

THE GLOBAL VILLAGE – PART 1 NEWLY ARRIVED

Hi folks! It's some time ago. But in issue 4 of the Antaloor Post, we talked about the possibility of founding your own village - the main new multiplayer feature of „*The Temptation*“ - and Miroslaw Dymek, the CEO of the developer team Reality Pump, has now given us some more inside info on this... and it's hot!



In the construction stage, you can expand your village by putting up new houses - and you have a choice too - you can put up smiths' forges, mills or tanneries (just like in a strategy game) and place them via a slot system, if you have enough resources... This means you can make armor items in your village - and, depending on your choice of buildings, specialize in very hard swords or fine bows, for instance. These „unique items“ can

be found nowhere else in the game! If you specialize like this, though, you won't be able to make any other items, because the production capacity of the village is naturally limited. This whole idea stimulates trade between friendly villages and promotes an active community - great for all the guilds! More on this in the next issue...◆

It's no longer a secret - that mysterious raw material called „Glow“ has a huge role to play in the game world and in the story of „*The Temptation*“... but until now, none of you knew how it actually looks!

SO... here it is... the first screenshot of „Glow“! This glowing crystal really lives up to its name, fascinating the observer with a glittering rainbow of color which is strikingly displayed by the new graphics engine. „Glow“ is also a valuable trading item - it really boosts the wealth of the new desert region with its pulsating metropolis, Hatmandor.◆



LINK OF THE WEEK

<http://gaming.hexus.net>

For any of you who didn't read it already, the extensive HEXUS.gaming interview with James Seaman, Managing Director of TopWare Interactive is available at the above address.

During the interview, James talks about the positive and negative effects of the continuous comparisons with „*Oblivion*“ and speaks freely about some exciting new info on „*The Temptation*“. He also speaks about the new graphics engine, the development of characters and the revised and enhanced combat system. Enjoy!

Catch you next week!

SPELL ENCYCLOPAEDIA: WATER MAGIC

Ice Bolt: The Ice Bolt constitutes the basic attack of the Water Magic Mage. This spell mites out cold damage to your opponent - it's especially effective if he's weak - and you can attack from a distance, that's the big advantage. As is the case in archery, you'll hardly receive any damage points if you stay alert.

Effect: 20 Cold Damage Points

Ice Shield: The Ice Shield has two positive effects - the spell creates a protective shield around your character, one which will shield him very effectively from damage points - AND the shield also mites out cold damage to all baddies in the vicinity



by means of small bolts of lightning. This spell is great if you've been surrounded by opponents or if you have to get through a group of nasties on your way to a specific destination.

Effect: Cold Damage Protection +25, 25 cold damage points for 54 seconds.

Summon Scorpion: This is yet another one of the group of summoning spells - you can call a Giant Scorpion to your side using the special spell card. It 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 summon several characters or creatures at one time.

Effect: Level 20 Creature for 4 minutes