

# Antaloor Host

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

ZUXXEZ Entertainment AG • Rittnert Str. 36 • D - 76227 Karlsruhe • press@zuxxez.com

www.twoworlds2.com

Issue 5 | October 2009

## OPEN YOUR EYES AND ENJOY!

You all know just how good the graphics in the first part of "TWO WORLDS" really were - but now Reality Pump has raised the bar even more for "TWO WORLDS II" ... and the many ingame video sequences which drive the story truly profit from these fantastic graphics. The main force behind this was the attention focused on the finest of details for all the

landscapes and locations, right from the start. This created a world so alive and vibrant that it's guaranteed to act like a powerful magnet, pulling players into Antaloor to explore as much as they can. On the technical side of things, a sophisticated LOD system (Level of Details) with intermingling loading sequences provides the player with truly sharp detailed

images of all the elements in his immediate environment, like waving grass or flying butterflies - without annoying pop-ups. The new LOD technology also enables players to see for nearly 4 miles from certain vantage points! Thanks to the laborious fine tuning of close-up and distant views with one another, the transition between the two also flows very smoothly - so nothing can spoil the player's enjoyment during his exploratory trips in this world teeming with life.

The icing on the "TWO WORLDS II" cake is provided by the atmospheric effects - and they really shine during the day-night cycle and changes in the weather. Local fog banks, vegetation that moves according to wind strength and shimmering heatwaves are just a few examples of what players can expect. Even the weather itself is in a class of its own - realistic cloud movements, rain, thunder and strong gusts of wind provide a real outdoor experience in Antaloor. ♦



## NEWLY ARRIVED



Danger imminent! The creative brains behind "TWO WORLDS II" are currently making life difficult for future players - by putting extremely dangerous opponents all over Antaloor's landscape. This drawing will give you a foretaste of what's to come. ♦

## CASE NUMBER 2WII UNSOLVED...

**Sum:** Does the player have to decide on one particular class/skill, or will we again be able to access all the skills at the same time?

The development of attributes will remain access friendly, in typical "TWO WORLDS" tradition. An all-around hero who can do a little bit of everything can access all the skills - just like skilled specialists, who of course will have the most powerful specific skills and class-specific weapons and armor.

**Mikewolf:** Have you given us a few difficult Boss opponents this time? You better believe it, Mikewolf! We've put lots of mini-Boss oppo-

nents all over Antaloor - you'll maybe encounter them at the end of a dark dungeon or when you finish smaller side quests. And there are some real sweet characters as well.

**Arkray:** Will there be more important female characters?

In "TWO WORLDS II" you can expect real 'girl power'! There's Kÿra of course, who once again plays an important role - but you're also going to encounter the immensely powerful and mysterious Dragon Queen, AND Dar Pha, a real female Orc assassin! Nope, you're not seeing things- there WILL be female Orcs in Antaloor. ♦



## PREVIEW ON TOPICS OF THIS ISSUE:

**FARSIGHTED:** Level of Detail Management enables near and far vision in wind and all types of weather.

**CAGEY:** Mirek Dymek on thieves and murderers with surprisingly good social aptitudes.

**HOOKED ON SAND:** The Sons of the Desert and their business - endless feuds and trade caravans.

## INTERVIEW



How does the new Reputation system work? Mirek always knows the answer!

**AP:** The Reputation system played a major role in the first "TWO WORLDS". How will it work in "TWO WORLDS II"?

**Mirek:** Our objective in "TWO WORLDS II" is to simulate a huge authentic game world in which the inhabitants basically follow the same rules as those in the real world. So a hero must pay close attention to those who will become his enemies, to his behavior in taverns, and to how he behaves when encountering merchants, beggars and of course... Orcs ;-).

If a player doesn't show enough respect to an Orc, he'll draw his sword quicker than the player can say, "Sorry, my mistake"... and he'll do it the next time he meets the player as well.

**AP:** Are you telling me that the NPCs possess a kind of memory?

**Mirek:** Yep, that's right! We've developed a complex reputation system which actually remembers all encounters between the hero and NPCs - and takes this into account for all future encounters. So if a player insults an NPC during a conversation, that NPC will remember it... and the next time he or she meets the hero, the NPC will be much more reserved towards the hero - or even show hostility. That could be a real problem for the player if, for example, he needs valuable information from a certain NPC whom he has refused to help in the past, or from whom he has stolen a horse.

**AP:** So can a 'socially competent' hero expect advantages?

**Mirek:** Yes, absolutely! If the player completes quests for merchants, e.g. if he cleans up a trade route by killing all the bandits who prey on travelers, the merchants will give him plenty of rebates and price reductions as a reward!

Basically, you can say that good deeds, a friendly personality and accomplished quests will increase the willingness of NPCs to talk with the hero... but threats, bribery and blackmail can also lead to success! ♦

## THE DESERT IS ALIVE

The desert is a region of contrasts, with scorching heat every day and bone-chilling cold at night. Even the desert cities couldn't be more different... Cheznaddar and Hatmandor are the main centres for caravans and adventurers of all kinds. Cheznaddar is more or less a run-down hideout for bandits - but Hatmandor is a truly magnificent city, resplendent in all its golden finery that unashamedly

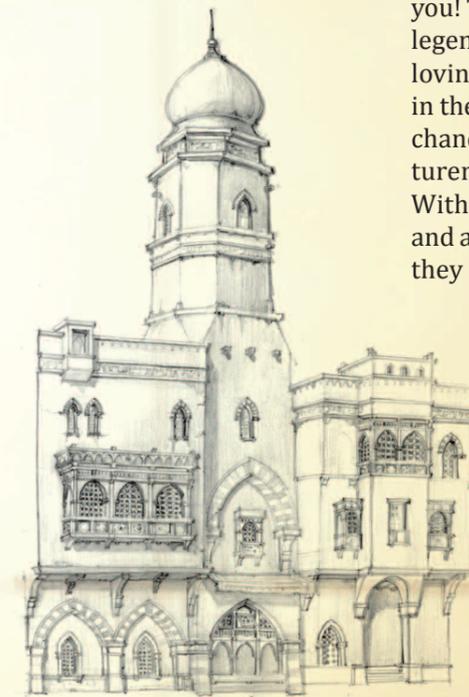
displays the wealth gained through trade of all kinds in the last years.

If you travel through the desert from one city to the other, you'll really see how merciless a desert can be, with shimmering mirages, quicksand and scorched vegetation.

It's all there for you in a typical desert atmosphere, and thanks to the ingenious graphic effects, it's so realistic you can almost feel that heat pulsing in front of you! There are sand dragons, the legendary Varns and other heat-loving animals skulking around in the heat too, just waiting for a chance to attack careless adventurers. For example Mummies. With their clumsy movements and almost non-existent armour, they normally pose little or no

danger to you - except in the underground temple areas where they congregate in groups - and that's a different kettle of fish!

The Antaloorian desert is one heck of a powerful opponent - but fame and unbelievable treasures await the hero who can conquer it! ♦



## EYECANDY OF THE WEEK



ISSUE  
5/09