

DIVINITY
**DRAGON
COMMANDER®**



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NOTICE

Larian Studios reserves the right to make changes and improvements to this product at any time and without notice. The information contained in this manual is up to date at the time of printing. To improve the player's experience, however, game balancing and gameplay features are subject to change.

For an up to date manual, please visit our website: www.DivinityDragonCommander.com

Epilepsy Warning

Some people are susceptible to epileptic attacks, or loss of consciousness, when looking at some types of strong flashing lights, images in rapid succession, or repetition of simple geometric shapes, flashes or explosions. Those with such susceptibilities are at risk of attacks when playing video games that include such stimulation, even if the person has no medical history or has never experienced such attacks before. If you or a member of your family has already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using this product. Parents should pay particular attention to their children when they are playing video games. If you or your child displays vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, THE USER MUST STOP PLAYING IMMEDIATELY and consult a doctor.

Help -Technical Support

If you encounter difficulties installing or running *Divinity: Dragon Commander*, do not hesitate to contact our technical support department by email or via the official forum.

E-mail: supportDC@larian.com

Technical support: <http://www.larian.com/forums/>

Please include the following information in your correspondence:

- Language and version: Tell us what language you are running and which version you have purchased (LarianVault, Steam, GOG, boxed retail etc).
- Type of problem: Please describe the problem as clearly as possible so that we may help you more effectively. Please include the following information:
 - » When does this problem occur?
 - » Does this problem occur each time you play?
- A DirectX Diagnostic report. Attaching the screenshot to your initial mail will allow us to offer you faster support.

How to make the DirectX Diagnostic report:

- Click *Start*
- Click *Run*
- In the open box, type *dxdiag* and then click *OK*
- In the tool that pops up, click the button "Save All Information" and choose a location for the file.
- Attach this file to your email.

Support Tool

Should this not help you, please download and run the following support tool (www.larian.com/DDC_SupportTool.exe), which will create a diagnostic report.

Please send the *report.xml* generated by the tool to supportDC@larian.com together with the following information:

- Language and version: Tell us what language you are running and which version you have purchased (LarianVault, Steam, GOG, boxed retail etc).
- Type of problem: Please describe the problem as clearly as possible so that we may help you more effectively. Please include the following information:
 - When does this problem occur?
 - Does this problem occur each time you play?

Good to know

If you have problems with the screen display or running the game, or if the game crashes to desktop, you can either change the game settings or your computer's system settings. Please make sure that you are using all the latest drivers for your hardware. Even though DirectX 9.0c is always called by that name, there are different versions of it. You can either download the latest version from the Microsoft website or install it from the DVD from the support folder.

System Requirements

Minimum system requirements: Operating System: Windows XP/VISTA/7; CPU: Intel® Core™2 Duo 2.4 Ghz or equivalent; RAM: 2 GB (XP) 3 GB (Vista, Windows 7); Graphics: NVIDIA GeForce® 8800 GT (512 MB RAM) or equivalent; Sound: DirectX® 9.0c compatible; DirectX® 9.0c; Hard Drive: 15 GB; Network: 256kbps or faster broadband connection

Recommended system requirements: ; Operating System: Windows XP/VISTA/7 ; CPU: Intel® i5 2400 (3.1 Ghz-3.4GHz) or equivalent; RAM: 4GB RAM ;Graphics: NVIDIA GeForce® GTX 550 TI (1 GB RAM) or equivalent; Sound: DirectX® 9.0c compatible; DirectX® 9.0c; Hard Drive: 30 GB; Network: 256kbps or faster broadband connection

GETTING STARTED

INSTALLATION

Insert the Divinity: Dragon Commander DVD-ROM 1 into your DVD-ROM drive. When the Start-Up screen appears, click Install and follow the instructions on the screen.

If the Start-Up screen does not appear, double-click on the "My Computer" icon on your desktop, then double-click the DVD-ROM drive containing the Divinity: Dragon Commander DVD-ROM. Locate and double click on Setup.exe to launch the Start screen. Click Install and follow the instructions on the screen.

*Please note that Steam requires an internet connection in order to install and activate the game on your Steam account.

YOUR CD KEY

You will be asked to enter the unique CD key located on the back page of this manual. You must have a valid CD key to complete the installation process and play the game.

DirectX 9.0c IS REQUIRED

You are required to have DirectX 9.0c installed to play Divinity: Dragon Commander. Even if you are running Windows Vista or higher, you will still need to install DirectX9.0c.

If the installation did not install DirectX9.0c for any reason, please install it manually. It is included on the installation disc.

GAME OPTIONS

Gameplay Options

Adjust options such as enabling Tutorial Mode and Difficulty level.

Video Settings

Adjust graphics options such as resolution, display mode and texture details.

Audio

Adjust audio options such as volume.

Controls

These options allow you to re-configure the controls to fit your personal preference.

Strategy Phase

Configure the Strategy Map Controls in this section.

General

Configure General Controls in this section.

Raven Phase

Configure the controls aboard the Raven Ship in this section.

Combat Phase

Configure the Real-time Strategy combat controls in this section.

Dragon Combat

Configure the controls while in Dragon form during Real-time Strategy combat in this section.

Foreword

Dear player

First of all, let me heartily thank you for buying this game! By doing so you are supporting the designs of an independent developer, and that makes all of us at Larian Studios very happy indeed! I'd even go so far as to say that without the support of players like you, Dragon Commander would never have seen the light of day because this game is very much the type of game a traditional publisher would shy away from. Actually, we've had to self-publish this one because otherwise it wouldn't get made, and it's the support of gamers like you that makes it possible for developers like us to make these one-of-a-kind games.

Somebody recently wrote that Dragon Commander is like a boy's childhood dream come true: you get to become a dragon with a jetpack, you get to conquer the world and you get to charm a princess. Pretty much everything a young boy dreams of :)

To be fair, the writer of that phrase actually managed to capture a large part of the vision behind Dragon Commander. We set out to create an experience in which you are put in the shoes of an emperor. Our grand idea was to let you make important military, political and personal choices, to devise great strategies, lead your troops into battle and support them with formidable powers. In other words: for YOU to feel like you are truly becoming a dragon commander.

The method behind creating that experience was to mix several gameplay elements from our personal favourite genres. Dragon Commander takes its cue from strategy board games, real time strategy classics and of course: role playing games, including our own.

It's funny that this type of medley is rather unique nowadays because in a sense it is the kind of game a lot of us grew up with. Back then, video games didn't have to fit within the confines of one specific, well-defined genre, and developers everywhere were experimenting with all kinds of new forms of gameplay. For a variety of reasons it's a trend that didn't continue, but it's one we have fond memories of, and Dragon Commander is our go at trying to re-introduce this style of game.

We really had a blast making Dragon Commander, and we're very excited to finally be able to place the game in your hands! We're convinced there are many features and possibilities in Dragon Commander that nobody expects, and we hope some of them will make you truly think about how you would organize your world were you to be the one in charge.

We furthermore hope you'll enjoy and remember your game sessions; hope you'll be surprised each time you play the game again and that above all, that it brings you great gaming pleasure!

See you online on the battlefield!

Sincerely,

Swen 'Lar' Vincke

The Story So Far

Rivellon is suffering.

Its inhabitants—humans, lizards, elves, imps, undead, and wizards alike—have endured in bloodshed and brutality for as long as the ancient races can recall. Violence swells like plagued boils on the landscape as rivals wage ceaseless war against one another, sowing discord and reaping death.

