

Divinity™

Until now the Average Joe who wanted to make a fantasy game had learn to program, spend lots of money and struggle for years in hopes of creating something cool.

Well despair no more. With the Release of Divinity this dismal situation has changed and so will your life. You now have at your fingertips the ability to create incredible worlds without having to know one scrap of programming language. Everything you need is integrated into one software package.

That fantastic adventure that's been bubbling away in your head for years can finally see the light of day and without having to go insane trying to learn how to program. (I have already done that for you.) The world of Fantasy RPGs has just entered a new age. Don't regret missing it while lying on your death bed.

For a look at a screen shots and a downloadable DEMO of the Divinity editor check out our web site. <http://www.fantasoft.com>

You can give your scenario away for free or distribute them as shareware. Everything you need to create your own scenario is included.

When you order Divinity you get:

- Full version of Divinity.
- Full version of Divine Right. (A special version of Realmz used to debug your scenario)
- Complete electronic documentation that explains the scenario editor in detail.
- A tutorial scenario to help explain the concepts of scenario creation.
- A code generator that lets you make registration codes for your scenario if you decide to sell it as shareware.

Just a few of the things you control in Divinity include:

- Write your own storyline with a rich and colorful background.
- Design your own items such as weapons, shields, armor or magical objects.
- Create your own landscapes and populate them with heroic allies and foul beasts.
- Create your own races and castes for use as party members in your scenario.
- Customise your own land graphics. You can litteraly make your own

landscapes.

- Design your own monsters and special characters ranging from mole worms to demonic gorgons. You control every aspect of creature design. They can explode upon death, multiply when chopped in half, summon allies during battle, inflict poisonous bites, etc. It's up to you to create a soft cuddly bunny or a raging Vractasaurus. Only your imagination will limit the creatures you can create.
- Place hidden dungeons and puzzles in your castles and caverns to spice up the adventure or kill off a few nosy characters who get too bold.
- Much, much more. Everything you need is all there and you can even use your own artwork and sounds if you like. The sky is the limit.

For ordering information see Chapter 4 of this manual or click on the order form icon below.

[View and print the order form for Divinity](#)