements, full voiceovers, new game modes, full controller support, split-screen co-op, hours of new and revised story content, a brand-new ending, new weapon styles, new skills, new puzzles, new enemies, better loot, better balancing and much, much more!
- **New game modes for extra replay.** Explorer Mode for story-focused RPG fans. Classic Mode for those who want it just right. Tactician Mode for hardcore players, featuring fully reworked encounters, different traps and new and smarter enemy types. And Honour Mode, for the tactical geniuses among you!
- **Pen-and-paper-like freedom.** Explore many different environments, fight all kinds of fantastical creatures, and discover tons of desirable items. You will be amazed at how much freedom the games gives you.
- **Manipulate the environment** and use skill & spell combos to overcome your many foes. Warm up ice to create water.

Boil the water to create a steam cloud. Electrify the steam cloud to create a static cloud and stun your enemies!

- **Play with a friend in co-op multiplayer**, either online or with dynamic split-screen.
- **Unravel a deep and epic story**, set in the early days of the Divinity universe. Discuss with your party members how to handle the many decisions you'll need to make.
- **Classless creation lets you design the character of your choice**. Endless item interaction and combinations take exploration and experimentation to new levels of freedom.

Title: Divinity: Original Sin - Enhanced Edition

Genre: Adventure, Indie, RPG, Strategy

Developer:

Larian Studios

Publisher:

Larian Studios

Release Date: 27 Oct, 2015

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Minimum:

OS: Windows 7 SP1 64-bit or Windows 8.1 64-bit or Windows 10 64-bit

Processor: Intel Core2 Duo E6600 or equivalent

Memory: 2048 MB RAM

Graphics: DirectX 11 Compatible GPU

DirectX: Version 11

Storage: 10000 MB available space

English,French,Italian,German,Russian,Polish,Czech,Simplified Chinese







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Extremely fun game ESPECIALLY with friends. 9/10 only for minor quality of life things like accidentally clicking to move when you attack, or not being sure what surface is on the ground.

Otherwise perfect. Literally. Holding left-alt labels items on the ground you're close to. And now, **how to save hours of your life(yes, literally hours) from inventory management hell:**

- **Leather scraps are knife + leather (or just buy it)**
- **Rope is yarn + yarn (definitely just buy it)**
- **Backpack is leather scraps + rope**
- **Make at least twenty backpacks**
- **Give each character a backpack for each standard style of item**
- **For example I have one for the char's equipment, one for healing, one for nades, etc...**
- **Any special type of item(like keys) gets put in one backpack on one character**
- **The backpacks are put on the 5th row of the character's hotbar, in the same order on each character**
- **For example I have hotbar-1 as char equipment pack, hb-2 potions\food, hb-3 thrown damage, hb-4 scrolls**
- **If a character is carrying a special item type then that pack gets put *after the standard types(example hb-9)***
- *Sadly you can only have one pack open at a time, so...*
- *To move an item you have to briefly put it into the characters main inventory, then where you want it end up*
- *One character(preferably not the crafting one) is the buy\sell guy*
- *The buy\sell char's main inventory (stuff outside packs) is always and only stuff you're ready to sell*

The key is: backpacks can be put on your hotbar and never have to be manually accessed except for crafting.

There are some annoyances with this approach, foremost in my opinion being no autosort for the backpacks themselves, with a close second being you can only have one pack open at a time which can be a pain for your main crafting char.

My solution was using the only unique looking backpack I've found(it's at the very start of the game) to hold all my misc crafting stuff. Then at the least I can always find that particular backpack easily.

But those are the basics! Obviously tweak it how you will, but I've played both with and without a solid inventory system.

Trust me. You need a system. It's like a playing a different game.

Which, aside from that, is a great game.

Don't be afraid to branch out your chars a little to give them more utility. Even a single novice skill in another pool can take your character from 'ok' to 'ridiculously powerful'(looking at you, rogues).

I love crafting/blacksmithing in games(but not wasting stupid amounts of time) and these are the things I wish someone had told me before I started.

. The story is complete garbage, the writing is consistently terrible and that obnoxious space goblin can go die in a carpet fire, but the combat system is one of a kind, not to mention absolutely hilarious. It does eventually get a bit too easy when you master it, but in a way that is basically rewarding you for mastering it; at that point you just learned to fully weaponize all the bizarre accidents that you had been bringing upon yourself so you can direct them all towards your enemies.. thanks for the linux version!. When I first started to play this game I found the craftign system annoying because the recipes were not saved and to try to remember them in your head just made it boring. I did not like the crafting sytem at all, but everything else was great. I loved the combat system, I've always been a fan of turn based RPGs. However, I don't like when skill character and skill customization is completely free, because I think it makes the class selection totally pointless. But it is also easy to overlook this and just stick with how I want to develop my characters and pretend that it is as restrictive as I would have wished it was, so it's not a huge biggie.

Eventually I got bored of the game though, because it did not capture me enough. I tried to restart it a couple of times and then eventually the Enhanced version came out and I decided to give it another go, especially as they changed the crafting system a bit with recipes being stored.