This is the world the Architect—and if he was ever called by another name, none knew it—beheld: a world contemptuous of diplomacy and numb to crisis. Swayed by no lesser force than military might, its rulers could never be danced, only dragged, toward peace.

It is uncertain whether the Architect approached the demon or if the demon sought the credulous mortal itself. Perhaps the human craved the solution to war so ardently that he summoned the dream-walker himself. Perhaps the bloodthirsty creature saw in the Architect a welcoming host and came to him in a dream, offering tantalising promises of peace and power. However it happened, the demon revealed war machines of unmatched strength and ingenuity to the hapless mortal, who became the human master of peerless military might. In exchange, the Architect paid an untold price, perhaps a sum wrought from his very soul.

The Architect's intentions seemed pure, and perhaps they truly were. He came to the warlord Sigurd and offered the elusive end to Rivellon's ancient strife. The strange machines in glittering bronze and blazing fire were more than technological curios—they held within them the promise of empire. Empire! Yes, a united realm, in which all races would live together as allies instead of foes. Sigurd was not so foolish to decline and risk letting these indefatigable machines fall into the hands of one who might use them to subjugate rather than to unite. He could not have known that he marveled before the tools of a terrible and ravenous demon.

Alongside his trusted ally, the great wizard Maxos, Sigurd welcomed the Architect into his camp and together, the three began preparations for total war. None questioned the source of the strange machines, and the Architect offered no explanation.

Steered by the wise counsel of Maxos, Sigurd steered led with a warlord's prowess the most feared of the oft-embattled factions of Rivellon. But now, led by the Architect's great machines, they were unstoppable. In a few short years, the three had subdued every warring region within the realm and united them under a single banner.

For three decades, Rivellon enjoyed an unprecedented peace. The chastened

aces prospered in their unity, and Sigurd was a trusted king. For three decades, fields untrampled by the boots of warriors yielded harvest. For three decades, lizards and elves, imps and undead, humans and wizards linked their fates toward mutual prosperity. But the prosperity was too rare, too enchanting in its beauty and strangeness, to be left well enough alone.

The dragon Aurora, peering upon mortal affairs from the realm of the ancients, grew fascinated by the stillness of the once war-torn realm. Intrigued by the mighty yet humble Sigurd and his panoply of strange machines, the great dragon hemmed herself in the form of a woman and paid a visit to court.

This innocent act would spell the empire's ruin. Both Sigurd and the Architect were instantly spellbound by the stranger's unparalleled loveliness; both swore to win her hand, though Sigurd was already a husband of many years; both swore, and yet it was the king who won her affections. When the Architect realised his defeat as a suitor, something within him tore. His longstanding affection for Sigurd became engulfed in a blaze of hateful envy and wounded pride. As Aurora and Sigurd nestled into their fledgling romance, the Architect fled the court.

For twelve months, the Architect showed neither his face nor the tiniest mote of the corruption he brewed. Aurora and Sigurd were bound together in bliss and passionate love, if not by marriage; Aurora never revealed her true nature, and Sigurd never suspected that his companion were anything but the enchanting woman he had met at court. Eventually, their union bore an adored child. Spared an untimely end at the hands of Sigurd's spurned queen, the child was entrusted to the wizard Maxos, who placed him in the care of a loving family. There, he would grow up unknown to any enemies and unaware of the tragedies that followed soon after his birth.

With Sigurd and Aurora enthralled with one another, the Architect plotted violent revenge against his former friend. Consumed by spite, he sold his being entire to the same demon that had granted him knowledge of the great machines so instrumental to peace in Rivellon. The demon revealed the formula for a powerful poison that could bring low even a mighty and ancient dragon like Aurora; in return, the Architect gave up his very body and soul.

Stealing into Aurora's bedchamber on a winter's night, the Architect dispatched the poison. He watched as his one-time beloved withered and perished before the rising of the sun. The grotesque spectacle of her rapid decay, and the knowledge of the anguish the king would now suffer, delighted his vengeful heart.

Sigurd was inconsolable. Bereft of his life's greatest joy, the great king fell into despondence. With the great conqueror asleep at the helm of the empire, the once war-like races of Rivellon found the thread that once bound them swiftly unraveling.

Meantime, the demon was busy. He slithered from dream to dream among Sigurd's

sleeping children, now grown and powerful rulers within the empire, parading visions of the same military machines used by Sigurd to subdue Rivellon. Lulled in impressionable sleep, each heard and heeded the demon's message, believing themselves to be the lone disciple chosen to seize the empire. Thus, unknown to each other, the sons and daughters of Sigurd prepared for war on the capital.

Finally, the dream-walker gave his command: Each nation attacked the capital in a great, infernal strike. The city's walls were quickly reduced to ash; Sigurd, now a useless old man undone by grief, perished in the assault.

The demon, manifested from his own otherworldly hellscape, grins like a wolf over a carcass. His vision of a land torn asunder by chaos and death will soon be realised. The seeds of discord and violence he has long sown have now begun to sprout. Rivellon, so recently blessed with peace, rots like a corpse and the fiend, the demon Corvus, speeds its decay.

There remains a sole defence against the bloodthirsty and heart-poisoned commanders of the war machines that will soon destroy all of Rivellon. The Dragon Knight, the product of King Sigurd's union with the great Aurora, has remained hidden away and uncorrupted by the demon's machinations. Only he, half-dragon, can wield magic ancient and powerful enough to combat the scheming villain.

But the Dragon Knight does not lead the great war alone. At his side, the wizard Maxos offers counsel and guidance. When a thousand mechanical wonders unleashed hell on the capital, Maxos knew the embittered Architect must have been involved and traced him to his ship, the Raven. Surprising the loathsome visage of his one-time friend, the Architect, now infected entirely by the demon, Maxos weaved an ancient spell that bound the fiend to the ship itself, confining him in body if not in spirit. It is this ship that the son of Aurora and Sigurd navigates on his quest to restore order to Rivellon. It is on this ship that the Dragon Knight will wage war not only against the corrupted armies of the empire, but against the soul of chaos itself.

Quick-start of Dragon Commander

In single player mode, you play a campaign that lasts several turns. The number of turns can vary and is fully within your control; fewer turns means a shorter game, and more turns means a longer game. It comes down to how fast you can beat the game (or how fast the game beats you!).

During each turn, you can freely move from room to room on your battleship, the Raven, and make your moves on the Strategy Map.

Aboard the Raven, you can talk to NPCs (non-player characters) to make choices that will impact not only the story, but also combat. You can also research units, unit upgrades and Dragon Skills there.

On the Strategy Map, you can build and move units to capture countries or defend your own. You can also construct buildings on your countries in order to boost your economy, gain more cards or increase your research.

Once you have talked to everyone on the Raven during this turn, and once you have made all your moves on the Strategy Map, you can commit your commands by clicking the *End Turn* button.

Your AI opponent will then also start moving its units on the map. If two or more hostile units claim one country at the end of a turn, they will have to battle for it. To battle for a country, you can choose to go into RTS (real-time strategy) mode, or you can have the game auto-resolve the battle.

If you choose RTS mode, you will enter the RTS part of the game, in which you will enter a 3D map where you'll build units, construct buildings and transform into a dragon to aid your units in combat.

Once all conflicts on the Strategy Map have been resolved, the turn ends.

To win the game in single player mode, you have to capture all Capital countries on the Strategy Map to establish your dominant position in Rivellon.

Character Creation

- Choose your own name so that the bards in Rivellon may chant tales of the conquest of the one true heir to Rivellon!
- Choose the type of dragon that will represent you. You can pick from several uniquely-tuned dragons that each have their own specializations and play out

differently in the game.

