

# Antaloor Post

Insider-Wissen aus der offiziellen Infoquelle zum «Two Worlds» Universum, exklusiv für Newsletter-Abonnenten.

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

www.twoworlds2.com

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## MAGICAL FIREWORKS ENLIGHTEN ANTALOOR

After the Antaloor Post has explained the more or less theoretical aspects of the spell system in "TWO WORLDS II", we now have decided to send one of our writers directly into the line fire. He survived the trip to Antaloor with glory and brought some interesting experiences and details out of the darkest depths of the Swallows. But you should read his report on your own...

"There is no big point just in theory. After learning the basics of the card-driven magic system and creating some impressive and explosive cute little spells, I started in the dark area of the Swallows. The first attack of two Death Knights I answered with a big smile. One I hunted down with an ice bolt. After missing the second Death Knight with the first spell, I had to use one more, but the result was also quite... permanent and effective. And when fighting in the dark, magical effects and particles

unfold their full optical potential and look pretty impressive. The effect yet increased when I annihilated a bunch of skeletons running towards me by using a huge and powerful fire wall. Flames are dancing very realistically above the floor and spread in circles with myself as centre. A spell of fatal beauty. But this magic has decreased my mana dramatically and the last standing skeleton I have to inhumate on my own with barbarian using of my wand. Though this worked quite well, it's far lower than my level as the great wizard I've chosen to play as.

And because of this, I didn't want to dirty my hands. So I opened the magic menu, changed the "Fire Wall" into a nice summoning spell and return to the game. First of all, I

choose "invisibility" and turn into a hollow man, reminding on floating water. Prepared like this, I walk into a group of Shadow Monks. When I arriving the centre of the bunch I cast my summoning spell and, with a harsh lightning, four giant spiders appeared and attacked the monks. I withdraw decently and leaned backward to enjoy the show. Refreshed and happy I started to plunder the corpses and gained some nice new spell cards." ♦



### NEWLY ARRIVED



The developers have implemented the (almost) final design for the upcoming CRAFT-System. On the left side you can see the required parts for upgrading, while on the left side the materials are located which the armour is made of. ♦

### UNDER THE SKIN OF ANTALOOR

Today we pick up part 2 of the monthly medical reports of the Hatmandorian mines. Also this time, the workers are not very lucky and their sufferings are quite various.

**Labib** – black and coated tongue observed, mycosis at tip of the tongue diagnosed

**Misbaah** – end state of Red Death discovered, red colored eyes, tears of blood, blushed face, estimated life cy: 3 days

**Nabil** – schizophrenic tendencies observed, caused by permanent underground shelter, hallucinations,

delusions and convulsions

**Ridwan** – first signs of Red Death in addition to abuse of alcohol observed, regular examinations for hidden bottles of quarter recommended

**Sabir** – has lost left eye and ear because of an accident at work, responsible workers were found and punished immediately

**Therbo** – has got a highly swollen leg after having a fall and an infection with gangrene. Hopefully there is no sign of the black plague. ♦



### PREVIEW ON TOPICS OF THIS ISSUE:

#### BLACK MAGIC

While fighting necromancers you can't avoid using their dark powers against them to survive.

#### BLACKBOARD

Shortage of money or skill points? Blackboards of Hatmandorian towns should help a lot.

#### BLACK PLAGUE

The weekly medical reports of Antaloorian mines are as long as the sufferings of the victims.

### NICE TO KNOW

#### Blackboard: Small tiny jobs for ambitious adventurers all over Antaloor

During his explorations and adventures in "TWO WORLDS II", every player reaches a point where he gets a feeling of not achieving any progress anymore. Overpowered enemies won't let pass or a few bucks lack for the next investment, like the better sword or armour. No reason for desperation or mourning here. Antaloor offers a lot of chances and possibilities to get back on top again. For example, there are various jobs offered on blackboards all over towns, villages and guilds. And additional wealth and experience points are always a nice side effect.



The range and variety of these jobs is unbelievable, so it shouldn't be surprising that there are lazy inhabitants using the hero as messenger for several walks. Other people are driven to madness and despair by wild animals, staying at the farm and devouring the necessary and vital harvest. Even mysterious and suspicious affaires do not prevent a curious hero from involving and getting to the bottom of the case, no matter if a sense of honour or just greed of gain drives him. So no wonder if highwaymen or black hats enforce their counterpoint to the hero's action. Because of this, other surprises are granted.

The variety of the quests is immense. Sometimes the hero has to deliver a rare medicine or even to surely inhumate an army of undead in a former soldier camp. So there won't come up boredom within the quests. With a fat purse, some skill points in addition and maybe better and stronger equipment former, overpowered enemies can be hunted down much more easily. And therefore the hero has gotten more close to his aim: Saving his sister and, of course, taking revenge of Gandohar. ♦

### STRONG PRESENCE AT THE E3

Nearly 50000 visitors took their time for a walk to the Electronic Entertainment Expo E3, located in the Convention Centre in Los Angeles. There they could get an astonishing view about the most actual development of new games on pc and consoles. Right in the centre of the action of the world's most important gaming convention was located... Well, take a guess! Right: "TWO WORLDS II". And the game has a massive effect in attracting the major part of the audience quite well. At the stall, 8 demo stations were located and, of course, make the eyes of RPG and fantasy fans sparkling with joy.



In the non-public area a first part of the multiplayer was available and open to test. So the crew could spend some time with the highly exciting game-mode "Crystal Hunt" before the convention stress was about to start.

So the team can decide to attack its enemies and plunder them or, by using the sprint mode, tries to collect as many valuable crystals as possible. Also, in technical regards, the convention was quite zuxxez-full :-)

### EYE CANDY OF THE WEEK

