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DIVINITY II – EGO DRACONIS... A NEW TAKE ON THE DIVINITY SERIES

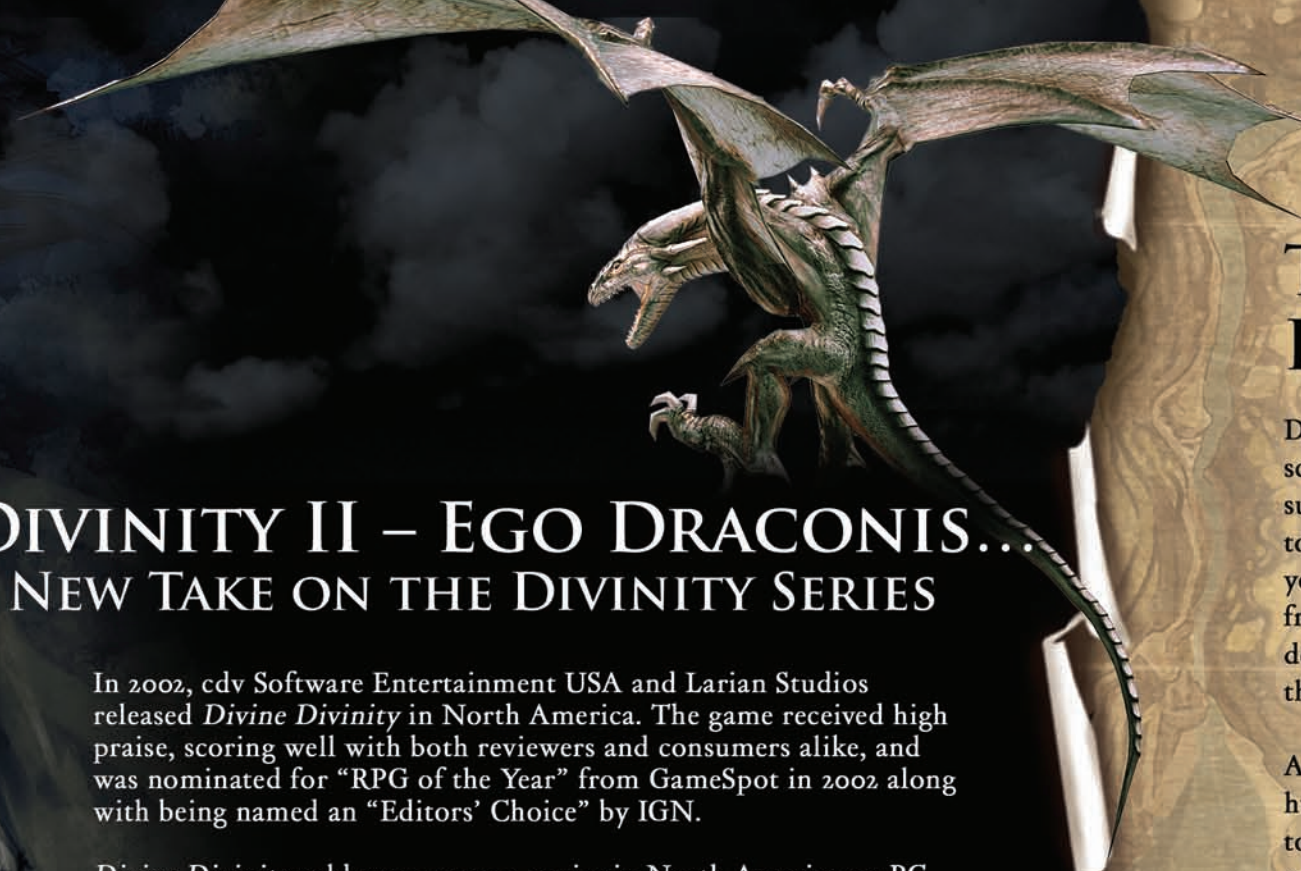
In 2002, cdv Software Entertainment USA and Larian Studios released *Divine Divinity* in North America. The game received high praise, scoring well with both reviewers and consumers alike, and was nominated for “RPG of the Year” from GameSpot in 2002 along with being named an “Editors’ Choice” by IGN.

