

## THE GLOBAL VILLAGE – PART 2 NEWLY ARRIVED

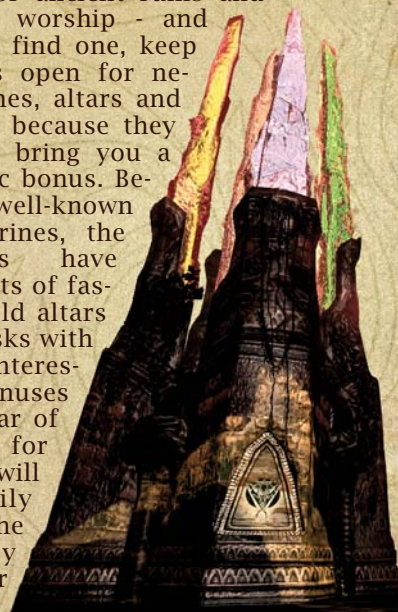
Besides the trade-strategic feature we told you about in the last AP (39), the new Multiplayer mode of „*The Temptation*“ also has a game feature that will remind you of „*The Sims*“! Your village will be populated by widely differing residents, depending on the buildings you put up. If you build a smithy (blacksmith's forge), for example, you'll actually see the blacksmith and his family move into their new quarters in a little while - and if you ain't so good at minding your financial affairs, you'll soon see

beggars in the streets of your village too!

These NPCs will gradually bring life to your village - and they're available to you as quest givers as well. If you want to master a quest in „*The Temptation*“ together with your friends (and by the way, these quests are much more story-related than those in „*Two Worlds*“), you can open up a village within the framework of an online lobby - for up to 8 of your comrades-in-arms! You can then trade amongst yourselves in the lobby - you might want to try an item one of your lobby pals has, for example... so you could ask him „Hey, Martin, I'll swap my sword for your shield“! When you're ready, you can all experience the game's really cool quests together - or even test your individual combat skills against other „village founders“ in special Multiplayer arenas - „Let's dance, dude - my sword against your shield!“

This new Multiplayer mode is gonna hook you! ♦

The huge game world of „*Two Worlds: The Temptation*“ is also full of life... and unexpected surprises. You'll find something exciting almost everywhere you look. If you decide to go off on a discovery trip, for example, try looking for ancient ruins and places of worship - and when you find one, keep your eyes open for nearby shrines, altars and obelisks - because they can often bring you a nice magic bonus. Besides the well-known Maliel shrines, the developers have created lots of fascinating old altars and obelisks with some interesting bonuses - the „Altar of Yatolen“, for example, will temporarily increase the dexterity of your hero. ♦



### LINK OF THE WEEK

<http://www.gamefocus.eu>

This week we're taking you back to the Games Convention, where the team from Gamefocus had their cameras running when we made our presentation of „*Two Worlds: The Temptation*“... and in this exclusive game-play video, you'll get your first glimpse of a sleepy little settlement right in the heart of a huge forest which covers the northern region of the new game world (you could call it „Komorin 2.0“) And who knows? Maybe the global village you build with your pals in the brand new Multiplayer mode might just resemble this forest settlement? It's up to you! Catch you next week, folks!

## SPELL ENCYCLOPAEDIA: FIRE MAGIC

**Firebolt:** Fire Mages learn the Firebolt spell during basic training. This is a relatively harmless but fast magic spell that metes out fire damage to your opponents - and this makes it the perfect long-range weapon for lower-level players. You can also use Booster cards to increase the effect of the spell later - so it's a handy spell to have around, even for advanced warriors - and the minimal Mana consumption involved means it can be used often.

**Effect:** 30 Fire Damage points

**Fire Wall:** This spell has two practical uses: the wall of fire prevents opponents from running at you

to attack - and the flames, which suddenly shoot out of the ground, mete out heavy damage points. So this will both slow down and weaken your adversaries before the actual hand-to-hand starts.

**Effect:** 30 Fire Damage points per opponent

**Summon Devil:** This is another one of the group of summoning spells - you can conjure up a Devil 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

