

Two WORLDS

MANUAL



Art by

TopWare
INTERACTIVE



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We hope that this product will meet your expectations and we would be pleased if you recommend it to your friends.

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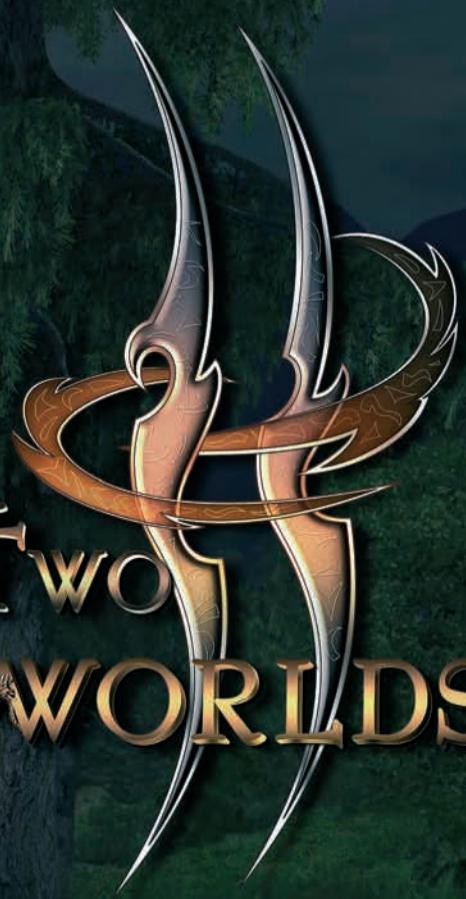
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Developed by Reality Pump Studios.





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EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game,

TURN THE COMPUTER OFF IMMEDIATELY
and consult your doctor before playing again.

PRECAUTIONS DURING USE

- ☞ Do not sit too close to the monitor. Sit as far away as comfortably possible.
- ☞ Do not play when tired or short of sleep.
- ☞ Ensure that there is sufficient lighting in the room.
- ☞ While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

SYSTEM REQUIREMENTS

- ☐ Windows XP™ oder Vista™
- ☐ DirectX™ 9.0c Rel. 10/2006 or higher (on DVD)
- ☐ CPU with 2,0 GHz or faster, Multicore CPU recommended
- ☐ 512 MB RAM, 1 GB Ram or more recommended
- ☐ DirectX™ compatible 3D Grafikkarte graphics card with Per-Pixel-Shader 2.0 support, Shader 3.0 Modell or higher recommended
AMD/ATI Radeon X-Series or Geforce 6, 7, and 8-Series
- ☐ DirectX™ 9.0c compatible Sound card
- ☐ DVD-ROM drive, 5 GB free harddisk space
- ☐ Mouse and Keyboard, Broadband-Internet connection recommended

INSTALLATION

Please insert the «Two Worlds» data disk into the appropriate drive. If the "Autorun" function is activated, the installation menu will appear on your screen. If the Autorun function of the DVD drive is deactivated, just open My Computer on the Windows Interface and select the appropriate drive. Then double-click «Autorun.exe» to call up the menu.

Click «Install Two Worlds» to start the installation program.

The installation requires at least **5 GB** of free hard disk space. This applies only to program data. For self-created files, you will require more megabytes. This is why we recommend available free hard disk space of at least six or more GB on your installation partition, since "Windows" also requires free storage space for the swap file.

At the end of the installation procedure, you can choose whether to create a desktop symbol and/or a "Quick Launch" icon (a symbol in the Taskbar).

You also have further options available in the Autorun menu. Click «DirectX 9.0C /Rel. 10/2006» to open the installation program of the DirectX driver. You can then update any existing DirectX system on your system. Click «Browse» to display the contents of the data disk.

If you click «www.2-worlds.com», you'll be linked directly to the «Two Worlds» Internet site. To access the Web Page, you must of course be connected to the Internet. Click «Exit» to quit the Autorun menu.

Click the «Two Worlds» icon on the desktop or in the Quick Launch taskbar to call up the game. Alternatively, you can also start the game via the following Start menu shortcut:

Start – All Programs - Topware - Two Worlds - Two Worlds.

REMOVAL (UNINSTALL)

To remove «Two Worlds» from your hard drive, click Start, then

All Programms - Topware - Two Worlds – Uninstall Two Worlds.

Then follow the on-screen instructions.

SERIAL NUMBER

When you first start «Two Worlds», you must input the serial number. It's a 16-digit number and you HAVE to enter it. Your personal serial number is printed on a label on the Digitray below the data disk. Just enter the number and you don't have to bother with upper and lower cases either. Once the number's been accepted, you'll only need it if you have to install the game again. This serial number is a one-off - in Multiplayer mode, it's your own identification key that will give you access to the WarNet™ Server. If you require additional serial numbers for more workplaces, you can order them at a reduced price.

Just call +49 (0) 721 - 464720.

If you can't find a serial number on your product, or if the available serial number is invalid, don't panic! Just call our hotline and have your purchase receipt at hand.

ACTIVATION

To get full use of «Two Worlds», you'll need to perform an additional activation. There are two ways to do this:

ACTIVATING THE GAME ONLINE.

We recommend this method! It's faster and easier. After you've started up the program and entered your serial number, you'll be asked to activate it, just hit «Activate». The program will then connect to the activation server and complete the process in a few seconds. Of course you need to be connected to the Internet to do this!

ACTIVATING THE GAME BY TELEPHONE

If you don't have Internet access, you can use your telephone to activate the game. Select the option «Activation via Telephone».

Now you'll see a 16-digit activation code. Please call the number below and have this activation code at hand:

Phone number: +49-(0) 721- 46 47 20

ATTENTION: This hotline is solely for product activation. Please call our Technical Support for any other queries. If you don't wish to activate the product right away, you can do it later... but the software will only run in Demo mode until you do activate it.

REGISTRATION

Registration is voluntary but it does have several decisive advantages. As a registered user, you'll receive access to various extra materials and you'll get e-mails informing you of all product updates and add-ons.

To register, click "**Register**" in the Main menu. You can also register and activate the program at the same time. When you've registered, you'll receive an e-mail confirming your registration and a link to our download area.





*The waters of the Gon still flow serene
in spite of all the horrors
that Antaloor has seen.*

*Civilizations are born and die
'tis all part of the divine scheme,
presided o'er by the gods on high!*

*A comforting thought...
or deliberate illusion?*

THE STORY UNTIL NOW...

Antaloor still has not fully recovered from the events of 300 years ago. Turmoil broke out all over the world when Aziraal, the god of destruction, ignoring the eternal pact made between the gods, decided to go his own, power-hungry way. He united the Orc hordes and attacked the civilized world.

The Orc hordes swiftly overran the lands north of the Gon and the territory around Oswaroh. The gods of Antaloor had never appeared to lesser mortals throughout the entire history of the world, preferring to remain in the divine background, so to speak, and mutely accepting the worship of all of those who dwelled in Antaloor... but now the time had come to teach one of their own a hard lesson so they had to show themselves. With the Dwarves, Elves and Humans united against them, Aziraal and the Orcs were defeated in the Great War of the Gods.

The Orcs were pushed back to their territory around Gor Gammar. The Immortal one, however, could only be neutralized by banishment. With the help of the Keepers, a secret organization, the gods entombed Aziraal in a shrine. The only secure location for the fallen god was the heavens over Antaloor. Any other place would have been unthinkable. This would prove to be a fateful conception indeed to create a place of worship for Aziraal, a site which from now on would draw all the world's evil powers to it like a magnet. and these powers would not be able to resist attempting to free Aziraal.

It was bad enough that the Pantheon would forever be weakened by the absence of one of its gods (or at least that was the general opinion at that time), but that the rebel god had to be given a tomb on high?

Madness, they said....

THE GODS OF THE PANTHEONS

MALIEL is the goddess of the cycle of life. She represents birth, life, death and rebirth. Maliel is especially revered by the Elves, but not solely by that race. As the gentle goddess of counterbalancing forces, she is much loved by most of Antaloor's races.



YATHOLEN is the snake god of water and storms. He represents the forces of nature and is one of the oldest gods in the Pantheon. He has his domicile in the sunken archipelago of Ashos and is worshipped above all by the Serpents. The human inhabitants of Ashos also revere Yatholen as a divine being. The Eye of Yatholen watches over the port and those who dwell there - a visible sign of his power and influence.




THROGLIN is the God of the Earth and of the power of creation. He likes to be compared to a divine smith - the master of forges. So it's no surprise that Throglin is revered by the Dwarves, a race of master metal craftsmen - but the other races also pay him deference.



AZIRAAL, the fallen god of war and destruction. but rumor has it that he also has devoted followers outwith the walls of Gor Gammar. The Aziraal cult flourishes in secret. According to Orc myths, Aziraal is the only one of the gods in the Pantheon who cannot breathe a soul into his creations.

300 years after Aziraal has been banished, a brother and sister are drawn into the conflict which has flared up between the Orcs and the free world. Kyra, the hero's younger sister, suddenly disappears in mysterious circumstances.



The hero, a bounty hunter, searches throughout Antaloor for her. His quests take him to the far-off reaches of the continent. Constantly on the alert for a clue as to her whereabouts, he keeps his eyes and ears open during his travels. The mercenary jobs he gets are not just for collecting information – he also receives gold for these tasks – and he must have gold to continue his search. However, it's not always easy to find tasks that pay. He even has to gain a reputation with certain groups before they'll even think of entrusting a tricky task to him.

After many weary months of searching, he finally gets his first clue. A mysterious letter that tells him to make for the mountainous region of the far north. As luck would have it, he has also heard of a possible job in the village of Komorin in Thalmont and that's on his route so it's the open road for him again. The villagers in Komorin can also count themselves lucky that they've actually found a mercenary to help them with their problem. Most of the young and capable men have gone to help fight the Orcs in the south. The Thalmont government hasn't helped much either. Officialdom says it can't spare the time for other problems when they have rebels to deal with...

Thus begins the story of «Two Worlds» – one mercenary arrives alone in Thalmont, a wild mountainous region totally unfamiliar to him. Will he succeed in finding his sister?


GEOGRAPHY

The world of Antaloor is like a small universe. From the glaciers in the far north to the volcanoes in the deep south, this is a richly diversified continent with a wide range of climatic zones.

Cathalon is the royal capital. It lies at the very heart of Antaloor, sprawled on the banks of the country's main river, the Gon. This impressive waterway winds its way through the land from the northeast to the southwest, flowing into the sea through the mouths of its large delta. The climate in Cathalon is temperate and the countryside sparsely wooded, consisting mostly of extensive stretches of meadowland dotted by small villages and their inhabitants' tilled fields and cattle.

To the north, the landscape becomes increasingly more mountainous, culminating in the high, jagged peaks of the Thalmont mountains. The townships of Tharbakin and Yarmalin lie in this region. Tharbakin nestles in the southern reaches of the mountain range and is the main center for trade with the Northlanders. As for Yarmalin, it is the last retreat of the dwarves and has more or less vanished from modern-day maps. Nature has run riot around these two townships. The jagged peaks of mountain ranges pierce the heavens, while beneath them a myriad of small, lonely lakes seem to hide somber secrets in their dark depths.





Narrow pathways twist and turn through valley and gorge as if desperately trying to escape the gaze of the awe-inspiring peaks above. There are settlements here too, whose inhabitants stubbornly claw the bare necessities of life from the stony soil. In the far northeast, huge glaciers dominate the wild and wonderful scenery. These enormous expanses of ice are the reason for the bone-chilling temperatures which prevail there and a landscape covered with layer upon layer of snow.

South of the river Gon, the weather conditions are exactly the opposite. The river crossing at Cathalon marks the border with South Antaloor. Here, lush vegetation and a warm climate create ideal breeding conditions for many species of fauna. The area around the large port of Ashos in the southwest is teeming with creatures great and small. This town, built in the Gon delta, is one of the most important trade centers in Antaloor. A huge bamboo forest stretching deep into the south encroaches upon Ashos from all sides. East of this territory lie the moorlands, with thick ground fog, small bubbling pools and dead trees.

Far away to the south, there is fire everywhere you look. The volcanoes to the south of the ruined city of Gor Gammar, spewing out their rivers of lava and spawning sulphuric, burning wastelands, ensure that hardly any life can flourish here and the eastern region of Antaloor is just as inhospitable to life. The barren desert of Drak'ar reigns supreme, with its high, shifting dunes, stifling sandstorms and mysterious ruins of long-lost civilizations. To the north of the desert lie the badlands of Oswaroh. Since the War of the Gods, this region has been badly contaminated with poisonous mists. Only creatures of death can live here. In the middle of this forbidding no-man's land are the massive, frowning walls of the town of Oswaroh. You won't find this region

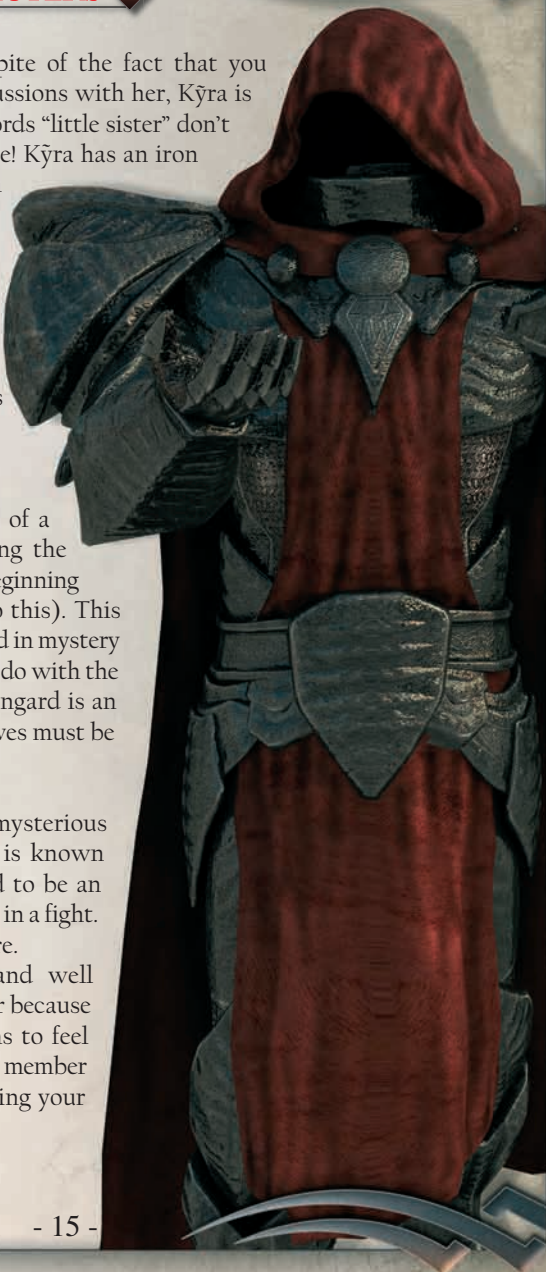
on any of the maps created by the modern races of today. Only a white blotch marks its location.

IMPORTANT CHARACTERS

KÿRA – is your little sister. In spite of the fact that you sometimes have rather heated discussions with her, Kÿra is still the apple of your eye but the words “little sister” don’t mean sweet and helpless in this case! Kÿra has an iron will. Some would say that she is even more stubborn than her brother! She has a strong personality and can be extremely convincing when she wants to be. However, Kÿra disappeared a few months ago in circumstances that can only be described as mysterious and since then the hero has been searching for her...

REIST TUNGARD – is the leader of a secret organization which is holding the hero's sister prisoner (events at the beginning of the story would seem to point to this). This organization's objectives are shrouded in mystery but they probably have something to do with the legacy of the hero's family. Reist Tungard is an unrelenting opponent whose objectives must be thwarted if you want to free Kÿra.

GANDOCHAR – plays a major but mysterious role in «Two Worlds». Not much is known about him. However, he is rumored to be an outstanding warrior and one to avoid in a fight. You will be faced with a dilemma here. Gandohar seems to be friendly and well disposed towards you and your sister because for some unknown reason, he seems to feel obliged to Kÿra but at the same he is a member of the mysterious organization holding your sister prisoner.



ULTAR KARGA – is the proud leader of the Karga Clan.

In the raw climes of the north, his amazing strength and his countless victories in battle have made him the stuff of legends.

It is his charisma that holds the Clan together in the face of the House of Skelden's ceaseless sabotage attempts. In spite of being deprived of his power by the King, his loyalty to the Crown remains steadfast and true.

He is convinced that it was a plot engineered by the High Council, not by the King. His sole objective is to regain power in Thalmont.

