

# Antaloor Post

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

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## GOOD DEEDS - BAD DEEDS

In the last issue of the Antaloor Post, we told you about how the way a player behaves can really influence what happens to him in the game. However, since all the NPCs communicate with one another, a hero can usually restore his bad reputation by doing a favor for the NPC(s) he insulted, or by paying him (them) for some item or service.

This is just like the real world: good deeds are rewarded and bad deeds are punished. Nevertheless, in some situations, the player can achieve his objective with tougher methods, like threats, blackmail and bribery - after all, a player who has taken the role of a dark hero (or has even taken the role of the Big Bad Guy himself) should never be punished for a bad deed, should he?

A player's reputation can even impact the management of his own production site (Yep, "TWO WORLDS II" also gives players the opportunity to build their own factories!).

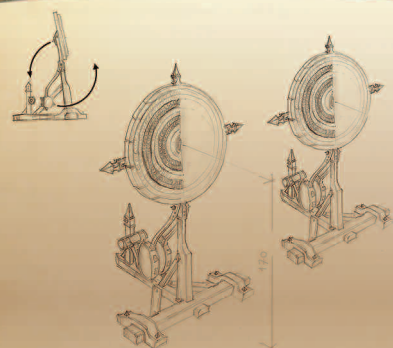
Employees are ultimately just normal people, who follow the normal rules of behavior. In other words: if they get paid badly, or not at all, employee morale will fall and the reputation of the boss (that's the player) will plummet downwards with it. But if getting a bonus, they'll become more productive and the company will seem more attractive to prospective buyers.

How the hero is treated by merchants - and vice-versa - depends on how much money he has. If the player completes quests for merchants, e.g. if he cleans up a trade route by killing all the bandits who prey on travelers, or if he goes looking for merchandise that's very difficult to get hold of, the merchants will give him plenty of rebates and price re-

ductions as a reward! In the case of merchants who belong to a special group (a Guild), it's more advantageous for the player to earn his reputation in that particular Guild - a successful career in one of the five different main factions in the game can result in lots of player benefits. If a player does a favor for the members of certain groups, he'll get reputation points which will influence his position in the Guild in question. In this way, the hero can go from raw beginner to living legend in just 10 steps. ♦



## NEWLY ARRIVED



Practice makes perfect... and that also applies to archers! So Reality Pump has thought up a great device for practising and improving long-range weapons skills. ♦

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## TWII-PRESS PREVIEWS

Over the past few weeks, numerous magazine editors have interviewed the developers of "TWO WORLDS II" - and they were promptly invited to take their first steps into the game's fantastic world! The editors were awestruck - and the AP has put together some of their comments for you.

"TWO WORLDS II" really has the potential to be one of the greats. The developers have systematically focused on exactly the right things - more story, more emotional bonding and even more gameplay freedom!"

Jochen Gebauer, [Spieletipps.de](#)

"Nowadays, every fantasy RPG must prove that it has the right to exist against the outstanding Dragon Age. 'TWO WORLDS II' has won that right... and especially on the Xbox 360. It seems to be miles ahead of the BioWare epic on that platform."

Matthias Grimm, [Gamona.de](#)

"The brand-new engine makes 'TWO WORLDS II' one of the most visually beautiful RPG's I have ever seen - and what we saw of the game itself looked damn convincing, because there's obviously no lack of ideas in there."

Andreas Philipp, [Gameswelt.de](#) ♦



## PREVIEW ON TOPICS OF THIS ISSUE:

### PROMISES BROKEN

Mutual trust in Antaloor - and the effect it can have on your hero's money.

### THE SPOKEN WORD

After their first steps in Antaloor, the press is unanimous in their opinion of TWII is just great!

### DEADLY STING

In summer, wasps can really bug you... but in Antaloor these annoying insects are deadly.

## NICE TO KNOW

### A modular system for heroes

Reality Pump has really concentrated on allowing players a free hand in the creation and development of their heroes. For example, a player doesn't have to decide on a class right at the start, as is usual for most RPG's - this decision will be made during gameplay.

In the development of character attributes, the developers differentiate between "parameters" and skill points, which the hero receives when he advances through various levels. You probably know this successful system from the first "TWO WORLDS" - but it's hardly recognizable now, because it's been intensively redeveloped.



Parameter points affect the four main attributes of accuracy, endurance, strength and willpower. Skill points are assigned to the individual talents in which the player wants to specialize. Depending on the skills which receive the most value, a hero will gravitate towards either becoming a Warrior or a Mage during the game. If it turns out later that your hero's talents don't really match your own personal gaming style, you can pay a visit to a "headshrinker" and have your hero's talent tree at 'reset' - so this enables you to combine any talents you want with one another - and design your own individual class. But beware... the headshrinker doesn't come cheap!

Antaloorian heroes mainly gain experience and achieve control over the important parameters and skill points by defeating opponents and solving quests - and this also enables them to advance through levels. There are also a few other things which will help you increase your points account - you could, for example, pick locks, steal an item or two or of course make life difficult for one or two of Gandohar's minions! ♦

## BESTIARY: GIANT WASPS

Let's start with the positive aspect here - you can hear these monsters' buzzing and droning from a long way off when they're on their way to attack you. That's it - now for the dangerous part...



Giant Wasps usually fly in swarms - they attack systematically and are truly deadly if anyone gets too near their home territory. Luckily for you, these danger areas are easy to spot thanks to the insects' huge nests which mostly hang suspended from trees.

Any adventurer who trespasses better be able to fight well - or be darn quick on his feet! The Giant Wasp's sting causes a lot of damage, because that sharply bar-

bed weapon is simply huge - and it's also coated with poison.

These creatures are also able to avoid your attacks easily, because they're very agile in flight. And if the Queen joins the fight,

you better have something clever up your sleeve! You'll easily recognize her by her much bigger body - in fact, she could even be a small Boss opponent!

Running away won't help you much either, because flying insects are generally much faster than a hero on foot. However, they are extremely territorial - so if you manage to get far enough away from their nest they'll generally abandon their pursuit. ♦

## EYECANDY OF THE WEEK

