

# Antaloor Host

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

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## INTO THE DEPTHS ON A CAVE ADVENTURE

**A** truly first-class RPG has cave systems full of twisting paths, hidden crannies and hair-raising dungeon labyrinths - and TW2 really comes up trumps in this dark world. The game's designers describe it as being a "very extensive" cave and mine system - and we AP editors were at last allowed to experience the legendary underworld of Antaloor for ourselves! Reality Pump invited us to visit one of the vast mines near Hatmandor. This is where the mysterious and magical raw material 'Verita' is mined - by dint of backbreaking labor far below the surface of the Earth. These colossal Verita gemstones, with their multiple green facets glowing eerily in the dark would normally be quite enough to make the trip through the mine really worthwhile... but there's a lot more to see down here - and we wanted to see it all! OK, no problem for Reality Pump... no sooner said than done. In stark comparison to TW2's predeces-

or, this underground world now possesses a powerful optical atmosphere which will captivate the player - and bring forth awestruck reactions from fans of the dark depths - and why, you ask? Simply because the complex cave systems have an atmosphere that has to be experienced to be believed - it really gets under your skin. There are various different levels here, and awe-inspiring domed galleries through which the ramshackle timber scaffolding threads its way like the webs of lovesick spiders. But we wanna go deeper still... and we really get our feet wet thanks to the pools at ground level on the floor of the huge hall. So we carefully climb up the wobbling wooden stairway - always heading in the direction of the swarms of lightning bugs which provide brilliant pinpoints of color on the cave ceiling. The artificially created paths gradually come to an end - many have

collapsed in on themselves. Now we're nearing the wild section of the mine - and we're suddenly confronted by a group of Varns who seem to have made their home here. So it's out with the sword and into battle! Then it's onwards and ever upwards, our path lit by the flickering flames of the torches - and man, let me tell you, we were glad to get out of the darkness into the blazing sun and dancing mirages of Hatmandor's desert - you will get the shivers in that amazingly realistic, dark and oppressive atmosphere down there in the depths of Antaloor! ♦



## NEWLY ARRIVED



As we told you this week, two special editions of "TWO WORLDS II" will soon be on the shelves in Europe. There are a few valuable collectors' items included with these two game versions - like, for example, a Mega Pin in Dragon style with a Swarovski stone! ♦

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## ALL YOU FASHION DESIGNERS OUT THERE!

Thanks to the CRAFT system, "TWO WORLDS II" players can now convert their armored equipment as much as they want - and that includes new colors too. This game feature was the inspiration behind our new competition starting today. We're offering all you fans out there a one-time chance to design your own cloak. And here's the killer... if your design's good enough, you could even see it used regularly in the actual game! Just download the [template-PDF](#), print it out and start creating your own personal cloak! BUT remember - you can only use four different colors! Just scan your

finished picture (at 300 dpi) and send it to the E-mail address in the PDF by the 28th of February 2010. You can of course also use snail mail. The postal address is ZUXXEZ Entertainment AG, Ottostr. 3, 76275 Ettlingen, Germany. The best entries will be forwarded to Reality Pump - and the team there will choose the designs that will make it into the game itself! ♦



# TWO WORLDS II

## PREVIEW ON TOPICS OF THIS ISSUE:

### IT'S DARK!!

Take an astonishing trip into the pits and shafts of Antaloor's breathtaking mines

### IT'S CREATIVE!!

AP readers can design their very own cloak - and go down in the history of Antaloor

### IT'S...RATTLING??

The Droser's fierce attacks on the beach could prove deadly to your hero!

## INTERVIEW



We cornered RP team member Tadek Zuber and bombarded him with our questions... here are his answers!

**AP:** *We've already formed our own ideas of many regions in Antaloor... but how far along are you with the overall development?*

**Tadek:** We already have included nearly all the areas in a first playable version. The chapters of the main story are particularly extensive, and this gives us the great advantage of being able to play the game almost anywhere in Antaloor - and while we're doing that we can concentrate on adding the finishing touches in each region we pass through. The QA aspect is tremendously important for us this time around - and we've put a lot of time and effort into it.



**AP:** *How about videos in the game?*

**Tadek:** Yep, they're mostly finished too... we worked very hard on the ingame videos and we'll be integrating many cutscenes with smoothly flowing transitions. Right now, we're focusing on the various localizations. Creating rendered video sequences is also a big ongoing project - the sequences will mainly be used at the start and at the end of "TWO WORLDS II". Here we really wanted to create something fantastic - and we've even brought in other professionals to help us achieve this objective.

**AP:** *What's your own favorite region?*

**Tadek:** Ah, that has to be the Dungeons! We've implemented so many new ideas in atmosphere and design, it's fantastic just walking through the dark passageways with a flaming torch to light your way. You really feel as if you're in another world - and the sound design also does a great job in helping to immerse the player in the darkness beneath Antaloor. ♦

## BESTIARY: DROSER

**T**o describe the Droser as a dangerous Crab would be understating the case a little... okay, so it does resemble its smaller cousin, especially in habitat and movement, but it's there that the resemblance ends... because the size of its extremities and its attack-hungry nature are two absolutely unique features which amply demonstrate the vicious power that this creature possesses. Moving surprisingly fast on its powerful claws, the Droser is to be found on the beaches of Antaloor... and only there. These creatures hardly ever leave their natural habitats beside the ocean. They are very possessive, however, and will defend their territories with deadly intent, and this is especially true when their young have just hatched.

Any hero who comes across a Droser must also watch out for its dangerous tail. It shoots out like a bony lance and can easily impale your unwary adventurer. The skewered meat on a stick (which is your hero) is a mouth-watering attraction for the creatures' young... so aspiring heroes should really watch their step and do their level best NOT to end up as the Droser menu of the day! Here are a couple of tips for you: try attacking it with big clubs, they can crack its armored shell... but, no... on second thoughts, it might just be better to hightail it outta there... and fast! ♦



## EYECANDY OF THE WEEK