It will difficult for you to avoid the permanent conflict between the Karga Clan rebels and the ruling faction, the House of Skelden. But if you do take an active part in events, it may prove to be advantageous... who knows?

CAHAL KARGA – the fiery son of Ultar – he is a fanatical die-hard whose hatred of Skelden House is legendary.

He prefers the swift, direct method and has no patience with the slower, tactical methods used by his father.

Anyone who goes against the Karga Clan will sooner or later find himself facing Cahal's darting, dangerous blade.

Will you back the hotheaded Cahal, or his more "canny" father? Think well on this, oh hero!



EBRAT SKELDEN – is the leader of the House of Skelden. He is the man behind any moves the House makes.

Years in the harsh and wild mountain lands have molded this former nobleman into a strong and dangerous opponent. Well trained and cunning, Ebrat is a dauntless leader who has forgotten what the word conscience means.

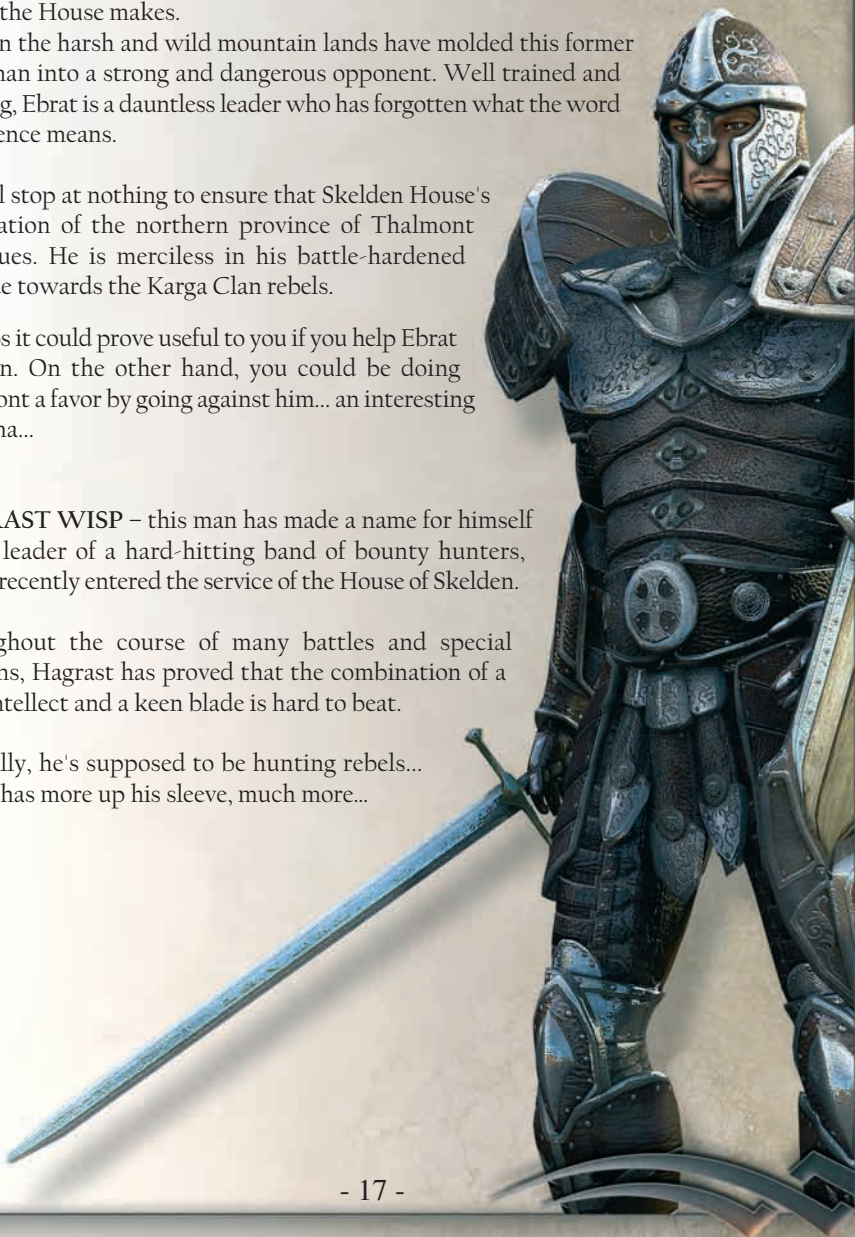
He will stop at nothing to ensure that Skelden House's domination of the northern province of Thalmont continues. He is merciless in his battle-hardened attitude towards the Karga Clan rebels.


Perhaps it could prove useful to you if you help Ebrat Skelden. On the other hand, you could be doing Thalmont a favor by going against him... an interesting dilemma...

HAGRAST WISP – this man has made a name for himself as the leader of a hard-hitting band of bounty hunters, which recently entered the service of the House of Skelden.

Throughout the course of many battles and special missions, Hagrast has proved that the combination of a keen intellect and a keen blade is hard to beat.

Officially, he's supposed to be hunting rebels... but he has more up his sleeve, much more...



A man with a beard and a white head covering, wearing a white and gold robe. He has a sword at his waist and is looking towards the right.

HO – a useful man to know! He is a wise hermit who lives in the north and is always happy to receive visitors.

He reads smells like we read books and he can give you quite a lot of important information... but after living alone for so long, his conversation can seem quite zany at times... patience is a virtue!

SOLON MORAIOS – Solon leads a secluded life in the north of Antaloor.

Commoners know him as a wise man skilled with herbs, but the Magic Council in Cathalon also appreciates his talents... the members of that august body often ask “The Enlightened One” for advice when a difficult decision has to be made.

His past is cloaked in mystery, even for the few he calls friends. A visit to Solon Moraios could be very “enlightening”!

AKI HOSUNO – he is the head of the Giriza, an organization which has spun its web of crime throughout the entire Kingdom of Cathalon. Aki is the indisputable number one crime lord.

His rabble-charming attitude inspires all the members of the Giriza to do their utmost for the organization.



THE FLAME

... and the name is not purely coincidental.

Difficult to pin down, this person is a source of unrest on the southern continent and heads a powerful group of Necromancers.

Rumor has it that he (or she, as some say) is possessed by an evil spirit.

WHITE HEAD

This is the creature causing a great deal of trouble in the Cathalonian military camps along the banks of the Gon.

The leader of an Orc “murder squad”, White Head has already taken many human lives.

Those in the know infer that the Orc is well versed in the secret combat techniques of a mysterious assassins' sect hiding in the arid Drak'ar desert. Be careful, Hu-man!





THE RACES

THE HUMANS


The Human race inhabits the flourishing Kingdom of Cathalon. Their capital city, named after the Kingdom, lies at the heart of Cathalon. The Great War of the Gods seems to have had a decimating effect on the power of the Dwarves and Elves – their influence is on the wane, in strong contrast to that of the Humans, a race which is well on the way to becoming established as the most powerful in the known world. Not that Humans had it any easier than the others after the Great War. Even after almost a thousand years of comparative peace, they're still not living in the lap of luxury but in comparison to the greatly weakened Kingdom of the Dwarves and the lands to which the Elves and Serpents retreated, Cathalon is an up-and-coming Kingdom. The Great War of the Gods also affected the borders between the races' territories. Before the Great War, humans mainly populated the lands to the east of Cathalon around the town of Oswaroh but this area has been uninhabitable since the war. Even today, wreaths of poisonous vapors lie over the barren steppe, making approach impossible. The only creatures that seem to have developed any kind of immunity to these awful gases are monsters and there are hordes of them in and around Oswaroth. The vibrant and young royal city of Cathalon is centrally located, on the banks of the river Gon. A junction for trade routes and waterways, the king's seat of residence is a bustling, impressive town. One of the reasons for Cathalon's recent strong emergence is its strict military organization. Individual, associated towns retain their autonomy and each has its own Town Guard. The taxes these towns pay to Cathalon aren't all that high, but still hefty enough to cause the occasional protest. In emergencies, the Royal Guard protects the satellite towns. On the one hand, this is a welcome support against enemies, but the Royal Guard and tension in a town always seem to go hand-in-hand.

All in all, the proud and energetic citizens of Cathalon can be satisfied with the development of their kingdom. There is, however, one blot on their horizon, the nameless Taint, which seems to be approaching the city from the east but it's said to be omnipresent in Antaloor and getting stronger by the minute. The Taint, together with the unexpected and mysterious strengthening of both the barbarian tribes and the dreadful Orcs make life increasingly difficult, not just for the inhabitants of Cathalon, but for the Humans throughout Antaloor. More and more refugees from the country areas are seeking protection in the towns land the trading routes are no longer safe. The only ones not complaining are the mercenaries and the bounty hunters.

THE DWARVES

The Dwarves were once the most numerous race in Antaloore, but the Great War of the Gods cost them dearly. They are now only a shadow of the power they once were. They have gathered around the well-hidden mountain town of **Yarmalin**, in their northern territory. There in the far north, the rugged mountains prevent other races from entering their new domain but the former dwarven stronghold of Tharbakin is now in Human hands.

Dwarves can still be seen in the foreland around the mountains... but no one knows much of what's happening in Yarmalin. Information seldom leaks out of the town. Rumor has it that the War of the Gods struck a blow to the heart of the Dwarf nation. The disciplined ways of the Dwarf culture mirrored the eternal and unchanging rules of the divine Olympus, the home of the Gods.



The god Aziraal's struggle for power, and the chaos that followed, thrust the dwarves into total confusion. Aye, they did fight side by side with the other civilized races and played their part in the almost impossible victory against Aziraal but rumor has it that the Dwarves saw the huge effort it cost their other gods to defeat Aziraal and restore a semblance of balance to the world and this shook the very foundations of their beliefs in divine power.

Where this warlike race of the high northern mountains was once extremely disciplined, with a strong structure of command, nowadays the clans fight amongst themselves and the atmosphere is one of mistrust. However, NEVER make the mistake of underestimating them!

Continuous internal skirmishing has ensured that the fighting power of the dwarves remains dynamic and hard-hitting.

THE SERPENTS

The serpent race lives on a peninsula to the southwest of Cathalon. These snakelike beings are mistrusted by all the other races. This mistrust was never quite laid to rest, even during the Great War when the Serpents fought together with the Elves, the Dwarves and the Humans but the Serpents could never bring themselves to form an alliance with the other races. This is why they fought alone against the Orcs and Aziraal. The Serpents weren't completely to blame for this though. It was the Elves who weren't prepared to even contemplate an alliance with the Serpents, simply because they hated them.

A large part of the Serpents' former territory was lost to the ocean during the devastating war. Today, **Ashos** is the Serpents' most important town. It lies on the peninsula in the Gon delta and is rumored to have secret connections to the sunken Serpent territory.

In the Temple District of Ashos, the Serpents mainly worship Yatholen, the god of water and storms. Ashos is a bustling port, with both sea and river harbors, making it an important trading center for merchandise of all kinds.

The Serpents themselves are only to be found in the hermetically-sealed Temple District. The Temple Guard is extremely mistrustful, guarding the Temple entrance with increased vigilance in these troubled times.

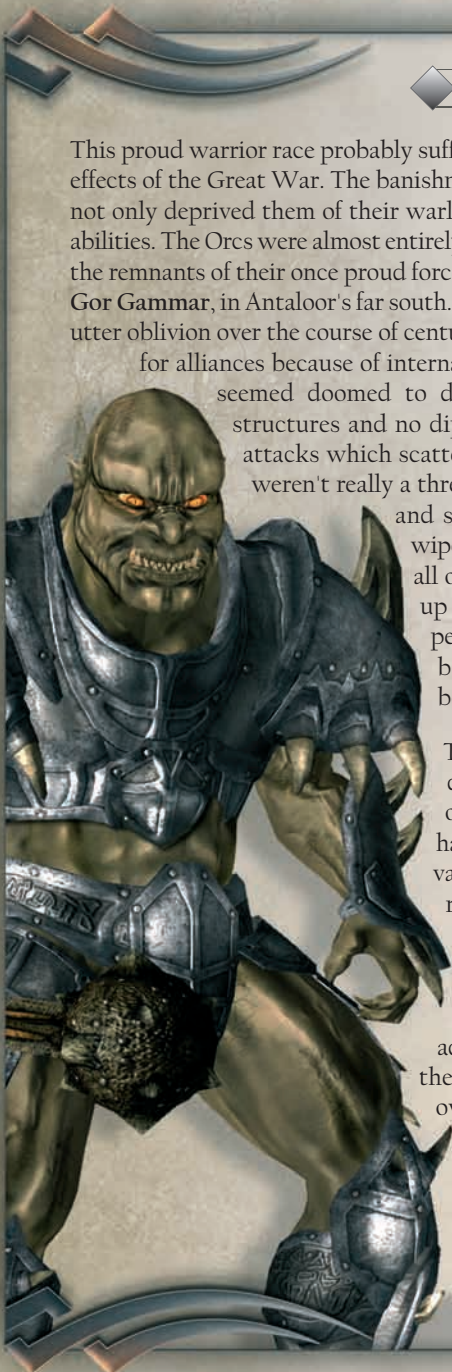


This proud warrior race probably suffered more than any of the other races from the effects of the Great War. The banishment of the rebel god Aziraal by the other gods not only deprived them of their warlord. They also lost faith in their own fighting abilities. The Orcs were almost entirely wiped out during the war. Scattered in defeat, the remnants of their once proud forces gathered in the territory around the town of Gor Gammar, in Antaloor's far south. It was there that the Orc culture subsided into utter oblivion over the course of centuries. Split into small clans, which had no time

for alliances because of internal feuds and power struggles, the race of Orcs seemed doomed to die a gradual death. They had no political structures and no diplomatic relations with other races. The few attacks which scattered bands of Orcs carried out on other areas weren't really a threat for the individual victims' races as a whole and statements like "Who cares if these Orcs are wiped off all the maps of Antaloor?" could be heard all over the land. The other races were too caught up in their own lives - and Orc clans that were permanently at war with one another couldn't become the threat they once were... 'So why bother?' was the general opinion.

This attitude would soon prove to be wrong... downright dangerous, in fact, because centuries of internal clan battles in the swamps had hardened the battle morale of the Orcs. The old values like courage and determination had returned.

The warlike cruelty and determination of these warriors can only be compared in its degree of fanaticism to their boundless adoration of Aziraal. The more observant among the races believe that the age of peace is finally over. The great majority, however, refuse to believe this - "t'is simply a rumor!" seems to be their motto... but Orc attacks are becoming increasingly bold and in Cathalon's vast interior, there are even rumors of Orc commandos giving the Royal Guard a bad time of it...



THE ELVES

The Elves aren't too popular with the other races, they're generally thought of as being blatantly arrogant. Nevertheless the other races do respect them, albeit grudgingly. Even the Orcs admire the bold and fearless battle tactics of the Elves (and that's saying something!)

There is one race which truly hates the Elves, the Serpents and rumor has it that that the feeling is mutual. After the Great War of the Gods, the Elves populated the offshore islands to the northwest of Antaloor. Since then, they've taken nothing to do with mainland affairs.

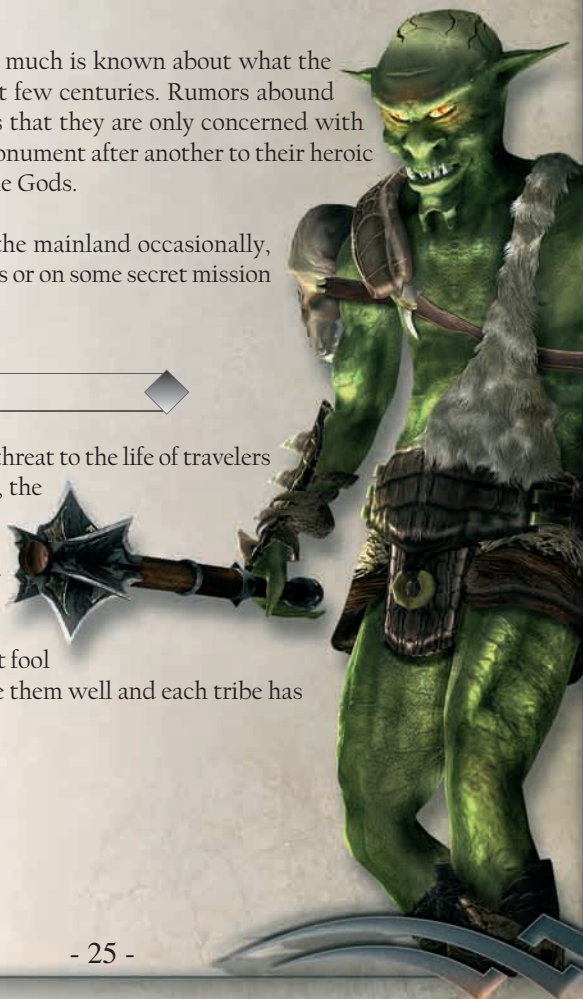
Thanks to this reclusiveness, not much is known about what the Elves have been doing in the past few centuries. Rumors abound however and the most popular is that they are only concerned with their own glories, erecting one monument after another to their heroic deeds during the Great War of the Gods.

