

Antaloor Host

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

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BALANCING A MAGICAL WORLD

Each magical spell in "TWO WORLDS II" has two time determinates: the casting time, and the cooldown period.

The first describes the charging period the player must endure before the given spell can be successfully cast with full effectiveness. Should a player be damaged during this period of time the casting timer will be delayed, or the spell may be interrupted all-together. Interruption of a spell during casting results in a cancellation of the action completely, and the spell casting process must be repeated once more.

While charging a spell, the character goes through a series of actions before the spell is ultimately cast. The process starts with the character beginning to chant the spell's incantation, and channelling the resulting energy into his stave. As the energy reaches critical mass, the character speaks the final words of the invocation, funnels everything to a single point, and unleashes the destructive

or empowering force in an impressive flurry of lights and sounds. Don't forget, each type of magic has its own unique incantation language, so casting animations and effects can vary dramatically from spell to spell.

The second time restriction determines the period it takes for a amulet to recharge before a given spell is available to cast again. This time period varies based on the power and nature of the spell, with some simple spells taking only seconds while others take significantly longer. This system helps limit the repetitive use of the same spells, and encourages players to take advantage of the full arsenal of spells and skills and their disposal to overcome their adversaries.

In addition to time parameters, each spell has a "steadiness" rating. Should a player attempt

to cast a spell too powerful for their level, there are a number of different outcomes that could occur. If they are lucky the spell will simply fizzle and nothing will happen, however it could potentially cause a magical explosion causing severe damage to the player. Nevertheless, every young acolyte has the capacity to attempt to activate any spell they like, even the extraordinarily powerful ones, though they should always stay mindful of the possible dreadful consequences. ♦



NEWLY ARRIVED



The wildlife of the Savannah has arrived! The expansive new landscape is now populated by a variety of animals such Rhinos, Ostriches, Hyenas, Baboons, Vultures, and more. While many of these creatures are relatively peaceful when left unprovoked, adventurers should still be wary because of less friendly creatures. ♦

UNDER THE SKIN OF ANTALOOR

Medical reports excerpts from of the imperial mines of Hatmandor

Awad - Initially observed symptoms of the Red Death: coughing and laboured breathing while sleeping, shortness of breath especially when speaking or engaging in physical activity, excessive wheezing sounds stemming from the lungs.

Fadi - Compulsive chewing of the nails, possibly relation to the notable infection of the teeth-ridge

Husam - Red Death diagnosis reveals disease in advanced stage. Patient exhibits many of the common

symptoms such as red eyes, bloody tears, and a permanent state of dyspnea. Initial indicators of behavioural and mental disturbance are remarkable. The patient's presence is beginning to have negative effects on the motivation of other workers. Isolation is recommended. It appears unlikely even an extended period of recuperation will yield positive results.

Jaman - Possible early indicators of Red Death identified, alongside an allergic reaction to wool. Changed beddings and clothing to linen. Initial reaction to treatment seems positive. ♦

Two WORLDS II

PREVIEW ON TOPICS OF THIS ISSUE:

MAGICAL AFFAIRES

A deeper exploration into the effects and balancing of the magical system of Antaloor

MEDICAL ISSUES

A doctor reports from the Hatmandorian mines reveals some diseases and illness in TW II

STEALING A WORD

Mirek Dymek about the progress of TW II and the final push in the closing months of production

INTERVIEW



Although the team behind "TWO WORLDS II" have been burning the midnight oil as they approach the last stages of development, we managed to drag Mirek Dymek away from Antaloor just long enough to obtain a brief glimpse into the final days. Much thanks to the busy head of Reality Pump for providing a few new tidbits of information, and answering some questions about the progress and overall state of the game.

AP: How is the progress on the epic RPG "TWO WORLDS II" coming along?

Mirek: Excellently! We are right on target, and currently focused on balancing a number of features and of course fine tuning the various aspects of the game. First up on the list finalizing the intuitive game controls, and ensuring the structured and organized design of all game menus. We have recently made significant alterations to the interface of the CRAFT Tool feature, which helps players more readily identify the numerous actions possible with regards to a single piece of equipment. Whether destroying, upgrading, or re-colouring - all options and item requirements, such as colour dye pots for painting equipment or materials for upgrading, are shown in the very detailed item description.

AP: Is there a possibility of new features being added as you fine tune the game?

Mirek: The main features of the game are already in place and implemented already of course. Despite this fact, we are constantly evaluating possibilities for new content and goodies, assuming they make sense and are within reason. If someone on the team has a cool idea for a side quest, we do our best to integrate it into the game. Often times some of the best of these decisions come really spontaneously. Another area where we've continued to expand is mini-games. We've added a number during the last few weeks. There are now 6 different dice games alone, so you'll have plenty of chances to blow your hard earned auras in the taverns across Antaloor playing Poker, Hearts or Cubilete! ;-) ♦

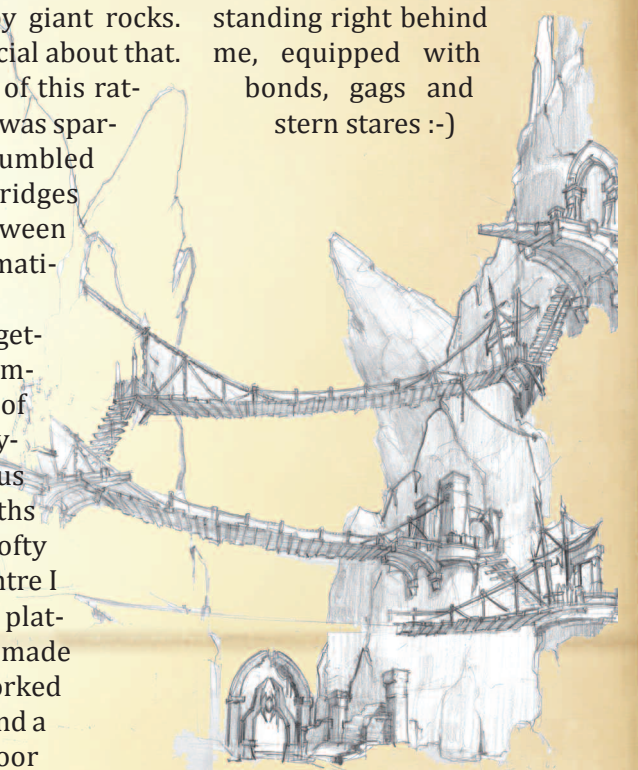
ENCYCLOPEDIA: THE SWALLOWS

Turning my gaze away from the bustling city of New-Ashos I returned to my journey to the heart of the desolate continent. The image of the vibrant city architecture would be one I'd never forget and often look back on fondly. I expected an uneventful trip through bleak, ordinary landscapes. How mistaken I was.

After a short walk in a jungle-like region, the height and density of the plant life steadily decreased, being replaced by giant rocks. Well, nothing special about that. But my curiosity of this rather bland stretch was sparked when I stumbled upon wooden bridges interspersed between several rock formations.

I pulled myself together and start climbing up a set of stairs, finding myself in an enormous network of paths amongst lofty heights. In the centre I noticed a huge platform, seemingly made of stone. As I worked my way over I found a huge locked door

made of stone opening to a deep, dark cave. A long rock tongue is located in the centre, surrounded by several stone bowls containing a number of odd instruments. Along the walls is a line of strange statues with spherical heads, the whole scene gives me the shivers. But unfortunately, this is where my description of the world before me must end, as I cannot reveal anything more about this locale...the developers seem to be standing right behind me, equipped with bonds, gags and stern stares :-)



EYE CANDY OF THE WEEK

