

# Antaloor Post

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

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## PORTALS – CABS OF A FANTASTIC WORLD

The bigger the size of an RPG world, the more sophisticated the methods of travel have to be. So, in addition to offering you ordinary riding, sailing, etc., "TWO WORLDS II" also gives you a truly fantastic method of long-distance travel... teleportation! One particular type of special portal enables you to travel directly from your location to your desired destination - but the teleport station you will probably come across first on your travels is the "standard" model. Each of these standard stations has a specific destination and just one mouse click will get you there fast. And of course it works in the opposite direction too. This kind of portal is very often found in multistory dungeons and buildings in which there are no steps and ladders for direct connections. The standard portal will transport you from one place to another, just like walking through a door - except that your destination could be a heck of a long way from the other side of that door!

The second kind of portal can be just a little more dangerous: OK, they are standard teleporters, but sometimes (just sometimes), they might not function very efficiently and that can be nasty. There's another snag too... you can only travel in one direction - you can't return!

These one-way portals were built to replace the standard teleport stations which were damaged and destroyed during the Great War in Antaloor. You can never know what kind of dangers to expect when you re-materialize at your destination!

Then of course there are the King's portals. These teleport stations form a network throughout which you can explore all of Antaloor. The good thing about the King's portals is that one single station gives you access to the entire network.

However, you can only dial up a station on the network if you know its exact location. This information can be obtained from an NPC or from the right book - and of course you could come across one of these networked portals on your travels.

And last but not least - there still are a few portable teleport stones which can be docked into the King's portals network - but you can count yourself lucky if you find one of them - they're very well-hidden! ♦



## MERRY CHRISTMAS!



It's vacation time for us too, folks, so the next issue of the AP will be online on the 15th of January, 2010. Until then... all the guys and gals at Reality Pump, TopWare and Zuxxez wish our Antaloor Post readers a Merry Christmas and a Healthy and Happy New Year! ♦

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## THE MISSING SHOES



Everyone in Antaloor knew the story about his famous shoe collection... but a very special pair of shoes went missing and although searched for years, they disappeared without trace. He travelled through countless countries and spent weeks on ships exploring new regions - all to no avail.

He kept searching for them all over Antaloor until age finally took its toll and he lost the use of his legs. All he could then do was live in the hope that the shoes would somehow turn up one day. Then out of

the blue, his wife came to him and admitted that she had accidentally burned a pair of his old shoes a long time ago. It didn't seem important at the time... but now she just had to tell him, because she was afraid that the ones she had burned might just be the ones he had been searching for.

When the old man realized that he'd been hunting something that had been destroyed several years ago, he threw back his head and laughed. Shaking his head ruefully, he said to his wife: "Well, sometimes fate can really kick you hard where it hurts!" ♦



## PREVIEW ON TOPICS OF THIS ISSUE:

### FAST TRAVEL

Travel all over Antaloor in relative safety thanks to different kinds of teleport portal stations

### FAST ARMOR

Create personal sets of armor yourself for that extra flexibility in combat

### FAST DEATH

If your hero happens to come across a Scythe, he could lose his life a lot faster than you think...

## NICE TO KNOW

### Armor - it's quick change time!

The gamer who enters an RPG world expects one feature which above all characterizes the genre: That's the possibility to create your own character from scratch - a game character whose attributes and individual armor make him totally unique in the game world. The generous developers of "TWO WORLDS II" give you a completely free rein to create your hero's own special armor!



A hero's basic armor consists of a helmet, armored garments or a robe, shoes, gloves, amulets, rings, weapons and an optional shield. As far as weapons go, you can choose whether you want a two-handed weapon, a one-handed weapon or even two one-handed weapons - and to make the choice easier, you can call up different sets of armor by a simple push on a button. You could equip your archer with lightly-armored garments, put heavy armor on your battling bruiser, or even adorn your Mage with jewelry and magical robes - and you can use these sets of armor any time you want during the game by a simple click within the hotkey bar. So the possibilities and varieties of fighting-styles are nearly endless. Pick up your favourite one and get into battle!

