

# Antaloor Host

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

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## WE GO INTO BATTLE!

**Z**n a very informative interview, studio boss Mirek Dymek crosses swords with us (literally!) and gives us some interesting new nuggets of info about the new and more complex combat system.

**AP:** *A flexible and extremely versatile combat system plays a major role in Role Playing Games, How did you approach this important action feature in "TWO WORLDS II"?*

**Mirek:** We integrated a totally new basic structure for the fights, one that has little or nothing in common with the game's predecessor and introduces some major improvements.

The most obvious changes are of course active parrying and realistic animated graphics for every move - but the real revolution took place in the background. We have teased amazing new possibilities out of GRACE technology and as a result every combat in Antaloor is now richly diversified - and above all challenging!

**AP:** *Can you tell us more about this?*

**Mirek:** During combat, a wide range of various aspects interact with one another, creating a realistic overall picture. Included among these aspects is the fact that the AI of the NPCs is able to remember being attacked by the player! So if the player always uses the same standard attacks, he'll score fewer and fewer hits, since his opponent is constantly adapting his style to counteract what the player's doing. On the other hand, if the player uses all the different moves that are available to him, constantly changing his style, he'll score lots of hits. We've also integrated spectacular finishing moves and shield attacks.

**AP:** *How about the weapons?*

**Mirek:** Weapons? We've a whole truckload! Swords, daggers,

bows, axes, lances and much more... everything a true fighter's heart could desire! And for each kind of weapon we naturally have a matching combat style. For example, the player can use a one-handed weapon plus a shield, two weapons at the same time, or a flaming torch and a one-handed weapon. Each combination has certain advantages and disadvantages, which in turn affect gameplay. And last but not least, daggers can also be used for assassinations in dark corners! ♦



## NEWLY ARRIVED



At last! Shortly we will see the introduction of the new Internet page at [www.twoworlds2.com](http://www.twoworlds2.com). The teaser site will be replaced by the complete content - and don't forget the big new TWII Advent Calendar, where you can win an Xbox 360, a PlayStation 3 or an Gaming PC worth 1.000 US-Dollar. ♦

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## BITTER REGRETS OF MARAS KASTERN

Excerpt from the diary of Maras Kastern, fifth mayor of Tir Geal:

*„I curse the day that this dreary hell-hole was created! Curses on the heads of my parents too! It is they whom I have to thank for bringing me into this world! And that pack of useless, stupid oafs who feel they absolutely MUST talk to me about their petty problems every day of the week... common country bumpkins! I was destined for much greater things!*

*I would probably laugh about it if someone else was in my position... but it is I who must suffer the indignity and the horrors. Ah, my life is twisted*

*and scarred with bitter irony... I succeeded in escaping from the dungeons in Hatmandor with hardly a scratch - only to end up here in this horrible hamlet. And it was my OWN DECISION too!*

*I curse myself for taking the path to Tir Geal! Perhaps I should have taken the well-travelled trade route when I escaped, instead of hiding away here - a confrontation with the city guards would have been better than ending up in this swamp... but it is too late now. My fate cannot be changed... it is unalterably interwoven with this morass monster, and fate always takes its course...“ ♦*

# Two WORLDS II

PREVIEW ON TOPICS OF THIS ISSUE:

### PURE COMBAT!

Mirek Dymek describes the various different aspects of the new combat system in Two Worlds II

### ENDLESS EXASPERATION!

Today's diary excerpt tells of the twists and turns in the life of the Mayor of Tir Geal

### SHEER SWAMP

Encyclopedia presents the mega-mysterious and awesome atmosphere of the swamp landscape.

## NICE TO KNOW

### The pentagram of the elements

There can be no magic without the basic ingredients... and these remain as they were in the first game, namely, the five main elements of Fire, Earth, Air, Water and Dark Magic. Only this time the different force fields are all directly associated with one another. All the elements are linked to one another and can be exchanged for the next two nearest forms of magic. The adjacent element is a source of energy, while the other is for control purposes.



So, while energy is drawn from one of the adjacent elements when you're casting spells - and the already-performed type of magic is added - you as the Mage control the balance of all the elements, even the magic sources which are located on the other side of the elements' ring. If you want to concentrate one kind of magic, you should always keep an eye on its relationship to the other types of magic.

A Mage can only become really powerful if he maintains the balance between the powers. This balance between the forces doesn't only play a vital role as the foundation of magic in Antaloor - it's also primarily responsible for the further development of the entire universe. More about that in the next few issues! ♦

## ENCYCLOPEDIA: SWAMP

**T**here are many regions in Antaloor that have their own dark secrets, but some really stand out where atmosphere and excitement are concerned - and one of these is the Swamp region. Silently shifting banks of fog, marshy pools, rickety wooden walkways and a few small settlements guarantee that you, the player, will get sweaty palms and not just a few shivers down your back! The developers have really gone to town on detail here. Beavers and



other small animals scurry around the feet of your hero - and of course the real opponents soon come along too... and then all hell's let loose. Zombies, Werewolves and other freeze-your-blood monsters await you on the small islands that dot the swamp- but exploring this region can still be very rewarding, in spite of the dangers. OK, the inhabitants gave up and left for healthier climes, but they still left numerous chests behind, and some of these contain treasure. If you want to do more than

just explore the region, you can also get some quests from the extremely mistrustful inhabitants of Tir Geal and find out more about the sad fate of this region at the same time. You will need nerves of steel to solve

these tasks - but when you've finally completed them, a nighttime visit to the swamp is a must - because GRACE technology has made this perfectly-implemented, Hollywood-style scenery and atmosphere possible - believe us when we tell you that it's simply unbelievable. With moonbeams shining through the stunted trees and hot vapors rising from the waters, all that's missing is a tough monster to complete your Role Players heaven... and it will definitely be skulking around the next bend of the path! ♦

## EYE CANDY OF THE WEEK

