

Antaloor Host

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

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AN ADVANCED COOKING LESSON

This week I wandered around in a philosophical and even peaceful mood through Antaloor. Instead of equipped with halberd, wooden mace or two handed sword I took my herb basket and eagle eyes. Our mission: picking up herbs as many as possible and to bring the cauldron to the boil.

Fortunately, there are a lot of things to find. Flowers, herbs, stones, roots – everything an alchemist's heart desires. An extra-ordinary and interesting feature: the collectable plants are specific for each region in "TWO WORLDS II". A boletus you'll find in the mild climate of the north, amber is mostly found in the desert and savannah while Adder Brother is located in the brumous jungle... you see, there is a lot to learn in Antaloor for life :-). A further nice gimmick is a small and non importunate "firefly-like" animation, which shows the collectable plants. This is very useful for finding his ingredients, but does not

disturb the game's atmosphere. A quite well done combination, I guess. There are even more eye candies when reviewing our collected prey in the inventory.

Well, I am more the pragmatic kind of player and throw everything of this floral beauty in my cauldron. Because of using life restoring herbs, a cute little healing potion is the result of my (accidental) experiments. I like

this mixture, save the reception as "Everything's gonna be alright". From now on, I can reproduce that potion, just requiring the right ingredients in the inventory. After a request to the developers I learned, that there will be even possibilities to buy complete receptions from merchants or find in books. For myself, I prefer experimenting on my own, but especially for lazy RPG-players this feature could be interesting. ♦



NEWLY ARRIVED



"TWO WORLDS II" is not limited in its enjoyment just in graphics. Also the acoustical amenities cause a pleasant shiver. For each region, mood and situation a special soundtrack is implemented. On www.twoworlds2.com can her them in the pinacotheca. ♦

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UNDER THE SKIN OF ANTALOOR

Catched on the hook - The diary of Zul Figar

Four mad miners were caught while trying to huckster verita crystals. Smuggled the stuff out of the mine – keeping it where sun never shines. Goddam bastards! Because of these idiots I had to send a complete division of soldiers to the mine to daily control the miners from now on.

But today Gandohar, in his almighty power, fortunately has ordered to install the gallows in Cheznaddar. From this time, every smuggler of Verita will be hooked there like the

worthless piece of meat he is. He will be letting hung since he starved or farting out because of infections, sickness or of the burning sun. An excellent idea, I have to admit.

The hook of the gallows is ready and waits for the first smugglers. I can't wait to see the people's reactions in their eyes. In the future, there will be shown much more respect for the town guards and soldiers of the empire and their sacrificially work. That is a hard fact. I am really lucky serving in Cheznaddar under the blissful and glorying leadership of emperor Gandohar. ♦

Two WORLDS II

PREVIEW ON TOPICS OF THIS ISSUE:

SKILFUL COOKING

An expedition into the mysterious worlds of potions and powders and their effects

SKILFUL HUNTING

If your hero lacks of power and skill, little mean tricks can help quite a lot to survive

SKILFUL FEARING

the Chronicles of Tear Geal paint a picture of blood, suffering and the dangers of Antaloor

A HERO'S DAY

The way of the hunter

On my journeys through Antaloor several wild animals cross my way, and hunting them is not as easy as you would think, most of the time. Normally friendly minded animals like the ostriches or warthogs start running away when I try to attack them, and then they return and strike back in a hurry. Chasing them with bow and arrows surely makes life as a hunter much easier, but I still have to walk a lot to finally reach my goal. So it can happen, that I find myself within a horde of cheetahs while hunting a warthog... and now we have to "discuss" who gets the warthog and who not.



But last night at the inn of Bayan I got a great plan, how I can reach my goal, get my loot without risking my health and maybe life by running into unexpected danger. When dawn comes next morning and the market stands open, I will prepare myself by buying many different traps the salesmen have to offer. With my backpack filled up, I will check out a nice place in the savannah, not far away of some warthogs. Within the high grown grasses I can hide the traps perfectly, no one will see them.

After that I'm going to attack the animals, as usual, to gain their attention. When they again try to run away I will lead them to the destination where I placed the traps before, into the high grown grasses. I will be very happy, pleased and will cheer and dance the moment I hear my wonderful traps clicking together. Should be an investment for the future, those traps. I'm pretty sure about that. Easy earned money. The sun is rising, salesmen are coming to open their stands... let's get ready for the hunt! ♦

THE CHRONICLES OF TIR GEAL

An unthinkable dread came over us... even in my wildest nightmares I could not have imagined something like that. Once full of life and love our world has changed into a place of darkness and doom, in which hordes of unholy creatures are wandering around in search for a delicious banquet...

In that times almost everybody was killed immediately, because of an explosion we definitely were responsible for. How could I be so foolish? How could I be so blind believing his words, that no one would get harmed. And now... everything is lost. The few people, that survived the dread of Tir Caillte fled and came to us, to Tir Geal... only to end and find the same destiny, too.

All I can do now is to save what still can be saved. Our little fellowship in Tir Geal is struggling to survive, but with every day our numbers get shorter and shorter in this desperate fight against the undead monsters,

who turn the swamps – our home – into a huge deadly trap. I can feel how the evil manifests itself in our world, in the air and in everything that is alive.



It's not just what happened in Tir Caillte. As horrible as it was. There's much more. Something, that's hard to get. People, who leave the village, never come back again. All the undead... something or somebody must have brought them here. But how? What is behind all that? Or... should I ask... who? ♦

EYE CANDY OF THE WEEK