You may meet an Elf or two on the mainland occasionally, probably employed as mercenaries or on some secret mission of their own.

THE GROMS

These wild barbarian tribes are a threat to the life of travelers throughout Antaloor. As fighters, the Groms can't compare to the warlike Orcs, but many who now walk in the spirit world fatally underestimated them.

They live in huts but don't let that fool you either. The Shamans organize them well and each tribe has several of these leaders.



THE SCAPULARI

Not much is known about the Scapulari. Rumor has it that they are the doom messengers of Yatholen, the god of sea and storms.

There could indeed be some truth in this rumor, since they inhabit coastal areas and resemble ocean dwellers in appearance. There are various species of Scapulari. Some have huge pincers instead of hands and arms, others have huge piranha jaws with razor-sharp teeth and still others have tentacle-like heads.

THE TRACHIDIS

The Trachidis are relatively recent arrivals in Antaloor. You'll come across them in the southern part of the continent, concentrated near Ashos.

Rumor has it that they are the result of a biological experiment gone wrong.

Biological accidents or not, these creatures have adapted perfectly to their environment and have now evolved into an aggressive and intelligent species. The females of the race are like huge insects but although the males also have an insect head atop their shoulders, they walk on two legs. It's the males who guard the Queen, making sure that she is left in peace to lay her eggs and raise her broods.



MONSTER

THE GIANT SCORPION

You're bound to make the acquaintance of the Giant Scorpion if you happen to wander into the Drak'ar desert. This entity is just as ferocious as its much smaller cousins and is a dangerous threat to travelers in the southern lands. Its most important weapon is its armored tail, the poison in this thing is deadly! The Giant Scorpion stabs lightning-fast and deeply into its victims with this dagger-like sting... and the only thing that will help you then, if you're lucky, is a really strong healing potion.

This monster's dangerous in a frontal attack too! Its powerful pincers have additional claws and can do a lot of damage – damage of the permanent kind...

THE HUNTING SPIDER

These spiders, as tall as a man, are to be found almost everywhere in Antaloor.

The color of the thick hair on their bodies depends on the region where they live. You'll come across them in every color of the rainbow, from poisonous yellow to a camouflaging earthy brown.

The Hunting Spider's most effective weapon is its poisonous saliva and it can spit it out incredibly fast! These killers mostly stick to the thick undergrowth, surprising their prey (...that's you!) with a deadly stream of poison.

When their poison starts to take effect in the victim, they'll come out and...well, you can imagine the rest... t'ain't nice!

THE REAPER

This is the most widespread monster in Antaloor, so you'll probably come across them pretty often! Whether in mountain forests or the treeless, arid zone to the far south, the Reapers are everywhere. They have two legs and attack in packs. Rumor has it that a Reaper alone isn't so dangerous but if you should come across one, don't take it too lightly... there are different kinds of reapers and the one facing you could turn out to be your killer!

Throughout the course of the centuries, the species has continued to evolve, producing some really deadly varieties. Just two examples here are the Plate Reaper, protected by an especially large armored head plate and the Hammertail Reaper, which has a star-shaped, iron-hard knob on the end of its tail and it sure knows how to use it to cripple anything in its way!

THE WYVERNS

The Wyverns are related to the Reapers but they're much more dangerous! These reptiles have a pair of leathery wings that are useless for flight, but they provide stability when they're running or fighting!

With powerful claws on their feet and arms and two deadly horns on their heads, these Wyverns are truly dangerous in close combat... and they fight in pairs too - perfect teamwork and a killing combination!

Be extremely wary of these monsters. They're true dealers of death and, like their cousins, you'll usually find them all over Antaloor. There is one region they don't like, however the cold lands of the glaciers...



THE DEMONS

Demons really live up to their evil reputation. Among their ranks, you'll find some of the most dangerous creatures in all of Antaloor. They have huge paws with razor-sharp claws and those, combined with their long reach, are perfect for dealing a deadly one-two. Their skin consists of a leathery substance, partly covered with scales an almost impenetrable armor.

If these creatures have any weakness at all, it could be their somewhat slow reaction time. That's just the normal demons though the unwary traveler is sure to meet the winged "Hell Demons" and "Hell Lords"! Their wings help them to move much faster than the other demons and that spells out danger with a capital D!

THE TULOK

The Tulok are headless monsters. They live only in the underworld. No one knows how these beasts lost their heads over the ages but everyone knows that they're one of the most dangerous entities ever to evolve on the planet!

In the dank, pitch-dark passageways of the dungeons, eyes are an unnecessary luxury anyway... so being headless is probably an advantage for these horrible creatures. The Tulok go berserk in the narrow passageways, bringing certain death to all but the fleet of foot..

They also have an unbelievable amount of endurance while fighting.





Two
WORLDS





STARTING THE GAME



When you start «Two Worlds», the first screen you'll see is the PLAYER LIST:


Here you can either create a «New player» name or select an existing player file. If you no longer need a particular player file, just select and click «Delete profile».

Click «Start Game» to bring up the Main menu. «Exit» will return you to Windows.

From the MAIN MENU could start a new game by clicking «Start new game» or load a save game by clicking «Load game».



«Network» will take you into the online world of Antaloar. You'll find more on this in the *chapter called Multiplayer*. The Main menu is also where you register your product (**Product Registration**), giving you access to many exclusive extras. Just follow the on-screen instructions.

You can also access the most important menu items while you're actually playing the game. Just press your  key to save and load games in the window that will open up. You can also quit the game and access settings from here.

To access settings, click the «Settings» button. An extensive interface will now open up where you can set up «Two Worlds» to suit your own individual playing style and match your hardware requirements.

SETTINGS

Click «Graphics», «Interface», «Keyboard», «Sound» or «Network». Make your preferred settings and confirm with «OK». Click «Standard» to return to the default settings. «Back» will cancel the procedure and take you back to the Main menu.



GRAPHICS

Here you can select the following optical settings (depending on your computer hardware):

Resolution: click the arrow beside Resolution to change the overview in the game (the extent of the changes you can make depends of course on the capabilities of your graphics card). If you only want the 4:3 modes to be displayed, just click the relevant box.

Anti-aliasing: this technology describes the calculation effort involved in smoothing the edges of objects. Possible levels are None, 2x, 4x, 6x or 8x.

Windows: you can also play «Two Worlds» in a window on your Desktop. Just click the box below Anti-Aliasing.

The following sliders are for making further graphics settings – hold down your left mouse button or use the  /  arrows to move the sliders.

Detail level: this setting defines the general display quality of the game. The low setting will give you less detail, but will at the same time reduce the hardware requirements of the game. Average values will give you average graphic quality, while high settings will give you fantastic graphics, which also means more demands on your processor and graphics card. The same principles also apply to the following settings:

HDR effects: the sun and other light sources create reflections on smooth and metallic surfaces. This is where you define just how this optical effect should look.

Distance display: this setting defines when and how objects will be displayed which are an average distance away and also further away.

Texture quality: you can set the rendition quality of the textures here (depending of course on your graphics card capabilities).

Gamma correction: if your monitor image is too dark or bright, you can adjust the color intensity with these controls - and that will also adjust the brightness of your monitor image.



Distance display - Grass: grassy areas with their millions of individual blades require very intensive calculation. Here can you specify up to which point in the distance a grassy area should be displayed in detail.



INTERFACE

This is where you can influence the following aspects of game control and gamescreen:

Camera sensitivity: you can define the speed of camera movement with the mouse.

Scroll speed: Using the sliders, you can specify how fast can scroll.

Hardware cursor: this box is checked by default. Its function is to switch off mouse delay. If your computer's configuration will accept it, (i.e. if your computer's fast enough), you can uncheck this box. The pointer will then have animated display and be somewhat slower.

Switch mouse buttons functionality: changes right and left mouse buttons functions.

Invert vertical look: check this box to invert the vertical axis of your mouse.

Zoom on Mouse Wheel: if checked mouse wheel will zoom camera, if unchecked it will customize right mouse button function.

No warning during double-up items: when this box is checked, you can implement the Double-up function in the game without any commentary. If not, you'll be asked each time if you want to apply Double-up or not.

Show dialog texts: check this box to decide whether you want the dialog text and the subtitle text to be displayed on the gamescreen.

Autosave: check this box to activate the «Two Worlds» Autosave function. You can specify the time interval using the slider.

KEYBOARD

In Keyboard settings, you can get an overview of the shortcuts for the various game functions and commands. If you want to change one of the shortcut hotkeys, first click the entry in the list on the left. Now click the shortcut on the right that you want to change. Then just enter the new hotkey and click OK.

SOUND

Here you can change the playback and volume of effects, tone and music using the sliders. You can change **overall volume**, **music**, **sound effects**, **voice output** and **ambient noise**. The action boxes also give you the opportunity of suppressing some sound files completely. These include the soundtrack, the speaker control and environmental backdrop.

NETWORK

In this window you can make settings for communication options in Multiplayer mode.

Activate speech transmission: when you activate this option, you can speak with other players via the game server.

Transmission codec: here you can select the codec with which you want to communicate. To test this, just click the button below the selection list.

Save chat: this enables you to save the chat messages between players in a log file. Use the adjacent button to delete them whenever you want.

User-defined game port: if this box is checked, you can enter your own game port in the field on the right.

User-defined NAT resolver: in this window you can enter a NAT server address, together with a port.

TIP 1: You'll need headphones with microphone to use the speech transmission function. A corresponding driver and, where necessary, the appropriate software must also be installed on your computer.

TIP 2: in the glossary at the end of this user manual, you'll find more detailed information on the technical terms used here.

A matter of good taste

You can also create your own hero in Single player mode. However, the theme of the story is built around the hero and that means that two things cannot be changed: he is (1) male and (2) a bounty hunter. All the rest is up to you. Physique, individual facial elements, hair color...you can really go to town creating him in the Character window after you start the game – and when you're in the View window, you can also zoom in on your hero.

TIP: If you want to play really hard'n'heavy without any automatic reanimation at the Maliel shrines, just select the Difficult playing level before you start. Horribly powerful monsters will then await you with glee and grasping talons, claws, etc... and don't forget, you have no automatic reanimation! Have fun!

GAME SCREEN

The control elements on the Gamescreen are divided into three main sectors: first of all, in the upper left corner (A), you have dynamic colored bars that tell you about your hero's current status – secondly, there's a minimap in the upper right corner (B) to help you get oriented - and last but not least, you have a "Hotkey bar" available for carrying out various actions and it's at the lower edge (C) of your screen.

The bar in the upper middle of the screen (D) tell you the status of your opponent or NPCs.



STATUS BARS



The status bars provide you with instant info on how your game character is doing at any point during the game.

The **red bar** tells you how much Vitality your hero has left. This will decrease when an opponent metes out damage points to him. The more points you invest in Vitality, the slower this bar will fall. When the bar is almost empty, (meaning he has hardly any Vitality left), you'll hear a loud heartbeat. This sound will really bring it home to you that it's time to turn tail and run or at least pour a healing potion down your hero's parched throat!

The Vitality bar can also gradually turn green. If this happens, it means you've been attacked by an adversary who's used a poisoned weapon on you and if you don't drink a healing potion fast, the poison will slowly but surely kill off your vitality points and that is not good!

The **blue bar** is important for the would be Mages among you because this is where the mana energy you have available is displayed (in other words your available willpower reserves). You **NEED** mana. Without it, you won't cast one single spell! Each time you do cast a spell, your reserves of mana are reduced and the blue bar starts to move in the wrong direction!

You can find out a lot more on mana and co. in the *chapter on Magic*.

The **yellow bar** always appears when you use a bow as a weapon. It symbolizes damage effects from 0 to 100. This means that you'll mete out the greatest possible amount of damage to an enemy if this bar on the right is full before you release your arrow.

You'll **ALSO** cause more damage if you take more time to draw back the bowstring. Here's an example – you can shoot two arrows in the time it takes to draw the bow string back slowly for one power shot – the two arrows won't mete out quite as many damage points as the big shot will, but the technique can be more effective if you're facing several enemies at once.

The results of your archery depend of course on the type of weapon used and on your skills. The speed at which the yellow bar moves (that's the time you take to draw back the bowstring), will change depending on the weapon you're using and on the extent of your development in archery.

MINIMAP



You can use the **[F6]** key to display and suppress the minimap on the Main Gamescreen whenever you like.

The position of your game character is shown by an arrow, the point of which tells you the direction in which he's looking. Areas you've already explored will have a bright background.

The minimap can also help you get your bearings during a quest - when a Quest Giver has told how to reach a certain location to get to grips with a new quest, you'll see that site on the minimap.

If it so happens that the location is outwith the range of the minimap, a quest diamond will show you the direction in which you have to go. (You can also call up the large map via the interface and get an exact bearing on your new destination that way).



Sometimes text passages will appear in the upper center of your screen. They tell you about specific events that have happened, e.g. if you've maybe got a level-up or received a certain item, or if you've enhanced your reputation with a particular guild.

HOTKEY BAR



The Hotkey bar is the central control element for your special skills. The whole range of game actions is here for you - from a deadly storm attack with a double-handed sword to special blocking tactics with your shield and the use of different potions and magic foods, this interface gives you fast access to anything you are entitled to use. Each skill is assigned to a box identified by a number. So to carry out an action, just click the relevant number on your keyboard.

You can also use the Hotkey bar to assign a frequently-used command to your right mouse button. This could be a healing potion or an attack spell. All you have to do is use your mouse wheel or the **[X]** / **[C]** keys to move the active box (bright background) to the Hotkey bar. Just select the relevant setting in basic settings in the Main menu. You can read all about Hotkey bar possibilities in the chapters on *Character Development* and *Magic*. (Oh and by the way, you can also use your **[F7]** key to display or suppress the Hotkey bar!).

«Two Worlds» offers you a truly extensive system of special skills. One Hotkey bar is often not enough! That's why we've given you three (3!) more bars to play with. Just call these up and suppress them using your  up to  keys.

The Main Gamescreen doesn't only offer you information about your own character. You can learn all about your enemies and newly-discovered locations too. Whenever you arrive in a new area, an info box with the place name will appear on screen and when you encounter an NPC, a monster or a creature, an identifying name and level info will be displayed above its head. This tells you how good (or poor) your chances are of potential victory.

If it comes to a fight, you'll see your opponent's vitality bar above his head (D). Comparing these will also help you evaluate your chances of success.

ACTION ICONS

During the game, you'll often see different action icons. You can activate these to communicate with NPC's or carry out specific tasks. When one of these icons lights up, just press your space bar to start the action concerned. Here's a list of the icons with their details:



This enables you to take a look at a defeated enemy's inventory, or at a chest or cupboard. If you don't take all the available items for your own use, a closed eye will be displayed. This means that you've already looked in there but that the object still contains something. If you totally plunder a victim's inventory or a chest, etc., the eye will disappear completely from your screen.



When this icon appears, you can open doors or gates. Sometimes the eye will be reddish in color and this means you'll need a special key or something else to open up the object in question.

This icon tells you that when you approach an NPC character, you can start a conversation with him or her.



This icon can have two frames.

If it's circular, it means that you can get some useful information from this particular NPC but the diamond shape means you're about to meet a Quest Giver.



In Antaloore, you'll come across tools and items which your hero can operate. The cogwheel icon tells you that this is now possible (like switching lamps in a house on or off, for example).



Whenever you can actually pick something up, this icon will appear when you hit your spacebar to activate it, the item in question will be put into your inventory – but only if you have enough room in there for it.



This icon enables you to mount a saddled horse – but the “RIDING” skill has to be already activated and the horse must be saddled up front, otherwise the icon won't even appear.



You'll see this icon when you enter an activated Teleport station. It enables you to travel to teleporters you've already discovered.



All the traders in Antaloore have this icon. Just activate it and let the buying and selling begin!



When this icon is above a door, you can sure that door will be locked. So you can either turn around and go somewhere else... or use your lockpicking skill.

