

## TWO WORLDS II - New title and 3 new screens

Contributed by Cyrle  
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ZUXXEZ has published a new Presse Release:

â€œTwo Worlds IIâ€: The â€Total Experienceâ€™ in RPG Continues!

+++ The big box office hit once again issues your personal invitation to Antaloor â€ and a radical new player experience awaits you! +++

Karlsruhe, 3rd July 2009 â€ in the coming winter, the role-playing world of Antaloor will once again open its portals to PC, Mac and Next-Gen consoles. Following the fantastic worldwide sales success of the gameâ€™s famous predecessor, TopWare Interactive will once again open a radically new chapter in the fantasy world of Reality Pump.

â€œTwo Worlds IIâ€ presents a totally new gamer experience, one in which 2 years of intensive development has enabled quantum leaps in all spheres: completely overhauled AI and balancing standards, experienced authors, the active combat system and the brand-new engine all combine to provide an unforgettable experience where excitement, sheer enjoyment and graphics rule. â€œTwo Worlds IIâ€ simply sets new technical benchmarks in the RPG genre, thanks not least to its seemingly unlimited number of dynamic light sources, micro-detail Parallax Mapping, 24 Bit HDR Post Processing, Space Ambient Occlusion and Human Eye Accommodation. The story of â€œTwo Worlds IIâ€ is staged a couple of years after Part 1 - and it will lead you into hitherto unexplored parts of Eastern Antaloor where you'll find many brand-new locations packed full of atmosphere - from dusty deserts to awe-inspiring temples.

Alexandra Constandache, the Executive Producer of TWII commented, â€œWe intentionally opted for a completely independent game with radical new technology. This was the only way to ensure that we harness the enormous potential and experience gained from the making of the first â€œTwo Worldsâ€ project - and make full use of the further technical development of internal Reality Pump tools that has been on-going since the first â€œTwo Worldsâ€ was developed. This new release window gives us enough time to systematically implement both our own requirements and the feedback of the â€œTwo Worldâ€ fans, enabling us to create a breathtaking RPG experience.â€  
[www.twoworlds2.com](http://www.twoworlds2.com)

AND - we'll shortly be bringing out the next version of your hotly-awaited â€œâ€œTwo Worldsâ€ magazine, the â€œAntaloor P in it we'll tell you all about the latest developments direct from the developers at Reality Pump!

You will find a little gift in our Screen Gallery: 3 new Screen Shot