

Antaloor Host

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

ZUXXEZ Entertainment AG • Rittnert Str. 36 • D - 76227 Karlsruhe • press@zuxxez.com

www.twoworlds2.com

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STALKING WITH BOW & ARROW

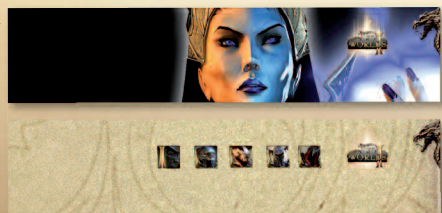
We've told you all about the new close combat innovations in the last few issues of the AP - but we recently jumped at the chance to get our teeth into the basics of long-range combat - and of course we want to share our newfound knowledge with you! You'll find that the bow and arrow are usually very easy to use - when you've pulled back your bowstring, you can target the victim of your choice using the cross-hairs. When the target has been acquired, the target icon will automatically turn red. You use your Action hotkey (which you assign yourself, by the way) to draw back your bowstring - the longer you hold down the key, the further your arrow will fly and the more damage it will cause. You can see this in the red circle (which gradually fills up) around the cross-hairs. When you think the time's right, release the key and the arrow will zip away from the bow right onto target. You will need just a little practice...

During the course of the game, you can activate various additional active and passive skills - and these skills can also be further developed. The highlight of the active skills is the multi-arrow - it can target up to six victims at the same time! The fire arrow is also very spectacular and really lives up to its name - it doesn't only cause much more damage to the enemy, it also sets fire to your victim, who will become weaker with every passing moment.

However, if you want to carry out perfect active attacks, you'll need the passive skills too. The most powerful multi-arrow is only half as effective if it's not supplemented by the relevant passive skills. One of these skills is Precize Shooting, for example. This increases your chances of landing critical hits - and if you're attacking several targets simultaneously, Precize Shooting makes a lot of sense... in fact, it could mean the difference between life and death! ♦



NEWLY ARRIVED



During the past few weeks, the «TWO WORLDS II» artists have created a few individual designs ('personas') for the web browser of Mozilla. Unfortunately they can only be seen by Firefox users - so you Firefox fans, here's the link: www.getpersonas.com. ♦

TWII UNSOLVED CASES

Lursa: Besides lockpicking, what other mini-games can we expect in the game?

Sorry, it's the same old story, Lursa - I can't tell you too much about that yet. What I can tell you is that there will be gaming tables in the inns and in public places. Here the player can choose from a wide range of gambling games, like poker and dice, and he can win - or lose - a pile of money.

Antaloorian: How exactly can I get an overview of my quests?

In the Questlog there are two areas, for the Main Quest and the side quests. And each side quest you've

already started is displayed in a separate folder - so you'll be able to find a particular adventure very quickly. We've also kept the direct shortcut to the map - in other words, a double click on the selected task will display the corresponding location on the map.

Kunc123: Will I lose Life Energy if I leap from great heights?

Yes! We've focused on realism here! Jumping down just a couple of meters will affect your life energy accordingly - but if you step off a sheer, 50-meter high cliff at the sea, you can say bye-bye. Nothing special, just like in real life! :-)) ♦



PREVIEW ON TOPICS OF THIS ISSUE:

ON THE HUNT

There are rich pickings in the jungle, like treasures in old ruins and trophies for hunters...

IN SEARCH OF...

Community fans once again seek advice and enlightenment from the chroniclers on the AP

ON THE HIT LIST

Long-range combat 2.0 - here every hunter will find the ideal weapon for his particular prey

NICE TO KNOW

On the tracks of Indiana Jones & Co.

The huge bush knife is sheathed in my belt, I've swapped my leather hat for an iron helmet (better armor values)... and I'm ready for my first trip into the fascinating tropical jungle coast in Southern Antaloor. I'm determined to outshine even the most famous of action heroes!

Leaving the coast, I follow the course of a small stream, moving slowly through the crystal clear water - and I know I'll have to make my first decision soon. There's a Scapulari camp nearby - maybe I should attack and kill off a few of them? Or should I stay



in Sneak mode and keep on moving into the interior? I keep staring at the two huge stone skulls covered with lianas off in the distance - they seem to be drawing me to them somehow - so I decide to get closer.

The atmosphere is absolutely unique, just like it was on my last trips. Brightly colored parrots fly up squawking furiously when I walk past them - and the vegetation gives the term «Green Hell» a whole new dimension. I traverse a small waterfall and finally climb up between the skulls - and suddenly I'm confronted by a group of Scapulari! After a really hard fight, I explore the totally overgrown ruins on the site - then I continue following the course of the stream. I go around a corner and am utterly amazed by what I see on my screen... a huge temple with winding staircases, oriental towers and fantastic light effects is right in front of me - it seemed to appear from nowhere out of the jungle. Wow! This is a paradise for all sophisticated adventurers! That's it! The censors have spoken! ♦

DIARY OF AN UNKNOWN

I just couldn't stay any longer. I had to leave... I HAD to... What would he have done to me if he'd caught me there? It doesn't bear thinking about. And what now? Where can I go?

... I have discovered a cave... it looks as though no one has ever come here... she is dead. And it's my fault. How could this have happened? I'm sure I used the right ingredients. Or did I? Aahh, Layla, my poor Layla... I deserve what the Scythe has done to me. I deserve to spend the rest of every waking moment in hell... and I would welcome its flames with open arms. I was even attacked by a few ants today... enormous, horrifyingly repulsive ants.

... I barely escaped with my life

and just managed to drag myself back to my cave. What if they follow me? What if they can smell my presence? I have to do something.

...

I must build a barricade... Now I've blocked the path to my cave with a boulder and I used magic to connect the boulder to a lever which I can operate from my side of the barricade... so I can open it and close it just as I want.

... Something is wrong with me. My skin is changing color, and tufts of my hair keep falling out

... The ants are trying to break through the barricade. They're scratching and scraping at the boulder. I can't stand it... I can't stand that sound! Scratch and

scrape, scratch and scrape!

Make it go away. Please, I beg you. Make-them-go-away! ♦



EYECANDY OF THE WEEK