GAME CONTROL

Game control in «Two Worlds» is based on the classic RPG keyboard layout, meaning you can navigate your character through Antaloor using the **W A S D** keys. You'll find exact details on this plus more commands in the table at the end of the manual. Normally you move your character through the world in 3rd person mode. The camera can be moved in any direction and is controlled by the movements of your mouse. Your character moves automatically in the direction you move the camera – so if you move the mouse to the left or right, he'll do the same – and the same applies to down and up movements of the mouse – your character will then look at the ground or up at the sky... and if you want to jump up on to anything, just use the **Q** button.

Your left and right mouse buttons play a major role in «Two Worlds». With the left one, you can carry out basic attack movements. Read all about these in the *chapter called Combat*. You can use your right mouse button to carry out special effects that have been dropped into the Hotkey bar beforehand. All activated skills are automatically made available for you in the game you'll see them as small icons in the Hotkey bar at the lower left edge of the main screen.

Your mouse wheel has two different functions, which you can select via the settings in the main menu. One of these functions is a smooth camera zoom for the game perspective. If you haven't drawn a weapon, you can even change to 1st person mode and enjoy the fabulous world of Antaloor in all its glory. However, this camera perspective is only available if you're unarmed. As soon as you have a weapon in your hand, the camera will change back automatically to 3rd person mode.

The other wheel function is for making settings in the Hotkey bar. You can assign a Hotkey action to the right mouse button by simply turning the wheel. The currently assigned action will be given a bright background. To change the camera perspective in this case, just use the "insert" and "delete" buttons. If you use the wheel for the camera perspective, you can change the highlighted active field in the Hotkey bar by using your **X** and **C** keys.

Besides walking, there are three other methods of getting around in Antaloor. Riding, teleporting and swimming. The commands for riding are more or less the same as those for walking – but there ARE a couple of important differences. Read more about in the *Chapter on Riding*.

If you have to zip from A to B in a real hurry, then teleporting is the thing for you. There's a lot more on this lightning-fast method of travel in the chapter entitled MAP. Your hero will automatically start to swim as soon as he enters water. Just how good he is at it, though, depends on how much he's learned.

CHARACTER DEVELOPMENT

You'll find the detailed skill system for creating your own personal hero in the Development Window by pressing the **F1** key.



This interface offers you a multitude of options to really change the basic values of your character and to use other attributes to create all the game characters, from Warrior and Thief to Mage. This is done by means of parameter and skill points, which you receive automatically with each level-up. You can see how many points you have available at the upper edge of the window.

This page also gives you an overview of your current stage of development, with data like combat efficiency and maximum vitality.

BASIC VALUES

The left upper corner is where you first set important basic values for your hero. In other words, this is where you decide on the fundamental development of your game character. It's here at the start that you'll decide on a career. You might want to take the path of a strong warrior, or perhaps try to become a mystic Mage, or even embark upon a life of crime as a thief.

THERE'S (ALMOST) ALWAYS A WAY TO REVERSE THINGS...

When you receive a Level-up, you have skill points available to boost the main parameters and character attributes. Even if you've allocated the skill points, you can still take them back and re-allocate them. Just click the relevant Skill icon with your right mouse button. However, you can only do this if you haven't closed the Character Attributes window. If this window has been closed, the selected attributes are locked and the only solution then is to visit a Soulpatcher.

Incidentally, a skill level cannot be higher than the player level plus 1.



The value of your **Vitality** defines how many damage points you can soak up before you die.



If you want to create a character that is mobile, fast and good with his hands you should invest points in **Dexterity**.



Warrior and barbarian fans invest as many points as they can in **Strength**. These points, together with the weapon used, have a decisive influence on the number of damage points your adversary will receive through your attacks.



The number of points in **Willpower** should be as high as possible if you want to become a successful Mage. If you invest regularly here, you'll be able to use your Mana for magic with increasing effect.

All you statistics fans should now take a look at the info below the basic values. This is where you can see which level you're at and how many points you'll need for the next level-up. Apart from that, you can also see exactly how your Mana and your vitality are doing and how generally effective you are in close combat, parrying and archery.

Now for the details! The symbols in the left lower corner of the Development Window tell you how good (or bad) your skills are in various areas of combat and with different weapons.

Just what these icons and associated numbers mean is explained in the following list, which is divided into types of weapon and the various magical power-ups:

ATTACK



Damage points meted out during an attack with a sharp-bladed weapon



Damage points meted out during an attack with a stabbing weapon



Damage points meted out during an attack with a bludgeoning weapon



Damage points meted out by means of Water Magic (Cold damage)



Damage points meted out by means of Fire Magic (Fire damage)



Damage points meted out by means of Air Magic (Lightning damage)



Damage points meted out by means of Earth Magic (Shock damage)



Damage points meted out by means of Necromancy (Poison damage)

DEFENSE



Prevents damage points in the case of attack with a sharp-bladed weapon



Prevents damage points in the case of attack with a stabbing weapon



Prevents damage points in the case of attack with a bludgeoning weapon



Prevents damage points in the case of Water Magic attacks



Prevents damage points in the case of Fire Magic attacks



Prevents damage points in the case of Air Magic attacks



Prevents damage points in the case of Earth Magic attacks



Prevents damage points in the case of Necromancy attacks

INDIVIDUAL CHARACTER DEVELOPMENT

The largest space on the right is taken up by the attributes for the individual further development of your hero. **General skills** like swimming or riding are listed here at first. Then come the **five schools of magic**, followed by the large section on the combat features of your character. Investing your points is made easier for you here by having “**active**” and “**passive**” attributes. In the left section, you can select passive features like parrying, for instance and you'll find active combat techniques on the right, like shield-breaking strikes.

If you like bows and arrows, take a look at the lower end of the list! Here you can also assign skill points to active and passive attributes. You'll find a list of skills at the end of this chapter.



Now come the most important skill points. They are vital in deciding in which direction your character develops and the basic attributes are again involved here. Take Lockpicking, for example. You can put all your skill points in there if you like but you'll only achieve good results if the skill points main parameter “Dexterity” is also right up there with the Lockpicking points. You can't pick a lock with fumbling fingers! So remember, basic values always affect the secondary skills as well.

As we mentioned earlier, you'll get skill points for each level-up. You can invest these points in any active character attributes. Just click on the appropriate symbol. The diamonds at the edge of the circle tell you how many skill points you've already activated in that particular area. If you move your pointer over an icon, an extra window will open up with info on your current knowledge in this area.



You can see just how many skill points you've invested in an attribute at the edge of the circle. When you move your pointer over the icon, an additional window will open up in which you can see more details about your current knowledge in this area.

Besides the already-activated, highlighted skills, there are many other attributes which aren't accessible at the start. To activate one of these, you'll have to visit one of the numerous trainers in Antaloor.

When your tuition is over, you can then invest your available skill points in the skill you've just learned. Up to 10 skill points can be invested in each particular attribute.

you can also continue to improve some skills even more by raising their basic values... you can increase the basic values of Strength for all combat-related skills, Dexterity for skills requiring coordination and Willpower for the schools of magic...

All active skills are automatically available for you in the game. They're shown as small icons in the hotkey list at the lower left edge of the main screen. You can drag-and-drop individual icons to any position on the Hotkey bar or you can place your pointer over one and press the corresponding number key.

SOUL PATCHERS

During the game, you'll sometimes discover that one or other of the skills you chose don't really match your game character's development.

That is a pain. You could've used those precious skill points to much better effect in another attribute. If you do come across this, you should maybe think of visiting the "Soul Patcher".

You'll find these Mages all over Antaloore. They have the ability to give you back your invested skill points but for cash, of course!

If you do decide to have this "brainwash", just select the skill you don't want anymore and hey presto! The points will appear on your credits. Then you can invest them again – and this time hopefully do it right!



LIST OF ALL ATTRIBUTES:

GENERAL ATTRIBUTES



Riding

Depending on your skill level here, you can walk, trot, gallop and fight from the saddle.



Swimming

Want to get across rivers or lakes? Then learn to swim! More training and skill points will enable you to swim like a fish and carry more weight too.



Lockpicking

You must learn this skill if you want to open locks, doors and boxes.



Sneaking

Learn this skill and sneak up on your opponent and let's hope you know what happens then, huh? If you become really good at it, no target will see or hear you until it's too late.



Stealing

With this skill, you can try to pick strangers' pockets. The more points you invest in this, the better your chances of becoming a top pickpocket.



Setting traps

When you learn this, you can lay traps anywhere, and, with practise, use really complicated traps, causing even more damage.

MAGIC



Air Magic

This school of magic mainly focuses on developing the attributes of its students, so if that's your objective, you're on the right track!



Necromancy

This is it... the forbidden art of magic!



Fire Magic

If you like it loud and impressive, then go for Fire Magic!



Water Magic

Those who practise Water Magic know all about summoning creatures.

Earth Magic

Students of this branch of magic use the elementary forces of Mother Nature.



CLOSE COMBAT ATTRIBUTES (PASSIVE)



Parrying

Parrying enables you to actively block (parry) your opponent's blows with your shield or with a weapon carried in your left hand.



Balance

This is where you learn to improve your sense of balance during a fight. If you're well trained in this, your opponents won't easily knock you down by catching you off balance.



Strong hand

Hold your weapon in a tighter grip and strike! With this skill, you can cause more damage to your opponent during close combat..



Critical hit

Use this skill to make single strikes that are especially powerful. These will cause more damage to your opponent than normal blows.



Double blade

With this skill, you can use 2 weapons at the same time. This of course raises your hit rate and your enemy's damage points.



Knock down

This skill enables you to knock an opponent down to the ground, where he will be easier to kill.



Stone skin

This skill, involving special exercises, will reinforce the resistance of your skin so you'll receive less damage points in combat.

CLOSE COMBAT ATTRIBUTES (ACTIVE)



Berserking

This skill opens up a special combat mode for you. When you're berserking, no enemy you're attacking can break up your series of strikes with a counterattack of his own.



Alchemy (passive)

You CAN experiment with your Alchemy cooking pot right from the start but you'll need a high value on this icon to brew really effective potions.



Defensive combat

If you learn this combat style, your opponent will score less damage points during a fight.



Dirty trick

With this skill, you can whirl dust into your enemy's face and blind him. He'll then be helpless, as you can imagine... but remember, this trick won't work on adversaries who carry a shield.



Stun

This special blow to the head will daze your adversary. He won't be able to defend himself for a defined period of time. The Stun will only function with blunt weapons and if your opponent's NOT wearing a helmet.



Break sword

This powerful blow will shatter your adversary's sword. You'll need a special sword-breaking weapon to do this, though.



Unseat

Learn how to unseat riders from their horses. To do this, you'll need longer hand weapons, like halberds or lances.



Pull shield

If you want to pull your opponent's shield out of his hand, this is the skill for you. However, you can only do it if you have an axe.



Death strike

As an assassin, you can kill your opponent by stabbing him accurately from behind. To do this you must be in Sneak mode and have a dagger or knife as a weapon.



Deadly pirouette

This enables you to start a circular strike, attacking with one blow all the enemies who are surrounding you. This will only function with a two-handed weapon.



Burn

Depending on how far you've come with your tuition here, you can push a lit torch into your opponent's face with this skill. He'll receive damage points and his defense will be neutralized.



Shield trick

Here you first feint a blow with your shield and instead strike at your enemy's legs.

ARCHERY SKILLS (PASSIVE)



Fast aiming

The more you invest in this skill, the faster you can target your adversary.



Accuracy

This skill improves the general accuracy of your archery.



Overdraw

With this skill, you can overdraw your bowstring. Arrows shot like this will fly faster and cause more damage.



Precise aiming

This helps you to shoot arrows into the unprotected vital organs of your opponent – and really increase his damage points.

ARCHERY SKILLS (ACTIVE)



Disarming arrow

Use this to shoot an opponent in the hand. He'll drop his weapon of course... and he'll very often run away.



Multi-arrows

When you finish this skill school, you'll be able to shoot several arrows with one shot.



Piercing arrow

This is a special technique in archery, your arrow will pierce a targeted opponent, go right through him and still have enough power to pierce others behind him.



Blinding arrow

This skill enables you to shoot at your opponent's eyes. He'll be temporarily blinded and easier to attack.

The *chapter on Magic* deals with the five schools of magic Air, Water, Fire, Earth and Necromancy..

TRAINERS

If you want to learn a new skill in Antaloor, you'll have to find a trainer to teach you the basics. You can only invest your newly-gained skill points if you have activated a skill with the help of a trainer.

There are seven different trainers (plus some Necromancers) who will teach you what they know of their various skills for your hard-earned cash, of course! For example, you have Brotherhood members who are well versed in combat techniques, and hard, knotty-knuckled street fighters who can train you in Stealing and Sneaking skills.

Trainers are mostly to be found in towns and military camps. When you encounter one, talk to him and try to find out which skill he teaches and how much it will cost you.

His willingness to teach you and his price will naturally vary according to your current reputation with his particular type of group.



INVENTORY



The Inventory Window is used for taking out and depositing new items, changing your current weapons and armor, buying and selling, taking an opponent's items, or experimenting with alchemy.

The area on the right of the window will change, depending

on which situation you're in. While the Alchemy Window is normally displayed (see the *Chapter on Alchemy*), the window on the right will display the weapons and armor of your dead opponents, the contents of chests and furniture items and the wares of a particular merchant. Just drag-and-drop item from one window to another.

Now for the details:

on the left of the Inventory Window, you'll find a display of all weapons, armor and magic items which you currently have on your person.





There are special boxes for weapons, rings, gloves, helmets, cuirasses, trousers, boots, quivers and shields. You can either drag an item of equipment to the corresponding box with your mouse, or double click an item to ensure that weapons and co. go into the right boxes.

The object which is replaced will of course move into the Inventory Window.

The Inventory Window is your virtual backpack. Everything you find on your travels goes into it.

It is however limited in two ways.

 38/145 The first limitation is that each item has a certain weight... you'll see its weight displayed below the inventory frame. The number on the left tells you the weight ("D") of your current weapons and armor and the one on the right represents the actual weight you can carry. This value will naturally change when you increase your Strength. When the current upper limit is reached, you must take something out of your inventory before you can put anything else in.

The second limiting factor is of an optical nature. Every object in the «Two Worlds»-universe is assigned its own box, whether it's a wild mushroom or a Mage's cloak. In the Inventory Window, you can arrange items in a box until its capacity is full. If you can't be bothered doing the jigsaw, just use the Auto Arrange function .



To make working with individual items as easy as possible for you, the Inventory Window has various information boxes, etc.

The first of these is an Info Window which is displayed when you select an item – here you'll find details about

the name of the item, its associated damage points in case of weapons, value and weight.

There's also an automatic, built-in comparison function for your current weapons and armor. When you select a weapon in the Inventory Window for example, the values of the weapon you're currently carrying will be displayed. So you can decide fast if you want to swap it or sell it.

COLLECTING ITEMS



When you take a look at an opponent's inventory, or at the contents of a storage item, the box on the right of your screen will become fully active. You'll see the complete content of what you're looking at in there.

Now you can either select each individual item and drag it to your Inventory Window, or click the "Hand" icon and do just that.

If you return to the game without taking every item, a half-closed eye icon will remind you that although you've already examined the item, there's still something left in there.

When you completely empty an inventory, the eye icon will disappear completely.



GREEN COLORED WEAPONS?

Indeed! Now and then you'll see that weapons and armor in your inventory have been colored green. There are two reasons for this: either you can do a so-called "double-up" or put a spell on a weapon (enchant it).

The double-up is possible when you've collected two absolutely identical weapons or items of armor, you can then "overlay" them on one another – and this creates a stronger, next-level item.

In the case of weapons, the green coloring can also mean something else. If you've collected a magic power-up, you can use it on the green weapon. You'll find more about this in the *chapter called Weapons and Armor*.



RED-COLORED WEAPONS TOO?

COMPOSITE BATTLE BOW
CLASS: 1
WEIGHT: 1
REQUIRED DEXTERITY: 20
STRENGTH: 108
RANGE: 100m
AIMING SPEED: -100%

Yep! You'll sometimes see reddish weapons in your inventory as well. This means that you can't use these items at that particular stage of your character development. Every weapon and item of armor has its own specific level value or minimum value and if you don't fulfill the conditions attached to that item, you can't use it.

Just select an item and an Info Window will open up telling you exactly what conditions you have to fulfill to use it.

BUYING & SELLING ITEMS

When you meet a merchant and ask him about his wares, the box on the right will show you his goodies. The actual act of buying or selling is done by dragging the item either to your inventory or the merchant's. The price in gold will either be credited to your account or subtracted from it. The amount of gold you still have available is displayed below the Inventory Window.



