

SO WHAT'S NEW, MIREK?

Just before our editorial deadline, we actually succeeded in getting through to Mirek Dymek on the telephone (he's a busy man...!) and he was kind enough to give us all the latest news on development, including some real interesting info!

Hi Mirek, what's been happening this week?

Oh, we all took it easy and enjoyed the warm Polish sunshine in the mountains! No, just kidding! We're working on many different facets of the game at the moment... and one of these is testing a new generation of birds. Our AI makes them sit on the ground, hop around and eat - but as soon as a NPC or game character appears, they'll fly away and circle overhead - then they land again after a while.



The player can of course see all this action live - and that puts even more realistic dynamics into the game.

That sounds great! Anything new on the technical side?

Yes, we have a team currently working day and night on implementing the Parallax Mapping of objects. We've only used this technology on landscapes up until now... but applying it to items really makes that particular level of detail outstanding in "The Temptation".

We're looking forward to seeing that for ourselves! Any more?

Oh yes... our third main feature of the week is our work on „Soft Particles“. These special particles have one big advantage - they don't cut into objects, but gradually blend into an object, ensuring a smooth, flowing transition. This technology is especially useful for displaying realistic environmental effects like fog or explosions. ♦

NEWLY ARRIVED

Folks... and please remember this... when you're playing "The Temptation", you're gonna need a head for heights! The developers have designed several very impressive game locations for these height tests and most of them have already been integrated into the game. One important high-in-the-air project is the Mage University. This ornamental building can reveal many secrets if you possess enough courage to scratch your itch to explore... but before you can get in there, you first have to get to the University's entrance gate... and THAT'S easier said than done! Hey-ho, it's a-balancing we go! ♦



DID YOU KNOW...

Traps and bombs are classified in damage points?

And the damage value calculated from the ingredients plays a major role here in combination with your skill level - the higher your Alchemy skill level, the higher will be the damage classification value of your Alchemy product. Here's another tip: you'll create a bomb instead of a trap if you use mainly temporary-effect minerals which also have an HP value greater than -100. One more tip? OK... and this one is often overlooked - NEVER mix poisonous ingredients with healing ingredients!!

SPELL ENCYCLOPAEDIA: FIRE MAGIC

Overpower: All you tuning fans out there will love this spell. When you activate it, the effect of offensive magic is increased - and Mana consumption is reduced at the same time. It applies to all offensive spells, whether it's a low-end Firebolt or a Meteor. You can use this Overpower spell to make short work of especially tough opponents.
Effect: Offensive Magic +60, Mana Consumption -30% for 36 seconds

Summon Octogron: This is one of the summoning spells through which you

can call an Octogron 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.

Effect: Level 5 Creature for 1 minute

Fireball: The Fireball is an improved version of the Firebolt. This is pure long-range combat magic - and it's easy to use. The price for meting out more damage points to your enemies is unfortunately a much higher Mana consumption - so this is more or less a „Jekyll and Hyde“ spell. Mete out lots of damage points to your opponent in one move - or spread smaller amounts of damage over several moves? It's up to you... but keep an eye on your Mana!
Effect: 80 Fire Damage points

