Antaloor Fost

the Official Source of Info

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SUNK IN THE MORASS OF EMOTIONS

of the stories really turned us on. It's them all to their doom, they still hope be awesome. And you must almost based in the swamp landscape, and you, the player, can expect a really intricate story with several side stories. While travelling in a seemingly harmless marshy area, a narrow path leads to an unexplored swamp. Nothing seems to change at first - but the atmosphere suddenly becomes darker and more mysterious and danger seems to lurk everywhere. There's even worse to come: if you don't like what's happening around you and you decide to go back, you'll find the path blocked by a magic barrier... you can only go forwards! Surprisingly, depths of the swamp - but the inhabitants there are scared out of their fear and mistrust. You'll gradually be priest who tells you of an evil witch able to win the trust of a few settle- in the swamp? Or should you go with

e were recently given per- find out that a terrible curse has been tants, who tell you a tragic story of mission to take another put on the whole region. Even if the love and death? No matter which way look at the books of the inhabitants fear that your arrival has you go to influence the fate of Tir Ouest authors – and one awakened the evil and condemned Geal, the effects of your decision will



that you can bring the long dark. Then of course there is the swamp years to an end and help them to live there is a human settlement in the in freedom again. Now it's up to you to collect the necessary information - and of course make decisions. ment dwellers, however - and you'll the memories of the other inhabi- you will too. •

always make your decisions alone. The inhabitants will not leave what they believe is the safe environment of their village, and with good reason too... cruel gangs of Zombies and other monsters spawned by death lurk on the narrow swamp paths. Only the powerful protective circle invoked by the priest seems to keep the village more or less safe. But is all this really the whole truth?

witch who lives somewhere in this dank and eerie swamp - and it's rumored that she was the one who put the curse on the swamp. We found wits - your hero will be greeted by Should you believe the mysterious this to be a dramatic, action-packed adventure, crammed full of suspense and surprising twists and turns - and

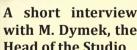
NEWLY ARRIVED



Reality Pump has really gone to town with new ideas for the Underworld. Thanks to the various different levels, impressive labyrinths have now been created. They're so complicated, even the developers had to visualize the labyrinths in sketches first - otherwise they would have lost track of where they were! •



DOES YOUR ARMOR FIT?



Head of the Studio

number of weapons and armored lose sight of everything? How do you items into the game. How can the keep track of it? player access these?

Mirek: There are a lot of very useful CRAFT system, the player always items in our world. As soon as the has a complete overview of his own player begins to buy weapons or in-skills and the necessary parameters crease the number of his armored for every find in the inventory. If an items, his character development object can't be used, a special inforalways plays a major role. The mation window shows the player player needs to have a specific level of strength before he can use some handle the newly-found armor of a of the weapons. This increases the broad shouldered Orc general, for level of motivation during the game example. •

A short interview - the player will want to continue with M. Dymek, the and to improve his character accordingly.

AP: You have integrated a huge **AP**: Does this not make it easier to

Mirek: No way! Thanks to our what he requires before he can

EMOTIONAL TALES

Two Worlds II" Quest authors plunge deep into the dark abys-

TERRITORIAL FEATURES The player can earn himself a small fortune if he employs clever buying and selling strategies.

Preview on Topics of This Issue:

houses and cliffs. Its weak points time!

so the Crusher can be easily

destruction behind it, between 9

BRUTE FORCE WEAPONS Countless weapons and armament items require a lot of ski in character development.

NICE TO KNOW **BESTIARY: CRUSHER**

avoided.

Collecting, stealing, buying and selling all kinds of items plays a major role in the life of an Antaloorian hero. So - all you adventurers out there! Remember these tips below if you want your hero to have plenty of cash! You can find merchants' stores in nearly

Shopping for the advanced player

every city and settlement in Antaloor. Each merchant specializes in one certain kind of merchandise. While shopping, you'll usually meet merchants who deal in weapons and armor, magic artifacts, potions, traps and even simple objects like carpets and meat - and they'll all compete for your cus-



Maybe you're asking yourself the question, "Why in the world would my level 52 barbarian need a carpet? I beat Groms, not carpets!" OK, you're right... but barbarians shouldn't only buy swords and armor. Trading merchandise like carpets can earn you lots of money - and it's relatively risk-free too... no one would take a swing at you over a carpet! Here's an example: top quality, hand-woven carpets bought in Hatmandor can be sold in Ashos at a good profit, because Hatmandor textiles are really in demand there!

The NPCs also have their preferences and dislikes. So... to make sure that no one swindles you, you should try to establish good relationships with merchants and Guilds. A good reputation with the Mages' Guild, for example, will be rewarded with corresponding rebates from all merchants who are associated with that Guild. If you insult a merchant or get on his wrong side in any way, you might find your shopping tour coming to a sudden end! •

he Crusher lives up to its Your chances of success are good name, leaving behind a trail if you try a fast attack against the of debris wherever it goes. This neck area of this monster, where creature symbolizes raw power the tough skin is much thinner - frontal attacks are a no-go here. but if your blade sticks in its It will destroy anything in its outer skin layer, you can expect

are its sense of smell and sight, However the real problems are starting in the underworld. The Crusher go berserk in the nar-On the other hand, it's easy to row passageways, bringing certrack a member of this species, tain death to all but the fleet of because it leaves a broad trail of foot. They also have an unbelievable amount of endurance



way, from human beings to trees, the most exciting rodeo of all

