

Antaloor Host

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

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A JOURNEY INTO ANTALOOR'S PAST

The creative eggheads at Reality Pump invited us to browse through the history books of Antaloor. So naturally we want to pass on what we've learned to you, our readers! Today we're going to tell you about how Antaloor was created - and the evil plans of Gandohar. Read on...

The "Builders" of Antaloor had mastered the seven spheres of the magic realm, commanding the full power of each element - water, wind, fire, and earth. They were a peaceful race of all-powerful beings that sought to better the world around them. Gandohar discovers that, after creating the world of Antaloor, an insurrection occurred and a great civil war ensued, ending with the near complete extinction of the "Builder's" entire civilization and the near destruction of Antaloor herself (such a huge strain is put on the elements that the world almost tears itself apart).

The scattered few that remained became known as the Orphans. Four of these survivors made a pact to repair the damage that their people had so carelessly caused. They sacrificed their freedom, pledging eternal commitment to governance of the four elements, becoming the four elemental gods of Antaloor. After deciphering the Orphan's ancient texts, Gandohar discovers the ancient magic of Edency, providing the knowledge to control the elements.

With the death of Aziraal, the god of fire, the elemental balance has been disturbed, opening a gateway for a fifth element, the Taint, to emerge.

the Taint. But Kÿra's frail human body is unable to sustain such continued abuse for much longer. But the self-proclaimed emperor comes up with a devilish plan to control one of Antaloor's most powerful entities.

However - forces fighting on the side of good also take up the fight and attempt to restore the fragile balance of power in their favor. Once again, the fight for the beautiful continent of Antaloor has begun... and the player is in the midst of it! ♦



NEWLY ARRIVED



In Antaloor, fans with a mania for collecting things will also get their money's worth. Besides armament items, there's a wide range of plants for making potions of all kinds. So keep your eyes open! ♦

Seeing his opportunity to seize power over this un-governed element and take his place among the three remaining gods, Gandohar, begins drawing more and more power from Aziral's spirit, trapped inside the body of the beautiful woman Kÿra, in order to tame

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PREVIEW ON TOPICS OF THIS ISSUE:

HISTORICAL:

A journey back in history of Antaloor - and gain an insight into the evil scheming of Gandohar

CRIMINAL:

Many ways of achieving the thieves' ultimate dream - even if you're not a welcome guest...

MONSTROUS:

Huge jaws dripping with slime and razor-sharp teeth lurk in dark corners

NICE TO KNOW

You're probably familiar with the situation: a hero, a locked chest and your last picklock that. With shaking hands, your avatar starts working on the lock - and your mouse isn't exactly dry either, because immense wealth and rare artifacts are in that chest, just waiting to be picked up!

"TWO WORLDS II" offers players three ways of solving the locked chest problem - proving once again that this situation can be much more interesting and more original than you usually find in a boring mini-game or if you're swamped in impersonal columns of figures.

1. A picklock for every situation...

In the classic version, your picklock is used on the lock. Here your chances of success depend on how many points you've invested in your lockpicking skill - then of course you'll also have to try and insert your picklock into the actual lock through several rotating cylinders in a challenging, interactive mini-game... and time is running out.

2. Open Sesame!

Heroes with plenty of magical skills don't have to bother with lowly tasks like using a picklock to open a chest - and picklocks, being illegal, are hard to find anyway. Okay, the "Break Lock" spell isn't exactly easy to learn, but when you've finally mastered it, you'll be able to break into almost any chest with the greatest of ease.

3. Who's that hammering there?

Some of you probably think that picklocks and magic spells are only for cowardly thieves and weak-kneed Mages... brute force is the best way to get a task done! Well... "TWO WORLDS II" even has the perfect solution for you hammer-happy hunks too! Since each lock has its own damage points, it can be smashed with the right weapon, usually a hammer (or Adalbert's Teeth).

BUT... remember that many a valuable sword has been broken on a super-resistant lock. And the noise you make hammering away at a lock may just attract the wrong kind of attention... ♦

BESTIARY

Velocis (Clawed Worm)

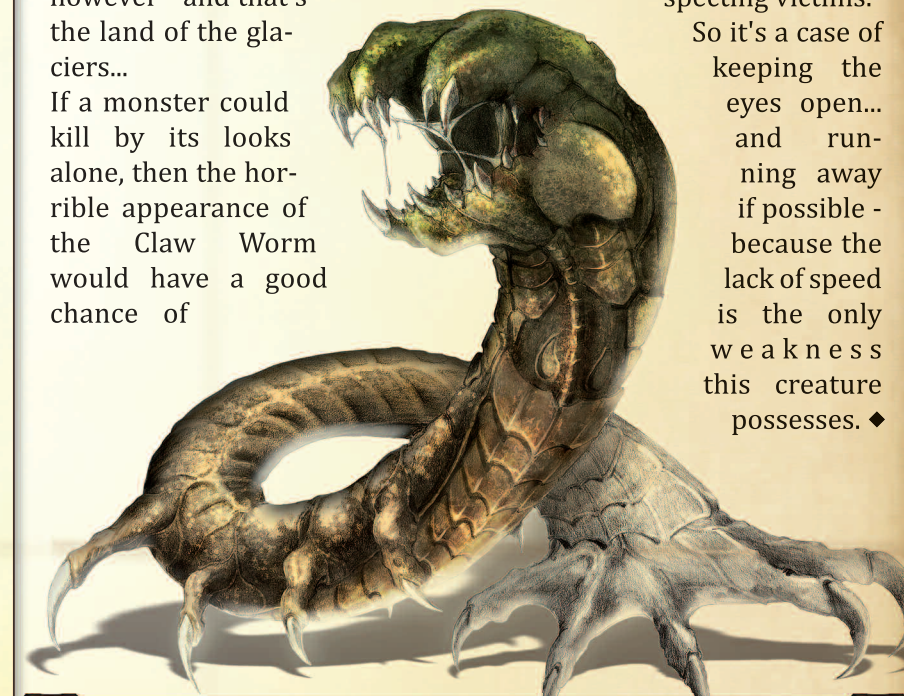
This strange entity is a cross between a Worm and a Hyena. It's a deadly combination - it strikes hard and weakens its enemies with poison. So although their reach is limited and you can slip past them quite easily, you shouldn't underestimate the slow beasts. So beware of these creatures... these monsters are true dealers of death. Like the Werbeasts, they're found throughout Antaloor. There is one region they don't like, however - and that's the land of the glaciers...

If a monster could kill by its looks alone, then the horrible appearance of the Claw Worm would have a good chance of

being number one on the list of killers. But the Velocis (its scientific name) doesn't need to kill that way. Its massive head, which mostly consists of fangs, locks onto an opponent like a vice, followed by the rear part with its powerful claws.

Research has shown that the Claw Worm developed in the heat of the desert. Even today, players will mainly come across the Velocis in the hot regions of Antaloor. Well disguised, it lies in wait for its unsuspecting victims.

So it's a case of keeping the eyes open... and running away if possible - because the lack of speed is the only weakness this creature possesses. ♦



EYECANDY OF THE WEEK