Info: the statistical values below your active weapons and armor are described in detail in the *Chapter entitled Character Development*.

MAGIC

The Magic system in «Two Worlds» is based on virtual game cards (called spell cards). There are cards for the actual spells and "booster cards" which affect the pack of main cards. These booster cards reduce your mana consumption, for example.


Mana is the energy you need to perform magic. If you're out of mana, all the knowledge of all the spells in Antaloor won't help you cast one! The blue Mana bar in the upper left of your screen will fill up automatically - but it's a slow process. You'll find that things go faster for you if you use potions which immediately regenerate mana.



A spell is created when you activate one spell card (or several of the same kind) in the Book of Spells. You'll find spell cards in every location imaginable in Antaloor. In chests, for example, or in the inventory of an adversary you've killed. You can also buy them from Mages' Guild traders or you can be given them as a reward for a successful quest.

As soon as you receive a card, it will automatically go into the Book of Spells and when you possess enough relevant knowledge, that spell will then be made available to you. The spell cards you can't currently use are marked in red.



When you open the Magic Window , you'll see a Spell Amulet for your active magic on the left - and on the right is the Book of Spells with the various spell cards which are currently available. The spell cards are divided into 5 schools of magic. You can select these individually by clicking the appropriate bookmark at the lower edge of the Book of Spells.

If you want to use a spell card, you have to drag-and-drop it from the Book of Spells to the Spell Amulet. You can put 1 active spell in each of the 3 main compartments of the Amulet.

Each main compartment on the Amulet also has 3 smaller, sub-compartments - these are for booster cards, which enhance the power of your spell cards. Booster cards can reduce mana consumption, for example, or extend the effective duration of a spell. A maximum of 3 booster cards per spell can be used.

AND... you can't mess up in any way! The «Two Worlds» magic System will let you undo any decisions you've made. So take the reins off your talent for spell-experimentation!

You'll find a list of boosters and spells in the table at the end of this chapter.

The rule of thumb is - the more cards you use for a spell, the more powerful the effect will be! The down side of this is of course your mana consumption which will increase per card used.

All the spell cards in the Spell Amulet are automatically made available for you during the game. They're shown as small icons in the F7 Hotkey bar at the lower left edge of the main screen – the numbers 6, 7 and 8 and automatically reserved for spells. You can also drag-and-drop individual cards to the other hotkeys on the bar (from F8 to F10) or you can place your pointer over a spell and press the corresponding number key.

When the spells appear there, actually casting them is child's play. You can either press the relevant number key on your keyboard, or you can select a particular spell as an active element from the Hotkey bar and right-click to activate it.

To make accurate casting of a spell easier for you, a targeting symbol will appear on the gamescreen when you take out your weapon and when an opponent is actually within range of your spell. If several adversaries are within your attack range, the symbol will show you which of these will receive the damage points from the effects of your spell.



There are 5 schools of magic and 4 of these focus on the elements Water, Fire, Earth and Air. The 5th school is for the study of Necromancy (black magic).

Each school has 5 initiation stages or Circles. The more advanced the stage you reach, the more effective your spells will be and it's understandable that not all spells are available to you when you first begin your excursion into the world of magic. This is only to protect you, the apprentice of magic because spells of the higher Circles can turn against the one who casts them if that person is not sufficiently qualified! Since each school has its own individual spells, the Magic Circles you'll ascend through are also individually developed by each school.

Your initiation will go something like this. You'll know nothing at the start. You won't even be able to cast spells of the First Magic Circle, even if you've already collected a spell card. You must first look for a trainer and get initiated into the basic wisdom of magic, like Water Magic, for example.

You'll find trainers at various locations in Antaloor (see the *chapter on Skills*). Any trainer who teaches you the magic arts will of course want a little something in return for his efforts. If you don't have enough money with you, you'll have to go back there later.

As soon as a trainer has taught you the basics of e.g. Water Magic, your Magic Circle value in that particular school will increase from 0 to 1. From now on you can increase your skills in water magic through skill points and perform the magic of the First Magic Circle.



With each skill point gained, the skill level of the player in the particular school of magic increases. The higher your skill level, the more intensive the effect of your individual spells will be. When this skill value reaches 5, you'll advance to the Second Circle with its more effective spells, and so on. The main thing to remember is that when you reach a level of 10, you can perform spells of the Third Circle. When you advance to the next Circle, the color of the frame around the corresponding icon will change and the 4 diamonds will disappear until you invest your new skill points.

The following table summarizes the relationship of your skill points to the Circles:

Skill points:	Circle (initiation stage)
0	Visit to a trainer necessary
1-2	The First Magic Circle
3-5	The Second Magic Circle
6-9	The Third Magic Circle
10-14	The Fourth Magic Circle
15 and upwards	The Fifth Magic Circle

In short, you invest your skill points in magical skills and each school of magic has its own particular magical skill.

The more skill points you collect in a school of magic, the more effective these individual spells will be. When your points exceed a certain level, you'll advance to the next Circle.

Each new Circle represents a higher initiation stage and opens up a new world of spells for you.

THE FIVE SCHOOLS OF MAGIC

AIR MAGIC

This school of magic mainly focuses on developing the attributes of its students, so if that's your objective, you're on the right track! There are various healing and protective spells available here and attack hasn't been forgotten either! Undead monsters will pose no threat to you and you can get to grips with your adversaries using elementary air power spells, like thunderbolts or shock waves.

The Spells of the Air Magic:



Lightning

This is a magic thunderbolt.



Heal

Regenerates health points magically, but at the cost of some mana



Destroy Undead

Makes "dead" undead opponents out of "live" undead ones!



Push

Catapult your opponent backwards with this shock wave.



Concentration

Provides a temporary level-up of spells.



Blessing

It increases your strength, mobility and vitality for a short time.



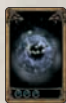
Regeneration

Provides a temporary increase in HP.



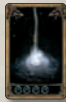
Shield of Magic

Creates a protective shield that magically converts mana to HP.



Push Wave

Catapult your opponents backwards with this shock wave.



Aid

Provides you with additional health points - but only temporarily!



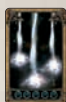
Lightning Shield

Creates a protective shield that also damages opponents by means of lightning.



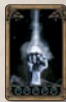
Summon Soul Defender

Summon this female entity to suck the air out of your enemies.



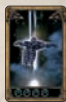
Lightning Storm

Creates a lightning storm that hits enemy units in the surrounding area.



Strength of God

This increases your strength - but radically.



Resurrection

This enables you to resurrect dead creatures, which will then become shadow creatures and fight at your side.

WATER MAGIC

Those who practise Water Magic know all about summoning creatures to help them battle their opponents. Depending on your level of knowledge, you can summon powerful allies to fight by your side for a time, from the Small Reaper to the Ice Dragon. Yet another focal point of your training will be passive combat strategies these can weaken or lame your opponent, enabling you to press home your attacks with more effect.

The Spells of the Water Magic:



Icebolt

A magical ice bomb.



Confusion

This decreases your enemy's dexterity and mana.



Summon the Reaper

Summons a Reaper for you which will then attack any opponent in range.



Freezing Wave

Creates a wave that freezes all surrounding enemies in the near vicinity.



Shadow

This shadow more or less paralyzes your enemies.



Ice Shield

Creates a protective shield that also causes cold damage.



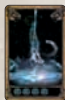
Summon Giant Spider

Summons a Giant Spider for you which will then attack any opponent in range.



Ice Ray

This icy ray will wreak havoc on your opponents!



Unsummon

This spell "unsummons" summoned creatures.



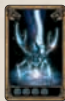
Summon Wyvern

This is one truly nasty entity.



Fire Shield

This will protect you against fire damage.



Summon Scorpion

Summons a Scorpion for you which will then attack any opponent in range.



Blizzard

Creates a wild blizzard - lots of damage points for your opponents!



Summoning Aura

Increases your summoning abilities, allowing you to summon TWO creatures at one time.

FIRE MAGIC

If you like it loud and impressive, then go for Fire Magic! In this school you can learn how to cast a spell that will produce a meteorite shower, billowing walls of fire or lightning-fast fireballs and if that's not enough, you'll also get to grips with some spells to summon creatures that... well, enough said... let's just say your opponent will believe these beasts come straight from the fires of Hades itself.

The Spells of the Fire Magic:



Firebolt

A magical fire missile.



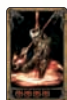
Fire Wall

Generates a protective wall of fire between you and the baddies.



Overpower

Increases the effect of an attack spell.



Summon Octogron

This summons an Octogron which will then attack any opponent in range.



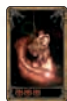
Fireball

This is a powerful fireball that will destroy your target - and any creatures in the close by.



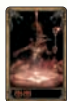
Ring of Fire

This spell generates a ring of fire around your enemy.



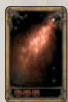
Fire Shield

This creates a protective shield - and it also gives your opponents damage points caused by fire.



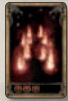
Summon Hell Warrior

This summons a Hell Warrior which will then attack any opponent in range.



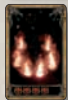
Fire Spray

Creates a spray of fire in front of you.



Fire Field

Sets fire to a selected area.



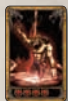
Fire Wave

Create an advancing wall of fire that moves to your opponents.



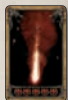
Chaos Rage

This summons a cursed creature which will then attack any opponent in range.



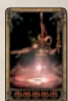
Summon Devil

This summons a Devil which will then attack any opponent in range.



Meteor

Summons a meteor that severely damages all creatures within range.



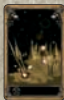
Summon Hell Master

This summons a Hell Master which will then attack any opponent in range.

EARTH MAGIC

Students of this branch of magic use the elementary forces of Mother Nature. These spells are mainly passive, using clinging plants that shoot out of the ground, spikes, walls and earthquakes of varying degrees of violence to hamper your opponents. So if your eventual aim is to attack an adversary with your own weapon, you can weaken his defenses and armor first. At the same time, Earth Magic also offers you powerful spells for your own protection.

The Spells of the Earth Magic:



Spikes

Creates sharp spikes which shoot out of the ground and injure your enemies, giving them damage points.



Chains

This creates magic chains that will temporarily immobilize all creatures in range.



Rust Weapon

This spell will temporarily rust your enemy's weapon, weakening its effect.



Iron Skin

Provides the caster of a spell with a certain amount of protection from physical damage.



Magic Hammer

A mysterious but powerful missile which you can throw at your adversary.



Rust Armor

This spell temporarily rusts and weakens enemy armor.



Summon Stone Golem

This summons a Stone Golem which will then attack any opponent in range.



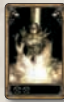
Stone Wall

Creates a wall of stones around an enemy creature.



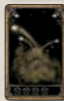
Adamantium Shield

Creates a protective shield that halves all types of damage incurred by the caster of the spell.



Summon Iron Golem

This summons a Iron Golem which will then attack any opponent in range.



Eruption

This spell will create an eruption of the earth under your opponent's feet.



Magic Ivy

This one creates spiky ivy, which will hold your enemy for a short time and giving them damage points.



Earth Blessing

The E.B. temporarily increases protection against all physical attacks.



Reflecting Shield

This one creates a protective shield that halves any damage your enemy might do to you.



Summon Adamantite Golem

This summons a Stone Golem which will then attack any opponent in range.

NECROMANCY

This is it... the forbidden art of magic! If you manage to get into this secret group of Mages, you'll have hugely powerful spells at your disposal. Learn to control the undead, put curses on your enemies and attack them with poison. Don't forget a few handy power-ups here. They'll strengthen your hero's attributes a lot by helping him tap into the power of the undead, for example.

The Spells of the Necromancy:



Poisoned Blade

Applies a poison effect to a weapon you're using which gives your adversary more damage points.



Dead Hands

This causes skeleton hands to come out of the earth which will hold your enemy, giving him damage points.



Corpse Conversion

This converts a corpse into HP.



Bone Armor

Bone armor creates a shield that can absorb damage.



Summon Skeleton

This summons a Skeleton which will then attack any opponent in range..



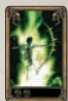
Poisoned Dart

A magic missile created by Necromancy adepts.



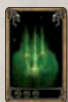
Poison Shield

Creates a protective shield that causes additional poison damage to an attacking adversary.



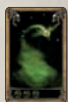
Summon Skeleton Archer

This spell summons a Skeleton Archer to help you fight your opponents.



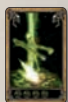
Poison Cloud

This one creates a poisonous cloud.



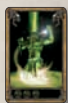
Disease

Makes spellbounded creatures weaker for a while.



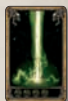
Leech Aura

Sucks the HP from all creatures around you.



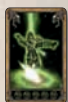
Summon Ghoul

This spell summons a Ghoul to help you fight your opponents.



Necro Power

Powerful magic rays that damage your enemy - and give you HP too.



Aura of Death

All creatures affected by this aura become significantly weaker. All their parameters will be reduced.

BOOSTER

Each spell can be enhanced by up to three different booster cards. It's on your choice to “double-up” such enhancements and achieve a spell enforcement.

The Boosters overview:



Damage Booster

Increases the amount of damage of a spell.



Duration Booster

Expands the duration of your spells.



Mana Saver

Reduces the amount of mana used in casting spells.



Spell Booster

Increases the power level of spells.




Summoning Booster

This increases the level/power of the creatures you summon.



THE MAP OF ANTALOOR

You have a functional map screen  at your disposal to help you avoid getting lost or losing your orientation in Antaloor.

Besides the map itself, which has an unrestricted zooming function by the way, you'll also see the Questlog to the right. You'll find more detailed information on this in the *Questlog* chapter.

When you click the map in the main window, you can use your mouse wheel to zoom in and out.

You can also hold your left mouse button down to move the selected map section around in the same scale. All areas which you've already explored are highlighted.

The current position of your character is shown by an arrow and his current line of sight is defined by the point of the arrow.

To give you a better overview, all locations, active quests and teleport stations can be individually displayed or suppressed by clicking the relevant box below the map. When you have displayed the quests, just move your mouse pointer over the relevant icon to display a short quests summary in a separate window.

In addition to the map of Antaloor, you also have a map of the extensive underworld in «Two Worlds». To switch between the two maps, just click the arrow button at the lower right edge of the map.



TRAVELING BY TELEPORT

Teleporting - the fastest way of navigating and traveling in Antaloor can also be accomplished by using the map.

However, before you can use a teleporter, you have to activate it first and you must successfully complete the very first quest, “The Teleport”. Start this off by visiting the Mage Ferid Redismos. He’ll be carrying out his experiments near the mountain village of Komorin.

Afterwards (if you’ve done things right there), every teleport station you approach will be automatically activated. You can recognize an activated teleporter by the blue fires around it. All activated teleporters are also marked on the map and you can travel to any destination just by clicking it on the map. The map will automatically open, by the way, when you enter the teleporter and press your spacebar..


In the second part of “The Teleport” quest with Ferid Redismos, you could also get a mobile Teleport Stone. This will enable you to travel from any location in Antaloor to a stationary teleport station which you have already activated. To do this, simply take the stone from the inventory and lay it on the ground. You can then use it just like a stationary teleporter.

PLEASE NOTE! The mobile teleport stone will always remain at your place of departure. So when your journey's over, you must collect the stone at the same location... but don't worry, the stone can only be picked up by you so there's no danger of anyone else stealing it.



QUESTLOG

The Questlog contains all the info about the quests you've accepted and solved in the world of Antaloor.

This source of information is closely associated with the map function - and that's why they're adjacent to one another on the right hand side of the map interface .

To help you keep track of everything easily, the log is divided into two sections, the main quest, «Tainted Blood», and the secondary quests.



The side quests are arranged according to the region in which they take place. To open a certain chapter, just click the relevant name once and a list of the associated quests will be automatically displayed for you. Quests written in gray have already been solved but those in black await your attention. If you want, you can suppress the completed quests using the field at the lower end of the log

To help you avoid getting lost in Antaloor (it's a big country), the main map on the left will zoom in on the quest location automatically. Just click the quest's description in the log. A map icon has been assigned to each quest. When you move over this icon with your mouse pointer, a pop-up window will open up with info about the selected quest.

These quest icons are also to be found in the minimap in the Main Gamescreen and that will also help you to get your bearings in Antaloor.





REPUTATION



In «Two Worlds» , all your decisions and deeds will have an effect on the immediate and future course of the game for you. If you kill a villager, the rest of them won't cooperate with you in future, they might even get aggressive!

Your behavior will also make you popular or unpopular with the various guilds.

