

Antaloor Post

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

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SET SAILS ONTO NEW SHORES!

Finally it's done! Yesterday a new alpha-version of "TWO WORLDS II" arrived in our blessed chambers of knowledge and wisdom. And, while enjoying the view from the terrace of Veneficus university on a beautiful bay with a tiny little harbour, we see a small sailing boat located at the pier. Full of anticipation, we run down to the beach, looking forward to examine the long-promised sailing feature.

In fact, when arriving at the pier, an old salt talks to me and seems to be a high motivated used-ship dealer. Fortunately the developers are very generous in this version and the contract can be signed quite easily. Suddenly our social state changed from wanderer to proud skipper of an, at least, single-masted sailing boat. But nonetheless, let's cast off. After hitting "Space" we take place in the rear and put our hands on the rudder. Luckily we have got some tips

from the old salt and now we are able to manoeuvre out of the harbour. Our level of elegance is quite similar to the waves of the ocean, though. It takes a little training, but after a while full of vim and vigor we are cruising through the bay of New Ashos.

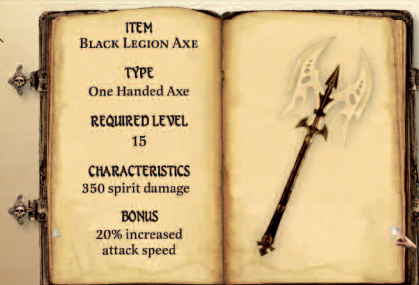
The basics are quite simple. As used while wandering on the ground of Antaloor, also at the ocean WASD is used to navigate. Hitting A and D, means setting a track to follow with moving of the rudder. The most difficult operation is to head the wind while keeping an eye on the sail. A red flag on top of the mast shows the current direction of the wind. Hitting W

and S, the boat can be turned right or left into the wind. This is animated by a pull of a rope to turn it left or right by the hero. Only when keeping in mind the right wind direction and perfect use of it, travelling by boat is quite fast and comfortable. But enough of that, time to get back on the planks.

Well, let's see if there is a need of having good sea legs in Antaloor :-)



NEWLY ARRIVED



Adventurers in Antaloor can look forward to have a ball. An arsenal of unique in-game-items is offered to the player. One of these centre-pieces is the "Black Legion Battle Axe", a powerful tool of destruction to let enemies eat humble pie. ♦

FANS ASK, RP ANSWERS

In cooperation with RPGitalia, the team of the Antaloor Post has picked some fan questions and sent them to Reality Pump.

What is the current state?

The major and most necessary parts of the game are implemented in a final state. Now we are working on balancing, graphics and AI.

Is it possible to own a house or have a relationship?

Funny question. This player seems to have a quite traditional world view. :-) But both cases are covered, though there is no direct link between them. The player can buy a

house or even gets one as reward of a bigger quest row. And of course he can create his own atmosphere of recreation. Concerning the fair sex we have implemented deeper relationships between the hero and the women. These flirts are sometimes more, sometimes less platonic.

Will there be quite challenging dungeons with boss mobs in the multi-player mode?

Yes. We have created high demanding dungeon maps. Fighting through these areas means reaching a climax in challenging boss mobs which claim well optimised teamwork. ♦



PREVIEW ON TOPICS OF THIS ISSUE:

NAUTICAL SCIENCE

The AP is heading for a distant shore. We learn about sailing the oceans of Antaloor

SOCIAL SCIENCE

Keeping in mind your manners will get rewarded in Antaloor. But also bullies have a chance

METHODICAL SCIENCE

Reality Pump chooses some burning questions to answer and gives some advises for survival

NICE TO KNOW

Bad manners? No way, Sir!

Challenging the Forces of Law will end in bad consequences in every situation of life straight ahead. That is a proven fact in reality and, of course is also given in Two Worlds II. The player gets introduced to these consequences in different ways, depending on his kind of behaviour. If playing a white knight in a shiny armour you should know how to treat people politely and courteously. Permanent bullying, barging and hustling will cause maybe some funny comments of the "victims", but soon will lead to very sceptic views of the guards in the cities. And those guys are quite tough. The first orders may sound polite at the beginning, but soon there will be an increase of sharpness in these words which finds its climax in a lesson of pure violence.

Locked doors and chests are honey pots for smart pilferers. Actually all forbidden things are quite more interesting. And the potential of treasures and equipment even increases this fact a lot. But: An ounce of prevention is worth a pound of cure. Righteous people won't tolerate a stealing hero, continuously plundering her homes and properties. Some may give a frozen-polite advise to bugger off, while others will call the guards. The worst case scenario is a watchful guard catching the hero red handed. This means to do a moonlight's flit immediately.

Well, there will be no chance for criminals? No way in an epic RPG offering every possible career! Following some rules might be very helpful for bugging thieves. Examine the closer area around the possible prey, avoid patrols of the guardians and don't mess around with locked doors or chests in crowded places like the market place at day time. Keeping in mind these easy rules, there will be no problems with legal forces on the whole journey from Hatmandor to New Ashos.

But the player has a good chance to earn some pieces of jewelry or equipment. Of course, without taking any risk or hidden traps. ♦

MILITARY DISPATCH

To Ishaq Fiqar, General of the Imperial Forces

In the past night the rotten corpses of the hung smugglers were stolen right from the gallows' hook. That is the fifth case in a row in very short time. I won't tolerate upcoming activities con-

led in a dead end. Just one of the local merchants, called Faris, seems to know more about this issue. He talked about strange creatures near the old domicile of the Mages' Guild. Perhaps we bark up the wrong tree again, but that is the last hint we still have in this case.



cerning this matter. Not in my town! This has to stop now! Analysing of the first hints imply an involvement of the Merchants' Guild in this perverted robberies, linked to their extensive trade of ingredients.

Set your men under arms immediately and examine the old guild's domicile for clues of this affaire! Look under every rock and find something! Your final deadline is tonight. Give an comprehensive report regarding your operations and the results.

I have ordered the interrogation of three members of the guild. Unfortunately this information

Gart Valarin, Commander of Guard ♦

EYE CANDY OF THE WEEK

