

# Divinity: Original Sin

An RYG Analysis

**Platform:** PC (Windows 7 only)  
**DRM:** DRM-Free  
**Digital Distributor:** GOG

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

## RYG's ASSESSMENT

**73%** **SHOWS PROMISE-POTENTIAL**  
Between 65% and 84%

### Our Thoughts

*Divinity: Original Sin ticks many of the boxes when it comes to its gameplay, in-game settings and PC performance and, thanks to GOG, the game won't impact upon player's PCs in any way outside of gaming.*

*However, some of the issues we faced fell within the usual legal boundaries in which this game is packaged and sold. This is a fairly common feature among many PC games and, for the most part, may not be a relevant feature for players unless they participate creating (extensive) mods via the Divinity Engine Toolkit.*

*Please refer to each section for our results we've evaluated and our summarised thoughts to gain a better understanding of how Divinity: Original Sin affects PCs.*

### About Divinity: Original Sin

**Divinity: Original Sin** is a third-person role-playing game that blends open-ended exploration, extensive character creation and turn-based combat with a long and involving saga set within the Divinity universe. It is Larian Studio's fifth IP in the Divinity franchise and the first to be successfully funded through crowd-funding platform, Kickstarter. Divinity: Original Sin is available through **GOG**, **Steam** and through Larian Studio's online store, **Larian Vault**.

### RYG Disclaimer

This Windows version of Divinity: Original Sin (Version: 1.081) was purchased through GOG independently with RYG funds for the purposes of evaluation and product testing. Divinity: Original Sin was evaluated on the following system specs: Windows 7, Intel i5-4460, 16Gb RAM, AMD Radeon R9 290 as well as an i7-3517U, 8Gb RAM and Intel HD Graphics 4000.

### Availability

**GOG:** [http://www.gog.com/game/divinity\\_original\\_sin/](http://www.gog.com/game/divinity_original_sin/)

**Steam:** <http://store.steampowered.com/app/230230/>

**Larian Vault:** <https://www.larianvault.com/product.php?item=43>

## Recommended System Specs

**OS:** Windows 7 or above (*Windows version tested*)  
**CPU:** Intel i5 2400 or above (*Chipset released in 2011*)  
**GPU:** NVIDIA GeForce GTX550 or AMD Radeon HD 6000+ (1Gb) or above (*GPUs released in 2011 and 2010-2011 respectively*)  
**RAM:** 4Gb or above  
**HDD:** ~20Gb or above (*~12Gb was used in this evaluation*)

**Source:** [Larian Vault](#)

*Looking at how much information is provided on Divinity: Original for the purposes of making an informed decision on GOG's Gamecard prior and on release. More information on Divinity: Original Sin can be found through the [official website](#).*

## 1. Product Info

*See Also:* Refer to "Availability" on this report for multiple vendors.

*See Also:* Refer to "Recommended System Specs".

- ✓ Divinity: Original Sin released globally on GOG on 9th July 2014
- ✓ Divinity: Original Sin is sold through multiple vendors
- ✓ DRM Free Options of Divinity: Original Sin provided
- ✓ Minimum and recommended specs provided
- ✓ Complete download specs provided on GOG prior to purchase
- ✓ Advised DRM Free on 27th March 2013 through [Kickstarter](#)
- ✓ Manual provided with the purchase of Divinity: Original Sin through GOG
- ✓ EULA (*found in-game*), [Privacy Policy](#) and GOG's [TOS](#) fully accessible on GOG
- ✓ All game-related information can be found on [GOG](#)
  
- ✗ Available only on Windows and MacOS
- ✗ Base Game and [DLC pack](#) sold separately through GOG
- ✗ Closed alpha/beta access provided prior to release for Kickstarter backers only

## Extra Notes

*Base Game Package contains the following:*

- Base Game (*Divinity: Original Sin*)
- Divinity Engine Toolset (*Modkit*)
- Game Manual (*PDF*)
- Wallpapers, Avatars & Artworks courtesy of GOG

*DLC Pack contains the following:*

- The Golden Grail (*in-game content only*)
- Zandalor's Trunks (*in-game content only*)
- Artbook of Divinity: Original Sin
- Design / Production Notes
- Soundtrack (*in FLAC and mp3*)

## Our Thoughts

There's enough information on GOG's website, Larian Studio's official website and Steam for players to make an informed decision on purchasing and playing Divinity: Original Sin. The separation of the DLCs and Base Game may be an issue for some who may want an affordable, but complete option.