After choosing and naming your dragon, you are off to start your conquest to become emperor of Rivellon!

Pause, Continue, Save & Load

***Single player mode**

Press *Continue* in the main menu to start the game from your most recent campaign savegame.

To save your game, open the main menu and click *Save Game*. You can name your savegame, or overwrite an existing one. You can delete savegames by pressing X next to the savegame.

To load a savegame, open the main menu and click *Load Game*. Select the game you wish to load.

In single player, you can also quick-save and quick-load your games by pressing the assigned hotkey.

Opening the main menu from within the game pauses the game.

***Multiplayer mode**

It is not possible to pause a game during multiplayer mode.

If you are playing a full campaign during multiplayer mode, you are able to save your game's progress by opening the main menu and clicking *Save Game* so that you and your friends are able to resume a campaign from that point.

To load a game in multiplayer mode, select *Load Game* after selecting *Multiplayer* on the main menu. Once you have selected the savegame to be loaded, a Lobby will be created that will start the game from where the game was last saved.

note: only the host will be able to save the game and then load it.

Single Player

In a single player campaign, you must strengthen your position as a commander by ruling over the races both through political savvy and by conquering lands with military strength.

You will have to tend to the personal wants and needs of the Generals and Politicians aboard your ship, as well as strengthen the bond between yourself and the racial factions in Rivellon by marrying one of their esteemed princesses.

By making choices aboard the Raven, you will unlock cards, change the way the different races feel about you, and decide how the story unfolds.

This means that you will feel the consequences of your choices aboard the Raven on the Strategy Map both in combat and in research. By interacting with the court, you also start changing their lives and the way they act and think about you.

Aside from all the chitchat in your headquarters, there is also a war to be fought for Rivellon.

This war is fought on a world map that gives an overview of the lands (and races) of Rivellon. This world map is played turn by turn, and makes up the turn-based part of the strategic campaign.

Once conflict arises on the world map, you may choose to go into RTS combat or auto-resolve the conflict.



RPG Elements Aboard the Raven

The Raven is your flagship and you are its undisputed commander. The Raven is full of life with not only a crew, but also Generals at your disposal. Once your political influence spreads, you will also have to deal with the races' representatives, and you will eventually have to tend to your handpicked spouse. Above all, Maxos, the brilliant wizard, will be ready to assist you at all times with insight into the events

that have happened so far.

Your actions on the Raven are directly intertwined with how your Generals, Politicians, Princess and even whole nations will receive you and react to your interactions with them. Each character has his or her own background and story to tell, with his or her own driving motivations. The way you handle these can have significant impact on your standing with others, so make sure to favour the right people at the right times!

The Strategy Map and real-time battles are also influenced by your affinities with your ship's inhabitants or races, which will have an impact on your conquest of the lands of Rivellon.

There are many possible scenarios aboard the Raven, and as such there are multiple stories to discover during your conquest. Be sure to traverse diverse paths, as one is never the same as another!

Remember: Every action you take will produce a reaction, and NPCs will behave differently towards you depending on your choices. Some choices may even have a larger impact than mere personal conflicts. As you will discover, there is a darker path to take, a looming presence lurking on the Raven that may hold influence over those seeking ultimate power. Will you be willing to pay the price for total conquest? Perhaps you will find—or lose—yourself as the stakes increase.

Sections of the Raven

There are several rooms where NPCs gather, though some may only become available once specific events have taken place. Be sure to visit each of them regularly for a rich exploration of the story.

•**The Bridge:** This is the heart of your ship, where you will make strategic decisions while surveying the world map. Apart from being the main control room, there may also be occasions where the Generals or Council Members seek your assistance when issues arise.

•**The Throne Room:** In addition to holding your rightful throne, this room also functions as the gathering point of the Politicians who will try to convince you to take their sides regarding the establishment of a new order in Rivellon. They will ask for your support and guidance in political endeavours, which in turn will directly influence your standing with them and the nations they represent. Whether or not your decisions are favourable to these politicians will influence the goings-on aboard the Raven and those upon the battlefield.

•**Personal Quarters:** Every emperor needs his rest, and your personal chamber is your respite from the trials of war. However, your bed will not remain only yours forever; your Princess will make her entrance here and shall decorate the room to

her liking. One should always make sure her mind, among other things, is at ease.

•**The Bar:** Apart from a relaxation area for your crew, many a General and Politician drops in here for a chat and a beer. Be sure to hear their opinions on how you are doing and how the war is evolving!

•**Engineering Bay:** What better place for an Imp than in the bowels of a mighty warship? As such, here is where you will find Grumio, the head engineer who will happily tend to your warmongering needs. Talk to him to bring up the unit research panel.

•**Royal Chamber:** This room functions as a study for your greatest ally: Maxos. A powerful wizard and good friend, he will gladly give you insight into Rivellon's events, as well as bolster your dragon powers. Talk to him to bring up the dragon research panel. They say however, that this room is also the portal to something far more powerful than Maxos, and far more dangerous...

Research



Research is done by gathering Research Points and investing them in unit research, unit upgrade research or dragon power research.

Research points are what fuel the development of your engines of destruction. They are gathered by occupying countries on the Strategy Map. The more countries you occupy, the more research points you gather, allowing for faster research.

Strike a balance between spending points to fund unit research and spending them to improve your personal combat skills; both of these require the same resource! An army is nothing without a powerful commander at its back, but a

powerful commander with a weak army is also doomed to fail.

Researching Units

To research units in the single player campaign, Grumio is always willing to lend a helping hand. He will help you construct and upgrade your machines of war. To visit him, click on the *Engineering Bay* icon onboard the Raven and speak to him by left-clicking.

Click the research panel to start researching units and their skills.

You will first have to research the unit before you are able to start researching specific skills of that unit.

You can opt to pick the normal time for Grumio to research the chosen project (ranging from 1-4 turns), or you can choose immediately to have it at your disposal, a function that carries a heavier cost in research points.

Multiplayer: To research in multiplayer mode, right-click on your Capital's country and a selection menu will open up. The icon on the right (depicted as an Erlenmeyer Flask) will open the research menu once you left-click on it.

Researching Dragon Skills

To research your dragon skills in the single player campaign, Maxos is ready to teach you his wisdom...at a cost. To visit him, click on the *Royal Chamber* icon onboard the Raven and speak to him by left-clicking.

Ask him for his research, and the research panel will appear. From here, you are able to pick the Dragon Skills you wish to research. Each Dragon Skill has its own cost and research time and, as with the units research, you are also able to click the *Buy Now* button, which teaches you the skill immediately for a heavier cost in research points.

Multiplayer: To research in multiplayer, right-click on your Capital's country and a selection menu will appear. The icon at the bottom (depicted as a Dragon's Eye flask) will open the research menu once you left-click it.

Strategy Map



The actual war is played out on the Strategy Map, which is an overview of the entire world you are fighting for. Each player has a turn during which he/she can make his/her moves. After every player has ended his/her turn, resolutions will be played.

Countries on the map start off as divided between players (or AI) or as neutral zones that are fit for capturing.

Once a country has been captured, it will receive the assigned colour of its conqueror.

In single player mode, countries also belong to certain races. Each race has a particular affinity towards you, depending on your choices aboard the Raven. This may have a positive or negative impact on your campaign, such as improving or reducing the amount of resources available to you, or causing you to receive more or fewer cards to play on the battlefield.

