

TAKE A LOOK BEHIND THE SCENES JUST ARRIVED

In the short-lived interactive entertainment sector **Reality Pump** always opted for continuity from the start - and the company has been producing computer games for more than 12 years now. Perhaps the most well-known of their products is the real time strategy series "Earth", the current version of which is "Earth 2160". The team itself has hardly changed since it was founded in 1994, enabling it to profit from its ever-expanding pool of cutting-edge knowledge and its

strong team spirit. The team members are mostly enthusiastic SF and Fantasy fans, who were able to fulfil a long-term ambition with their production of the blockbuster RPG "Two Worlds". In contrast to many other studios, Reality Pump uses neither middleware nor bought-in modules, thus setting no limits on achievement potential and flexibility. For "Two Worlds", the team developed a completely new graphics engine, including all the necessary tools like a tree generator, a model editor and a particle generator. ♦



Nowadays the games world isn't all about monsters that scare the shoes off you - there are also normal animals from the fauna we know on Earth. In "The Temptation", there are even rhinos ready for you! Those lumbering giants are relatively passive - BUT - they can become a very large and heavy problem for you if you get too close to them! Once that bulk starts galloping, its horn will pierce almost any suit of armor and mete out endless damage points. These animals will be integrated into a completely new region - the Savannah! It lies in the new world that awaits discovery - and it has the typical savannah features like waterholes, trees dotted sparsely and sandy ground. Oh yes - and course there are other animals from this climatic zone too - we'll let you know more shortly! ♦



The "Reality Pump" crew

The „Two Worlds“-Team:

Company name:

Reality Pump

Founding year:

1994

Technical Director:

Mirosław Dymek

Location:

Krakow (Poland)

URL:

www.realitypump.com

Titles:

Two Worlds, Earth 2160, Earth 2150 Trilogy, Earth 2140, Heli Heroes, World War III Black Gold

AND DID YOU KNOW THAT...

... you can enter the Necromancers' Enclave - even if you don't have a reputation?

All you need is a little skill... the way to go isn't through the closed and guarded gate - it's over the Enclave fence!

Here's how - when you're nearing the gate, turn towards the boulder on the left. Go behind it and jump up on to the top of it - from there you can leap directly over the fence into the Enclave.

The way back is the same, but this time use the packing cases inside the stockade to get up there. Oh, and don't worry - the inhabitants of the Enclave won't bother about how you got in...

MONSTERS ENCYCLOPAEDIA: GIANTS

There are several most impressive opponents in Antaloor. There are the Dragons of course - and what about the Giants? Monsters like these should never be underestimated during combat.

The Ogres: Ogres are actually a peace-loving sub-species of the Giants. They inhabit the meadowland around Cathalon. If a smaller opponent attacks them, their leathery, resistant skin enables them to simply shrug it off... but be careful... if you push them too far, their huge paws can really knock your damage points up! Fortunately Ogres don't know what "speed" and "agility" are! They also seem to like being near humans - large specimens continually appear near villages and farms.
Fight with: Two-handed Sword, Axe.

The Cyclops: The Cyclops also has Giants' ancestry in there somewhere, but in contrast to the Oger, this creature is much more aggressive. It will attack anyone or anything which is in its field of vision - and with its powerful claws and strong jaws, this creature is one tough handful. The Cyclops mainly inhabit the burnt-out ruins of former human villages south of the Gon. By the way, you'll have to use the appropriate weapons in a hand-to-hand with this beast - most blows will just glance off its ultra-resistant, leathery skin.
Fight with: Two-handed Sword, Axe. ♦