This feature is awesomely practical - and it has the added benefit of letting you switch from defense to offense fast during combat: you could start a fight by firing a long-distance arrow at your opponent, quickly change into your Mage's cloak and roll a wave of fire towards him, then engage him in close combat dressed in your best berserker outfit - guaranteed to put the fear of Antaloor's gods into him! And you get all that with no messing around in an unclear inventory! ♦

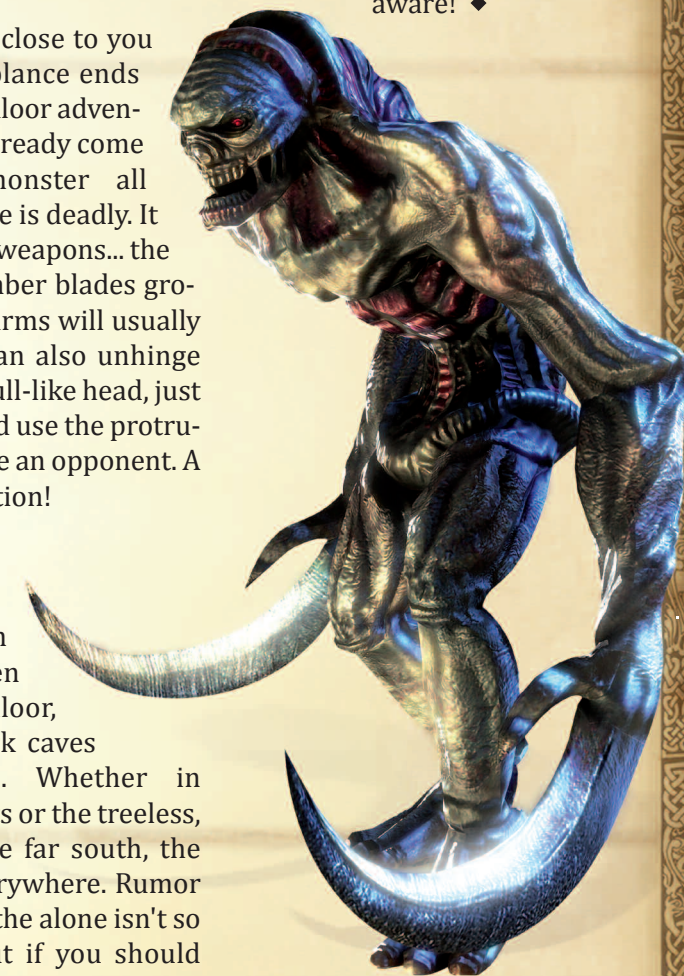
## BESTIARY: SCYTHE

OK, it isn't Edward Scissorhands 2.0 - but the effects of being hit by a Scythe are much worse than scissor cuts! The Scythe could even be mistaken for a human being at a distance. Its upright motion, its human limbs... what a disguise!

come across one, don't take it too lightly... there are deadly opponents and the one facing you could turn out to be your killer! Throughout the course of the centuries, the species has continued to evolve, producing some really deadly varieties. So be aware! ♦

Then it gets up close to you and the resemblance ends right there. Antaloor adventurers who've already come across this monster all agree: the Scythe is deadly. It has no need for weapons... the two powerful saber blades growing out of its arms will usually do the job. It can also unhinge the jaw of its skull-like head, just like a snake - and use the protruding fangs to bite an opponent. A killing combination!

Intelligent and treacherous, the Scythe can usually be seen all over Antaloor, skulking in dark caves and dungeons. Whether in mountain forests or the treeless, arid zone to the far south, the Scythes are everywhere. Rumor has it that a Scythe alone isn't so dangerous - but if you should



## EYE CANDY OF THE WEEK

