

Antaloor Host

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

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THE DARK SECRET OF THE "SWALLOWS"

Antaloor is a world full of wonder and beauty – but it also has its deadly dangers and devilish destruction. And the evidence of the destruction wreaked in the "Swallows" is terrible indeed - the gates of New Ashos look out on a huge area containing nothing but burned earth, melted stone and certain death for any unwary hero who ventures into this appalling area... but there are also immeasurable treasures awaiting those who actually dare to enter! Hey, did someone say contamination? In Antaloor? And that's right, too! Even if you're interested in nuclear technology and you send your hero on a fruitless search for non-existent atomic weapons, there ARE powers in Antaloor which possess a destructive force that rivals that of any atomic weapon - but be grateful that it's the kind of power which only a few possess. A hero who goes looking for evidence of what or who created the Swallows will find help in

the Veneficus University of New Ashos. In this venerable building, several students of magic tell of a young Mage who is only in his second year at the School of Magic - but he already possesses a level of magic talent which only experienced Masters of Magic can call their own. There's a big snag though - this unusual pupil seems to be dangerously fascinated with dark magic. Searching for more and more power, he became engrossed in the fringe areas of dark magic - and attempted reckless experiments with a mysterious element called Verita. But one of these experiments went terribly wrong. The fragile balance between the elements was destroyed - and in the green and fertile land now known as the Swallows, the Verita wreaked havoc, turning the

landscape into a blackened and decayed hell on earth. It took the combined efforts of the Veneficus Master Mages to stop the Verita contagion from spreading... and they did it by erecting a magic barrier around the Swallows. All this happened 30 years ago. That young Mage was Gandohar... and it's your task to find out everything about the mysterious Verita and how Gandohar plans to use it - and you'll have to find a way into the Swallows if you want to learn the secrets of this dead land. ♦



NEWLY ARRIVED



A prayer is half the battle! A player who can call one or more gods his friends won't regret it! There are power-ups, healing and other spells available at different altars. Faith pays! :-)

TWII UNSOLVED CASES...

Once again the team took the time to answer questions from all you fans out there. and here we go!

Dowie: *Can a player keep his own pets, and if so, can they help the player in combat?*

Nope, sorry... you'll have to do without your canary in a golden cage or your dog in its kennel... but you can get magic companions to accompany you. If you possess the relevant spell, you can awaken demons and other sweet creatures to travel with you. These "comrades-in-arms" will accompany the player for the whole of their lives - and also help him in battle!

alazia: *How important is it to complete the main quest?*

"TWO WORLDS II" offers the player two ways of plunging into the wonderful and atmospheric world of Antaloor.

On the one hand you have the absorbing scenarios of the main quest - and on the other, the time-tested sand-box principle, where a player can freely explore the world of Antaloor and take on any side quests he wants... but please remember that new regions of the world will be activated during the main quest. So if you want to explore all of Antaloor, it's better to keep the main quest in mind at all times. ♦



PREVIEW ON TOPICS OF THIS ISSUE:

SOURCE OF DANGER

A trip into the legendary Swallows reveals a bizarre world full of dark magic

SOURCE OF INFO

The development team answers questions from the fan community in every detail

SOURCE OF POISON

The cunning and dangerous Crab will quickly paralyze you with its poison

INTERVIEW



Between Xmas and New Year, CEO Mirek Dymek explained some of the technical intricacies in TWII.

AP: *"TWO WORLDS II" will be playable on several platforms. How did you approach this complicated job?*

Mirek: Our game engine fully exploits the potential of each individual platform. In the Xbox 360, this means the available extensions and the processing power. In PlayStation 3, it's the SPU units and the possibilities created by the cell architecture. The PC has other qualities that can be exploited to the full... for this, we use the sophisticated Shader and of course multi-core optimization. We've had different teams working on the special implementations for each individual platform right from the start - and the results we've achieved are really something!

AP: *How detailed is the physics simulation? Will it give us more than just new optical effects?*

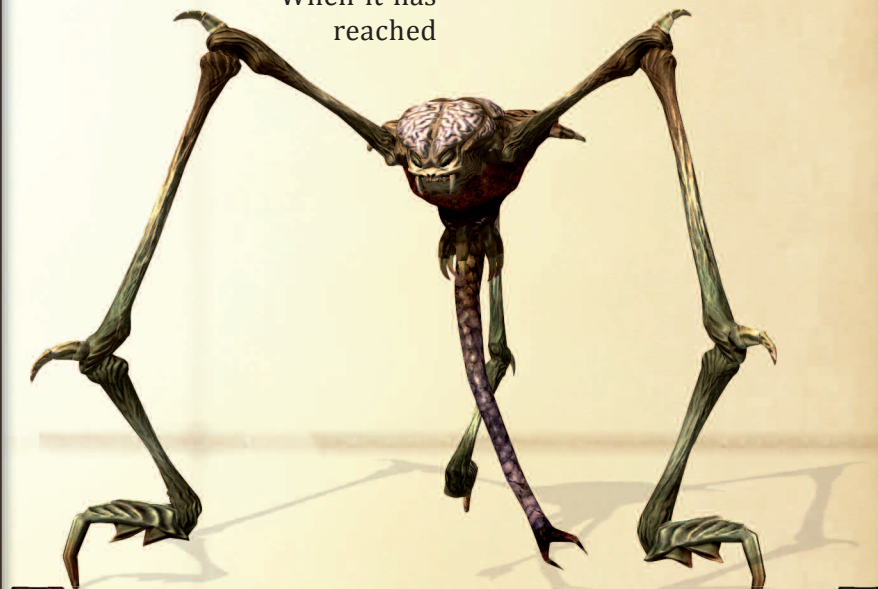
Mirek: We are still using the PhysX engine, because the possibilities it creates, plus its sheer efficiency match our requirements perfectly. Don't forget that we already had lots of experience with PhysX - and that's also proving beneficial to us right now. All the expertise we've gained allows us to use almost every one of the PhysX elements - and this has taken "TWO WORLDS II" into a new dimension, one in which the player can also experiment a lot more with the world and the objects in it. Thanks to this sophisticated physics system, tasks can be solved in widely differing ways - and of course all of Antaloor is much more realistic. In comparison to its predecessor, "TWO WORLDS II" is much more interactive - individual elements interact with one another. This applies to simple items like chests and barrels, but also to sailing boats and spells with physical effects, like a cyclone, for example. The physics system also affects the seemingly small and innocuous things in the game; ropes, chains, items of clothing and even the hair of the characters - all these things move in a truly realistic manner and react to exterior influences. ♦

BESTIARY: CRAB

This insect-like being is certainly one of the most interesting life forms on Antaloor. The unique blend of insect and saurian seems to counteract all the theories of evolution and the creature attracts attention wherever it goes. The Crab doesn't only sidle sideways like a real crab; it can crouch down, then spring up amazingly fast to propel itself for relatively long distances. In other words, it attacks like a cricket or a jumping spider - and this tactic has surprised many opponents who thought they were out of its reach... but the nasty talents of this leaping wonder are really amazing!

its victim, it immediately delivers a lightning-fast attack... and what an attack it is! Its unnaturally long tongue shoots out of its jaws, covering unwary opponents with a dangerous poison which works really fast, paralyzing parts of the victim's body. When that poison starts to take effect, things can only get worse... horrified and almost totally defenseless, your hero will watch the Crab calling its young from their hiding place... and then the feast begins! So if your hero isn't well-equipped, just avoid this creature! It actually looks pretty harmless too... a low-down trick... ♦

When it has reached



EYE CANDY OF THE WEEK

