

## UNDERCOVER IN KRAKAU

**F**ive o' clock in Krakau, Poland. The Reality Pump team is holding a secret meeting - and we're right in there! An Antaloor Post undercover agent succeeded in smuggling himself into the hallowed halls of the Polish game developer - and used a long-distance microphone to record this discussion...

"Hey! How about giving the hero his own house? Or even a wife?"  
"Good idea, Lukasz! Let's do it! Maybe as a reward for a special series of quests that he completes successfully?" [...]

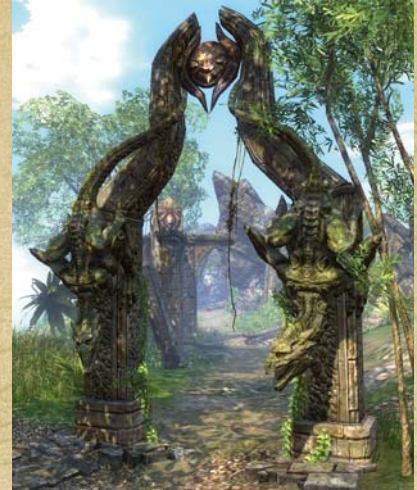
"Ahh, c'mon, let's get down to business - Filip, what about the new Boss fights?"

"The Boss fights are really impressive right now. I just had great fun destroying a Demon Captain". [...]

"Tadek, how about this sleep function that so many of the fans want?"  
"It's in there, boss. The hero can take a nap now if he wants - even if it means missing our nice Hollywood night - and we've got other hero things going, like guitar playing and drinking a big beer in the tavern - hey, that just gave me an idea... let's quit and go have a drink in the next beer joint!" ♦



## NEWLY ARRIVED



The landscapes in Antaloor 2.0 are packed full of eye catchers! You'll find tumbledown, ivy-covered ruins, magic shrines and artistically-designed stone sculptures like this impressive Dragon's Gate. In case all these eye catchers make the hero forget that he still has to look out for monster fangs, these two stone dragons look so lifelike he'll think they're real! And who knows..... maybe they are... ♦

### TADEK THE CAMERA MAN!



The grounds of the Reality Pump Company are peopled by strange beings - like talking programmers or even a talking squirrel! The development team of "Two Worlds: The Temptation" recently visited the squirrel - because it forgot where it had hidden its winter supply of nuts! And of course our paparazzo Tadek was on the spot with his camera again! And the nuts were found after a coordinated team effort! ♦

## IN-TEAM: FABIAN KUBICKI

- 1. What's your Job at Reality Pump?**  
3D graphics designer
- 2. What are working on right now?**  
Nice places like savannah and jungles.
- 3. What games do you like playing?**  
Shooter! 10 minutes of action and I'm happy.
- 4. What was the last film you saw?**  
"The Life and Times of Judge Roy Bean"
- 5. What book are you reading right now?**  
"Chronicles of Jakuba Wedrowycza" by Andrzej Pilipiuk
- 6. What's the last CD you listened to?**  
Smurf remixes

- 7. With which game designer would you like to work?**  
Definitely not with the Japanese who invented Mario... we have enough plumbers in Poland.
- 8. Any funny stories from your games development department?**  
Blood, tears, sweat, nerves and sometimes guts.
- 9. Why do you think „The Temptation“ will be better than the competition?**  
Because it's gonna be the all-time best!
- 10. What game character would you like to spend some time with?**  
Sheep ;-)
- 11. To finish with... what's your motto in life?**  
Does life have a meaning?  
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