How you're accepted is naturally reflected in the course game. You can only receive certain quests if you're well liked by a particular group and have attained a certain status with

them. How you treat the various members of the trading guilds will also affect how they treat you. If you do favors for members of some groups, you'll get recognition points (esteem) and they will affect your esteem and your position in that guild. So you can go from a real nobody to a highly respected person in ten steps.

To help you keep abreast of this complicated web of relationships with the various guilds and groups in Antaloor, a special page has been created for you. Just press **F5** to get current info on your present reputation with them.

As well as your reputation with the guilds, the statistics on this page also give you info about your success in combat. Your combat efficiency is calculated by comparing the battles that you've won with your rebirth rate (it's better if you have a high percentage rate of battles won of course!).

GUILDS

As a bounty hunter, you work for the guy who pays the most gold. In Antaloor there are four of these powerful guilds and then there's the mysterious group of Necromancers as well... but you don't actually have to be a member of one of these guilds to gain certain benefits. You'll usually receive a special quest or some especially good offers to buy or sell goods, depending on how many favors you've done a particular group.

THE WARRIOR GUILD

The “Brotherhood” formerly established itself as a protector of the borders against the Dwarves in the North – nowadays they're known as the upholders of good against the visitation of evil that men call the Taint the nameless evil which has been steadily spreading throughout the world of Antaloor since the Great War of the Gods. Totally unfamiliar monsters have crept and crawled into numerous regions of Antaloor, making the roads and lanes dangerous for the unwary traveler.

It is without doubt a heroic task to take on this nameless horror. But guild members are far removed from being either heroic or irreproachable. Most of them use their allegiance to the guilds to become involved in particularly shady businesses.

Numerous groups within the guilds continually fight one another to gain predominance.

THE THIEVES' GUILD

This infamous crime organization - the Giriza - probably has more influence in Antaloor than folks like to admit. It's everywhere, its fingers in every questionable pie. There is constant strife within the ranks of this crime syndicate to gain leadership. You won't find any long-established groups here.

However - if you do happen to have an especially tricky quest, or if you need a very rare object, you'll usually find it worthwhile to ask the crime lords of Antaloor... the Giriza.

THE MERCHANTS GUILD

This guild is doing well for itself in these troubled times.

Originating as a self-help organization a long time ago, it gradually developed into a protection agency for traveling merchants.

With the trading routes becoming more and more unsafe nowadays, and the nameless “Taint” expanding steadily, the services of the Merchants Guild have never been so popular.

It provides professional bodyguards for merchants, pursuing bandits and swindlers vigorously to protect their source of income but there's an air of resentment starting to grow these days.

The guild doesn't seem capable of performing its duties and an increasing number of free traders are flooding the market with their wares at dumping prices.

THE MAGES GUILD

The “Congregation” as they like to be known (mainly because it sounds harmless) is in actual fact an extremely powerful guild, devoted to the study of the last secrets of magic.

The “Taint”, the plague which has been spreading throughout Antaloor since the end of the Great War of the Gods and flooding the land with the undead, is one of this guild's most secret research projects.

Very little of the results of their research into the cause of this chaotic evil reaches the ears of the uninitiated. The wheels of this research project are however turning at “black magic” speed within the secret ranks of the Congregation - mainly because of the fear that the natural enemies of the Mages, the Necromancers, could be behind this insidious Taint and the most ancient tradition of the Mages Guild is to totally eradicate these Necromancers and any plots they may hatch.



THE NECROMANCERS

The Necromancers constitute the dark side of the Congregation. Calling themselves “The Enlightened” and banned by society, their members lead secretive lives.

Some say that there is a secret refuge in Antaloor, where these outcast Necromancers meet and exchange their knowledge of black magic, in the hope that they can one day emerge into the open with renewed power.

That day may yet be far off, but it is still dangerous to become involved in their scheming... in spite of this fact, some otherwise solid citizens have succumbed to the attraction of the forbidden and are now under its spell.



COMBAT

If you want to make it in Antaloor, you'll have to get to know the ins and outs of combat! Why, you ask?

Well, every time you defeat a baddie (and there's a heck of a lot of them out there!), you get vital experience points and you can add to your stock of weapons and armor, find rare spell cards and of course solve those all important quests! In a nutshell you can get everything you need to develop your character's attributes properly.

When you get to grips with an adversary, you can either use the classic weapons like swords and bows, or use the various schools of magic. The first group, swords, is sub-divided into Stabbing weapons, sharp Slash'n Thrust weapons and Bludgeoning weapons. In the world of Magic, you have five schools available Fire, Air, Earth, Water and Necromancy. You can also use a huge assortment of traps, this is called passive combat. Every single creature in Antaloor has its own individual damage system and is susceptible to specific kinds of attack.

You can also use a wide range of traps for passive combat and of course you can speed your adversary on his way out of this world without him even detecting you!

Every creature in Antaloor has its own damage system, which makes it especially vulnerable to certain types of attack.

Use the **[F]** button to draw out your weapon and the **[R]** button to change your active weapon.

Regenerate yourself!

If you're down to your socks as far as mana/HP goes, a visit to a Regeneration shrine would do you a power of good. You'll find these shrines all over Antaloor.

As soon as you're within the shrine's divine aura, either your vitality or your mana will be regenerated.

CLOSE COMBAT

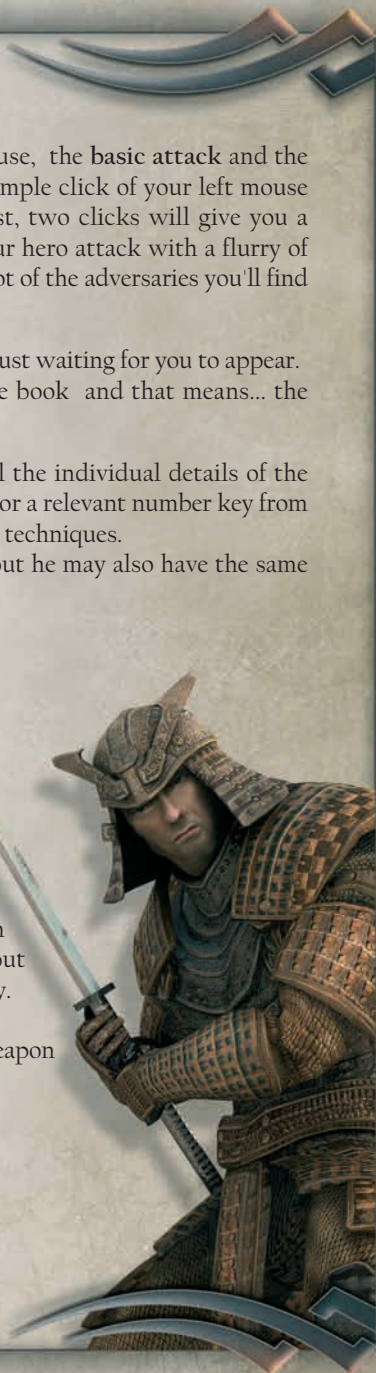
The close combat system has two methods you can use, the **basic attack** and the **special attack**. You activate a basic attack with a simple click of your left mouse button. One click gives you a simple forward thrust, two clicks will give you a one-two combination and three clicks will make your hero attack with a flurry of moves. This enables you to really get to grips with a lot of the adversaries you'll find in Antaloor.

But there are of course top-class opponents who are just waiting for you to appear. To beat them, you'll have to use all the tricks in the book and that means... the special attack techniques!

The *chapter on Development of Attributes* has all the individual details of the special attack methods available to you. A right-click or a relevant number key from the Hotkey bar will trigger one of these special attack techniques. It depends on the class of opponent you're facing... but he may also have the same combat tricks up his sleeve.

Besides these individual skills, the actual weapon you use also plays a major role in deciding who will emerge from combat as the victor. Take a halberd, for example - (you'll learn about this long, lance-type weapon later) - you can't use it lightning-fast because of its length, that may be true but you can damage your opponent with it from a relatively safe distance. In contrast, a short sword is better suited for close combat - it deals out combination blows that don't cause quite so much injury, but nevertheless inflict vital damage points on your enemy.

You can read all about the features of the individual weapon classes in the *chapter called Weapons and Armor*.





LONG-RANGE COMBAT



Here you have two options available, Archery and Magic. Both of these combat types enable you to inflict damage points on your adversary from a good distance away.

The effectiveness of the results depends on your basic attributes and the special skills you select.

You can enter the world of Archery right away and start practising if you have the appropriate equipment in your inventory. Just drag-and-drop the quiver to the weapons and armor box provided, then drag-and-drop a bow into one of the active weapon boxes.

As soon as you draw the bowstring back during the game and a potential victim is within the bow's range, a red target icon will appear on the Gamescreen. This icon will change automatically to green when you've successfully targeted an enemy. Now left-click and hold - and watch the yellow bar in the left upper screen as it slowly advances. The bar symbolizes the amount of strength you're using to draw back the bowstring. When you think the time's right, release your left mouse button and the arrow will fly from the bow. The amount of strength (yellow bar) you use to draw back the bowstring has no effect on the distance the arrow will fly. It only affects the number of damage points which that poor, arrow-impaired adversary of yours will receive.

OK, that's the standard way of using a bow but if you go to a trainer, you'll learn many more special archery attack techniques and you'll mete out a lot more damage points to your luckless foes! The *chapter on Development of Attributes* has all the details of the special attack methods you can use.

As in Archery, when you attack using Magic, a target icon will appear on screen when your enemies are in range. When this happens, you must have a weapon already drawn, meaning you have to be in Attack mode.

The target icon is automatically assigned to a specific opponent who'll then feel the effects of your magic. Now if you change the camera perspective, the target icon will move to any other available opponents (if they haven't already run away to fight another day!). To activate your spell, just right-click it or use its number key in the Hotkey bar.

PASSIVE COMBAT

Did you know that you can win fights even before a blow is struck? No? Well, if you place your traps cleverly, your opponents will never know what hit 'em. And if you don't cripple them totally, they'll still receive a heck of a lot of damage points.

To activate a trap, just drag it out of your inventory and drop it into the Hotkey bar. Now when you right-click that trap (or select its number key), your hero will set up the trap right where he's standing. Activation takes place automatically when your enemy steps on or near it.


You'll find more information about the various kinds of traps in the *chapter on Weapons and Armor*.

ASSASSINATION

If you're good at Sneaking, you can assassinate potential victims in deathly quiet! A quick stab from behind will do the trick and to do this, you'll need to have the right weapon in your Inventory.

When you activate the Sneak mode on the Hotkey bar, the «Dagger strike» will become available (alternatively, you can activate it while you're sneaking up to your enemy... use the Hotkey bar for this too).





Important! When you've decided on one particular kind of combat strategy, you should Always be aware of what kind of opponent you're squaring up to because the effectiveness of your attack also depends on your adversary's talents! The rule of thumb here is to check his (or its) armor, weapons, etc. You'll find more information on this in the *chapters on Opponents and Weapons and Armor*.



REBIRTH

In «Two Worlds» , you are automatically reborn should you get killed during combat.

There are shrines all over Antaloor which enable you to continue where you left off and you don't have to “pay a penalty” in the form of forfeited weapons/armor or skill points.

You only have to get from the shrine to the place where you were killed and when you've been killed, you can of course continue playing a previously saved game too.

If you want to play really hard'n'heavy without an automatic reanimation at the Maliel shrines, just select the Difficult playing level before you start.



WEAPONS & ARMOR

In «Two Worlds», you have several hundred different weapons and types of armor available. Each item of equipment has its own peculiarities and is especially well suited to deal with one special type of foe.

It's up to you to find out which weapons and armor suit you best for the task at hand.

The models are arranged in three weapon categories – **Stabbing**, **Slashing** and **Bludgeoning** weapons. The amount of damage points meted out depends on the weapon used and on the skills of the game character opposing you. The more skills you have, the more effectively you'll be able to use a particular weapon.

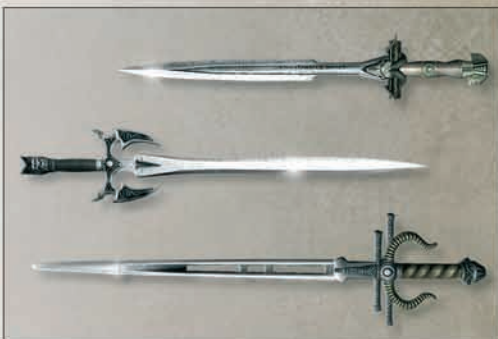
THE WEAPONS

SWORDS

There are several different classes of swords.

There are short swords, long swords, huge two-handed swords and sabers.

There are pros and cons as far as swords are concerned. They're ideal for inflicting heavy damage on your foes.



But you can throw them away if you have to face up to undead creatures.

If you're fighting on horseback though, they can give you an advantage, because it's easy to strike downwards with them and that makes them ideal weapons for horseback attacks. This is especially true of the saber.

AXES



Axes are superlative weapons for fighting various kinds of opponent, because you can slash'n'thrust with them and use them as bludgeoning weapons.

Of course there is a wide range of different axes. The type of blade on the axe is a decisive factor in the amount of damage points your enemy will incur.

The very design of an axe also makes it ideal for doing one very important thing and that's getting rid of your opponent's shield.

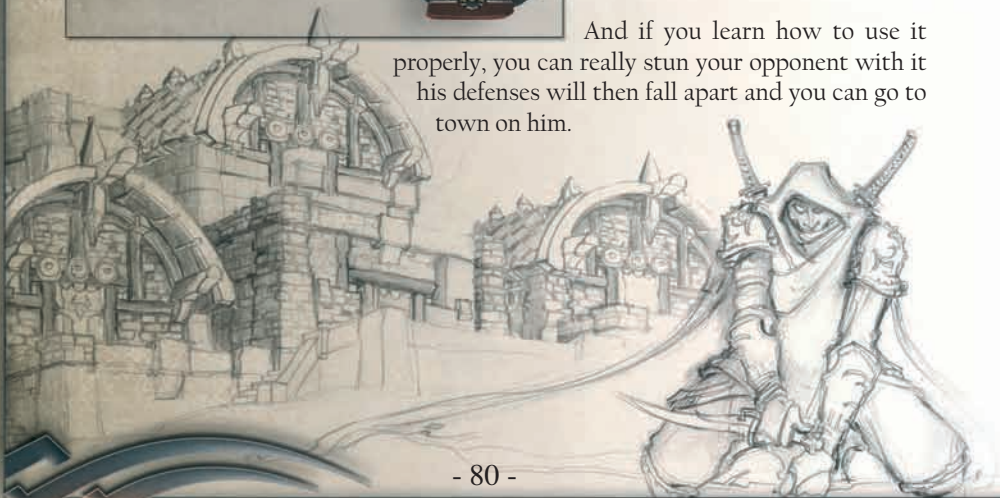


BLUDGEONING WEAPONS

If you're in a fight, clubs and long sticks can be pretty effective for bludgeoning your adversary.

You should always have a bludgeoning weapon in your pack, especially for undead creatures.

And if you learn how to use it properly, you can really stun your opponent with it his defenses will then fall apart and you can go to town on him.



MAGIC WANDS

Besides the run-of-the-mill wands, you also have a whole series of special magic wands used in the five schools of magic.

Of course you can use these wands to physically bruise your opponent after all, they are built for clobbering too. But they can also mete out magical damage points.



HALBERDS

All halberds are two-handed, long variations of lances. The number of damage points you mete out to your opponent with halberds depends on the type used and whether you stab him with it or bludgeon him. Halberds are great if you don't fancy letting an adversary get too close to you, but where they really come into their own is when you're up against an opponent on horseback.



DAGGERS

Daggers can be extremely effective weapons if you learn how to use them. The Sneak mode is the ideal environment for them. You can slither up to your unsuspecting enemy from behind and send him on his way to permanent oblivion with a deep, stabbing blow.

The "swordbreaker" is a distant relative of the dagger you hold it in your left hand, with a different weapon in your right and when you've learned the appropriate skill, you can use the swordbreaker to destroy your adversary's weapon.



BOW AND ARROW



For any long-distance combat fans the bow and arrow is just the thing for you.

You can use this type of weapon right from the start but it's better to learn special skills with the bow.

They'll make you a much more effective archer.

Depending on the type of arrow used, damage points can be meted out from all three weapons categories.

MAGIC POWER-UPS

Magic power-ups can be applied to all weapons, meting out even more damage points to your opponent. You can use magic power-ups from the five schools of magic:



Fire Magic = fire damage



Water Magic = cold damage



Air Magic = lightning damage



Earth Magic = earth damage



Necromancy = poison damage

Let's say you put a fire magic power-up on a weapon. In future, you can only power-up that weapon with fire magic.