Divine Divinity sold over 100,000 copies in North America on PC, and was followed by *Beyond Divinity*, which likewise received an excellent reception from consumers and the press.

Now, we are pleased to show you *Divinity II - Ego Draconis* - a ground breaking, story-based action role-playing game that combines a truly stunning, free-roaming world just waiting to be explored, with exhilarating aerial and ground based combat.

In the game, you will get up close and personal in human form – exploring dungeons, grabbing loot and delivering devastating attacks on the many evil denizens of Rivellon – or take to the skies by shape-shifting into a mighty Dragon to explore the mountain peaks and deliver fiery death from above!

You will build your character from the ground up, and continue customizing as you gain experience. You will define a unique Dragon Knight and create your own legend in the world of *Divinity II*.



THE HISTORY OF RIVELLON AND THE DAWN OF THE DRAGON SLAYERS

Divinity II - Ego Draconis brings you back to Rivellon, a timeless world of awe and magic, torn and scarred by successions of apocalyptic wars. What the peace-loving people of the land did to deserve such terrible calamity, not even the gods can say. But as any of their warlords will snidely say, the time to wonder and question quickly vanishes when the Lord of Chaos is slaughtering your kin, burning your cities and sowing the onetime fertile soil with salt. Twice this incarnation of evil burst forth from its hellish dimension to wade in valiant blood against the blackened sky, and twice Rivellon’s defenders would not back down despite appalling losses. Still, victory brought no relief, for they knew that someday, the Demon would be back.

And return he did, sooner than anyone could have anticipated, because evil festered from within: humans, loyal to the Damned Hordes, sought not only to ensure the return of their dark master, but to give his Demonic form human semblance – so that rather than destroy Rivellon, he would come to rule her. This group, known as the Black Ring, was close to achieving their goal and would doubtless have succeeded had it not been for the tireless vigilance of the famed wizard Zandalor and the startling fate of an unsung adventurer named Lucian. Lucian, guided as he was by the forces of good, exposed the Black Ring’s sinister schemes and willingly underwent a daring ritual that infused him with the powers of the gods. So the “Divine” was born.

The Divine fought valiantly, and in the end, vanquished the demon’s minions once again, while apparently rescuing a child, Damian, from the clutches of darkness. However, through time and deceit, Damien’s dark powers manifested themselves; bringing with them a war of the like Rivellon had never seen. In the end, the Divine was destroyed, but not before banishing Damien to another dimension, bringing the war to a tenuous stalemate.

After the great war, both sides took the time to lick their wounds and mankind prepared for yet another war. When this war did not take place after a year and not even after a decade, the good people of Rivellon were convinced Damian no longer posed a significant threat...how wrong they were.

THE ULTIMATE CHARACTER – HUMAN AND DRAGON COMBINED

As a Dragon Knight, you can fight as a human, making full use of many combat skills and spells, or transform into a fearsome dragon, to strike fear and smite the wicked from the skies. A taste of some of your powers in each form follows...

DRAGON FORM

As a Dragon Knight, you have been gifted (some would say cursed) with the ability to shape-shift between human and Dragon forms. Although being ground based, your human avatar still packs a mighty punch, and allows you to explore many areas that would simply be inaccessible to a monstrous creature. But shift to Dragon form and the whole sky suddenly opens up to you.

DRAGON COMBAT

As a Dragon you will face deadly adversaries in the air. As such, you have to be much more aware of your surroundings as danger can come from any direction, including above and below. Your unique Dragon character will gain experience for taking down enemies, just like your human does, and multiple skills can be improved.

