

# Antaloor Post

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

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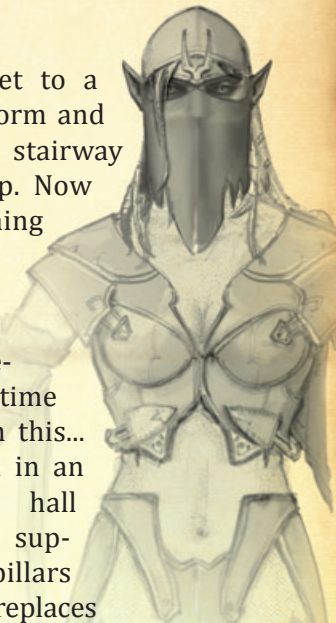
## LET THE GAMES BEGIN!

Now things are getting serious! Last week we took our first run at "TWO WORLDS II" and were just blown away!

The team at Reality Pump has really raised the stakes - graphically, atmospherically and technically - and we're all going crazy about it! Ok, we'll hold off on any more lavish praise for now. We want to give you AP readers a taste of what our initial steps in the game were like... First, we found ourselves deep in a cellar vault, where we used a flaming torch to light up our surroundings. Man, the way those flames flickered on the walls was very realistic! And it was in this sparsely-lit setting that we got our first major shock! A troop of Orcs -- FRIENDLY if you can believe it - with an attractive Orc female assassin in their ranks, turn up and escort us through to the next location... "What could be behind this?" we asked ourselves. Whatever it was, we were going to find out, since we were already totally hooked...!

Then it was time to explore winding passageways and underwater areas full of incredibly realistic floating objects like barrels or tree stumps. We

jump to get to a small platform and a spiral stairway takes us up. Now it's becoming crystal clear why the developers needed a long time to work on this... we're soon in an enormous hall with huge supporting pillars and giant fireplaces lining its sides. Flags flutter from the walls and dust particles swirl and dance in the sun's rays which slant diagonally through the windows. And a closer look reveals another technical marvel - all the items in the hall, even the flickering torches in their wall holders, are reflected in the gleaming marble floor. This amazing "mirror" view is one of the coolest things we've seen in a long time. Our next flying visit is already planned! ♦



## THE AP RETURNS!

Good things take time! And we've taken our time with the new Antaloor Post. The mag has a totally new layout and will appear every two weeks instead of weekly. And this "must-read" for every "Two Worlds" fan is available right now - because we want to follow the hot development phase of "Two Worlds II" every step of the way. So get ready for some exciting, exclusive stuff! We won't let up in our quest to bring you the latest news from Reality Pump - even if we have to hold 'em down to get it! So have fun now... read on and enjoy! ♦



## A WORLD FULL OF IDEAS

**Hi Grzegorz! So... introduce yourself!**

Hi there! My job is to coordinate the projects for 2D and 3D graphics and to provide sketches and concept art for our game titles. I learned my artistic skills during my architecture studies and during a course of learning about sculptures at the Academy of Art.

**Where do you get your inspiration from?**

From all around! If you keep your eyes open every day, you can get lots of ideas! Apart from that I also read a lot and look at illustrated books - there are countless sources

of inspiration in there. Studying the works of the old masters is also very helpful.

**What was your approach for "Two Worlds II"?**

Our designs and sketches for the game are created in two ways: we often get very accurately described scenarios and locations, which we have to put on paper - but other times we only get a half idea or even just a word to work on. Both ways of working have their own special attraction. I always try to pull out a something special from every idea, so having a pool of ideas is very important for me during the whole project. ♦



## PREVIEW ON TOPICS OF THIS ISSUE:

**HIGHLIGHT:**  
We have now made our first steps into "TWO WORLDS II". Here are our impressions!

**INTERVIEW:**  
Sequel instead of Add-on!  
A statement from RP Exec Mirek Dymek enlightens us.

**KNOWLEDGE:**  
We will be regularly updating you on Antaloor nature - today, forests!

## INTERVIEW



We asked Team Leader Mirek Dymek some questions. Here is Part 1 of the answers.

**AP:** After originally planning to bring out "The Temptation", an add-on, what made you change your mind for a full sequel instead?

**Mirek:** We've been working on the successor to "Two Worlds" now for more than 30 months. During this time, the project has expanded enormously - and we've developed completely new and extremely efficient technologies. The core of these technologies is a brand new engine, which we started developing about two years ago. We can now reap the benefits of all this work on four platforms for "TWO WORLDS II". And we're



delighted to have such a high-performance engine available, because it also gives us plenty of advantages over the competition.

**AP:** Have you just changed the name for the introduction of "Two Worlds II"? Or is there more involved?

**Mirek:** There's a lot more involved than just a name change! We knew that the name "The Temptation" would always be associated with the word "add-on". So we decided to leave that behind us and took on "TWO WORLDS II", which we can now develop as a full sequel on its own. And our reasons for doing this will become clear when you compare the graphics of "Two Worlds" and "Two Worlds II" - there's a whole world of difference there. We've also made powerful changes in other areas of the game too...you will learn more about it next issue! ♦

## A LEAFY PARADISE A LA ANTALOOR

The scenic heart of Antaloor, which we all know from "Two Worlds I" is a classic forest with thick stands of fir trees, lush green meadows, isolated dwellings and medieval settlements continually cropping up between the wooded areas. You'll also find ancient ruins, mystical locations and godforsaken dungeons here.



The new and still unexplored areas in Western Antaloor (where the fateful events in "TWO WORLDS II" will occur) are at least as awe-inspiring as the paradise-like regions of Two Worlds I. And there's more! Thanks to the new graphical and

the sun's rays breaking through the tops of the trees will amaze you and make the architecture of

the villages and towns all the more impressive. Houses, mills, churches, farms and wells - all newly designed - give the settlements a harmonious appearance. Hand-placed and lovingly designed objects mean that cloned villages are a thing of the past.



The forest itself also abounds with vitality and originality. Everywhere you look, animals are busy with their daily routines. Or maybe they're getting ready to retire to their dens and nests for the night, to defend

physical technology frameworks, the fir trees sway even more realistically in the wind - and dynamic changes in the weather and

their territories against unwanted visitors! Many quests will provide the hero with a life that ALWAYS has a few surprises in store... ♦

## EYE CANDY OF THE WEEK

