# EXPLORES S CAZETTE

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## WELCOME YLANDERS

Welcome Ylanders to our third installment of the Explorer's Gazette. We are proud to honour our own tradition that we began two months ago with the first Gazette and plan to continue this for many months to come (maybe even next month). So sit back and enjoy all the exciting updates and news of May, especially some of the cool announcements we made about the upcoming update 1.3: Watery Water.



#### TOP TWEET OF THE MONTH

Top Tweet of May focused on our new adventures and ways to find them, and it seems a lot of you are excited for this, as are we. Not too long to wait anymore.





# COOL GAMES TO PLAY

We have loads of talented Creators in Ylands, so we want to shine a spotlight on some of the superb work they do. This month check out Spyler and Christal's Ylands Kart, which is loosely inspired by some other Kart game we're not very familiar with. It really is loads of fun and while it is still in development by the team, you can help them test and have fun while doing it





### UNDERWATER ADVENTURES

SECRETS IN THE DEEP BLUE SEA

One of the many announcements we made in May was the inclusion of Underwater Adventures in Ylands come update 1.3: Watery Water. We have devised some spectacular places to uncover secrets and treasure abound. You might even find magical chests, that regenerate resources over time, so you needn't worry, that you'll run out of building materials. Coupled with this is the

inclusion of brand new scuba diving gear which lets you breathe underwater (though not indefinitely) and the trusty compass. The compass will always guide you to the nearest adventure and hidden secret and anyone can craft it in Exploration with the right materials.





## EDITOR IMPROVEMENTS

NOT A MUD HOUSE BUT A MUD HOME

We have also introduced some new and improved features for the Editor. The most impressive are probably the new Terraforming Tools. The Major General even made a house out of mud! Unheard of. But seriously, the Terraforming Tools now really give you all the power to create anything you can come up with

a simple 2D brush. But Creators will also get to play around more with the AI, with more in-depth controls and possibilities to programme and influence NPC's, Animal, Creatures and enemies, so definitely something to look out for.