Dragon combat involves the tactical use of ranged attacks, most typically fire based abilities, but you will also have access to a wide range of other useful skills, such as healing and shield abilities.

Taking out enemy towers involves different evasive tactics to fighting other flying creatures, and you will have to learn how to react quickly to varying battle environments as the tide of combat

Tactical Dragon combat will bring a fantastic gameplay experience for RPG fans, with full 3D combat action, and the ability to explore the world of Rivellon from a unique vantage point.

HUMAN COMBAT

The world of Rivellon is a treacherous place, and those that would tread in the footsteps of heroes should be well prepared in body and spirit, as the challenges that face them on their epic journey will test the strength of mind and sword arm alike.

As you progress through the game, you will find you grow in experience, and that certain characteristics of your human form will gain in strength and power. Each of these will enhance other abilities, and allow you to fine-tune the disciplines that suit your playing style.

Your main attributes are Vitality, Spirit, Strength, Dexterity and Intelligence. These define the core of your character and in turn benefit other modifiers such as Heightened Reflexes.

You also have a customizable skill set that helps you to further expand and refine your game experience, the tactical use which will turn the tide of many a skirmish. What follows here is a first look at a series of skills that will be available to you as a player.

SOME SAMPLE SKILLS

BATTLE RAGE

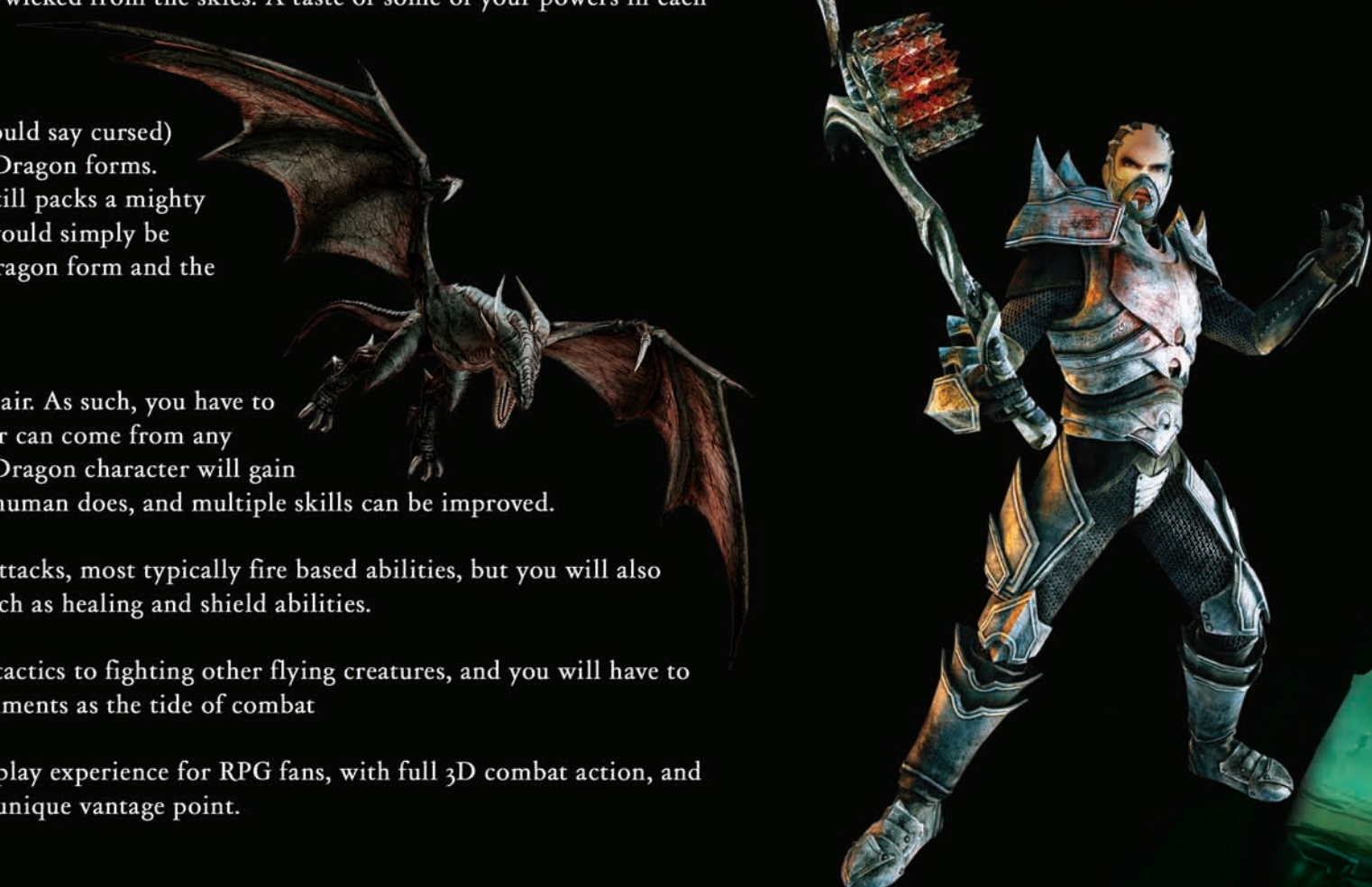
The Battle Rage skill does exactly what it describes: like a mad barbarian would seize upon a poorly protected convent, you launch yourself into the fray, heeding not the danger it leaves you in Or perhaps you prefer to unleash some suppressive fire on your foes before laying the smack down?

