

# Antaloor Host

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

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## THE WORLD OF BOOKS

Room without books is a body without a soul." Cicero's familiar quotation certainly still has stock today. And not just in living rooms, but also in virtual environments as in "TWO WORLDS II"! Granted, it would be rather unlikely that Cicero would have preferred to spend his leisure time with the gamble of an RPG. Instead, it is more probable he read a good book or a letter by his friend Atticus.

In "TWO WORLDS II", both are now valid: gambling and reading! The developer team of Reality Pump was very purposely taken into account during the development of the new RPG-marvel in order to breathe life into Antaloor through literature, rather than leave off with the creation of a soulless world.

In contrast to the brief, rather superficial and unmotivated scrolls and scant pages, which are traditionally found in RPGs, "TWO WORLDS II" contains complete written works. These, with great attention to detail

in the form of written letters, notes and diaries, also go one step further in creating a world within a world, easily accessed according to preference.



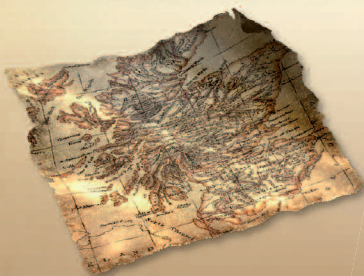
Of course, this feature is offered more as a bonus or supplement. Those who simply seek fast action and varied adventures in Antaloor can boot the bookworm and concentrate on the "essentials." For those additionally interested to learn more about the game world and experience its inhabitants—therefore proceeding into the world of the written word—

rewards await, with useful information, extensive background and evocative stories of love, betrayal and death.

But those searching for something more "tangible" than beautiful words will get his money's worth in the environment of "TWO WORLDS II." Only those who take the trouble to rummage in the darkest corner of a dungeon or the highest room of a magician's tower for boxes and cabinets, books and notes (and also bother to read them) comes to lost knowledge and carefully guarded secrets. This may be a clue to a secret entrance or a hidden trapdoor. Or, the formulation of a powerful potion that would make the heart of any alchemist beat faster. And, of course, this or another quest is waiting behind the book covers. So nearly endless possibilities which can be explored.

With such tangible and aesthetic rewards, certainly even good old Cicero would have experienced pure joy with "TWO WORLDS II." ♦

## NEWLY ARRIVED



Old documents are part of a bona fide fantasy role-playing like icing on a cake. A clear case is that even in Antaloor, a great deal of these informative discoveries are to be found. Prime specimens of these exhibits have in fact recently wandered into our office. ♦

## TWII UNSOLVED CASES...

**Demonic:** What about the scope of the action and independence of NPCs? Will these also be offered to the player?

**RP:** The artificial intelligence that the newly developed GRACE-technology has enabled, allows for a very sophisticated and differential behavior. This includes, among other things, monitoring of the player's character.

In this case, the corresponding character will automatically follow the hero, and during eventual battle scenarios take its own initiative with regards to attacking. Or, in a lack of courage, recklessly running away.

**Relon:** Has Kÿra, sister of the hero, been overhauled so that she finally is more attractive than her predecessor?

**RP:** in this regards I can give you the all-clear signal.

Kÿra, and in general all the female characters in the game, have been given much more attention. Particularly the sister of the hero plays a crucial role in Part 2, and will therefore be elaborated with great care.

And not just in terms of being a magnet for men. There is even a second female protagonist, and Kÿra in terms of beauty, if not other matters, will not be found lacking! ♦



## PREVIEW ON TOPICS OF THIS ISSUE:

**ANNALIST:** Numerous books and scrolls offer quests, knowledge, and even solid entertainment.

**SPECIESIST:** A completely despicable stranger appears today to make his presence felt and exude his charm.

**HERBALSIT:** Even most experienced adventurers can come to a deadlock indicates the fate of an alchemist.

## ANTALOORIAN STORIES

### Today: The tragic Story of the Desperate Alchemist

Finally! He carved the stinking Grom-liver with great care, put it into a vessel filled with preservative fluid, and washed the blood from his hands. This was the final ingredient for the potion that should take the pain away. A pain he had with him throughout his entire life.