However, we do feel that the prices set for the Base Game across GOG, Steam and Larian Studios and the DLC pack are consistently priced in relation to the Collectors Edition sold through Larian Vault and in relation to AUD to EUR / US currency conversions.

*Looking at GOG as an end-to-end DRM-Free digital distributing platform for PC games in respect of Divinity: Original Sin. More information on GOG as a service can be found through their [support page](#).*

## 2. Digital Distro

*See Also:* What is the [GOG.com Downloader](#)?

- ✓ Available worldwide through GOG
- ✓ Download / Client Manager is optional and not required for gameplay

**Note:** A 14-day cooling off period applies for those who purchased Divinity: Original Sin. After that GOG will not offer refunds and/or exchanges unless there is a genuine technical difficulty that GOG cannot resolve. More information on refunds and exchanges can be found on [GOG's TOS](#) under "Final Sale" and GOG's "[30-Day Money Back Guarantee](#)".

**Note:** Please note that the difference in price between AUD and USD as of 21st July 2014 are ~\$1.00. More information on Regional Pricing on certain GOG games and for those paying in EUR and GBR can be found on [GOG's Fair Price Package](#).

## Our Thoughts

### 3. Privacy Policy

**Note:** There are 1,379 words found on [GOG's Privacy Policy](#), last updated on 29 July 2008

**See Also:** Readability Statistics on GOG's Privacy Policy can be found on [Read-Able](#). Please note that these statistics serve as a guide on the general readability and comprehension of GOG's current privacy policy.

**Note:** Most of the pertinent issues found in GOG's Privacy Policy are written within "Information Collected By GOG, Points (1) and (2)"

- ✓ Minimum and recommended specs provided
  - ✓ Advised DRM Free on 9th July 2014
  - ✓ Only Username, Email and Password are required to create a GOG account
  - ✓ Alternative payment options provided by Credit Card, Paypal or Paysafecard
  - ✓ Currency Notification provided prior, during and after purchase
  - ✓ Confirmation of purchase and receipt provided
  - ✓ Free and unlimited access and downloads after purchase
  - ✓ Complete download specs provided on GOG after purchase
  - ✓ Can play Divinity: Original Sin without the download / client manager
  - ✓ Can backup purchased games "offline" (e.g. external or optical drives)
  - ✓ Refunds / exchanges offered for purchased games under [specific provisions](#)
  - ✓ Can access personal data
  - ✓ Can terminate account or [request to terminate account](#)
- ✗ Divinity: Original Sin is [inconsistently priced](#) across global regions
  - ✗ All other warranties on GOG and Divinity: Original Sin waived
  - ✗ Cover waived against any unforeseeable damages, disruptions of service
  - ✗ Account termination voids past purchases and licenses to play them
  - ✗ Consumers prevented from disputing / validating GOG TOS breaches
  - ✗ Can't review and question changes made to GOG TOS
  - ✗ Past purchases voided after refusing to accept GOG TOS

Notwithstanding its DRM Free proposition, GOG has a number of features that distinguishes itself from other competitors, such as a less-intrusive account creation and payment system, money back guarantees for hard-to-troubleshoot games only and informative gamecards to better inform potential customers.

However, its [Terms of Service](#) in relation to its disclaimer of warranties and liability waivers are an industry-wide standard.

