

Antaloor Host

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

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ENTER THE DEMONS' MAGIC WORLD

In a fantasy world like Antaloor of "TWO WORLDS II" it's not unusual to see a Demon or two going about their nasty business, because you can find them all over the various different regions of Antaloor - but this AP issue isn't big enough to include all the info about these horrible beings from the world of the undead. Nope, I'm going to tell you about the basic structure behind the use of magic in "Two Worlds II". And to do that, I'll let you in on a secret - all the magic power in the game is based on something called, the "Dynamic Enchantment, Magic, Occultism & Necromancy System". And what's the acronym for that?? Yep, you got it! It's "DEMONS"! The aim behind DEMONS technology was to give players complete freedom in creating spells - and it succeeded too! Now the era of having one fixed set of predefined spells to use is done and dusted! Thanks to DEMONS, you can put together your own personal spell book based on

available "ingredients"; and this includes changing spells without losing too many points! You can also combine the various spell cards - so you can create your own deadly and vicious attacks. This will also encourage you to create skill points for your hero in various different types of magic - don't forget that experienced Mages vary their spell creation to develop their really nasty power spells.

The developers have also taken a huge step in the right direction by linking the magic side of the game with the physics engine - because not only do certain spells now have a detailed and spectacular particle system, some others can animate immovable objects like big rocks or chests and toss them through the air! Imagine using this against a horde of your enemies! ♦



NEWLY ARRIVED



There are some new screens in the Art Gallery at the official homepage www.twoworlds2.com - but you'll have to use your lock-picking skills first! Visitors to this page can expect an interactive Flash game today - and you'll need clever fingers to succeed! ♦

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CASE NUMBER TWII UNSOLVED...

krathax: How did you organize the merchants' system in the towns and cities?

RP: We used a much more individual approach than in Part 1, krat-hax. In the public markets, you'll mostly find conventional booths selling food, less specialized weapons and armor - but the special stores are hidden away in the houses. Each merchant there has his own very special program and will demand (or pay) various different prices. So there is no use in trying to sell ingredients and plants to a blacksmith. You should consider this just in times of deepest desperation and lack of money.

Magge: Do the mounts just stand around waiting for me to jump aboard - or do I have to solve a quest to ride one first?

RP: The first mount will be introduced during the Main Quest. It's up to you whether or not you want to cheat the horse trader at this point, Magge! Later in the game, there will be more quests available during which you can add more horses to your herd. And yes, you could steal one - but then you'll have a very angry horse owner on your hands. Especially in desert towns like Hatmandor riding is essential and so horsethieves get a harsh treatment and strict punishment. ♦



PREVIEW ON TOPICS OF THIS ISSUE:

DEMONS

DEMONS means much more than just having a supporting role as a summoned ally!

GODS

if your hero shows humility at an altar in Two Worlds II, he might just get a 'bountiful blessing'

MONSTER

Harmless ornamentation on doors? No way... these monsters are as hard as stone!

NICE TO KNOW

Blessed help from above

If you want to fight your way through your Antaloorian adventures with spiritual help, you have a wide range of choices. You'll find altars and obelisks dedicated to the most important divine beings all over Antaloor. These sacred sites are usually in the ruins of once-powerful temples or scattered along the most important pilgrimage routes. Although worship of the gods has waned in the last few decades, true believers can still tap the enormous sources of power that slumber in these holy places. You can regenerate your vitality and your willpower, and also provide some of your attributes with a short-term boost.

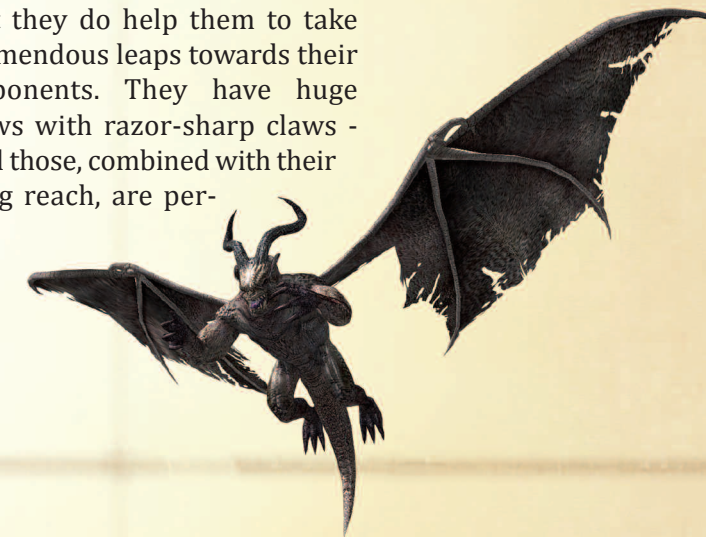


When your hero has prayed (with success), his boosted powers will enable him to take on opponents who would normally stuff him between two slices of bread, pour ketchup on the result and dine on their fresh Heroburger with the greatest of glee. One thing you have to remember about these upgrades, tho'... they're only temporary, so you'll have to choose a battle tactic that's fast and effective, otherwise your hero will be the star attraction on the monster menu. Look for a nice particle effect swirling around your hero when he's finished praying... if it's there, then it's all systems go for his temporary divine powers! Here's an example of this: one of the effects can take the form of small flames, if he prayed to Aziraal, the god of fire. And as long as these flames are swirling around the body of your hero, the divine power will remain with him. This is great in combat, and also a boon if you want to transport heavy items from A to B. It's all up to you, the player... because your options are almost unlimited! ♦

BESTIARY: ONE ULTIMATE MONSTER

Here's one truly terrible creature that makes nearly all the creatures on Antaloor tremble with fear... even Scythes and Werbeasts, no slouches themselves when it comes to killing, will turn tail and head for the high hills when this terrifying beast appears on the scene. Well, what could it be, eh? Yes, it's the Gargoyle. This is a species that's almost extinct on Antaloor - but the few that remain are probably the most dangerous creatures in the entire world. The adults can be as big as a house and their powerful wings make them as agile as antelopes. They can't use the wings to fly, but they do help them to take tremendous leaps towards their opponents. They have huge paws with razor-sharp claws - and those, combined with their long reach, are per-

fect for dealing a deadly one-two. Their skin consists of a leathery substance, partly covered with scales - an almost impenetrable armor. In hand-to-hand combat, they use their horned skulls, which can turn entire cliffs to dust - and they also use their arms which have truly nasty claws. Only a Dragon can withstand a serious attack by a Gargoyle - and anyone who's fortunate enough to observe a fight between these two titanic opponents (from a safe distance, please!) will remember it for the rest of his life... and watch that flying rubble! ♦



EYECANDY OF THE WEEK