Goal

Your conquest will start out small, but don't fret, Commander: The ultimate goal is complete and utter dominance of Rivellon. There is only one rightful heir to the throne, and that honour is yours!

Essentially, the forces you are commanding will have to reign supreme over your usurping half-brothers and sister. Only when all of their kingdoms lie in ruin and your forces have seized control over their territory can you claim the title of the true Emperor of Rivellon! However, as you will discover, there may be more

powers at play than just your power-hungry half-siblings...

Both in single player and multiplayer modes, an enemy faction will be defeated when you have taken over their Capital country. Once a Capital has been captured, their entire remaining kingdom and army left on the Strategy Map become yours to further fuel your warfare.

*Camera Controls**

**Controls can be found in the Options menu and most keys are able to be re-configured to your desire.*

To move around the Strategy Map, hold the left mouse-button and drag over the map or move your mouse cursor to the sides of the map, or use the arrow keys.

To zoom in and out, scroll with the middle-mouse button or press the assigned hotkey.

Resource Management

There are several types of resources in *Divinity: Dragon Commander*. The Strategy Map and the real-time strategy both have their own types. The following resources are found on the Strategy Map:

•**Gold:** Gold is your main income, generated by holding countries. Each country has its own individual income, indicated by a sack of gold. The number inside shows how much gold the country generates per turn. Certain elements, like Economy Cards and Goldmines have an impact on income. Gold is used to fund troops on the Strategy Map, as well as to construct buildings and buy cards from card shops.

•**Research points:** Research is what funds the development of your army and Dragon Skills. Occupying a country gives you research points to be spent the next turn. The more countries you own, the more research will flow in and the faster you will be able to start research on more expensive tiers of units and skills.

•**Entrenchments:** Entrenchment is not an actual resource to be spent, but is nonetheless very important in defending and invading countries. Each turn, countries you own that are surrounded by other friendly countries gain a bonus to their defence. The higher entrenchment a country has, the more their territory will be defended when going into real-time combat, making for a tougher battle for the invader. Entrenchment will automatically deteriorate when the country is lying next to an enemy-owned country and/or when enemy units are stationed beside it. In this case, the entrenchment will go down each turn until it reaches the basic level of entrenchment, providing no bonuses to the defender at all. There are also cards available that may be used to increase or decrease a

country's entrenchment.

Moving Units

To move units on the Strategy Map, left-click and hold the mouse button to drag the units into another country. Once released, the units will move into position as ordered.

If your unit consists of multiple units of the same type grouped together, then the Army Splitter will help you move only your desired number of units to a different country. Each type of unit has its own pre-set number of movement points. Movement points function as the number of countries a unit can cross per turn. For example, Infantry –based units can only move one country per turn while higher-tech and air units can move over several countries per turn. Hover over a unit on the Strategy Map to view the number of available movement points, indicated by the letters *MP*.

Capturing Countries

Because air and naval units are unable to take hold of land, you will need ground-based troops to capture any country. If you invade a country with solely air or naval units and eliminate any enemy troops present, the country will still be in possession of your foe until you move your ground-based troops into the country.

If your units have multiple movement points, they may move over a country that does not have enemy units stationed in it, into another. This way, you may capture several countries at once if your enemy is reckless in his/her defence of their kingdom. Keep in mind, however, that as soon as your units come into contact with enemy units, they will stop their movement and go into battle, as it is not possible to skip an enemy country to arrive in a further one if the enemy country has units present. Neutral countries are indicated by having a colourless border. They will come under possession of the first player that comes into contact with them by moving friendly troops into or through the country.

Note: In single player mode, there may be neutral units positioned on these lands; these units will also join the ranks of the player that captures the country.

Transport Functionality

To move units into a Transport, you first have to make sure the Transport is in the same country as the units you want to move. Left-click and drag your units onto the Transport. Once you release the mouse button, the units will be placed inside the Transport. The Transport can then be moved separately to its designated position. (Take into account that a transport has limited space and can only carry a certain number of units. Heavy units will also take up more space than light units.)

Once you have moved a Transport, you can choose whether or not your units should disembark. To deploy units that are inside a Transport, right-click on the Transport and the units will be fielded on the country in which your transport is located.

Building Units

To build new units on the Strategy Map, right-click on your Capital or on a country that has a War Factory built on it. Now left-click the *Buy Units* option (indicated by a dollar sign icon), and you will be able to build units from the selection screen. Either left-click the counter, or type in the number of units you wish to buy and hit *OK*.

The maximum number of units you can buy on a country per turn is determined by the amount of gold that the country makes each turn, e.g. if a country has 5 gold income per turn, 5 units may be produced on that country.

Constructing Buildings

To construct buildings on the Strategy Map, right-click on a country that does not have a building on it and left-click the *Build* option, depicted by a War Factory icon from the panel. You will be able to choose from a list of buildings, each with its own specific function.

Be cautious of where you construct your buildings, as when you lose countries to enemies, the enemies will also gain control over any building constructed upon the land.

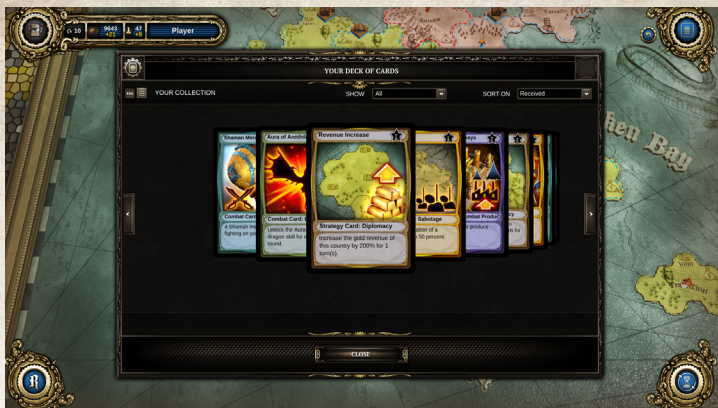
Selling Buildings

To sell buildings on the Strategy Map, right-click on a country that has a building present and select the *Sell* option. You will be refunded half the cost of the building and will be able to construct a new building on the target country.

Removing Your Last Action Done

The *Undo* button is featured in the top right corner of the UI (displayed as a returning arrow) and can be activated to remove your last action done on the Strategy Map. When used, your complete last action taken will be deleted and all resources lost in the action will be returned. The function can be used multiple times in a row, reaching back to the starting point of that turn.

Playing Cards



To play cards on the Strategy Map, right-click on a country to open the menu and left-click the *Play Cards* option, depicted by an Ace. From here, you can deploy the cards you wish to use. Note that the type of the card will determine where it can be used. For example, an Economy card may only be played on friendly countries, and a Destroy Building card may only be used on enemy countries.

You are able to see an overview of your cards whenever you right-click on friendly or enemy countries. From this menu, you can filter through your cards and decide which to use.

Card Types

There are several card types in the game, each with their own uses. Well-placed cards may turn the tide of battle, make your economy bloom, or disrupt your opponent's buildings or defence.

Strategic Cards: These cards range in capability from destroying buildings, to boosting economy, to stopping an enemy from attacking you. Strategy Cards, as the name implies, are played solely on the Strategy Map and aim to give you an edge before going into battle.

Mercenary Cards: Mercenaries are hired guns that are activated during the deployment phase before actual combat. These cards may range in capability from a group of Troopers to a heavy Juggernaut flagship. Use these cards to catch your opponent off-guard, or to increase your army's potency in a big battle. Mercenary Cards are solely played during the deployment phase before combat.