*This section covers the Privacy Policy of Divinity: Original Sin's drafted through Larian Studios (if applicable) and the Privacy Policy of GOG drafted through GOG.com. (Note: Divinity: Original Sin as a game didn't need a privacy policy as the game never connected to any third-party server during (single-player) gameplay).*

- ✓ Privacy Policy not required as Divinity: Original Sin will not connect to any servers during gameplay!
- ✓ Privacy Policy found on GOG
- ✓ Policy applies to GOG's website and digital distribution platform
- ✓ Policy's formatted for easy reading on the web
- ✓ Policy's written for easy comprehension
- ✓ "Personally-identifiable" & "non-personally identifiable" info are clearly defined
- ✓ Policy specifies what information are collected at specific areas of the platform
- ✓ Data centres are 100% safe and secure
- ✓ Info is used solely for payments, opt-in email campaigns & acct management
- ✓ Visible opt-in / opt-out process in respect to email campaigns and marketing
- ✓ Players can access their GOG account
- ✓ Players can modify their GOG account
- ✓ Players have full control over their GOG account
- ✓ Players can validate the info they've provided
- ✓ Can review and query changes made to the Privacy Policy

## Our Thoughts

# 4. EULA TOS

**Note:** GOG offers a **30-day money back guarantee** offered for games in which the GOG support team have failed to resolve. In addition to this is a 14-day cooling off period for pre-orders and purchases under provisions that players have not accessed and/or played their purchased game(s). See "Pre-Orders" under **GOG's Terms of Service**.

**See Also:** **Larian Studios's Video Policy**.

**Note:** There are 907 words in Divinity: Original Sin's EULA and 2,028 words found in GOG's TOS. Readability stats for GOG's TOS can be found at **read-able.com**.

- ✗ Players not visibly notified of any changes made to the Policy
- ✗ Players not consulted on future revisions to the Privacy Policy
- ✗ Not advised where the info is specifically stored
- ✗ Third parties not identified
- ✗ Players cannot export their information tied to their GOG account
- ✗ Player data is retained by GOG / CD Projekt for an extended period of time
- ✗ No specific information on how info will be used in the event of a sale/merger
- ✗ Players must accept ALL changes made to the Policy before using GOG

Excluding the option for players to play Divinity: Original Sin through a Direct IP multiplayer connection, Divinity: Original Sin won't connect to any in-house or third party server in single player mode, which is good.

GOG's Privacy Policy is fairly easy to read, comprehend and players are guided to an actionable outcome in respect to any account-related queries. This is well-supported by GOG's easy-to-use and minimalistic distribution platform, which then leads to a trusting and honestly-worded privacy policy.

Players, however, will not be advised on specific events, such as general changes to the Policy Wording (even though the last change was made in 2008) or if information is handed over as a requirement to the proper authorities.

*This assesses Divinity: Original Sin's End User License Agreement (EULA) bundled through GOG as well as GOG's Terms of Service (TOS). This excludes any other (third-party) EULA that would not specifically apply to the general use and gameplay of Divinity: Original Sin.*

- ✓ GOG EULA & TOS covers Divinity: Original Sin & GOG's distribution platform
  - ✓ Drafted to coincide with relevant consumer laws at the point of purchase
  - ✓ Refunds and/or exchanges offered for purchased games
  - ✓ DRM-Free terms and conditions are defined in their "About Us" page
  - ✓ Can back-up copies of Divinity: Original Sin
  - ✓ Permitted to create free "mods" of Divinity: Original Sin
  - ✓ Allows **monetisation of videos** relating to Divinity: Original Sin
  - ✓ Won't blacklist specific background services or software
  - ✓ Players can initiate legal action if the arbitration process fails
  - ✓ Players can criticise or provide criticism about the game without reprisals
- 
- ✗ EULA is accessible only after purchasing Divinity: Original Sin
  - ✗ GOG EULA and TOS was not formatted for easy reading
  - ✗ GOG EULA and TOS was not written for easy reading
  - ✗ Players not visibly notified of any changes made to GOG EULA and TOS
  - ✗ Players not consulted on future revisions to GOG EULA and TOS
  - ✗ Can't review and query changes made to GOG EULA and TOS
  - ✗ License to play the game only provided
  - ✗ Divinity: Original Sin's source code isn't to be modified or reverse-engineered
  - ✗ Warranties waived (excluding physical merchantability warranties)
  - ✗ Cover waived against any unforeseeable damages, disruptions of service
  - ✗ Termination process dictated by GOG

## Extra Notes

## Our Thoughts

# 5. Installation Setup

**Note:** We found that ~12Gb of HDD space was required.

**Note:** A partial installation log for can be found on */AppData/Local/Temp/Setup Log.txt*. Any future updates of Divinity: Original Sin will not produce an installation log.

