

Antaloor Host

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

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THE EXPERIMENTS OF A MAGE'S APPRENTICE

TWO WORLDS II™ enables players to put together an almost endless combination of magic spell cards - and to test their effect right away! The AP staff didn't have to be asked twice to try this out!

In our example, we decided to try a simple projectile spell - then we added an ice magic card to it - and that turned our research object into a flying ice rocket. But our little magic spell wasn't finished yet... to use it properly and effectively in tight passageways and dungeons, we added a ricochet effect - and our ice rocket bounced off the walls a few times before zipping into a group of stinking Zombies. And to maximize the damage meted out to the Undead, we added the final touch to our powerful ice rocket with a Multiplier.

As the name probably tells you, several ice rockets are then fired at the opponents. This doesn't only sound cool - watching the effects of the rockets' strike is fantastic!

But let's take a quick look behind the scenes... all these spells are completely flexible; the player can adapt their impact and power as much as he wants, modifying parameters like duration, range and flight speed. The power of magic is bound up in spell cards, and these can be combined or pushed into amulets. So armed with an amulet and enough spell cards, you can delve into the ancient art of

making spells. What, you don't wanna try it right now? OK, you can also buy ready-made spells!

In Antaloor today there are three basic rules governing the making of magic: Carriers, Modifiers and Elemental effects. The Elemental effects contain the essence of the spell, its core effect. In the following issues we'll tell you all about these features and all the consequences. ♦



NEWLY ARRIVED



A blacksmith has just taken up residence on Alsorna, the island where gameplay starts. And he can inaugurate the player into the secrets of the CRAFT system. It might prove worthwhile to spend some time with this rather wacky strongman... being able to repair and enhance your weapons and equipment can mean the difference between life and death. ♦

TWII PRESS PREVIEWS

"The photos we received left us in no doubt about the game's glorious graphics. On the PC, this game is definitely a feast for the eyes. The developers have put a lot of time and effort into details like grasses that bend when the player walks on them and bushes that he realistically pushes out of his way, the shimmering flames of torches, 3D stones in walls and much more - all this just invites you to soak up the fantastic atmosphere."

Jörn Leue, **OnlineWelten**

"Fry me up a stork - and make the legs crispy!" I have to admit that we expected a good game, even before

we went on our trip into Antaloor. But to be thrust into the world of an RPG which is a clear contender for the genre throne - and not only technically, but playing-wise as well - hey, it just took our breaths away."

David Kloß, **IamGamer**

"More than any other company, Reality Pump has a strong desire to avoid being repetitive. Now, having seen the game in action, I can safely say that there's no danger of repetition. Quite the opposite, in fact - it's not enough to just say that Part II will be better - a very imposing game is coming our way."

Eric Duncan, **Gamezone** ♦



PREVIEW ON TOPICS OF THIS ISSUE:

SPELL CARDS GALORE!

The new magic system has a huge range of experiments - and some explosive stuff too!

QUESTIONS GALORE!

"Two Worlds II" fans once again fire their questions at the fortress of the developers

PROBLEMS GALORE!

Town life in Hatmandor can be hard for a resident if he has no money...

TWII UNSOLVED CASES

Guppie11: *I heard through the grapevine that Gandohar's past plays an important role in the game. If this is true, how is it implemented into the game?*

That's right, Guppie11. Gandohar does play a very important role, especially in the Main Quest. During the game, the player visits different locations where Gandohar used to stay - although at that time he was a respected scientist. Different flashbacks give the player some insights into Gandohar's earlier life and intentions - and provide some information about him, information that will later turn out to be vital...

Kyralover1: *I saw in a video that guards come running when I draw a sword. What will happen when trying a burglary?*

The NPCs also react very realistically to burglary. If you start fiddling with a door within view of an NPC, the NPC will raise the alarm and, of course, call the guards. If no NPC is in sight, no alarm will be raised. It's a different thing though if you've picked a lock and are breaking into a house. If any NPCs are in the house, they won't be too happy about it - and they'll call the guards. If nobody's home, you can ransack the place!



StyxX: *The story behind the Oculi sounds very interesting. Does this topic play any role during the quests at all?*

Good question, StyxX. Yep, we decided we liked the Oculi... and we're going to integrate them into the game more than we originally planned. For example, during a series of quests the player can discover the top-secret and well hidden laboratories in which the bloody rites of Oculi creation take place. And the appearance of these premises, designed by our horror experts, matches the purpose to which they are put. This location is definitely NOT for the faint-hearted players! ♦

DIARY FROM HATMANDOR

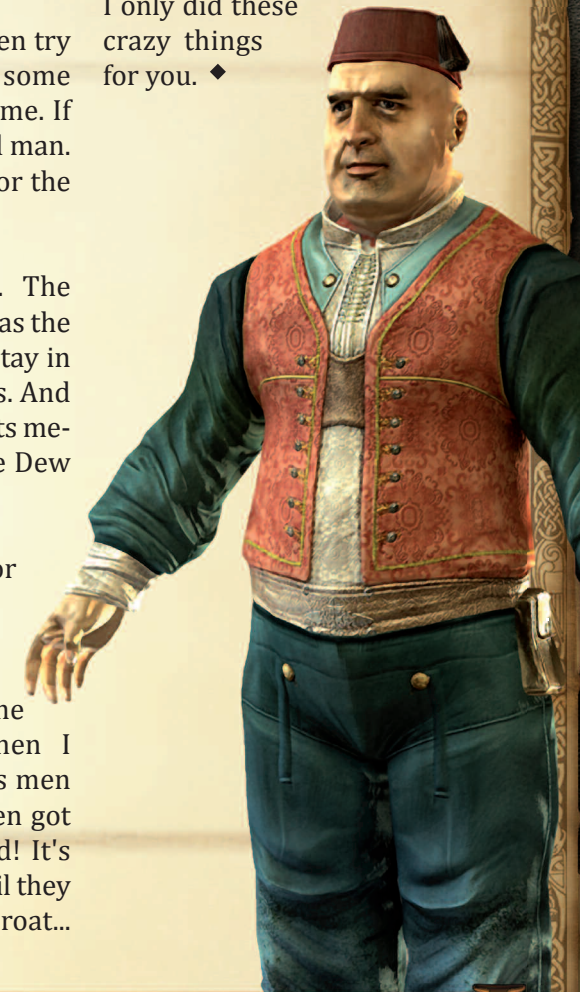
I'm done for... finished. Valarin really got me this time. If I don't agree to work for him as a spy, he'll tell Basel that I stole the workers' wages. I have no choice. And my mother... she could never stand all that stuff alone. She needs me.

...
Gods! I must be mad to even try this. Today I gave Valarin some information for the first time. If anyone saw me, I'm a dead man. That would be a sad end for the mad Jarrad.

...
My mother is not well. The doctor says she probably has the Red Death. She'll have to stay in bed for the next few weeks. And she'll only survive if she gets medicine. I have to find some Dew for her.

...
What have I let myself in for with this crazy idea? It's far too stressful for me... crime by day and an informer at night. It makes me sick to my stomach when I realize that Mirage has his men all over the place. He's even got people in the Town Guard! It's only a question of time until they discover me and cut my throat... or worse...

I don't know how, but somehow I've managed to stay alive. Ah, who am I kidding... I should already be ordering my coffin. If I don't survive the next few days and you find this diary, take care of yourself, Mother. Always remember that I loved you - and I only did these crazy things for you. ♦



EYECANDY OF THE WEEK

