

STEERING INTO THE WIND – AND INTO ADVENTURE!

I can let you in on something again, folks... the seafarers in the development team are really going to town on the fine tuning of the new sailing feature.

They're focusing on the effects of wind, waves and steering maneuvers to give players the feeling that they're really on a boat - so it helps that some of the team are keen sailors in real life - they're bringing their own experiences to

the project as well! But don't worry - all you landlubbers who think that starboard is a plank of wood in the night heavens will still manage to get your sails up no problem.

In "The Temptation", you'll have to be especially skilful when you're sailing near the coast, because there are lots of shallows and they can cause strong currents - and if you're not careful, you could ground your boat on a sandbank... however, in "The Temptation", you can move objects

- so you can carry on skimming over the waters, after you move your craft out of trouble! Incidentally, the number of quests in which a sailboat can prove very useful is steadily increasing - and the smugglers are popular with the developers! ♦



NEWLY ARRIVED



Antaloor's animal life is being given a general enhancement program - but that's not all - those developers are even getting to grips with the landscape itself now! Some of the optical changes will include various small streams that flow through certain regions of the land. They flow fast and shallow, these streams - and not only do they lend a very special aura to the game's atmosphere, they also attract animals galore. Your hero won't always have to swim across these small streams - he can sometimes wade through them. ♦

DID YOU KNOW...

...that you can defeat a Grizzly with just one trap - even if you're only on a low-level?

Low-level players can often be slaughtered while taking a simple walk in the woods - so traps are great against stronger creatures like Grizzlies or a gang of Groms. This is true Hit & Run! Just take a Spike Trap, for example, and lay it in the path of an opponent. When it's done the damage, collect it quickly again and get to your next suitable trap-laying location as fast as you can! A Grizzly that's been battered with fire or arrows will collapse after a few moments - and that will bring you up-and-coming adventurers much-needed Experience Points!

SPELL ENCYCLOPAEDIA: EARTH MAGIC

Chains: This magic ambush is every long-distance fighter's best ally! When the Chains spell is activated, several roots shoot out of the ground forming

chains that hold all careless creatures within range. While motionless, the opponent is an easy prey for bow & arrow or magic attack spells - but watch for the roots returning into the ground where they came from - and when it happens... get out of there!

Effect: Freezes an opponent for 12 seconds

Summon Iron Golem: By the use of this special spell card you can conjure up an Iron Golem to fight at your side. This

powerful character will support you for a time during battle by attacking all your opponents in the vicinity. These summoning spells are especially handy if you've got plenty of Mana in reserve and can therefore awake several creatures at one time.

Effect: Support by a level 15 creature for 3 minutes

Earth Eruption: Time for more powerful Earth Magic! When you unleash this elemental force, it will cause the earth to crack under your opponents' feet, meting out immense spirit damage to every affected creature, even the friendly variety! This kind of spell is most effective on wild animals, Reapers and Wyvern.

Effect: 420 spirit damage points per opponent