## Extra Notes

## Our Thoughts

More information on Divinity's Engine Toolkit can be found on [Larian Studio's YouTube Page](#). Also, [this post](#) on the legalities of making (and monetizing) mods is worth reading.

While GOG's EULA and TOS are short and straight to the point, we did find that these binding agreements keep players contained to specifically playing Divinity: Original Sin with little warranties and provisions outside of the cooling off period and/or restricted refunds / exchanges offer. Please bear in mind that most of the wordings found in the EULA and TOS are similarly-worded in comparison to other EULAs and TOSes found in other games and distribution platforms.

*This looks at how at how Divinity: Original Sin is installed on Windows PCs only. This includes looking at the file and registry structure as well as any extraneous files and third-party applications that may need installing.*

- ✓ Custom installation options are provided
- ✓ All game files are installed within folders designated by users
- ✓ Currently-executing background services won't interfere with installation
- ✓ Error-free installation
- ✓ Installation (including updates) completed within 30 minutes
  
- ✗ Partial installation logs of files found

**File directories** of interest in relation to Divinity: interest Sin:

<i>(Main directory)</i>	\Divinity - Original Sin\
<i>(DirectX, .NET 3.5 &amp; VC++ 08)</i>	\Divinity - Original Sin\_CommonRedist\
<i>(Game files)</i>	\Divinity - Original Sin\Data\
<i>(Game executables)</i>	\Divinity - Original Sin\Shipping\
	\User\Documents\Larian Studios\
<i>(Config files, graphicSettings.lsx)</i>	\User\Documents\Larian Studios\Divinity Original Sin\ \User\Documents\Larian Studios\Divinity Original Sin\DLC\ \User\Documents\Larian Studios\Divinity Original Sin\LevelCache\ \User\Documents\Larian Studios\Divinity Original Sin\PlayerProfiles\ \User\Documents\Larian Studios\Divinity Original Sin\Temp\
<i>(User profiles and savegames)</i>	

**Registry keys** of interest in relation to Divinity: interest Sin:

<i>(Divinity: Original Sin profiles and Installation paths)</i>	\HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\ GOG.com\Games\1207664853
---	---

A lack of a comprehensive installation log to document what/where files and registry keys are installed is the only blemish found in this evaluation.

However, GOG-packaged games are self-contained to where players want to install their games and will not install any rogue or foreign files outside of their intended destination.

## 6. Patches Updates

**Note:** This version of Divinity: Original Sin was evaluated with the latest patches and updates (up to version 1.081).

### *Our Thoughts*

## 7. DRM Activation

### *Extra Notes*

### *Our Thoughts*

## 8. Gameplay

*This looks at how at how Divinity: Original Sin is updated through the GOG website and after the main installation of Divinity: Original Sin. More information on the latest updates can be found through [GOG](#), [Larian Studio's Forums](#) or through [Steam](#).*

- ✓ Can opt-in / opt-out of automatic updates
- ✓ Can play the game unpatched
- ✓ Can install patches manually without the GOG Downloader
- ✓ Details of patches provided via [GOG](#) and [Larian Studio's Forums](#)
- ✓ Players can be advised of game patch's availability through GOG (Downloader)
- ✓ Can play Divinity: Original Sin with the newest patch on current savegames
  
- ✗ Changes to the Privacy Policy / EULA / TOS not provided until updates begin
- ✗ No installation logs of files and registry keys
- ✗ Rollback option not provided

GOG has both a manual and an automated update function for players as well as a detailed section on what/which updates are required. Rollback options aren't provided, however, reinstalling Divinity: Original Sin in the even of an issue shouldn't be too much of an issue if savegames and in-game settings are retained.

