

## QUESTION TIME WITH MIREK – PART 2 NEWLY ARRIVED

**H**ere's the second part of our Q&A session with the Reality Pump boss Mirek Dymek. He speaks about the most beautiful fog ever, balancing acts and acrobatics high in the air and the secrets of Yarmalin, the mysterious home of Dwarves

**Are you still working on graphic innovations or have you moved on to gameplay, quests, etc?**

Even if our current stage of development is currently focused on game content like quests, magic systems and such, some of the team is always working on the graphics framework. We just finished the implementation of „Atmospheric Scattering“ for example. This makes things like fog and tendrils of smoke look much more realistic.



**Have you already integrated the physics system?**

Yep, although it's not quite complete... but we're almost there - the hero can try to keep his balance on bridges and walkways spanning dizzy heights - and he can lift barrels and other objects and throw them at opponents. The game world itself also benefits from the physics system - flotsam, jetsam and even rafts can be found floating on rivers, which are influenced by realistic wave movements - and the hero can naturally interact with all of this!

**What's happening with Yarmalin?**

Ahh, the city of Dwarves - yeah, we'll have to ask the fans to be patient on that one, even though they're naturally curious about it, since it appeared in the first version... but our story from the „Temptation „ takes us more into the Land of the Elves, rather than to Yarmalin. In this game, Yarmalin will not play any role. BUT - we haven't forgotten the Dwarves and their capital city - they, and it, live on as part of the Antaloor saga! ♦



In future, if you have a nightmare and wake up bathed in sweat, it could be that you played „The Temptation“ recently - because the game's monsters are becoming unbelievably realistic! This dragon head reached us a couple of days ago - and it looks so good, I almost forgot to start work on this edition of the AP... great, isn't it? The design team first defined the main parameters - and now they're working hard on refining textures and especially the lighting effects, which as you all know, are not only important for objects, but also vital for living beings! ♦

### QUEST COMPETITION

In Issue 41, we embarked on a search for the best Quest Writer among you fans out there... and we got one heck of a response! And the winner is Andreas Bothur. His story, full of fantasy and excitement, convinced us here at Zuxxez and the team at Reality Pump - and that was rewarded with a 1st place! We'll be sending you a substantial fan package, Andreas! Your quest about the best sausages in the land, a pig massacre and a mysterious Chimera was great! Well done! (enough... we don't want to let the cat all the way out of the bag!) By the way, being immortalized in the world of Antaloor is even better as a big fan package, huh? ♦

## IN-TEAM: PIOTR BRENDEL

**1. What's your Job at Reality Pump?**  
I program tools and scripts.

**2. What are working on right now?**  
The Quest system and the Dungeon Editor.

**3. What games do you like playing?**  
Mainly RPG's - have to keep an eye on the competition, no matter how weak it is, heh-heh! But also things like „Frets on Fire“.

**4. What was the last film you saw?**  
„La Zona“ and „In Bruges“

**5. What book are you reading right now?**  
„The Call of Cthulhu“ by H.P.Lovecraft

**6. What's the last CD you listened to?**  
„Gordian Knot“ by Gordian Knot



**7. With which game designer would you like to work?**

I suppose he's not really a game designer - but definitely with John Carmack!

**8. Any funny stories from your games development department?**  
One day I wrote a 1 instead of a 0 in the code - we all had a good laugh about that :-)

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

We're a lot more attractive than the competition.

**10. What game character would you like to spend some time with?**

With the sisters Nina and Anna Williams (Tekken)

**11. To finish with... what's your motto in life?**

If it doesn't kill me, it makes me stronger! ♦