Dragon Skill Cards: The deployment of these type of cards give your dragon the ability to equip a skill that you otherwise may not have in possession. This way, your dragon may wield a very powerful skill that can cause havoc during battle without having completed the necessary research. Dragon Skill Cards are solely played during the deployment phase before combat, and these skills will disappear after the real-time combat is over.

Unit Buff Cards: These cards are a one-time use buff on a specific unit type in real-time battle. They affect the statistics of a specific unit type in a beneficial way, giving your troops more power in combat. For example, Troopers may get an increase in attack speed or damage during the entire real-time battle. They are solely played during the deployment phase before combat.

Unit Debuff Cards: These cards are a one-time use debuff on a specific unit type in real-time battle. They affect the statistics of a specific unit type deployed by the enemy in a detrimental way, reducing their power in combat. For example, enemy Hunters may get a decrease in movement speed or in damage done during the entire real-time battle. They are solely played during the deployment phase before combat.

Faction Cards: These cards will only appear in single player and will benefit the player throughout the remainder of the campaign. Once you have reached a certain affinity with one of Rivellon's Factions, they will lend a helping hand out of gratitude and bestow the player with a beneficial bonus that varies per Faction.

Ending Your Turn and Turn Orders

When your turn has ended, all the moves you have ordered will be carried out on the Strategy Map. Units will be created or moved, buildings will be constructed and will commence giving resources, employed cards will play out their effects, and battles will begin wherever armies collide after each turn ends.

In multiplayer mode, whoever goes first is determined by round-robin. For example, if there are 4 players in a game, player 1 gets his/her first turn's moves executed first, then player 2, then player 3 and lastly player 4. Turn two, player 2 will get his/her moves executed first, then player 3, then player 4 and lastly player 1. The next turn, player 3 will be first, then player 4, then player 1 and lastly player 2, and so on.

There will be a set amount of time a player may take during their turn or the battle deployment phase. This time can be adjusted in the Lobby by the host.

Conflict Resolution

When two or more armies end up on the same country on the Strategy Map, they

must fight for it.

In single player mode, you are able to choose if you will direct the battle yourself and go into real-time combat with your dragon, or if you will let one of your Generals (or militia, if you have already assigned a General) do the fighting for you. The latter will result in an auto-resolve.

In multiplayer mode, all players receive the deployment screen where they can assign cards and Dragon Skills, and there is no limit to the number of real-time battles led by your dragon that can be had per turn. There is an option to choose auto-resolve should all players opt for it.

Direct Combat

In single player, if there are multiple fights during a single turn, you will have to make strategic decisions for how to resolve the battles successfully. During each turn, you may only direct one fight yourself in real-time combat, and only one General may take the lead in another fight. If there are still other battles to be fought, these will have to be led by that country's militia. In this case, you won't receive the benefits a General would otherwise give.

If you choose to fight yourself, as a dragon, you are prompted to the deployment phase, where in addition to deploying your cards, you will also be able to assign your Dragon Skills.

To deploy your cards, simply left-click on the empty squares at the bottom of the user interface to see your available cards, and click on them for deployment onto that space. Your enemy can always see three of your cards, while two cards can be hidden from your enemy's view, as indicated by the closed- and open-eyes icons.

Once you have selected your cards and Dragon Skills, press *Start Battle* to enter the real-time strategy battle and unleash the Dragon!

Dragon Skills Deck



After selecting to do battle yourself, before heading to the real-time Strategy Map, you will be able to select which Dragon Skills to take with you to battle. Select the skills by left-clicking on them from the list and drag them into the skill bar on the hotkey you would like them to be bound. Dragon Skills are interchangeable on this screen, but will not be able to be changed during the real-time strategy battle.

Auto-Resolving

Auto-resolving is an automated calculation of the armies that are clashing with each other on the Strategy Map. It is useful for the commander that has fought battle after tiring battle and wishes to take a breather, letting his General or his Imperial Army do the work for him.

The winner is determined by the general efficiency and composition of the clashing. A general guideline of unit efficiency can be found in "Units and Unit Upgrades" on page 33.

Keep in mind that even though you may have the statistical advantage over your opponent, victory is never fully guaranteed when auto-resolving. The chance calculated is still a dice-roll considering many variables. Therefore, the victor of an auto-resolve may very well be the army that would have had the least-expected chance of winning.

In single player mode, you can choose one of your Generals to lead the battle. Each general has their own specialty, such as attacking/defending/ground combat/ naval combat/air combat– this however, will cost a portion of gold, as a General

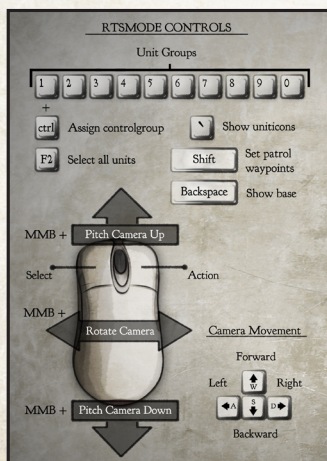
influences your chance of winning the battle. If no General is available or you do not wish to pay their fee, you will have to rely solely on the Imperial Army itself to do the fighting and receive no bonuses that Generals would otherwise give.

Another way of swaying the battle's chance in your favour is by deploying certain cards that may help your army or its composition before resolving the battle.

In multiplayer mode, there are no Generals and auto-resolve will only be triggered if all parties included have chosen auto-resolve. Should one player choose "Battle", all players involved will be prompted to the real-time battlefield to duke it out.

Real-time Strategy Controls

Below is a list of basic controls for the real-time strategy portion of *Divinity: Dragon Commander*. Controls can be found in the *Options* menu and most can be reconfigured to your desire.



Camera Controls

To move the camera's position, hold the middle-mouse button or press the assigned hotkey while looking around to adjust the camera as you like.

To use the camera zoom, scroll up or down with the middle-mouse button or press the assigned hotkeys.

To move the viewing field without adjusting the camera, press the assigned hotkeys or move the mouse to the edge of the screen.

Selecting Units and Movement of Units

To select a single unit or building, left-click on the unit/building and it will be under your command. To select multiple units or buildings of the same type, double left-click on a single unit/building and all will be selected. To select a multitude of different unit types or a group of units, hold the left mouse-button and drag over the units to enable box selection of your units – they will now all

be under your command.

To move with your selected units, right-click on the map or on the mini-map; your units will now move to the targeted position if they are able to cross the terrain. Ground units are limited to passable ground terrain; naval units may only traverse water. Air units have larger movement freedom and can move over otherwise impassable terrain for ground or naval units, such as mountains, slopes or water.

- The *Move* button makes your units move to the indicated position. Your units will not attack enemy units while being assigned to move.
- The *Attack Move* button orders your units to move to the indicated position while attacking anything in their path.
- The *Stop* button functions as a full stop to your units' current actions and activates their normal behavior pattern.
- The *Patrol* button makes your selected units patrol a designated area from one assigned position to another and will prompt them to attack enemy units that pass near them.
- The *Hold* button functions as a full stop to your units' current actions and holds them in position. Units will still retaliate from enemy fire, but will not move to pursue.

To make your units perform multiple actions in a single command, hold *Shift* while performing any of the above commands. Each command given will be executed consecutively by your units. This feature also allows you to assign multiple skills, to be used one after another.

Unit Skills

To activate unit skills, left-click to select a unit, then left click on one of the *Skills* icons in the bottom-right of the UI, or press the assigned hotkey. Researched skills will be present there.

Passive skills are shown on the same area and are indicated as non-clickable buttons.

