

Antaloor Host

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

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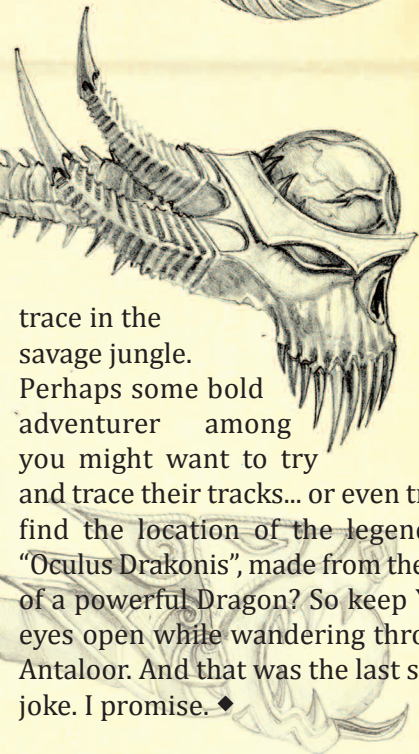
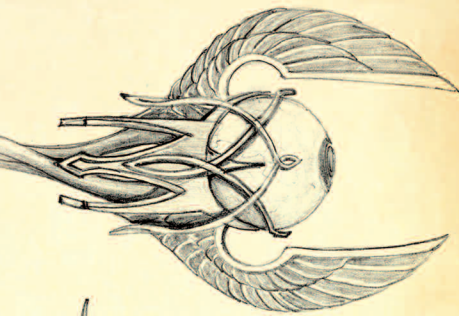
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THE EYE OF THE BEHOLDER

A few months ago the AP carried a story that hinted at a flying eye possibly being used as a magic scout... we now have more news for you about this exciting feature, fresh from Reality Pump's role-playing workshop! The so-called Oculus (that's Latin for eye) is the ethereal aura of a disembodied eye, which glides invisibly through the air controlled by its master. A crevice could be a real tight squeeze for a mouse, or a gate could be guarded by a hundred soldiers - but NOTHING can prevent the Oculus from transmitting what it sees to its owner via a magic link. So the master is prevented from losing an eye in a trap or an ambush of his enemies, literally spoken.

This rare and unique artifact was created centuries ago by a long-forgotten cult, the Tenebrae. The members of this race dedicated their talents to the Dark Arts. They hunted for individuals who were renowned for their fantastic eyesight - and showed no mercy when they found a Dwarf, Elf or Dragon; that unlucky individual soon had no eyes! The victim was even subjected to ritual torture before having his eyes and optic nerves gouged out - charming race, eh? So it's no surprise that the Tenebrae did this once too often... and they were wiped out before the beginning of the Second Era in Antaloor - but their unholy knowledge didn't die out with them. Rumor has it that the apprentice of Damai the Blind Alchemist (he had lost his sight during an experiment) found a few pages of the "Tenebrae Book of Holy Rituals". This was the key to creating an Oculus, but Damai and his apprentice vanished without



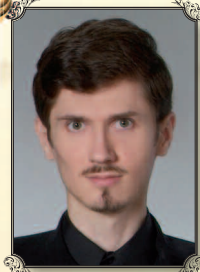
trace in the savage jungle. Perhaps some bold adventurer among you might want to try and trace their tracks... or even try to find the location of the legendary "Oculus Drakonis", made from the eye of a powerful Dragon? So keep Your eyes open while wandering through Antaloor. And that was the last small joke. I promise. ♦



NEWLY ARRIVED



The Jackal culture has spread all over the "TWO WORLDS II" universe... you'll find members of this sect everywhere. They're more or less harmless - but you'll have to be really careful if you come across one of their arrogant and extremely powerful Priests! ♦



BIZARRE MAGICAL LIFE FORMS

Once again, I pestered the RP team members to send me a few personal nuggets of information about the work they're doing at the moment... and these guys are sure helpful! Screenwriter Jaromir Król, for example... the vital teamwork at Reality Pump never ceases to amaze him: "Our company is a living unit in which everyone thinks as one. I hesitate to use the word "breathing" now... because with all these bizarre, magical and alien-like life forms at Reality Pump, you never know who's a model and

who's a living, breathing member of the team! (Hey, I'm only joking!) But you really can compare our teamwork to a living, breathing organism, one in which every element (team member) provides impetus and support for the others. As a screenwriter, the main thing for me is having constant contact with the graphic artists and level designers. These artists have to put my thoughts on paper. You often need a lot of patience to convert adventurous ideas and concepts into pictures... and then to put these pictures into a living world. This can only be done if everyone works together." ♦



PREVIEW ON TOPICS OF THIS ISSUE:

WATCH OUT:
Big Brother a la Antaloor! We proudly present the Oculus - The Hero's silent spy!

