

# Divinity: DC

An RYG Analysis

**Platform:** PC (Windows only)  
**DRM:** DRM Free  
**Digital Distributor:** Good Old Games (GOG)

**Developer:** Larian Studios  
**Publisher:** Larian Studios

## RYG's VERDICT

**79%** **SHOWS PROMISE & POTENTIAL**  
Between 65% and 84%

### 1. Product Info

*Note:* There is a stand-alone version of Dragon Commander along with a stand-alone version of the DLC pack sold on GOG on top of a combined Imperial Edition package.

*Looking at how much information is provided on Divinity: Dragon Commander (Divinity DC) on its website and through a distributor prior and on release.*

- ✓ Divinity: DC released globally on GOG on
- ✓ Base game and day-one DLCs sold as one package
- ✓ Minimum and recommended specs provided
- ✓ Advised DRM Free on 06.08.2013
- ✓ Manual and Readme provided with the game
- ✓ All game-related information can be found on [gog.com](http://gog.com)
  
- ✗ Available only on Windows
- ✗ No demo
- ✗ EULA, Privacy Policy and TOS is only found within the game

### 2. Digital Download

*Note:* Games sold via. GOG are all priced in USD

*Note:* Email and Password is the minimum required to set up a GOG account.

*See Also:* Refund Policy found within Good Old Games's Terms of Service (TOS)

*See Also:* Disclaimer of Warranties; Liability Limitations and Indemnity within GOG's Terms of Service (TOS)

*Looking at Good Old Games (GOG) as a digital distributing service for PC games.*

- ✓ Divinity: DC sold at one, global price
- ✓ Download / Client Manager is optional; not required for gameplay
- ✓ Minimum and recommended specs provided
- ✓ Advised DRM Free on 06.08.2013 via. GOG
- ✓ User account creation is optional; minimal details required (email, password)
- ✓ Free and unlimited access and downloads after purchase
- ✓ Can backup purchased games "offline" (e.g. external or optical drives)
- ✓ Refunds and/or exchanges offered for pre-order purchases only
- ✓ Can access personal data
- ✓ Can terminate account or request to terminate account
- ✓ Can review and question changes made to GOG's Terms of Service (TOS)
  
- ✗ Warranties waived in respect to GOG's service
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Account termination voids past purchases and licenses to play games
- ✗ Consumers prevented from disputing and validating any TOS breaches
- ✗ Past purchases voided after refusing to accept GOG's TOS

## 3. EULA / TOS

**Note:** 907 Words found within Divinity: DC's EULA. Divinity: DC's EULA is GOG's generic EULA.

**See Also:** Good Old Games's Terms of Service, Refund Policy (as covered by RYG under Section 2. Digital Download)

**Note:** Limited warranties, waivers of liability and indemnity are commonly found within many software EULAs and TOSs

## 4. Setup / Install

**Note:** GOG now provides installation logs of game files installed on Windows PCs! All logs are located within /AppData/Local/Temp/ folder.

**Note:** Divinity: DC's installation is ~12.7Gb.

## 5. Updates / Patching

## 6. DRM & Activation

**Note:** We did find steam\_api.dll, but the rest of the analysis found that they were inert and won't affect PCs in any way (e.g. It won't connect to Steam or link to Steam)

*Looking at Divinity: DC's End User License Agreement in conjunction with Good Old Games's Terms of Service.*

- ✓ EULA / TOS covers Divinity: DC and Good Old Games (GOG)
- ✓ Easy to read, understand and is worded with clear consistency
- ✓ Can review and query changes made to the EULA / TOS
- ✓ Refunds and/or exchanges offered in respect to pre-order purchases only
- ✓ Terms and conditions for Divinity: DC's DRM-Free aspects are clearly defined
- ✓ Can back-up copies of Divinity: DC
- ✓ Won't blacklist specific background services or software
- ✓ Users can criticise or provide criticism about the game without reprisals
  
- ✗ EULA / TOS is only found within Divinity: DC during installation
- ✗ Drafted to only abide by the laws of USA in the state of California
- ✗ Users not visibly notified of any changes made to the EULA / TOS
- ✗ License to play the game only provided
- ✗ Divinity: DC's source code isn't to be modified or reverse-engineered
- ✗ Warranties waived
- ✗ Cover waived against any unforeseeable damages, disruptions of service
- ✗ Termination process dictated by Good Old Games