You can't, for example, put a fire magic enchantment on a sword if the sword has already been enchanted with a poison magic power-up.

TRAPS

In addition to the weapons that you can carry and actively use, there's another kind of weapon available for you.

And if you use this one cleverly, you'll save yourself a lot of effort traps!

Depending on their construction, traps can mete out various kinds of damage to your adversaries, from cunning cuts to painful poisoning. The rule of thumb applies here once again the more skill points you invest in "Setting traps", the more deadly your traps will be.

Learn how to set traps in the *chapter* entitled *Combat*.



In «Two Worlds» powerful weapons of all kinds aren't all you'll need to get to the next level-up. You'll also have to take measures to protect yourself and there's a multitude of armor and armored garments to choose from.

As you've learned already, there are three different types of weapon (stabbing, slashing and bludgeoning), each with its own advantages and disadvantages in combat against specific weapons and the same applies to armor.

You can have individual armor for your head, torso, legs, hands and feet and each segment has its own armored protection. Your personal armor value is calculated from the sum of the parts you're using.

The higher this value is, the less damage points you'll sustain during a campaign. here are the three basic types of armor.

LEATHER ARMOR

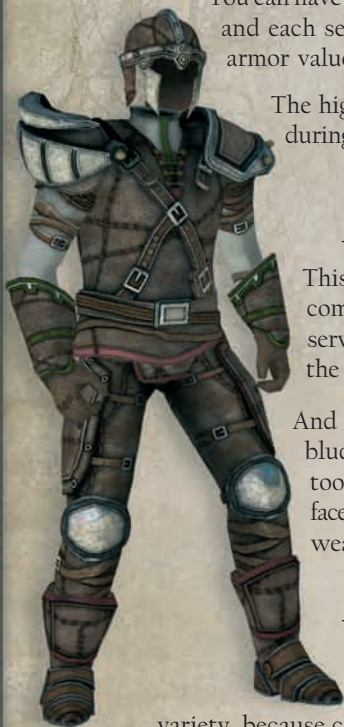
This is simple armor but its light weight and comparably good protective function will serve you well, especially at the start of the game.

And it can provide protection against bludgeoning weapons later in the game too but forget leather armor if you're faced with an opponent wielding a slashing weapon... it's pretty ineffective.

CHAINMAIL ARMOR

When you have a few successful fights behind you, you'll want to grab this variety, because chainmail shirts, etc. will provide you with solid, all-round protection, especially against swords, axes or halberds.

Sometimes you'll even find large metal plates built in to chainmail armor and that really does tend to improve the degree of protection!



ARMOR PLATING

The all-round, (almost) carefree package for wandering adventurers in Antaloor! The armor plating of the individual segments really does give you the best possible protection against all kinds of enemy weapons. However, the segments are very heavy, meaning you'll have to be pretty fit if you want to avoid ending up on the ground before a blow has been struck.

Besides the normal protection armor provides, you'll also come across enchanted armor on your travels. This will give you added protection from specific kinds of damage sustained through hostile magic.

Of course you can also pull on standard garments made of cloth, wool or other non-armored materials. These garments are naturally light and won't hinder your movement in any way but they also won't hinder the movement of your opponent's sword as he cuts through them.

SHIELDS

Every self-respecting mercenary has a shield and in Antaloor you'll come across all shapes and sizes of them, made of a wide range of materials. The four main groups are bucklers, round shields, triangular shields and tower shields and they're made of different materials like wood, metal and bone.

A shield is not just a handy item for parrying your adversary's attacks. There are many skills you can learn, both active and passive, for which shields play a major role.



ALCHEMY



Thanks to the Alchemy System in «Two Worlds» you can now let your talent for experiments run free and wild.

On the left of the Inventory Window (**F2**), you'll see an extra window devoted to the manufacture of your own potions, poisoned traps and magical

power-ups for weapons. Brewing your potions is as easy as pie. Just drag your desired ingredients to the five small circles above the cooking pot and click on the pot.

You can use all five, or you can experiment with just two or more ingredients. If you use the same ingredient twice, it will automatically be put into the same field. A small numeral indicates the current number of ingredients you're using.

But let's start at the beginning...

In contrast to the other skills which your character can learn during the game, alchemy is available right from the start. Anyone can just throw things into a pot but that won't get effective results.

To get a better understanding of alchemy, you'll have to first find a teacher to learn the basics. When you've done that, you can invest skill points in alchemy and start performing larger experiments. Of course, you can't just take any item out of your inventory and throw it into the pot. All kinds of plants you find, including herbs and mushrooms, are suitable for «Two Worlds» alchemy and you can use ready-to-drink potions and parts of killed animals and monsters, plus minerals, traps and bombs. All the ingredients have their own individual properties which will be displayed when you move your pointer over the corresponding inventory item. That's why it's better to give your alchemy experiments some thought beforehand if you really want to achieve good results. For example, it doesn't make sense to combine a poisonous mushroom with a healing herb.



The effects of these would cancel one another out.
There are five different types of ingredients.

Restoration ingredients: these are the items that can boost your reserves of life energy or mana. They are mainly used to make healing elixirs or poison antidotes.

Permanent-effect ingredients: these include ingredients that permanently affect character parameters like strength or endurance but remember that these are often associated with strong toxic side effects. So be careful!

Temporary-effect ingredients: these only affect character parameters for a specific timeframe. Their effects are often considerably stronger than those of the permanent-effect ingredients but they are only temporary. However, once again, caution is the watchword! You will very often be laid low by the effects of the poison involved.

Explosive ingredients: these are various items for making bombs or exploding traps.

Mineral ingredients: you'll find different minerals all over Antaloor and you can use them for your alchemy. If you get the combinations right, you can create traps, bombs and magic power-ups from the five schools of magic for your weapons.


Depending on the type and number of ingredients used, you can achieve six different alchemy results. These include potions which


- restore mana or life energy
- heal poisoning and provide temporary immunity against poison
- permanently improve character parameters
- temporarily improve character parameters

You can also manufacture special bombs and traps using your newly gained knowledge of alchemy but you have to use at least one mineral in concoctions like this. You can improve existing traps by brewing the item together with a few organic ingredients...

And last but not least you can also create special crystals which will give your weapons magic power-ups.



So, when you've decided on the ingredients to put into your pot, click "Cook" and let the alchemy begin! A new window will open up in which you can see the effect of the new potion and all the ingredients involved. If you're happy with the results, you can save the "recipe" in your own personal cookbook. To do this, just enter a name for your creation in the appropriate text box and click Save symbol .

If the new potion doesn't match up to your expectations, just close  the Alchemy Window without clicking "Save" but remember... you will lose these particular ingredients from your inventory.

When you've created a new recipe, its name will automatically appear in your cookbook, which is located below the cooking pot in the alchemy section of the Inventory Window.

If you want to "rebrew" a potion you concocted in the past, just click the name of the potion in your cookbook and a list of ingredients for that potion will appear. You are currently in possession of any ingredients that are printed in black but you'll have to find or buy any items that are printed in red.

If you already have all the necessary ingredients, they will be automatically put into the circular fields above the cooking pot and brewing can begin.

TIP: Sometimes there are recipes awarded for a successfully completed quest - or you can buy them for cash in a shop. These must be dragged & dropped from inventory to cookbook before you can use them.

Remember, while you're still a novice, various items will tend to lose much of their effectivity but the more skill points you manage to put into Alchemy, the more potent your concoctions will become. So it's not just the ingredients in the pot that are important. Your own skill in Alchemy will also affect the results.

RIDING

You can explore Antaloor from the backs of various animals when you've learned the appropriate skill, if you have an animal to ride!

You can purchase a 4-legged companion or you might even receive one as a reward for your help. You could steal a mount, of course but then you would have to be prepared to take the consequences of your action...

In principle, controlling a mount is just like walking, but with one main difference: your keyboard commands don't go directly to the animal. They first go to your game character, the rider. He then gives the appropriate instructions to the animal. Just like in real life. When you press **W** for forwards, for example, your character will pass on this command to the animal by using the reins.

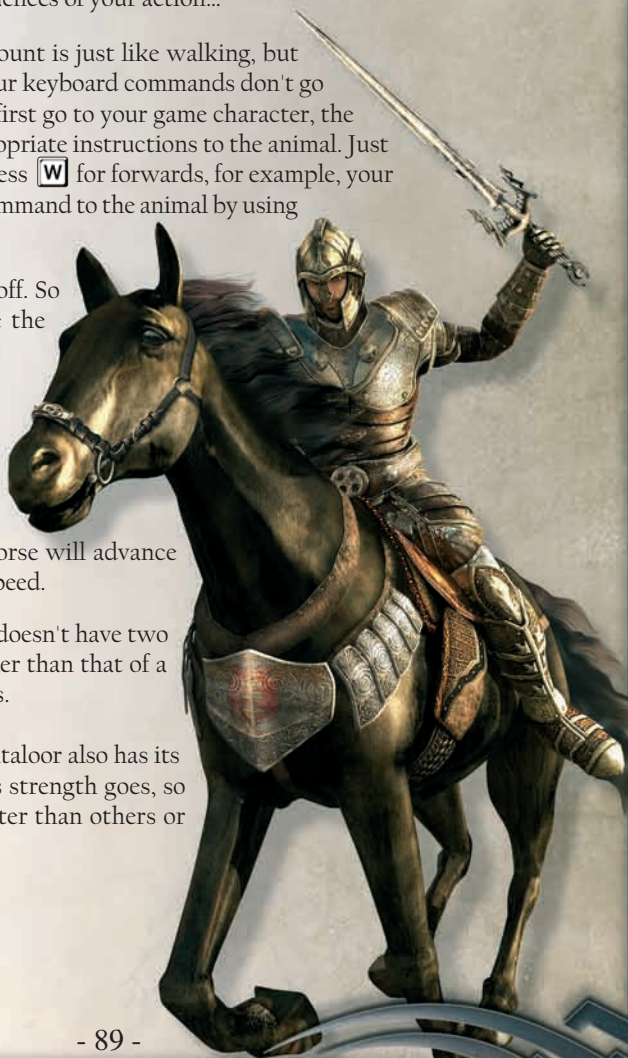
Your mount will then move off. So there's a small delay before the movement is actually implemented.

Your steed will walk in the chosen direction until you press **A** for it to slow down or stop.

If you press **W** again, the horse will advance one gait to the next fastest speed.

Remember that your mount doesn't have two legs. Its turning circle is wider than that of a human, so plan ahead for this.

Each individual animal in Antaloor also has its own characteristics as far as strength goes, so some animals can gallop faster than others or carry more weight.



And every animal that can be ridden has its own artificial intelligence, so animals in pathless or steep areas will go more slowly and even balk at certain obstacles.

You won't get your mount to jump down a precipice, for instance, and it won't go into water. On the other hand, it will jump over smaller obstacles automatically.



Besides fast travel, a horse has even more good points: you can stow part of your inventory in the saddlebags for example. To do this, just call up the Inventory Interface when you're in the saddle. The window on the right displays the contents of the saddlebags. You can also drag-and-drop items from your personal backpack.

Another advantage, if you've invested enough skill points in your riding skill, you can even fight from the saddle and this is where the "Fighting System Program" in «Two Worlds» comes in with a couple of very interesting extras for you!

In principle, the rules for fighting from the saddle are the same as for fighting on foot; but there are exceptions to the rule – for example, you can freely decide whether to strike to the left or to the right hand side of your mount. This is done by rotating the completely unrestricted camera perspective in the appropriate direction while you're riding. This means that if you choose a left rear or left forward perspective, your character will strike at any opponent that's on the left hand side of your horse.

The main advantage of fighting on horseback is the greater amount of damage you can do when you hit an opponent and the damage increases in proportion with each gait - stationary, trotting and galloping. However, bear in mind that striking an opponent while you're in full gallop is very difficult, you'll need to practise hard but when you've mastered it, all your efforts will be repaid with a multitude of sweet damage points! Swords are good for galloping attacks but the saber is particularly effective.

When you have to defend yourself, it's also easier to do from the back of an animal. Opponents can't reach you as easily. So your own life energy points don't vanish as fast! Remember that your mount is not immune to injury from enemy hits.

However, you'll find that opponents will generally attack you rather than your mount. So your four-legged friend will only receive an occasional hit or two, enabling it to remain in the thick of battle for a relatively long time.

During a fight, you'll find that you regularly alight from your steed to best your opponent on the ground. When this happens, the animal will always run away because it feels threatened and is without its rider. So when the battle has been won, it can sometimes be hard to find your trusty traveling companion again!

There is also a way of surmounting this. You can call it with a special whistle if it's within 100 meters of your position.

Just press the **[H]** key and the horse will come to you. Remember that this could take a moment or two, depending on the ground the horse has to traverse to get to you.

During the course of the game, various kinds of mounts will become available for you.

The hugely powerful Mutari, for instance, a type of reptile which can be trained to take you on its back.

Or perhaps you've decided to specialize in Necromancy?

If that's the case, you can ride the terrible "Shadow Horses", which you can control just like a normal horse.



SNEAKING



To help you eliminate your enemies and solve quests, «Two Worlds» has more than just the “hit 'em hard” method. there is another way, it's called the SNEAK mode!

Slither up to an adversary and send him on his celestial way with one accurate knife thrust or, if the bloodlust's not upon you, just pick his pocket and find something you can use.

And those hostile guards and vigilant enemy outposts you're worried about will also find it hard to spot you when you're slithering past them.

You even have an optical warning system to help you see just how well you're doing! When Sneak mode is active and you're on your stealthy way towards an opponent, a green eye that's almost shut will appear above your target's head.

As you get closer, you'll see the eye open slowly and gradually turn yellow and orange. If it turns bright red... BEWARE ... you've been seen!

Try to bear in mind that the results of your sneaking depend on the environment and how bright the area is.



MULTIPLAYER

In the Multiplayer area of «Two Worlds» you have a choice of either RPG or Arena mode. The RPG characters can be used in cooperative quests and the Arena characters in player vs. player combat.

These two game types are independent of one another. You can't just use them “willy-nilly” but you can use them alternately.

When you click Network and enter the Multiplayer area for the first time, the program automatically looks for available servers. When a connection has been established, you have to create a user. Here you can use any name you like, in combination with a password.

If you already have created a user name on the «Two Worlds» server in the past, just click that name to use it. This enables you to use characters from earlier games (plus their weapons and armor) even if you have to re-install the game.


Click «Login» to go the Main menu. Here can you select an existing character and start a game, create an entirely new character and delete character(s) from the list. You can also use Swap to swap weapons and armor between characters.

If you decide to create a new character, a new window will open up in which you can make many of your own special settings to have the hero ‘made to measure’ (just like in Singleplayer mode).

There is, however, one major difference between Multiplayer and Singleplayer modes at this point. In Multiplayer you can freely choose gender, race and class in the first two lines. When selecting class, bear in mind that there are both RPG and Arena characters. So you have to decide where you want to use a particular figure.

The relevant class attributes are displayed on the left, below the character image.

An RPG character starts off with several basic skills, which vary according to the class you select (further skill development takes place during the course of game). When you're done, just click «Create» to save your character.



If you choose an RPG character to start with, a map of Antaloor will be displayed for you. Now just click Tharbakin as the starting point for your adventure. You'll notice that you only have **Tharbakin** available here, that's because you'll have to successfully accomplish a few quests before other locations open their gates for you.

If you've chosen an Arena character, you'll automatically land in Ashos. That's where all P vs. P combat starts. Your Arena character can't further develop his or her skills here. So this gives every player an even chance in Ashos, since each has well balanced skills from the outset. Your strategy and the combat techniques you employ will determine whether you're successful in the end run or not.

RPG-MODE

When you arrive in a city, you can explore the place, talk to other players (**Chat**) and find out about new adventures (**Create/Participate**). You can also join guilds or establish a new one (**Guilds**), or you can go to a different city in Antaloor (**Select city**). The Select city command also enables you to quit the Multiplayer area. As in Singleplayer mode, you can make your own individual hardware settings here, just click **Settings**. If you want to trade, or issue an invitation for a guild, click the eye icon above a game character.

If you decide to take part in a quest, or to start a new adventure, a special menu will open up where you'll see currently available game sessions, participating players and the active quests. If you want to start a new session, you can do this here as well. A password ensures that only invited players can join. If you want to keep a game open for other players, click the appropriate button under the newly entered game. The host (the player who started a session) decides when a team is complete and when a game session should start.

If you join an existing group, you'll have to wait until the host starts the mission. Before you can join a session, you have to select a relevant name in the list.

