

Antaloor Host

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

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

www.twoworlds2.com

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SUNK IN THE MORASS OF EMOTIONS

We were recently given permission to take another look at the books of the Quest authors – and one of the stories really turned us on. It's 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, there is a human settlement in the depths of the swamp - but the inhabitants there are scared out of their wits – your hero will be greeted by fear and mistrust. You'll gradually be able to win the trust of a few settlement dwellers, however - and you'll

find out that a terrible curse has been put on the whole region. Even if the inhabitants fear that your arrival has awakened the evil and condemned them all to their doom, they still hope



that you can bring the long dark years to an end and help them to live in freedom again. Now it's up to you to collect the necessary information - and of course make decisions. Should you believe the mysterious priest who tells you of an evil witch in the swamp? Or should you go with the memories of the other inhabi-

tants, who tell you a tragic story of love and death? No matter which way you go to influence the fate of Tir Geal, the effects of your decision will be awesome. And you must almost 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?

Then of course there is the swamp 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 this to be a dramatic, action-packed adventure, crammed full of suspense and surprising twists and turns – and you will too. ♦

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?

A short interview with M. Dymek, the Head of the Studio

AP: You have integrated a huge number of weapons and armored items into the game. How can the player access these?

Mirek: There are a lot of very useful items in our world. As soon as the player begins to buy weapons or increase the number of his armored items, his character development always plays a major role. The player needs to have a specific level of strength before he can use some of the weapons. This increases the level of motivation during the game

- the player will want to continue and to improve his character accordingly.

AP: Does this not make it easier to lose sight of everything? How do you keep track of it?

Mirek: No way! Thanks to our CRAFT system, the player always has a complete overview of his own skills and the necessary parameters for every find in the inventory. If an object can't be used, a special information window shows the player what he requires before he can handle the newly-found armor of a broad shouldered Orc general, for example. ♦



PREVIEW ON TOPICS OF THIS ISSUE:

EMOTIONAL TALES

"Two Worlds II" Quest authors plunge deep into the dark abysses of the human soul

TERRITORIAL FEATURES

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

BRUTE FORCE WEAPONS

Countless weapons and armament items require a lot of skill in character development.

NICE TO KNOW

Shopping for the advanced player

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 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 custom.



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! ♦

BESTIARY: CRUSHER

The Crusher lives up to its name, leaving behind a trail of debris wherever it goes. This creature symbolizes raw power - frontal attacks are a no-go here. It will destroy anything in its way, from human beings to trees, houses and cliffs. Its weak points are its sense of smell and sight, so the Crusher can be easily avoided. On the other hand, it's easy to track a member of this species, because it leaves a broad trail of destruction behind it, between 9 and 12 feet across! And at the end of this trail, you'll find this dangerous juggernaut waiting for you - let's hope that it has its back turned when your hero sights it.

Your chances of success are good if you try a fast attack against the neck area of this monster, where the tough skin is much thinner - but if your blade sticks in its outer skin layer, you can expect the most exciting rodeo of all time! However the real problems are starting in the underworld. The Crusher go berserk in the narrow passageways, bringing certain death to all but the fleet of foot. They also have an unbelievable amount of endurance while fighting. ♦



EYE CANDY OF THE WEEK

