

Antaloor Host

Insider news from the Official Source of Info for the «Two Worlds» universe - exclusively for Newsletter Subscribers.

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REALITY-DRIVEN CAPTURING

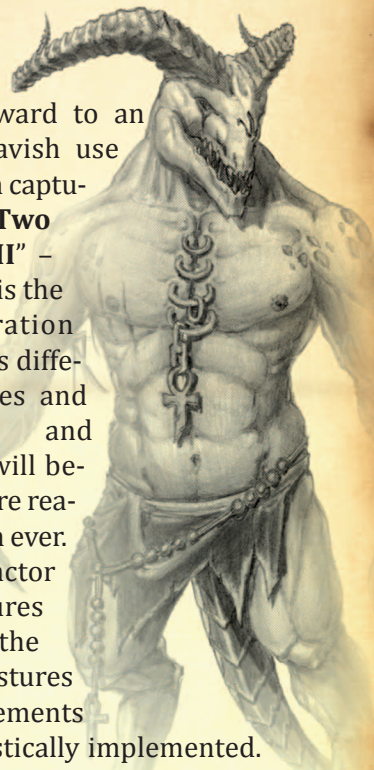
It's a warm summer day in Cracow. We're in the hallowed halls of the Reality Pump development team - and we see an athletic guy called Marek Jeziorski getting into a skin-tight lycra suit.



He's carrying a wooden sword and sporting a mischievous grin. Huh? So what's this got to do with the development of «TWO WORLDS II», you ask? The answer is... a whole lot! Using the novel XMS process, the RP team is working full speed on perfecting the motion sequences in the game. XMS is a complex motion-capturing system that offers radically new possibilities because it works with no wires. Painstaking research work and extensive test phases with various different systems ultimately led to this technology - and its complexity and flexibility will revolutionize the RPG genre.

OK, let's get back to our guinea pig in the lycra suit - though he's already an acknowledged master of traditional swordplay, Marek continues to sharpen his skills - and that wooden sword of his really whistles thru the air! This means that your hero will be performing some truly spectacular motion sequences. Thanks to this groundbreaking technology, you can

look forward to an almost lavish use of motion capturing in «Two Worlds II» - add to this the incorporation of various different styles and weapons and combat will become more realistic than ever. A real actor also ensures that all the hero's gestures and movements are realistically implemented. It's these supposedly minor sequences that create an important foundation for a really cool atmosphere in the game - this means that the player not only has to listen to spoken words, he also has to be on his toes to recognize moods and adapt his behavior to match. ♦



THE WATER PIPE!



Right now the developers are raving about a new detail - and it's gonna be yet another reason why «TWO WORLDS II» will be a sure hit! To prove it, here's a little gem from the desert city of Hatmandor... it's a traditional water pipe, and you'll be seeing it in many different versions. ♦

WORK YOUR A\$\$ OFF ... AND BUY YOUR OWN WORKSHOP!

As we've told you in past issues, a player can buy his own workshop in «TWO WORLDS II». To do this, he has to go to the Merchants' Guild and buy a small building from which he can sell his wares. And he doesn't have to be on site himself - a manager can do this all for him. To hire workers, the player can view «applications» from the region's resident NPCs. Each working NPC has a 'stat sheet', which tells you what he produces, what he earns and how long it takes him to make a product, like a longsword, for example. The finished products can then be picked up each evening. The core

of the workshop feature is the «CWE» System (Correlated Workflow Efficiency). The reputation of the player as a businessman depends on various factors, like, for example, how punctually he pays his people, or the number of employees who quit. If the player can get a workshop going and make it run smoothly, this will give him access to top-class weapons - at a good price. ♦



PREVIEW ON TOPICS OF THIS ISSUE:

HIGHLIGHT:
Reality - Driven Capturing
A flexible Mocap-Technology offers radically new possibilities!

INTERVIEW:
Guilds and NPCs!
RP Exec Mirek Dymek enlightens us once more.

KNOWLEDGE:
We will be regularly updating you on Antaloor nature - today, the Savannah!

INTERVIEW



As promised, today we bring you Part II of the extensive interview with studio boss Mirek Dymek:

AP: Can you tell us more about the factions, Mirek?

Mirek: There will be five different main factions in the game. Three are official and easily found - but the other two operate in the underground and the player will have to infiltrate it to find them. Players can freely decide the faction they want to belong to - but each group has its own individual quest and reputation system. In the Single Player mode, the player can become the head of a particular faction.

AP: Just how big will the world really be?

Mirek: Technically, the new part of Antaloor has an area of around 60 km² - but size isn't our main priority, we want to fill every area with realistic life. We want the player to come across a new and interesting location every few minutes - a location that has its own story to tell. We don't think much of automatically-generated content.

AP: How can we expect the NPCs to behave?

Mirek: The towns in Antaloor are inhabited by many individual NPCs, each of whom goes about his or her own daily routine and behaves accordingly. This means that they make a decisive contribution to the social gameplay components. For example, the player can give beggars money to get information, or he can cause uproar in a busy market and try to rob the market stalls in the confusion - but behavior like this will be punished if they discover the culprit.

AP: Will anyone be able to accompany the player on his adventures?

Mirek: Yes, we've included this feature too, in response to players' requests. A hero can now hire mercenaries to accompany him. And if he has the relevant skills, he can also create creatures that will support him on quests for a time. ♦

WILD & BEAUTIFUL: THE SAVANNAH

During the development of «TWO WORLDS II», the team focused on implementing new aspects in the role-playing world - and this makes sense, not just for features, but also for locations.



Jungles, deserts and swamps can be found in most RPG games nowadays - but the savanna is a region which has hardly been seen in the genre until now. A savanna landscape offers tons of possibilities, which Reality Pump has worked hard to implement successfully.

Take the fauna, for example... you'll find monkeys, rhinoceros, hyenas, baboons and vultures in the «TWO WORLDS II» savannah - but the flora also creates an totally unique atmosphere;

gently-rolling hills with high grass

waving in the wind, isolated groves of trees and ocher-gold colors everywhere you look make this region something special.

Situated right next to the desert, Hatmandor is the place to go for heroes who want to explore the savannah. There are many quests to be solved here - and of course, there is the search for the mysterious raw material «Glow» which attracts many explorers to the steppes. Apart from the wild animals, the savannah is also full of people searching for this valuable material. The troops of Gandohar are forever trying to keep their control - but the local rebels fight hard to regain their independence. Be careful - don't get caught between the opposing forces... ♦



EYE CANDY OF THE WEEK