EXPLOSIVE ARROWS

The rarest of arrows are perhaps also the most powerful ones. Extremely dangerous in the hands of some bowstring-happy pyromaniac – and absolutely frightening in the hands of a skilled archer – these arrows explode upon impact.

POLYMORPH

With this skill, you can briefly transform those on its receiving end into a harmless ladybug. This is sure to make your life easier and theirs briefer.





THE BATTLE TOWER

Looming like a colossal stone claw over Sentinel Island, stands the Battle Tower, a vast citadel built many centuries ago by Maxos, the Dragon Mage.

It was his house, his palace, his workplace, his laboratory and thus the scene of countless experiments of the most fantastical kind. But what makes the tower a true hub of might and the envy of all who aspire to own it, is its Throne Room, where Maxos could ascend his most proven acolytes to the rank of Dragon Knight, an ability hitherto given only to the Ancient Race of Dragons.

Long the tower and its ruler withstood the ages unchallenged until one day Maxos vanished and his fortress was locked by a seemingly impenetrable spell, which proved to be an insufficient deterrent for the vile necromancer Laiken, who, some two hundred years after Maxos' disappearance, broke the spell and claimed the Battle Tower as his own. Should some adventurer challenge his dominion over this mighty structure though, he or she would gain access to its highly interesting features:

The Battle Tower is a central structure to which you can teleport at all times (once it is yours, that is) using a mystical device called the Dragon Stone. More than that, the tower houses multiple rooms and terraces where different attendants provide a variety of services.



MIND READING

In Divinity II, your character will learn the skill of mindreading. This will allow you to gather valuable information from other characters in the game – knowledge which will help you finish quests more quickly by uncovering secrets that these characters may be protecting. These secrets will lead to shortcuts through quests, which, while making the quests easier, will require a sacrifice of experience points. Choose wisely when determining whether or not to use the mind reading skill, as it will make quests easier, but your overall level progression more challenging. Furthermore, mindreading may affect the quest chain by opening up new opportunities not otherwise available, changing the course of events to come.

Game Information

- TITLE:
Divinity II: Ego Draconis
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dtp Entertainment AG
- DEVELOPER:
Larian Studios
- GENRE:
RPG
- PLATFORM:
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- PC UPC:
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- PC PRODUCT NUMBER:
28015
- XBOX 360 UPC:
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- XBOX 360 PRODUCT NUMBER:
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