

# Antaloor Host

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

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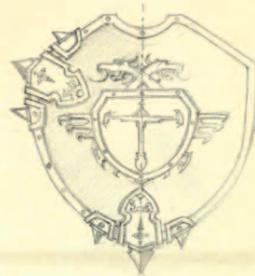
## THE WONDERFUL WORLD OF CREATIVITY

Interactive worlds are the nuts and bolts of an absorbing and strikingly realistic role-playing world. In Antaloor the CRAFT system guarantees that the number of options the player has to influence his environment takes on entirely new dimensions. **CRAFT** stands for Complete Reshaping And Forging Technology. It symbolizes a revolutionary metallurgy system that allows the player to individually design his own armor and weapons (among other things).



As Daniel Duplaga recently told us in an interview in AP 3, the possibilities are almost endless. Daggers, axes, helmets and cuirasses (that's protective chest armor)... the player can take any item of armor or any weapon and personalise it any way he wants to. All he needs are various "basic ingredients" like the relevant metals, woods and dyes. Besides the quality of the weapon, he can bring his own special color preferences to the game world, like a brightly colored shield, for example.

Players can also break down weapons they find into their individual parts, like adornments, hilts and blades, then put them together again to create a completely new weapon. The only limitation is the fantasy of the player and his skills in using his CRAFT skills, which, by the way, can also be upgraded by skill points. Besides pure weapon forging skills, CRAFT also enables players to work magic artifacts into their own armor. With a little bit of skill and the right



resources, a normal longsword can become a personal favorite weapon with special powers of its own. And even if the player gets tired of his creation, he can still break it down and use its parts for a new project. Multiplayer is where this individual armor and weapon design takes on a whole new meaning. Here clans can create their own completely independent armor designs to show that they belong to one specific group. No one wants to go into battle wearing the same armor as his enemy! Hierarchies can also be displayed, moods expressed or a special armor can be worn just to impress fellow players. ♦

### NEWLY ARRIVED



"TWO WORLDS II" is definitely not for gentle souls. In the dungeons, things can get pretty nasty and some of the opponents will freeze the blood of bold adventurers. This sketch of a powerful Zombie is a good example of what players can encounter down there. ♦

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### TWII UNSOLVED CASES...

**Qar:** How deep will the interaction between the player and the NPCs go?

**RP:** We've achieved a lot in this area... because it's an extremely effective way of providing real atmosphere in a game. Our plan is to create an emotional meshwork between the player and the NPCs - but this relationship will be very flexible and will very much depend on the actions of the player. Characters whom the player helps will give the player helpful tips - but NPCs whom the player insults or injures can be very unfriendly indeed. Two examples of this 'unfriendliness' are physical threats and higher prices when purchasing an item.

**Relon:** Are there ingame sequences which will ensure epic moments in the story?

**RP:** Many fans have written to us about this and many plans are in the pipeline for a whole series of ingame videos to guarantee the proper presentation of the main storyline. Together with the rendered video sequences, which will be used during the most important phases in the main story, we'll tell the story of "TWO WORLDS II" using very intensive images which will impart background knowledge and at the same time keep the level of excitement and anticipation running high. ♦

## TWO WORLDS II

### PREVIEW ON TOPICS OF THIS ISSUE:

**THE ART OF FORGING:**  
The cleverly designed metallurgy system, CRAFT, enables individual weapon design.

**THE ART OF VIDEO:**  
Ingame video sequences and rendered cutscenes take the story to pure video art.

**THE ART OF WORDS:**  
In our interview with Tadek Zuber, he gives us lots of interesting news about the Questlog.

### INTERVIEW



Tadek Zuber took a few free moments recently to give us an interesting interview.

**AP:** Hi Tadek, can you tell us something about the info possibilities for gamers while the game is running?

**Tadek:** Although many old cultures' stories were passed on from generation to generation by word of mouth, the highly developed races of Antaloor knew how to write centuries ago! So knowledge-hungry adventurers will find all the information they need in the extensive "Questlog". In this Info window, every accepted quest, every task and every important item of information is clearly laid out and can be called up at any time. An optical guidance system also gives players a fast overview of quests: the ones which have been completed, have gone wrong or are still active.

**AP:** How accurate are these Quest infos?

**Tadek:** When the player selects a specific quest, a window opens up with an extensive description of the task in question.

A map of the quest area is also displayed - and this area lights up on the compass ring of the Minimap while the quest is being played. To help find his way, a player can also position individual markers, which are also shown on the map and in the compass.

**AP:** It all sounds real easy... is the Save function easy too?

**Tadek:** Exactly. Just like in the quests, there's a special window for saving games - and it lists all the saved games ever made. "TWO WORLDS II" can be saved at any time - and when a player saves his current game, the area he's in and the duration of the game are saved in the folder. A screenshot of game progress also provides the player with an optical overview where he can select how he wants to continue the game.

Players who sometimes forget to save a game don't have to worry either, because Automatic Save Games can be set to activate at intervals of between five and thirty minutes - and the last three Autosaves are always available. ♦

### BESTIARY

**Sordahon alias Dark Lord**  
Sordahon, fearfully called the Dark Lord by the populace of Antaloor, lives up to his name. As leader of the legendary Myrmidae, the terrible servants of emperor Gandohar, this mysterious being symbolises pure evil... and is the complete combat machine. Besides his powerful weapons, usually a huge flail used in combination with a gigantic shield,

Sordahon has an impressive arsenal of magic at his evil fingertips. And it goes without saying that this is magic of the dark kind. He's the right arm of Gandohar - and this horrible creature destroys any and all potential sources of danger for the shortly self elected ruler of Antaloor - quickly and effectively of course!

#### Werbeast

This very intelligent monster race is a genetic cross between a werewolf and other wild animals of Antaloor. They often hunt in packs and are mostly active by night and in the evening. Thanks to their extremely fast adaptability, these hunters are being seen more and more through the day and have meanwhile taken over many regions of Antaloor. They eat almost any kind of meat, from smaller mammals to human beings. For the latter, Werbeasts are very dangerous, due to their lightning-fast speed and razor-sharp claws. The normal rural population has almost no chance if attacked by one of these beasts, and even hardy warriors must use extreme caution if they come up against one or more Werbeasts. ♦



### EYECANDY OF THE WEEK