An old hermit from the area around New Ashos had revealed to him this recipe a few years ago. And now it would finally succeed! The Alchemist ran with quick steps swiftly back to his laboratory and began to cook the parsley extract. After a few minutes, he added Glow crystals, the black heart of a wolf hunted at full moon, a rabbit's foot, dried mushrooms and a few drops of his own blood. Abruptly the mixture took on a radiant red color. According to the recipe, it was now time to add the most important ingredient: the Grom-liver!



When he threw the organ into the pot, all at once a horrible stench filled the entire lab. He had to choke, but nonetheless compelled himself to deeply inhale the wondrous vapors.

Suddenly the eyes of the alchemist widened in relieved amazement. The pain he had felt since birth grew less with every second. Then it had completely disappeared. For the first time in his life he was free. Released from his suffering, he was so full of happiness that he no longer felt how his body collapsed lifeless to the ground. Dead. ♦

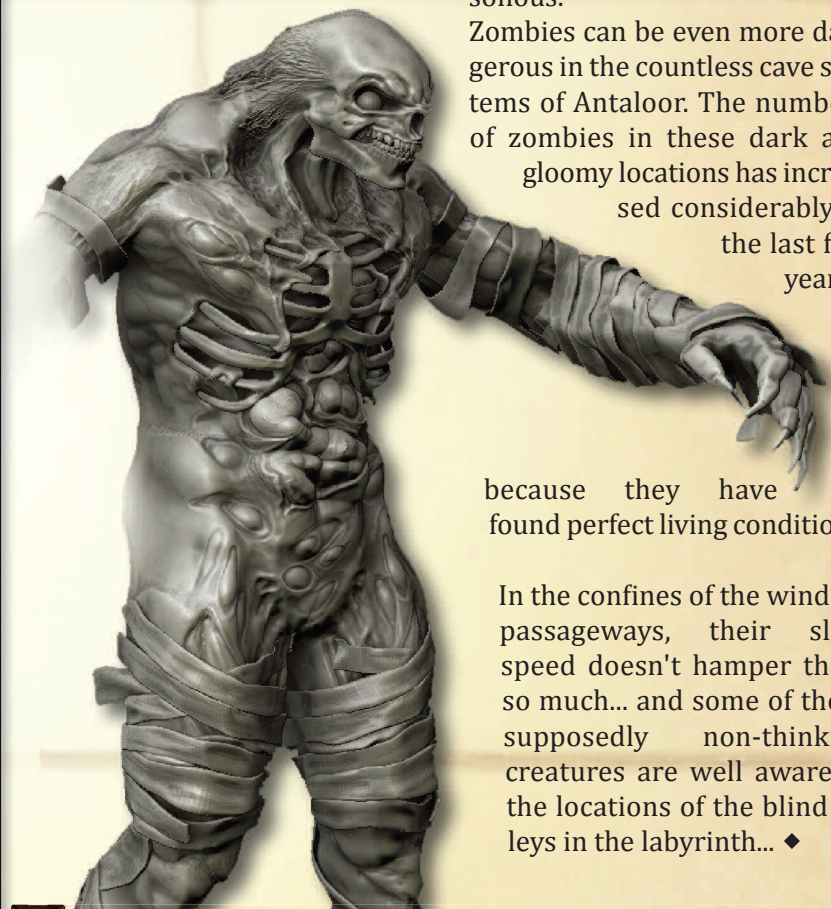
## BESTIARY: ZOMBIE

Zombies are distributed over the whole country of Antaloor. They are usually creatures of the night.

However, since the outbreak of the Taint, they have also been seen in the daytime, mainly in cemeteries, where they lie in wait for their victims, usually accompanied by a horde of Skeletons.

Undeads are slow, but they have a very huge reach with their long, ape-like arms. And it doesn't matter what type of pitiable creature ends up in their foul-smelling embrace - because their fetid claws are highly poisonous.

Zombies can be even more dangerous in the countless cave systems of Antaloor. The numbers of zombies in these dark and gloomy locations has increased considerably in the last few years -



because they have found perfect living conditions.

In the confines of the winding passageways, their slow speed doesn't hamper them so much... and some of these supposedly non-thinking creatures are well aware of the locations of the blind alleys in the labyrinth... ♦

## EYECANDY OF THE WEEK