*This looks at how at how Divinity: Original Sin is activated through GOG and/or through the first launch / run. This may include any other extra user accounts required, serial keys, online activations / verifications and/or hardware checks.*

- ✓ Firewall and AV settings aren't modified or required to be modified
- ✓ Additional user account(s) not required in activating Divinity: Original Sin
- ✓ Can play single-player game offline
- ✓ Unlimited hardware activations
- ✓ Unlimited installations
- ✓ Activation is simple and hassle free

[ProtectionID](#) did pick up a reference of Steam API linked to Divinity: Original Sin's game executable, EoCApp.exe. However, Steam is not required to play the GOG version of Divinity: Original Sin and will not communicate to Steam before, during and/or after gameplay.

This version of Divinity: Original Sin won't need an activation, extra user account or won't connect to any third-party server to validate and verify the player's copy. As far as GOG-packaged games go this is a standard feature of DRM Free gaming.

*This looks at how the gameplay of Divinity: Original Sin, including any in-game settings, performance, optimisation, functions and accessibility features.*

- ✓ Can play on minimum specs
- ✓ Can play a backup copy of the game
- ✓ Can play game in fullscreen mode
- ✓ Can play game in windowed mode
- ✓ Extensive in-game video settings provided

**Note:** Can also set auto and quick saving options at specific time intervals (under Game Settings).

**Note:** The Divinity Engine Toolkit may provide avenues in alternative localisation options.

- ✓ Can remap keyboard and mouse controls
  - ✓ Separate Volume Controls provided (FX, Music, Ambient, Voice and Video)
  - ✓ Can play Divinity: Original Sin in English, French and German
  - ✓ Can play Divinity: Original Sin in offline mode
  - ✓ Can access DLC offline (including 2 in-game content enhancements)
  - ✓ 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 or manual save point
  - ✓ Can manually save gameplay of Divinity: Original Sin
  - ✓ Can play on more than one PC simultaneously
  - ✓ Can modify savegame and/or ini file (See Installation and Setup)
  - ✓ No DRM or monitoring services running in the background
- 
- ✗ Cannot play Divinity: Original Sin with an external controller
  - ✗ Only English Audio is provided in-game
  - ✗ No option for players to provide custom subtitles and/or localisation

## Extra Notes

**On Minimum Settings:** We looked at Divinity: Original Sin using a PC with an Intel HD Graphics 4000 chipset on Lowest Graphic Settings and/or with graphical additions / features turned off. The following frame rates were averaged on a minute of gameplay (opening sequence):

- 17 frames per second at 1080p (1920 x 1080)
- 24 frames per second at 900p (1600 x 900)
- 37 frames per second at 720p (1280 x 720)
- 60 frames per second at 600p (800 x 600)

In-game video settings include the following:

- Resolution
- (Capped) Screen Refresh Rates
- Vsync (Double and Triple Buffering)
- Brightness
- Anti Aliasing (FXAA & 1x SMAA)
- Texture Filtering (Trilinear and Anisotropic 2x, 4x, 8x and 16x)
- Texture Quality (Very Low, Low, Medium & High)
- Shadow Quality (Very Low, Low, Medium, High & Ultra)
- Shader Quality
- Tessellation
- Model Quality (Low, Medium & High)
- Depth of Field
- Ambient Occlusion
- Bloom and God Rays

Included are in-game screenshots and links of in-game video settings (opening sequence only):

1) **VERY LOW.** Consists of Low Model Quality, Very Low Texture Quality and Trilinear Texture Filtering

2) **LOW.** Consists of Low Model Quality, Very Low Texture Quality and Trilinear Texture Filtering, Low Shadow Quality

3) **MEDIUM.** Consists of Medium Model Quality, Medium Texture Quality, 2x Anisotropic Filtering, Medium Shadow Quality, FXAA enabled, God Rays, Bloom

4) **HIGH.** Consists of High Model Quality, High Texture Quality, 8x Anisotropic Filtering, High Shadow Quality, 1x SMAA enabled, Ambient Occlusion, Depth of Field, Motion Blur, God Rays, Bloom

5) **ULTRA.** Consists of High Model Quality, High Texture Quality, 16x Anisotropic Filtering, Ultra Shadow Quality, 1x SMAA enabled, Ambient Occlusion, Depth of Field, Motion Blur, God Rays, Bloom

## Our Thoughts

This is where Divinity: Original Sin's design / PC gaming development shine in its in-game settings (both video, controls and gameplay related), optimisation and gameplay. Please bear in mind that the minimum requirements to play Divinity: Original Sin is quite dependent on the GPU as noted in our assessments.

