



Divine Divinity, won awards and accolades worldwide, after its launch in 2002. Its huge fantasy world, strong storyline, unparalleled levels of interactivity, and unique character development system captured the hearts of many RPG players.



PC Gamer USA - **"The Diablo 2 Killer!"**



Gamespy **"Runner Up PC RPG Game of 2002"** - *"If you like the idea of playing a roleplaying game that gives you such an incredible amount of freedom to do what you want when you want it, you'll want to rush out and buy the game right away."*



Gamespot - **"Nominee Best RPG of 2002"** - *"Divine Divinity simply is one of this year's best efforts at capturing all the best qualities of the role-playing genre: the experience of growing more and more powerful while leaving an undeniable impression on a memorable, richly detailed world."*



IGN **"Editor's Choice Award"** - **"Outstanding Achievement in Music Award"** - **"Runner Up RPG of the Year"** *"Divine Divinity is a very easy game to get into and enjoy," said Barry Brenesal, contributing editor to IGN PC. "It has atmosphere, tons of quests, and a great deal of variety to offer. Above all, it's plain fun to play."*



RPGDot.com **"Platinum Award"** - **"The RPG Surprise of the Year"** - **"2nd Runner Up Best Single Player RPG"** - *"This game is fun. This game is addicting. What more needs to be said?"*



Loaded Inc. **"Best PC Game of 2002"** - *"Amongst a barrage of other RPG's, Divine Divinity managed to break through and offer some of the deepest and most rewarding gameplay I've experienced in a PC RPG for quite some time."*

More information about Divine Divinity can be found on www.larian.com

