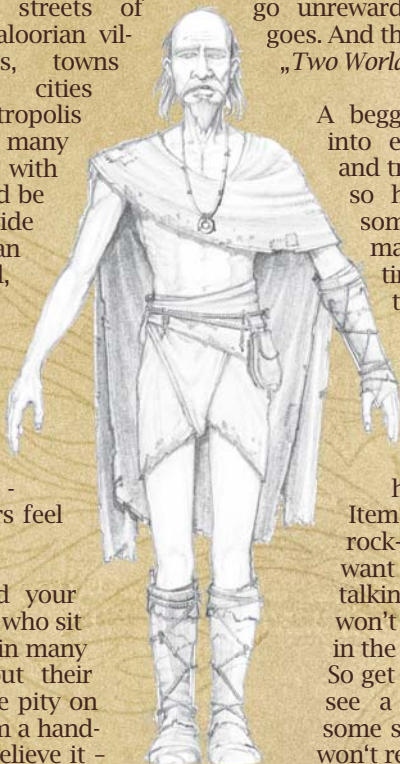


A BEGGAR'S KINGDOM

When your hero strides through the streets of Antaloorian vil- lages, towns and cities

like the desert metropolis Hatmandor, he'll have many exciting encounters with NPCs. These NPCs could be main questgivers or side questgivers who have an interesting story to tell, crafty merchants trying to hawk their wares, or even perfectly normal inhabitants going about their daily business - the possibilities for inter- action are multifaceted - and all these encounters feel like the real thing!

On no account should your hero ignore the beggars who sit on the side of the road in many locations, stretching out their hands for money. "Take pity on the needy and give them a hand- out"... and you better believe it -



if you do give a beggar something, he won't forget you! Good deeds don't go unrewarded, as the saying goes. And that also holds true in „Two Worlds: The Temptation“!

A beggar sticks his nose into everyone's business and travels around a lot... so he's likely to have some valuable infor- mation about interes- ting quests or profit- able trade routes and he'll be glad to share his info with his generous be- nefactor. And who knows... he might even have a rare „Unique Item“ - and give you a rock-bottom price if you want to buy it - and we're talking about items you won't find anywhere else in the game! So get generous when you see a ragged beggar in some street or other - you won't regret it! ♦

NEWLY ARRIVED



It's not just interaction with beggars that can be rewarding - speaking to other Antaloor residents can also prove useful... if you're on the look- out for magic crystals, for exam- ple, try asking the mine workers - they're likely to find a few of them while they're digging for „Glow“. And the same applies to field hands and farmers - they love collecting useful herbs and might part with them if the price is right. ♦

TADEK THE CAMERA MAN!



Ever asked yourself where the Reality Pump guys get all their ideas for the new combat system? OK, let's take a look inside the company's open-air enclosure where some of them like to limber up in the morning - with sword fights! Let's hope your hero's not gonna be blessed with a hefty beer belly like Tadek's! Question - Tadek's actually in front of the camera - so who do you think took this snapshot? ♦

IN-TEAM: PAWEL MARKOWSKI

1. What's your Job at Reality Pump?
Programmer

2. What are working on right now?
On various developer's tools - currently on the Character Editor.

3. What games do you like playing?
Quake, Duke Nukem 3D: High Resolu- tion Pack, Operation Flashpoint... I like the classics ;-).

4. What was the last film you saw?
The Descent

5. What book are you reading right now?
„Masters of Doom“ by David Kushner

6. What's the last CD you listened to?
„Death Magnetic“ by Metallica

7. With which game designer would you like to work?
George Broussard, John Romero

8. Any funny stories from your games development department?
Can't think of anything right now...

9. Why do you think „The Temptation“ will be better than the competition?
Yyyyyy... eeeee...
yyyyyy....

10. What game character would you like to spend some time with?
Shub-Niggurath

11. To finish with... what's your motto in life?
Does life have a me- aning? All the things I really like to do are ei- ther immoral, illegal or fattening. ♦