LISTEN UP:
During our interview with Adam Szafranski, we got lots of new information about the music score!

BE AWARE:
I am a hero - Get me outta here! Lost in the deep and savage jungle!

INTERVIEW



We all know that sound plays a major role in any game, but it's vital for creating the atmosphere in an RPG. That was reason enough for us to knock at the door of Adam Szafranski, the Sound Chief at Reality Pump.

AP: What role does sound play in "TWO WORLDS II" ?

Adam: A darn important one! Without a soundtrack and other acoustic effects a game would be absolutely lifeless. That's why we rely on very atmospheric composed music and authentic sound effects, all of which match the current environment as realistically as possible. "TWO WORLDS II" is gonna be a real beauty, graphically AND acoustically!

AP: Can you give us some info about the score?

Adam: The soundtrack is very dynamic and adaptive. In other words, the background music changes depending on the current location and atmosphere. Elements like the time of day and NPC actions will also influence the music. So if the player's walking along a peaceful path, for example, he'll hear music to match... light and gracious. If danger threatens, the music will change to a very intensive action theme which will get the player's adrenaline level jumping! The transitions can be gradual and flowing... or very sudden, if necessary!

AP: How about sound effects?

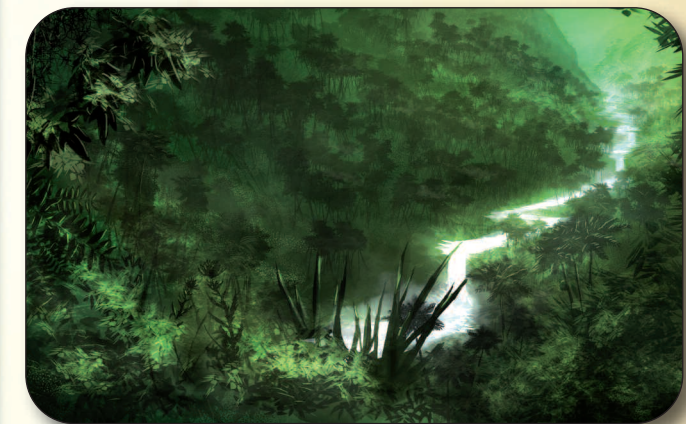
Adam: All the sound effects are saved in Dolby Digital Format AC3 and that guarantees the highest quality. Thanks to the Dolby 5.1 mixing technology, we can create an atmospherically dense, three-dimensional sound and this gives us even more reality. Every region has its own soundscape. We introduced several sound effect levels for each region. The most important are interface, conversation and combat sounds. Then you have environmental noises like birds singing and the wind whistling and howling. And last but not least, we perfect the game experience with the third level - insect sounds and the creaking of tree branches. ♦

RUMBLE IN THE JUNGLE

Each new version of our AP provides you with more and more info about the many different regions in Antaloor - they will offer you a huge variety of landscapes, which possibly have no equal throughout the RPG genre. The dense forests, huge cities, endless deserts, dusty savannahs, impenetrable swamps and beautiful coastlines are just waiting to be explored by your hero; and the wild jungle of Antaloor with its lush vegetation has everything that your explorer's adventurous heart could ever wish for!

Surrounded by towering, liana-covered mangrove trees in which monkeys and exotic birds abounded, the stream wound its way deeper and deeper into the jungle. After we got rid of some Scapulari, what the merchant told us turned out to be true: we arrived at a huge, partly-ruined temple with lots of floors. Man, that temple was sinister!

Anyway, before we could try and uncover its secrets, we were suddenly attacked by a horde of Skeleton Warriors. Our still-weak hero had NO chance! We thought



about it after he'd been killed... and came to the conclusion that we should have waited for 3 or 4 level increases before trying the

We took a trip into the jungle to try a side quest, and here's what we found: After we bribed him with some money, a travelling merchant told us the location of the source of an idyllic stream.

jungle - get out hero 'up to strength', so to speak. Our very appropriate last words about our jungle adventure were... "I'm a Hero! Get me outta here! Pleeeez?" ♦

EYE CANDY OF THE WEEK

