

Antaloor Host

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

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ANTALOOR – A COUNTRY IN MOTION

As the AP has often reported in the past, physical possibilities play a major role in “TWO WORLDS II”. The player should be able to experience the world in the truest sense of the word and constantly be encouraged to try out new things. Here the game physics are the nuts and bolts and they are managed by the PhysX technology. This technology enables the team to create an extremely flexible system, a system which can be used on many platforms.

It goes without saying that the ones who will profit most from this are the players who can now interact with their environment to their hearts' content. Barrels, baskets, chests and other items in Antaloor can now all be pushed, pulled, lifted, kicked and thrown. And this can also help a player on his road to success - because he can use this moving of objects strategy to attack his opponents with bulky projectiles. Here's an example - thrown objects can hinder

opponents in their movements - and even knock them out if the player lets a heavy barrel or two fall on their heads from above! This all happens of course thanks to the constant calculation and incorporation of physical forces. These effects can be especially impressive when you're casting your spells. There are several spells which are setup just for this physical interaction - like having huge anvils appear above the heads of your opponents... and crashing down on them of course. You can also use powerful shock waves to hurl chests or steel balls against a horde of your enemies.

In the world of Antaloor, the PhysX engine will get your attention in many different ways. In addition to picking locks and pressing down handles, you can now throw objects at doors or even kick 'em down! Ropes and chains hang down in many locations - and they move to the side correctly when the

player brushes against them. Movable light sources create an optimal interaction of light and shadow. And water doesn't just look realistic it also reacts realistically to individual objects that the player throws into it - and to items drifting on its surface with the current. But that's not all... when the player moves through bushes or high grasses, these plants will be moved realistically to the side just like in real life. And the same applies for roots, liana creepers and lanterns that hang down from the ceilings of caves and dungeons. ♦



NEWLY ARRIVED



There are more new avatars and great wallpapers ready for you on the official www.twoworlds2.com homepage - you'll find the files in the support area at “Downloads”... and there's more on the way! So keep looking for new stuff! ♦

A FAR EAST DREAM

“I'm gonna become a monk!” That was the first thing our AP editor said after he'd taken a trip through the new Asian Temple near New Ashos... in other words, he loved it. “The atmosphere in that monastery was just fantastic”, he said. “The Asian architecture was interspersed with cleverly placed trees, which are mostly based on the beautiful Japanese Cherry Blossom - and small bridges made of wood and stone dot the path.



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Two WORLDS

PREVIEW ON TOPICS OF THIS ISSUE:

GREAT TECHNOLOGY:
Objects which have been correctly physically calculated tempt you to experiment

LIVING LOGBOOKS:
Ed Teal gives you an insight into the dark side of his life on the high seas

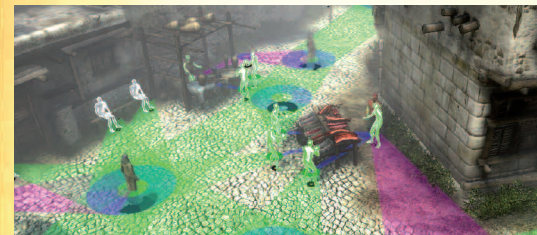
ASTONISHING ATMO
Astounded by the monastery in New Ashos. Take it easy in a refreshing atmosphere

INTERVIEW



We're still getting questions about possible limitations for either PC or console platforms - so we asked Reality Pump boss Mirek

Dymek for some more information on that one: “Luckily for us, these limitations don't even apply!”, he said. “The reason for this is simple - we have our own engine and years of experience in working with it. Nowadays, most developers just license a successful engine and use it without even understanding the technology that makes it work. That's why the game is formed to match the engine's possibilities. We go the other way around.



We designed our engine in such a way that it matches the demands of the game! In actual practice, we take state-of-the-art PC techniques and port them for an individual console platform. Then come the optimizing processes, which in turn are divided into several work steps. When we're finished, we have effects that function just as well on a console as on the PC. Realizing all this, however, takes an awful lot of passion and hard work. We took on this challenge - and now we have radically new, technical benchmarks on the consoles - benchmarks which don't have to hide behind a PC. And many PC game magazine editors who tried out the console versions agree with us on that point. We have a high frame rate, no judders, and no tearing. They're all great to watch!

Right from the outset, we established three separate task forces for the PC, Xbox 360 and PS3 platforms. This enabled us to take each platform's individual technical characteristics into account and - in particular - to address the strengths of each system. Thanks to this strategy, we have now console versions which don't differ in any way from the PC version, apart from the reduced resolution of course.” ♦

LIVING LOGBOOKS: ED TEAL

Last-Snow, Mercot, Morning

The wretch'd isle's close now. Orcs nary in sight - but we're on the lookout! Never heard of them sailing yet, but damn'd beasts aren't as stupid as some think. Red Bart sure found that out! Cap'n Cutlass, they called him before... Cap'n Cut Ass, they should've called him afterwards!

Sails are ripped, water onboard, holes in starboard - and still miles to shore. Curses on all rotten Orc kind! Men panicked, second mate dared blame me. Threw him overboard - can't have discord at this hour.

Last-Snow, Walcot, Noontide

Time to go back on the main deck, see what the men hold. I



Last-Snow, Brast, Noontide

Storm's a'brewing, men fearful - fools! All the better to land, under cover of clouds and darkness! Ordered full sail. O' Mick's singing the song of Orc blood that it ain't sung in years - and so am I!

swear they'd turn into crying milksops if left one hour without my command! Can't let it happen now. Aye, ol' devil, you and I have long been giving each other close nods in these restless seas, have we not? Well, if I live through this, I know you'll try again soon, ye scurvy dog, and if not - damnation, I'll be in the Abyss for supper, and ye better welcome me with open arms! ♦

Last-Snow, Brast, Night

Damn'd be the hour I chose to go on into the storm!

EYE CANDY OF THE WEEK