## 9. **PC Checkup**

*Looking at whether Divinity: Original Sin will modify certain PC settings before, during or after gameplay without Players 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: Original Sin without major errors
- ✓ Start-up settings remain unaltered
- ✓ No DRM /monitoring services running after shutting down game
- ✓ System configuration files remain unaltered

### **Our Thoughts**

Divinity: Original Sin is a clean game and won't impact on players PCs nor alter its settings outside of its gameplay.

## 10. **Uninstall**

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

- ✓ Direct uninstallation shortcut provided
- ✓ Backup savegames prompt provided / Savegames retained
- ✓ All files and registry keys were removed

### **Our Thoughts**

Removing Divinity: Original Sin, along with a genuine opportunity to back up any savegames is above standard and is fairly common among GOG-packaged games. All files and registry keys found in Section 5, Installation and Setup in this assessment were removed through GOG's uninstaller shortcut.

## 11. **Customer Support**

*See Also:* [PCGamingWiki](#) and [Steam Database](#) for more information regarding Divinity: Original Sin, including quick optimisation solutions and workarounds.

*Looking at any other internal and external sources that players may need to use in the event of a (technical) issue found in their version of Divinity: Original Sin. Note that this section was not evaluated.*

From **GOG**:

- [http://www.gog.com/support/divinity\\_original\\_sin](http://www.gog.com/support/divinity_original_sin) (Main support page for Divinity: Original Sin)
- [http://www.gog.com/support/contact/technical\\_issues\\_with\\_games/divinity\\_original\\_sin](http://www.gog.com/support/contact/technical_issues_with_games/divinity_original_sin) (Email Support for Divinity: Original Sin)

From **Larian Studios**:

- [http://www.larian.com/divinityoriginalsin\\_support.php](http://www.larian.com/divinityoriginalsin_support.php) (Email Support from Larian Studios)
- <http://www.larian.com/forums/ubbthreads.php?ubb=showflat&Number=476120&page=1> (Divinity Original Sin's Main Technical Issues Thread)
- [http://www.larian.com/OriginalSinAlpha/AnalysisTool\\_DOS.exe](http://www.larian.com/OriginalSinAlpha/AnalysisTool_DOS.exe) (Divinity: Original Sin's Analysis Tool)

From **Steam**:

- <http://steamcommunity.com/app/230230/discussions/0/630802979864619689/> (Divinity: Original Sin FAQ Updated 11.07.2014)
- <http://steamcommunity.com/app/230230/discussions/0/630802979224170785/> (Divinity: Original Sin Bug Tracking and Updates Thread Updated 07.07.2014)



## RYG's VERDICT

# 73%

## BARGAIN-BASE- MENT MATERIAL

64% and below

## SHOWS PROMISE & POTENTIAL

Between 65% and 84%

## WORTH SUPPORTING

85% and above

*Divinity: Original Sin ticks many of the boxes when it comes to its gameplay, in-game settings and PC performance and, thanks to GOG, the game won't impact upon player's PCs in any way outside of gaming.*

*However, some of the issues we faced fell within the usual legal boundaries in which this game is packaged and sold. This is a fairly common feature among many PC games and, for the most part, may not be a relevant feature for players unless they participate creating (extensive) mods via the Divinity Engine Toolkit.*

*Please refer to each section for our results we've evaluated and our summarised thoughts to gain a better understanding of how Divinity: Original Sin affects PCs.*



### Colophon

This analysis of Divinity: Original Sin 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: Original Sin was bought with RYG funds through GOG.

### Disclaimer

These analyses are only a guide and represent RYG's perspective into Divinity: Original Sin as a product. We believe everyone should perform their own research and reach their own conclusions. This is one view of many. Again, we thank you for taking the time to read our analysis of Divinity: Original Sin 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 Players 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: Original Sin  
Copyright © 2010-2014, Reclaim Your Game (RYG) Pty Ltd  
www.reclaimyourgame.com @projectryg  
PRYG3-00131-01  
27 July 2014