Control Groups and Selecting Types of Units in Group

Single units, groups of units or buildings can be assigned to a control-group. To form a control-group, select your unit(s) or building(s) and press CTRL + *your assigned hotkey*. Whenever you press this hotkey, the unit(s) or building(s) will instantly be at your command.

Use *TAB* to shift between unit types within a group. This allows units in a group to be assigned the usage of their skills without losing full group control.

Resource Management

The following is a list of the resources found during real-time strategy battles:

•**Recruits:** Recruits are the battle-ready population a country has. Each country has its own number of Recruits, as indicated on the country by the number under the *houses* icon. Recruits are the lifeblood of your army, as each unit costs a specific number of Recruits to field in real-time combat. Each recruited unit is subtracted from the overall number of Recruits whenever it is deployed. When the total Recruits counter hits 0, it means the country is out of Recruits to field for that battle, and the battle will be nearing an end.

Recruitment Citadels sway people to fight for your cause, increasing the number of Recruits available to you. The more Recruitment Citadels you have, the faster the Recruit count will pour in. You will also gain an extra number of Recruits to bolster your army whenever you fully capture a Build site (e.g. when it is completely under your control).

•**Support:** Support is the sustenance a country can provide to an army. The size of the army you can field in a country depends on that country's capacity to support it. Support will always be a set number at the start of the game and can be increased by building or capturing Recruitment Citadels and holding control over them. When your army hits the Support limit during real-time combat, you cannot field more units at that time and will only be able to replace destroyed units. When a unit is destroyed, the Support is given back to the player. Support is not linked to Recruits and each unit has its own separate Support cost.

In single player, having a good affinity towards specific races will help you gain more support when fighting in countries populated by those races. As such, fighting in a country in which a race is fond of you will yield you greater support than you would get from more hostile countries. Be sure to choose your allies wisely, Commander!

Any army that engages in combat on the Strategy Map and is thrown into a real-time battle will count towards the player's Support limit allowed in that battle. It is fully possible to go into a real-time battle with armies larger than the allowed Supply limit, but that player will be Supply blocked until his/her army dwindles in size.

In multiplayer, Support cannot be influenced in any way on the Strategy Map.

•**Entrenchments:** For information on what Entrenchment is, please refer to Strategy Map's Resource Management ("Entrenchments" on page 17).

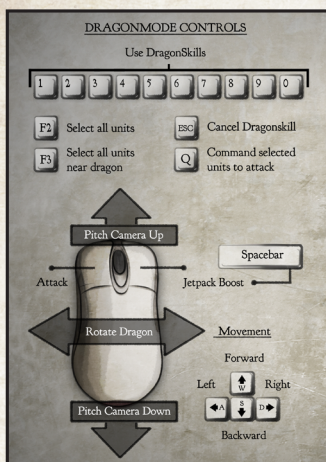
Entrenchment is not an actual resource, but is a very important factor in defending and invading countries.

Entrenchment will greatly influence a defender's position on the real-time Strategy Maps. Depending on its percentage, a defending player will receive more base defence such as turrets, may begin with a group of units ready for battle and may start out with several production facilities built from the get-go. In comparison, an attacker or defender that has no entrenchment will only start out with a Recruitment Citadel and has to build up his/her base from scratch.

In order to break through a country with maximum Entrenchment, be sure to invade with an overwhelming force, use a card to reduce Entrenchment or bleed out your opponent by capturing surrounding countries first!

Dragon Mode

Dragon mode is where you, the commander, become the Dragon! As an embodiment of destruction and power, you are able to turn the tide of combat by yourself – that is, with the right skill-set and tactics!



To spawn your dragon, you will need to be in the vicinity of allied buildings or units; you cannot summon your powerful avatar just anywhere!

Your camera will change to a 3rd person action perspective and you will be in direct control of the unit, able to fly freely across the battlefield and around the map during real-time strategy.

The Dragon also sports a jetpack, a spectacular piece of technology that accelerates the Dragon's speed during flight, but keep in mind that the jetpack needs to recharge over time and thus cannot be used without pause. To attack as the Dragon, press left-click to shoot your standard attack, and click multiple times for multiple attacks. Your attacks cause

fatigue in your dragon as indicated by your reticle. When the reticle is filled, the Dragon needs to recover and cannot start firing until the reticle is empty again.

To dodge certain incoming projectiles that are aimed at your dragon, press right-click while strafing in a certain direction to perform a dodge move. This is especially useful for dragon versus dragon fights – keep in mind this uses the same fuel as the jetpack boost!

You will also be able to use your special Dragon Skills to wreak havoc on the battlefield or support your units in combat. Deploying these skills happens during the deployment phase before combat.

You are also able to move and attack with your units while being in control of your dragon.

Capturing and Constructing Buildings

Building sites start off as neutral and need to be captured before you can build on them. You can capture build sites by moving your troops near the site. This

will gradually turn the build site from white (which is the neutral colour) to your faction's colour, indicating it is in your control. The more units near the build site, the faster it will be under your control. Capturing enemy-controlled build sites happens in the exact same manner.

There are four types of building sites to be found in the real-time Strategy Maps. Each building site can support its own type of building.

- Recruitment Citadel build sites can only be used to support Recruitment Citadels and will likely be the strategic focus on many maps. Defend these vigilantly as they are your main resource income.
- Land Build sites are your standard build sites where your production facilities such as Battle Forges, War Factories and Aerofactories can be built.
- Sea Build sites function in the same manner as Land Build sites, except that they are meant to support solely Shipyards or Aerofactories.
- Turret Build sites are your standard base defence and are able to be used for any type of Turret.

To construct buildings, select an empty build site which you control and click on the building's icon in the UI or press the hotkey assigned. The building will now gradually be constructed until finished.

Building Units

To build units, left-click to select a production facility (Battle Forge, War Factory or Aerofactory) and left-click on the icon of the unit(s) you wish to produce, or press the assigned hotkey. Up to 5 units at a time may be in queue for production per building.

Waypoints

A waypoint is a designated position where your units will move after being recruited from a production facility. To assign a waypoint, left-click to select a building and then right-click on the map or mini-map. The waypoint will be assigned and newly-produced units will move to that position.

Selling buildings

It is possible to sell a building that may no longer have any use to the player. To sell a building, select the building you wish to remove and click the *Sell* button in the UI, or press the hotkey assigned. The building will now be sold and the build site

will be free to be built upon once more.

Full-health buildings that are sold in this fashion will refund half of the building's resource cost back to the player. Damaged buildings that are being sold will refund a portion of the resource cost appropriate to the building's damaged state. The more damaged a building is, the less resources will be refunded upon selling.

Multiplayer Mode

Steam

You must be logged in to Steam to be able to play multiplayer games online. Local Area Network games can be hosted offline and do not require an internet connection.

Multiplayer matches can be found by clicking on Multiplayer in the Main Menu screen. You will see a list of active games. You can join or create Lobbies, join random games or gather with friends to start up a game. In the Lobby you can set team alliance, add AI allies or opponents, change dragon types and change team colours.

You are able to chat in the Lobby as well as during the Strategy Map and real-time combat phases, where both All Chat and Team Chat are available by pressing the assigned hotkeys.

Games can be created both online or in LAN by selecting either option in the Lobby screen.

The Refresh button in the lower-left corner will refresh the list of currently available games.

You can rename your lobby by clicking the 'Rename' button in the top right corner.

Password protection can be added to a lobby by clicking the 'Set Password' button in the top right corner.

Unwanted player(s) can be removed from a Lobby by clicking the 'X' button next to his/her name.