*Looking at how Divinity: DC is installed on Windows PCs only.*

- ✓ Custom installation options are provided
- ✓ All files are installed within folders designated by users
- ✓ No DRM files or registry keys installed
- ✓ Currently-executing background services won't interfere with installation
- ✓ Error-free installation
- ✓ Installation completed within 5 minutes (Average time 1 minutes and less)
  
- ✗ No installation logs of registry keys provided after installation

*Looking at how Divinity: DC is patched prior and after gameplay.*

- ✓ Can play the game without patch

*Looking at the DRM-Free nature of Divinity: DC and its effects on Windows PCs only.*

- ✓ Firewall and AV settings aren't modified
- ✓ User account not required
- ✓ Can play single-player game offline
- ✓ No hardware activations
- ✓ Unlimited Installations
  
- ✗ Inert files relating to Steam DRM were found within the game directory.

## 7. Gameplay Experience

**Note:** More information on lower resolution issues and how to fix them in the interim can be found on [PC Gaming Wiki](#).

**Note:** Savegame + config files found within \Documents\Larian Studios\Dragon Commander\ folder.

*Looking at the gameplay aspects of Divinity: DC and how it interacts with PC Windows.*

- ✓ Can play on minimum specs
- ✓ Can play a backup copy of the game
- ✓ Disc not required for gameplay
- ✓ Suitable options to modify video settings
- ✓ Can customise controls
- ✓ Can play in windowed mode
- ✓ Can play offline
- ✓ Won't "phone home"
- ✓ Can play without connectivity issues on an ADSL connection
- ✓ Can play error-free for more than 5hrs
- ✓ Won't interfere with services and background software
- ✓ Will resume at the last checkpoint
- ✓ Can play on more than one PC simultaneously
- ✓ Can modify savegame and/or ini file
- ✓ No DRM or monitoring services running in the background
  
- \* Only playable on mouse and keyboard

## 8. PC Checkup

*Looking at whether Divinity: DC will modify certain PC settings without users permission / consent.*

- ✓ PC clean after scanning for viruses
- ✓ PC clean after scanning for malware and spyware
- ✓ PC clean after scanning for rootkits
- ✓ HOSTS wasn't modified
- ✓ Played Divinity: DC without major errors
- ✓ Start-up settings remain unaltered
- ✓ No DRM / monitoring services running in the background after shutting down
- ✓ System configuration files remain unaltered

## 9. Removal Uninstall

*Looking at how clean, efficient and effective the removal process is for Divinity: DC (How much legacy material is there after the removal of Divinity: DC?)*

- ✓ Direct uninstallation shortcut provided
- ✓ Backup savegames prompt provided / Savegames retained
- ✓ Clean uninstallation

## 10. Customer Support

*Looking at the customer support side of Divinity: DC through GOG's website*

- ✓ Customer service / support found in one place at gog.com
- ✓ GOG's support + forum is easy to use and navigate
- ✓ Searching on GOG's support + forum is direct and quick
- ✓ Info is easy to read and understand

## RYG's VERDICT

# 79%

## WORTH SUPPORTING

85% and above

## SHOWS PROMISE & POTENTIAL

Between 65% and 84%

## BARGAIN BIN MATERIAL

64% and below

*We found little (technical) problems with the GOG version of Divinity: DC. Perhaps the only blemish Divinity: DC had was the standard GOG EULA supplied for the game, which, in its current framework, is quite difficult to change. Still, many gamers wouldn't mind if the overriding intention is to play a game knowing that it won't adversely affect their PCs in any way, shape or form.*



### Colophon

This analysis of Divinity: DC was compiled by Lisa and Martin Pham. Typeface used is ITC Stone Sans. RYG thanks **Anna Henriksson**, **Josh Bush**, **Ethan Lee**, **Adam Ames** and **David Hatch** for their insights and suggestions in the design of this analysis. Divinity: DC was graciously donated by members of RYG.

### Disclaimer

These analyses are only a guide and represent RYG's perspective into Divinity: DC as a product. We believe everyone should perform their own research and reach their own conclusions. This is one view of many, we hope. Again, we thank you for taking the time to read our analysis of Divinity: DC and hope you continue to support our work.

RYG is a user research and design studio for video game developers and publishers. Our focus is planning and designing games with a gamers'-first mentality through user and product research. RYG is led by a husband-and-wife team of Lisa and Martin Pham. RYG is operated in the heart of Sydney.

RYG Analysis: Divinity: Dragon Commander  
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