

Antaloor Host

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

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DO AS YOU WOULD BE DONE BY

Each one of us moves in a socially networked world, one in which our reputations decide the manner of our encounters with other human beings. And, of course, "TWO WORLDS II" is no different, because Antaloor is the simulation of a huge, authentic world, the inhabitants of which mainly follow the same basic rules as we do in our real world.

Consequently, a player must pay close attention to those who will become his enemies, to his behavior in taverns, and to how he behaves when encountering merchants, beggars and of course... those Orcs. These warriors are easily insulted, and will react violently to even an imagined lack of respect - and an Orc sword will be drawn quicker than any player can say, "Hey, I didn't mean it like that." The Elves are also easily riled, if they feel that their pride is at stake. "TWO WORLDS II" also possesses a complex reputation system - it actually remembers all encounters

between the protagonist and NPCs - and takes this into account for all future encounters.

Every NPC in "TWO WORLDS II" - from normal inhabitants to the most important Questgiver - has a proper memory! If a player insults an Orc, the Orc will remember it and act accordingly the next time he meets the player. An Elf whose pride has been injured will even avoid a conversation with the player when he meets him again... and that can be a real problem, if, for example, the player

needs valuable information from a certain NPC from whom he has stolen a horse in the past, or one whom he has refused to help. The foundation of a reputation or actions and reactions of the NPCs are so-called "impulse triggers" - things like a lifeless corpse, or the sounds of a fight, a hunt or the opening of a door. If the player is linked to negative events like this, it will have a correspondingly negative effect on his reputation. You'll find more on the subject of Reputation in the next issue of the AP. ♦



NEWLY ARRIVED



During our recent trip to Antaloor's underworld, we got into a battle royal - and we unearthed a great snapshot of it. Those Skeletons are difficult opponents - and they often use fire and ice spells too... ♦

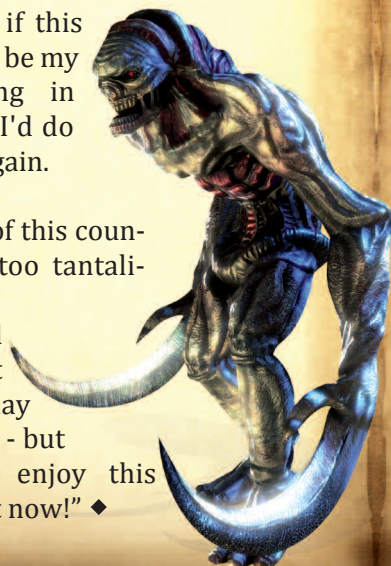
DIARY OF AN UNKNOWN ADVENTURER

"... the Scythes have been skulking around my camp the whole day long. I keep throwing wood on my fire, but those darn creatures are coming nearer and nearer. Their hissing and growling is really getting me down.

But I can't attack them... that fight with the Gargoyle two days ago exhausted me... and my armor's destroyed. I was lucky to get out alive... and now I'm the main item on the menu of the Scythes. Oh, I'll fight them... but my situation looks hopeless. Still, I've no regrets! Antaloor is a fantastic place - I've come to love it.

My God... it's a BIG country, with vibrant cities and no end to the adventures you can have! Even if this turns out to be my last evening in this world, I'd do it all over again.

The magic of this country is just too tantalizing! Only Maliel knows what the next day might bring - but I'm gonna enjoy this sunset right now!" ♦



TWO WORLDS II

PREVIEW ON TOPICS OF THIS ISSUE:

PRaise

Scoundrel, Berserker or Good Guy - everyone gets treated the way he treats others in TWII...

LOVE

RP unveils possible love affairs - and they don't mean loving your swords and armor either...

LIFE

Cheznadar - this is city life as it should be - and entertainment for heroes is also thrown in...

TWII UNSOLVED CASES

[dredd] *Are there any more interactions between the game character and the different NPCs, something like a love affair, maybe?*

RP: You hit the nail on the head, dredd! The hero will be linked more and more to the emotional worlds of the Antaloor residents - love stories included. I use the plural - stories - intentionally here, by the way. In the bigger cities, the player can start a little love adventure of his own if he wants to. Of course platonic friendships with certain NPCs are also possible - and in return for his friendship these nice guys will actively help the hero to solve various problems in the world of Antaloor.

[zonaren7] *Will it be possible to "stack" weapons and armament items like we could in "TWO WORLDS I"?*

RP: We've retained the principle of weapon and armor upgrades, zonaren7 - and we've even expanded the system. Thanks to CRAFT, every player can now break down his weapons and armored items into specific basic elements like fabrics, woods and metals. And he can use these basic elements to upgrade the weapons of his choice. However, this procedure gets more expensive each time you use it, and the effects become weaker... but we can guarantee you vastly improved balancing this time around.

[Toccatta] *Will there be any other kind of cloaks apart from the armored capes we already know?*

RP: Yes, of course. The armored cape is mainly for the vain type, anyway :-)) - but for ambitious Mages and Rangers there will naturally be complete cloaks, including built-in hoods!

[Enok] *Can I take my usual Single Player character into a Multiplayer game?*

RP: Nope, you can't, Enok. We decided not to include this, because we wanted to even up the game strengths of individual players a little bit more - that makes the Multiplayer game fairer. You can still create different characters in Multiplayer and take them up to higher levels, of course. ♦

A DESERT CITY THAT SIZZLES

I was given the chance to go on a very popular trip on an almost-completed map (while playing the game of course) - and this time my destination was Cheznadar. Cheznadar, a somewhat rundown desert city, is the counterpart to Hatmandor - and it really has a fascinating charm all of its own. At least I

can walk directly through the wooden gates here (those gates are rotting very realistically, by the way) - in Hatmandor the guards stopped me and

sent me back the way I came. Cheznadar seemingly opens its gates even for adventurers who don't have big reputations. I mingle with the crowds, enjoying the sights and the sounds of this city. The realistic behavior of the NPCs catches my eye right away. People move out of my way - but if I accidentally bump into one of them, he or she makes a nasty remark. The merchants at the roadside and in the houses try to attract my atten-

tion. "Get the deal of your life here" or "You'll find everything you need here" assails my ears if I get too close to a booth. A street musician is entertaining characters who are sitting at tables in one of the many squares in the city. One of these characters even invites me to throw some dice. Stimulated by this realistic



daily life scenario, I decide to experiment a little - and I draw my sword. The normal citizens immediately draw back from us, making shocked gestures. In contrast to them, guards come at me from all sides and order me to sheathe my weapon.

Using my better judgment, I do just that! (Lots of guards, man!) No need to put my luck to the test here - I can do that with the little mini-game "dice" in one of the taverns around. ♦

EYECANDY OF THE WEEK