When creating a game, you can choose either a skirmish battle or a fully-fledged campaign. Up to 4 players and AI can compete in these modes in a team-based battle.

In order to start the game, players will need to click the Ready button to indicate

they are ready to commence combat.

- Skirmish:** A real-time battle between 2 to 4 players, favouring direct combat on a chosen map rather than a drawn-out war on the Strategy Map.

- Campaign:** A full domination campaign for 2 to 4 players, chosen from a range of Strategy Maps. A campaign functions largely as the main game, without the Raven and storyline involved. Players will have to duke it out both on the Strategy Map and in real-time battles until one (team) has total dominance over the world.

- Loading games in multiplayer mode:** You are able to resume your campaign game with friends by selecting Load Game after selecting Multiplayer on the main menu. Once you have selected the savegame to be loaded, a Lobby will be created where your friends may join to resume from where the game was last saved.

Good old Games

For more info on the Good old Games version, please visit the official Dragon Commander website:

<http://www.divinitydragoncommander.com/>

Buildings list

Strategy Map Buildings

On the Strategy Map, there is an assortment of constructible buildings that are beneficial in different ways. Goldmines increase your income, Taverns help you gain Mercenary Cards, and you'll discover many more as you play.

Real-time Strategy Buildings

• **Recruitment Center:** This building is your bread and butter, as it increases the number of Recruits to bolster your army. The more Recruitment Centers you own, the higher the number of ready-and-willing Recruits you have available to you, until the total capacity is met. You also gain an increased Support cap for every Recruitment Center you own. Every player starts with one Recruitment Center as a standard and needs to venture out onto the battlefield to capture and build more.

• **Battle Forge:** This is your standard production facility for Infantry-based units. Troopers, Grenadiers, Warlocks and Shamans are all produced from this building.

• **War Factory:** With advanced tech comes a new facility, and you'll need a Factory to produce machinery-based units. Hunters, Armours and Devastators will make their way to the battlefield from this building.

• **Aerofactory:** The Airport is the production facility of Air-based units such as Imp Fighters, Bombers and Zeppelins.

• **Shipyards:** A Harbour functions as the production facility of your fleet. Transports, Cruisers and Juggernauts are all produced in the Harbour.

• **Ground Turret:** Basic ground-to-ground base defence that fires at a single enemy unit.

• **Air Turret:** Base defence that is only able to shoot Air units with great efficiency.

• **Mortar Turret:** Long-range splash damage base defence, meant to destroy clusters of enemy units.

Units and Unit Upgrades

There are plenty of unit upgrades in the game. Using these wisely is key to victory on the battlefield! Here is a comprehensive list of researchable upgrades:

•**Trooper:** The basic, most standard unit fit for all-around ground combat; strength in numbers.



Strong against: Infantry-type units; in large groups can be quite effective against any ground-based units.

Weak against: Higher tech units; splash damage units such as Bomber Balloons and Devastators; Air units

Upgrades:

» *Troopers Enhanced Engines:* Increases the movement speed of your Troopers.

» *Spoils of War:* Allows Troopers to fully capture enemy buildings. The building, once captured, will be under your full control for the remainder of the battle.

» *For the Empire!:* Your Trooper's core overloads, disabling his main attack and making him explode upon contact with enemy units or buildings, dealing significant damage but destroying him in the process.

•**Grenadier:** The first unit with anti-air capabilities; has a long attack range and is an excellent choice against heavy armoured units. Strong against: Armours, player dragons and Air units (when in sizeable numbers)



Weak against: Hunters; splash damage units such as Bomber Balloons and Devastators

Upgrades:

» *Imp Binoculars:* This increases the attack range of your Grenadiers.

» *Enhanced Explosives:* Your Grenadiers will gain a significant increase to their area-of-effect damage impact.

» *Chemical Warfare:* The Grenadiers will fire off a hazardous projectile that diseases enemy units upon impact, dealing damage over time; activated ability.

•**Shaman:** Functions as a field medic; capable of healing others in and out of battle; very fragile and cannot defend himself; has multiple skills at his disposal.



Strong when mixed into armies as support, but weak when left alone as he has no attack and is easily taken down without allied units to cover him.

Upgrades:

» *Cripple:* Casts a spell upon the enemy to paralyze and root them in fear. Enemy units will be held in place and unable to retaliate for the duration of the spell.

» *Immunity:* Casts a protective shield around the target friendly unit, increasing its defense significantly.

» *Charm:* Allows your Shamans to take full control over mind and body of an enemy unit, enabling you to use that unit against its own master for the duration of the spell.

•**Warlock:** Slow, but dangerously disruptive unit capable of casting several offensive spells.



Can defend himself, but is not meant to fight for an extended duration as the unit is slow and unable to take out the heavier units by itself. Meant to be used as an offensive spell caster, not a direct combat unit.

Upgrades:

» *Cloak:* Casts a spell that shifts your Warlocks into hiding in the shadows for a limited amount of time, where they may escape to live another fight.

» *Meet the Beetles:* Turns an enemy unit into a harmless ladybird, disabling its attack and usage of spells for a limited amount of time.

» *Death From Above:* Summons fire and brimstone from the sky to rain down upon your enemies, dealing massive area-of-effect damage over the target area.

•**Hunter:** Fast moving, guerrilla-type fighting unit.



Strong against: Infantry type units, Air units and player dragon (when Hunter has 'A Bird in the Hand' researched)

Weak against: Devastators, Armours, Juggernauts, Air units and player dragon (when Hunter has 'A Bird in the Hand' researched)

Upgrades:

» *Revelation:* Enables your Hunters to detect cloaked units in an area around them; passive ability.

» *Teleportation:* Hunters are able to teleport to a distant friendly unit, enabling for fast travel across the map.

» *A Bird in the Hand*: Equips your Hunters with rockets, enabling them to effectively fire at air units.

• **Armour**: Good all-round offensive and defensive unit; can take a lot of punishment before biting the dust.



Strong against: Infantry type units apart from Grenadiers, Hunters, Devastators

Weak against: Grenadiers, Air units, player dragon, Juggernauts

Upgrades:

» *Public Transportation*: Armours gain the capacity to load and unload Troopers and Grenadiers, transporting them over the battlefield.

» *You're Mine*: Allows your Armours to drop ground mines into the field, which will explode upon contact with enemy units.

» *Short Sharp Shock*: Your Armours will release a powerful shockwave, dealing massive damage to nearby enemy units in contact with them.

• **Devastator**: Siege-type unit, strong in assaulting fortified positions and holding the line.



Strong against: All ground-based units in general, especially when clustered together

Weak against: Armours, Air units and player dragon

Upgrades:

» *Devastator Enhanced Engines*: Increases the movement speed of your Devastators.

» *On the Double*: Allows your Devastators to fire their cannons twice in rapid succession, reducing single-shot damage but significantly increasing overall damage done; passive ability.

» *Besiege*: Enables siege-mode, which allows Devastators to fortify their position in place, giving up mobility for increased attack range. Devastators are able to go freely in and out of siege-mode on command.

• **Imp Fighter**: Dedicated anti-Air unit, has a limited attack on ground units with research unlocked.



Strong against: Air units, if wielding the 'Bombs Away' upgrade; Armours, Devastators, Juggernauts, Infantry type units apart from Grenadiers

Weak against: Grenadiers, Hunters with 'A Bird in the Hand' researched, Ironclads

Upgrades:

- » *Bombs Away:* Equips your Imp Fighters with bombs, which allows your Imp Fighters— who are otherwise dedicated anti-Air units— to attack ground units.
- » *War of Attrition:* Imp Fighters' attacks will slow down their enemies' attack speed.
- » *Iron Plating:* Gives a significant health boost to Imp Fighters by upgrading their materials.