I still find it a bit annoying, but this version is so much better yet, and now I intend to finish it. I've already played 80 hours on Enhanced edition, in addition to my 80 hours of my original. But this time, since I did not keep starting over, I have progressed a lot further and I am still into the game, so I hope to finish it. Because of how great the game is I wanted to eventually play D:OS2 as well and support Larian studios, so I just bought it on sale today and am looking forward to play it after I finish the first one.. Amazing Game! It does get a little glitchy here and there but, sometimes it works in your favor haha! I haven't even beat it yet! there is so much to do and so many ways to do it!. Plays like a dream on Linux, very very pretty game. I haven't been this hooked on a game since Guild Wars 2.

This game remains one of the most interesting RPGs I've played in a long time. It's well crafted, has a ton of content, and is a blast on your own or with a friend. I highly recommend this game!

DoS: EE - is a single-player and cooperative multiplayer fantasy role-playing video game by Larian Studios.

This game require a lot of patience in Tactician mode or Honor mode.

I've restarted the game over 10+ times to adjust and try out classes V stats V skills etc etc. Burnt over 20 hours there, until I made my mind and went for my final settings. Elementalist/Necro so cool!

Starting off, you immediately realize that it's taking a lot of cues from very old-school RPGs. You pick one of several classes for your character (Battlemage, Cleric, Enchanter, Fighter, Knight, Ranger, Rogue, Shadowblade, Wayfarer, Witch and Wizard), pick a few skills to go with it, and customize the look of them. You're then thrown into the world, trodding along a beach where you find many interesting things about the game.

Playing the game initially feels similar to a bit of a slower-paced Diablo. You're running around and have to select items on the floor to pick them up. And there's lots of them. I started thinking to myself early on, "Why am I picking up these shells?" and couldn't really explain why, aside from that's just what I do in games with loot. Soon after, you come across your first fight, and this is where it differs greatly from most other RPGs out there.

The combat system is turn based, with each member of the fight, on both sides, having their turns in a set order (the order can be affected by turn-skipping status effects, such as being frozen or stunned). Each character, whether yours or AI-controlled, has a set number of action points they can use for their turn. You can move to a better position, whack a nearby enemy, cast a spell, etc. These all take up your action points, but you are able to end your turn early and save those action points for the character's next turn.

Positioning and strategy are vital for winning any fight in the game, and it's a tough one. It feels incredibly old-school in it's level of difficulty and really rewards players who go around gaining XP through exploration and side-quests, as well as those who are extremely skilled in thinking out how exactly to approach a fight.

There are many factors that can alter what happens when fighting does begin. Rain makes your characters wet, so you conduct electricity a bit better. There could be poison on the ground that could effect where you need to run. All of these can be affect by the player as well. Wanting the enemy to stay at a range? Throw down an ice spell so they have a chance to slip and fall on their backs if they try to move closer to you. Enemies are coming into melee range? Perhaps throw a firebomb in their path to start them burning and cause damage to them before they even get close. It's a fascinating system that I've never seen before in the game, and it makes every encounter so deep that you find yourself scanning the environment, your inventory, your spells and your party set up just to see what is possible for that fight.

In terms of quests in the game, there's little to no hand-holding or help. Your quest log is literally a journal, describing your heroes' journey so far in their own minds, essentially. It makes you explore and think, rather than blindly follow a marker to find your next objective. This resulted in me getting lost repeatedly, for a great deal of time, in the very first city of the game. The number of side quests I picked up was staggering, and the lack of direction just made me try to think outside of the box to try and find any way to progress with my murder investigation. There are even some incredibly fun encounters you can run across in your time with the game, which has a wonderful sense of humour about it.

Divinity Original Sin Enhanced Edition is really Amazing game!

. When I first started playing the game, I really didn't like it and thought it wasn't for me. I decided to do some research on the game and read a guide to help me with quests. Now, I've fallen in love with this game. When it's on sale it's a steal. I immediately bought DOS2 when it was on sale. Give this game a chance, you will fall in love with it.. very good rpg game with unrestricted character customization and offers respect(reallocations of stats, attributes, etc.) if you mess up later in the game, definite must play if you love rpg games.. Talked to a CAT

The cat told me that i am cute while moaning seductively

10V10. If you want good co-op then go for it.. A solid exercise in saving and reloading saves. Also better than any self help book in patience and meditation. Better with buds.. I loved this game so much. I played all of it in co-op with my partner and we had an excellent time. The first few hours are rough and there's a lot of stuff you have to wrap your head around, but once the ball

starts rolling, it's amazing.

The story is good, the writing is excellent, and the voice acting is (surprisingly) outstanding. I also especially loved the music. It may sound like a fairly run-of-the-mill fantasy game soundtrack at first, but it had a unique atmosphere, tone, that grew on me really fast.

This game feels like playing a *really* good Dungeons & Dragon campaign. If I didn't know better, I would have thought it was an official D&D game. The mechanics work really well, allow for a lot of experimentation and interesting level design, and I felt that the game did a really good job guiding us towards a good party composition. We ended up switching the difficulty to easy halfway through and we still had a hard time in some fights but that's because we preferred doing risky things for fun sometimes, instead of always having to obsess about the perfect, optimal decision. I find games to be a lot more fun when they allow more variety in failure states, letting you dip into them, without them instantly drowning you and ruining what you're doing.

For what it's worth, I enjoyed playing with a controller much more than with mouse & keyboard. The controller interface is quite good and I really liked having direct 1:1 control over my character(s). The only downside was inventory management, which was slower and a bit tedious.

Play this game all the way through with your best friend or significant other, you won't regret it.

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