•**Bomber Balloon:** Dangerous against clumped-up units; very powerful anti-ground attack but susceptible to Anti-Air.



Strong against: All ground-based units in general apart from large groups of Grenadiers; even more effective when enemy units are clustered together

Weak against: Large groups of Grenadiers; Hunters with 'A Bird in the Hand' researched; Imp Fighters, Ironclads

Upgrades:

- » *Mine High Club:* Bombers gain the capacity to lay air mines, which will explode upon contact with enemy units.
- » *Revelation:* Enables your Bombers to detect cloaked units in an area around them; passive ability.
- » *Enhanced Explosives:* Gives a significant increase to Bombers' area-of-effect damage.

•**Zeppelin:** Utility unit that can cloak entire groups of friendly units, as well as increase their attack range significantly when flying within vicinity.



Strong when mixed into armies as support, but weak when left alone as they have no attack and are easily taken down without friendly units to cover them.

Upgrades:

- » *Fly, My Flaming Pretties!:* Allows Zeppelins to unleash multiple fire-bats on an enemy air unit, dealing massive damage.
- » *Fog of War:* Enables Zeppelins to cloak themselves and a group of units in the area for a limited amount of time.
- » *Mustard Gas:* Zeppelins cast down a smoky cloud of poisonous gas upon their enemies, dealing consistent damage over time in an area of effect that persists for a limited duration.

•**Transport:** Meant to transport your units across the map; can cloak and even self-destruct when all else fails.



Weak in general combat but can defend itself. Has approximately the same killing power as a Trooper and, as such, should not be brought for its firepower alone.

Upgrades:

» *Cloak:* Activates the Transport's cloaking device, enabling it to hide from the enemy for a limited amount of time.

» *Minesweeper:* Enables your Transports to sweep mines from the water, rendering them useless.

» *For the Empire!:* Causes your Transports to activate their self-destruct mechanism, disabling their primary attack and allowing them to explode on contact with enemy units, but destroying them in the process.

•**Ironclad:** Dedicated naval and anti-air fighting unit; can intercept enemy projectiles and detect mines or cloaked units.



Strong against: Air units, Naval units, player dragon

Weak against: Ground-based units

Upgrades:

» *Revelation:* Enables your Ironclads to detect cloaked units in an area around them; passive ability.

» *On Guard:* Your Ironclads may activate an improved defensive targeting mechanism, targeting and shooting down incoming enemy projectiles in an area near them for the duration of the skill.

» *Sea Mine-Maids:* Allows your Ironclads to deploy sea mines that will explode upon contact with enemy units.

•**Juggernaut:** The flagships at sea; extremely strong both in offense and defence; can launch tactical warheads and may create back-up Imp Fighters when being assailed from the air.



Strong against: Ground-based units

Weak against: Ironclads; Fighters with 'A Bird in the Hand' upgrade; Bomber Balloons, Devastators

Upgrades:

» *Imp Binoculars:* Increases the attack range of your Juggernauts.

» *Imp Backup:* Allows your Juggernauts to deploy Imp Fighters from their position, providing air support when needed; each Fighter costs the regular amount of Recruits otherwise required.

» *Imp Bunker Buster*: Your Juggernauts can launch an extremely potent tactical warhead that deals an enormous amount of area-of-effect damage in a target area. Due to the strength of this attack, the warhead is targetable and can be destroyed before it reaches its point of impact.

Dragon Skills

Dragon Skills are what make your dragon a force to be reckoned with. Naturally, a dragon already has significant strength by itself, yet it is the mastery of these skills in combat that makes a dragon a truly terrifying foe to face! Below is comprehensive list of these skills.

Passive Skills:

• *Rejuvenation*: Permanently and drastically increases the Dragon's health generation when out of combat.



• *Aura of Restoration*: The Dragon emits an aura that increases health generation to nearby allied units.



• *Aura of Annihilation*: The Dragon emits an aura that increases the damage done by nearby allied units.



• *Aura of Frailty*: The Dragon emits an aura that reduces enemy units' attack range significantly.



• *Blood Leech*: Gives the Dragon a vampiric embrace, allowing it to permanently replenish a portion of its own life with each attack that deals damage.



• *Devastation*: Permanently increases the damage done by the Dragon's standard attack.



• *Soar*: Permanently increases the Dragon's flight speed during normal and jetpack flight.



• *Scales of Steel*: The Dragon's natural armour gets reinforced with an increased layer of scales and muscle, significantly increasing defence against attacks.



Active Skills:

• *Breaching Fire*: The Dragon overheats its breath, dealing increased damage to medium and heavy units, such as Devastators or Armours.



• *Salvation*: The Dragon heals a portion of its health over a small period of time.



• *Dread Roar*: The Dragon strikes fear into the hearts of many, paralyzing them in place and stopping them from acting for a limited amount of time.



• *Aegis*: The Dragon casts a protective spell around an allied unit, significantly increasing its defence for a set amount of time.



• *Bastion*: The Dragon casts a defensive shield around itself, increasing the amount of punishment it can take for a limited amount of time.



• *Chameleon Hide*: The dragon almost completely disappears from sight for a limited amount of time.



• *Unveil*: Allows the Dragon to see through enemies' disguises, revealing cloaked units in an area around it.



• *Cleansing Charge*: Cleanses friendly units within the Dragon's area of effect from negative effects such as *Fear*, *Sabotage*, etc.



• *Mass Restoration*: The Dragon replenishes the health of target allied units and all friendly units in its vicinity.



• *Sabotage*: The Dragon fires a burst of energy that disables the primary function of an enemy building or unit. This will stop the building from being able to construct or research for a limited amount of time. It will also stop enemy units from being able to attack or use skills.



• *Pillar of Restoration*: The Dragon casts a pillar of restoring energy that reaches skyward and heals all the units in its vicinity for its duration.



• *Pillar of Flame*: The Dragon casts a column of consuming fire that deals damage to units within its vicinity for its duration.



• *Charm*: The Dragon casts a domination spell upon an enemy unit, gaining total control over it for a limited amount of time.



• *Acid Blaze*: The Dragon's glands add acid to its fireballs, which deal both damage on impact and damage over time.



• *Purifying Flames*: The Dragon invokes a healing breath, infusing its fireballs with a restorative power capable of mending the wounds of friendly units.



• *Eye of the Patriarch:* Unleashes a single, massive fireball dealing extreme punishment in an area of effect.



• *Friends with Benefits:* The Dragon casts a protective shield on a friendly unit, which reduces damage taken and, in turn, the Dragon receives healing whenever the unit deals damage.



• *Ray of Power:* A ray is created between the Dragon and an allied unit, giving the unit a huge damage increase as long as the link between both remains.



• *Inspire:* The Dragon inspires a friendly unit to increase its attack speed and movement speed significantly.



• *Advance!* The Dragon invigorates those around him, significantly increasing all friendly units' movement speed.



• *Berserker Roar:* The Dragon roars ferociously in an area around him, causing all friendly units to gain a huge increase to attack speed, but taking increased damage in return.



• *Crippling Roar:* The Dragon roars powerfully in an area around him, rendering all enemies incapable of attacking or using skills for a limited amount of time.



• *Call of Valour:* The Dragon roars defiantly around him, causing all friendly units to gain an increase in damage output and armour for a limited amount of time.



Warranty

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