When a quest has been successfully completed, new quests will be activated for the participants. Quests that have already been completed can of course be repeated as well.

In RPG mode, you can go up against other players. This is called "Arena combat". Here players with widely differing classes and levels can mix it up with one another.

ARENA-MODE

As in the RPG mode, you can walk through Ashos, talk to other players, buy and sell items... or just fight! You can pick a fight yourself or click into an existing one. When the host decides that he has enough players, all participants are transported to a special location equipped with a blue and a red gate. If you go through the red gate, you're in the red team and the blue gate means you opt for the blue team. When all the players have gone through the gates, the battle will start in a special combat arena.

There are three different kinds of combat:

Team combat

Here each participant has the same number of reanimations available. The team who runs out of reanimations first loses.

Attacks

Each team has to defend a special monument in the arena. The monument is marked with a flag. The objective is to destroy the other team's monument while doing your best to defend your own at the same time.

Monster hunt

Each team possesses a certain number of monsters. You have to destroy the opposing monsters while protecting your own. You'll get points for destroying enemy monsters. The number of points you receive depends on the type of monster involved. The team with the most points wins.

SELECTABLE CLASSES:

Class	Warrior			
Main parameters	Vitality	Dexterity	Strength	Willpower
	6 	7 	5 	2 
Passive attributes	 Parrying  Critical hit  Stone skin			
Active attributes	 Dirty trick  Defensive combat			

Class	Sword dancer			
Main parameters	Vitality	Dexterity	Strength	Willpower
	6 	6 	6 	2 
Passive attributes	 Parrying  Double blade  Balance			
Active attributes	 Berserker  Deadly pirouette			

Class	Knight			
Main parameters	Vitality	Dexterity	Strength	Willpower
	7 	5 	7 	1 
Passive attributes	 Parrying  Strong hand  Balance			
Active attributes	 Feint  Stun			


Class	Ranger			
Main parameters	Vitality	Dexterity	Strength	Willpower
	5 	9 	3 	3 
Passive attributes	 Precise shooting  Critical hit  Stone skin			
Active attributes	 Setting traps  Sneaking			

Class	Thief			
Main parameters	Vitality	Dexterity	Strength	Willpower
	4 	8 	5 	3 
Passive attributes	 Critical hit  Lockpicking			
Active attributes	 Stealing  Sneaking  Death strike			

Class	Archer			
Main parameters	Vitality	Dexterity	Strength	Willpower
	5 	9 	4 	2 
Passive attributes	 Fast Aiming  Precision aiming			
Active attributes	 Sneaking  Blinding arrow, Archery			

Class	Barbarian			
Main parameters	Vitality	Dexterity	Strength	Willpower
	8 	3 	9 	0 
Passive attributes	 Strong hand  Stone skin  Knock down			
Active attributes	 Stun  Berserker			

Class	Air Mage			
Main parameters	Vitality	Dexterity	Strength	Willpower
	3 	3 	3 	11 
Passive attributes	 Balance  Knock down			
Active attributes	 Setting traps  Dirty trick  Air Magic			

Class	Fire Mage			
Main parameters	Vitality	Dexterity	Strength	Willpower
	3 	3 	4 	10 
Passive attributes	 Lockpicking  Stone skin			
Active attributes	 Dirty trick  Sneaking  Fire Magic			

Class	Water Mage			
Main parameters	Vitality	Dexterity	Strength	Willpower
	3 	4 	3 	10 
Passive attributes	 Balance  Lockpicking  Swimming			
Active attributes	 Setting traps  Water Magic			

Class	Earth Mage			
Main parameters	Vitality	Dexterity	Strength	Willpower
	4 	3 	4 	9 
Passive attributes	 Lockpicking  Stone skin  Knock down			
Active attributes	 Dirty trick  Earth Magic			

Class	Necromancer			
Main parameters	Vitality	Dexterity	Strength	Willpower
	4 	4 	5 	7 
Passive attributes	 Alchemy			
Active attributes	 Dirty trick  Sneaking  Stealing  Necro			

TROUBLESHOOTING - FAQs

QUESTIONS ON INSTALLATION

Q During the installation of Two Worlds, problems may occur at times. Installation isn't carried out properly.

If you have an anti-virus program installed, deactivate it before installation. Active virus scanners can negatively affect an installation procedure.

Q The installation program always stops when it reaches a certain percentage. Why?

There are three possible reasons for this:

1. You haven't enough storage space on your hard drive. Delete any unnecessary programs to free up more space - now re-install Two Worlds.
2. Files are being written to a damaged sector of your hard drive. If this is the case, run Scandisk, using the **Intensive** option. When Scandisk has done its work and displayed a message saying that the disk is OK, install Two Worlds again.
3. Maybe the DVD is soiled by stains or fingerprints. Is the DVD dirty? If so, clean it with a soft, dry, clean, lint-free cloth, using inward-outward movements.


QUESTIONS ON STARTING THE GAME

Q At game start, an error message appears - "The file d3d9.dll can not be found".

Install DirectX, version 9.0c, and restart your computer. Your game should now function properly.

Q When I start Two Worlds, my cursor disappears and my computer locks up.

The sound card driver you have installed is probably not compatible with Direct X. The only solution is to get a Direct X 9.0c - compatible driver from the manufacturer of your sound card and make sure that the Ageia Physics driver (on game DVD) is properly installed.



Q No music or sound effects are played during the game, although the system hardware is properly connected.

Make sure that your sound card is compatible to Direct X 9.0c or higher. You should also contact the manufacturer of your sound card to get the most up-to-date driver.

Q The graphics are distorted.

You're probably using an older graphics card driver. Contact the manufacturer of your graphics card to get the most up-to-date driver.

Q Two Worlds crashes without any error messages and returns to the Desktop.

This problem can have several causes. Here is a list of the most probable:

Make sure that your DVD is clean (check the reading surface for stains and scratches).

Make sure that the game's been properly installed.

Make sure that DirectX 9.0c has been properly installed.

Check that you have the most up-to-date driver for your graphics card and that it's Direct X 9.0c - compatible.

Check that you have the most up-to-date driver for your sound card and that it's Direct X 9.0c - compatible.

Check that the Virtual Memory option on your computer is activated.

Run Scandisk and Defragmentation.

Delete old temporary files (.TMP) in directory C:\WINDOWS\TEMP or C:\WINx\TEMP on your hard drive (using Windows Explorer) or run a data carrier cleaning process.

Don't forget to make sure that no anti-virus program like Norton's Anti-Virus is running in the background when you start Two Worlds.

Make sure that no Windows disk caching program is running in the background when you start Two Worlds.

Try de-installing the game and re-installing it.

Exit the game, reboot your computer and try again.

Please note: if your computer returns to the Desktop screen while you're playing Two Worlds, you should always restart the computer before you try playing again. Otherwise DirectDraw or DirectSound could lock up and the game won't be able to access your sound and graphics hardware.

GRAPHIC PROBLEMS

If your graphics card overheats and reboots your computer in the middle of a game, use a lower resolution in the Configuration Menu or a lower monitor frequency. Another option is the graphics card driver settings: **ForceWare (nVidia)** and **Catalyst Driver (ATI)** offer the user the option of performance settings.

If problems arise, we recommend that you set the playback quality to low or 'optimized for performance'.

Anti-aliasing options, anisotropic filtering and texture sharpening all put a strain on the graphics card and can at times lead to imaging errors - these three should only be set if the overall performance of your computer permits.

If none of the above solutions solve your problems, a driver update may help. You can find a list of all hardware manufacturers under <http://www.treiber.de> or under <http://www.windrivers.com>.

NOTE: If you update your graphics card driver, it is absolutely necessary that you reinstall DirectX 9.0c Rel. 10/2006.

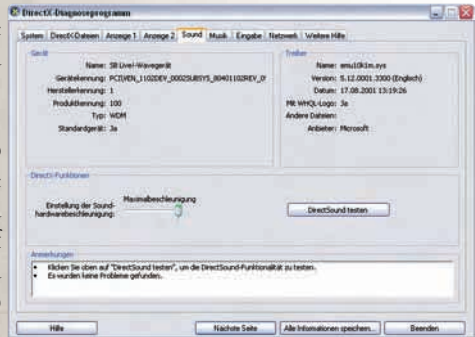


SOUND PROBLEMS

Call up the DirectX Diagnosis program. Click on the index card sound. As a default setting the sound hardware acceleration is set to 100% (Maximum acceleration).

Try setting the slide control to the penultimate setting (standard acceleration) and restart the game.

Should sound problems arise call up DXDIAG again and set the slide control to Basic Acceleration. Should this still be unsuccessful, turn off the sound acceleration completely and set the slide control to “No Acceleration”.



If none of the above solutions solve your problems, a driver update may help. You can find a list of all hardware manufacturers under <http://www.treiber.de> (German) or under <http://www.windrivers.com> (English).

NOTE: If you update your sound driver, it is necessary that you reinstall DirectX.

TIPS FOR WINDOWS XP:

On some Windows XP systems, a message appears during DVD-ROM change following the installation, but before the start of the game (when the Two Worlds DVD is being removed).

This error message is caused by the “Automatic notification during change”, which for Windows XP can only be turned off by going into the registry. In this case, just click on “Next” until the error goes away.

HOTLINE

Because we have put this product through many rigorous tests on a wide range of hardware configurations, you shouldn't experience any problems. However, it's impossible to test every configuration. Before contacting our technical support, have the following information on your hardware system ready at hand:

What **operating system** are you using?

What **processor** do you have?

How much **RAM** does your computer have?

Which **version of DirectX** is installed on your computer?

Which **graphic card** and **sound card** does your computer have?

Which **driver version** do you have for your **graphic card** and **sound card**?

If you don't have the above information handy, you can use the DirectX 9.0c diagnostics program. Click on **Start - Run** and type in "DXDIAG". In the System menu, you'll see the exact information about your computer. If you send us an email, attach the file (compressed, of course) **DxDiag.txt**. To get this file, open the DirectX diagnostics program and click on the button "Save all information".

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Support

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eMail: support@zuxxez.com

<http://www.zuxxez.com> or <http://www.2-worlds.com>

Here you will be able to either browse through our Frequently Asked Questions (FAQs) section where the most common problems are usually identified.

Before contacting us please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault please include the following information.....

- Exact error message if any.
- Steps taken to reproduce the error/fault.
- Details of programs running at time of fault, including
- Anti-Virus and firewall applications.
- Most importantly, email us a DirectX Diagnostic report (see instructions above).

Support-Hotline:

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Ageia Inc.

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ence while waiting for us at
home ... very often ... and
very long ... and Bruce von
Maria Saal for his patience
waiting for his food.

TECHNOLOGIES USED



<http://www.crystalpictures.eu>

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7. LIMITED WARRANTY AND EXCLUSIONS

7.1 Limited Warranty

Zuxxez warrants to the original purchaser of this Software Product that the physical medium on which the Software Product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

The entire liability of Zuxxez under this limited warranty will be, at Zuxxez' sole option, either (a) to return of the purchase price paid; or (b) to repair or to replace free of charge the Software Product that does not meet this limited warranty provided you return it in its original condition to the point of purchase with a copy of your receipt.

7.2 The limited warranty in paragraph 7.1 above is void if failure of the Software Product has resulted from accident, abuse or misapplication. Any replacement Software Product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

7.3 The limited warranty in this paragraph 6 does not affect your statutory rights which may vary from state/jurisdiction to state/jurisdiction.

7.4 Subject to the limited warranty above, this Software Product is provided "as is" and without warranty of any kind. To the maximum extent permitted by applicable law, Zuxxez and its licensors disclaims all other representations, warranties, conditions or other terms, either express or implied, including, but not limited to implied warranties and/or conditions of merchantability and fitness for a particular purpose, with regard to the Software Product and each and every part thereof. Without prejudice to the generality of the foregoing, Zuxxez does not warrant that the Software Product is error-free.

7.5 In addition, to the maximum extent permitted by applicable law:

(a) in no event shall Zuxxez or its licensors be liable for any damages whatsoever (including, but not limited to, direct, indirect, or consequential damages for personal injury, loss of profits, business interruption, loss of information, or any pecuniary loss) arising out of the use of or inability to use this Software Product, even if Zuxxez has been advised of the possibility of such damages.

(b) in any case, the maximum aggregate liability of Zuxxez and its licensors under or in relation to this EULA or the use or attempted use of this Software Product shall be limited to the amount actually paid by you for the Software Product.

7.6 Nothing in this EULA shall limit Zuxxez' liability to you in negligence for death or personal injury.


8. GOVERNING LAW













This EULA is governed by the laws of the European Community and the Federal Republic of Germany, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is the Federal Republic of Germany and you agree to submit to the Jurisdiction of the courts of the Federal Republic of Germany for any such litigation.

9. MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

APPENDIX 1-SHORTCUTS

W	Move forward
S	Move back
A	Move left
D	Move right
Q	Jump
F	Set armed mode
	Make action
C	Select next command
X	Select prev. Command
R	Use previous weapon
T	Use next weapon
Z	Stop horse
H	Call horse
F1	Show skills dialog
F2	Show inventory dialog
F3	Show magic dialog
F4	Open quests dialog
F5	Open reputation dialog
F6	Show/hide map
F7	Show default shortcut bar
F8	Show custom shortcut bar 1
F9	Show custom shortcut bar 2
F10	Show custom shortcut bar 3

Make command #1	1
Make command #2	2
Make command #3	3
Make command #4	4
Make command #5	5
Make command #6	6
Make command #7	7
Make command #8	8
Make command #9	9
Make command #10	0
Open game menu	
Pause	
Camera angle up	
Camera angle down	
Camera zoom in	
Camera zoom out	
Camera rotate left	
Camera rotate right	
Show chat input	
Quick save current game	 F1
Save current game	 F2
Load game	 F3

OWN SHORTCUTS

<input type="checkbox"/>	<input type="checkbox"/>	Move forward
<input type="checkbox"/>	<input type="checkbox"/>	Move back
<input type="checkbox"/>	<input type="checkbox"/>	Move left
<input type="checkbox"/>	<input type="checkbox"/>	Move right
<input type="checkbox"/>	<input type="checkbox"/>	Jump
<input type="checkbox"/>	<input type="checkbox"/>	Set armed mode
<input type="checkbox"/>	<input type="checkbox"/>	Make action
<input type="checkbox"/>	<input type="checkbox"/>	Select next command
<input type="checkbox"/>	<input type="checkbox"/>	Select prev. Command
<input type="checkbox"/>	<input type="checkbox"/>	Use previous weapon
<input type="checkbox"/>	<input type="checkbox"/>	Use next weapon
<input type="checkbox"/>	<input type="checkbox"/>	Stop horse
<input type="checkbox"/>	<input type="checkbox"/>	Call horse
<input type="checkbox"/>	<input type="checkbox"/>	Show skills dialog
<input type="checkbox"/>	<input type="checkbox"/>	Show inventory dialog
<input type="checkbox"/>	<input type="checkbox"/>	Show magic dialog
<input type="checkbox"/>	<input type="checkbox"/>	Open quests dialog
<input type="checkbox"/>	<input type="checkbox"/>	Open reputation dialog
<input type="checkbox"/>	<input type="checkbox"/>	Show/hide map
<input type="checkbox"/>	<input type="checkbox"/>	Show default shortcut bar
<input type="checkbox"/>	<input type="checkbox"/>	Show custom shortcut bar 1
<input type="checkbox"/>	<input type="checkbox"/>	Show custom shortcut bar 2
<input type="checkbox"/>	<input type="checkbox"/>	Show custom shortcut bar 3

Make command #1	<input type="checkbox"/>	<input type="checkbox"/>
Make command #2	<input type="checkbox"/>	<input type="checkbox"/>
Make command #3	<input type="checkbox"/>	<input type="checkbox"/>
Make command #4	<input type="checkbox"/>	<input type="checkbox"/>
Make command #5	<input type="checkbox"/>	<input type="checkbox"/>
Make command #6	<input type="checkbox"/>	<input type="checkbox"/>
Make command #7	<input type="checkbox"/>	<input type="checkbox"/>
Make command #8	<input type="checkbox"/>	<input type="checkbox"/>
Make command #9	<input type="checkbox"/>	<input type="checkbox"/>
Make command #10	<input type="checkbox"/>	<input type="checkbox"/>
Open game menu	<input type="checkbox"/>	<input type="checkbox"/>
Pause	<input type="checkbox"/>	<input type="checkbox"/>
Camera angle up	<input type="checkbox"/>	<input type="checkbox"/>
Camera angle down	<input type="checkbox"/>	<input type="checkbox"/>
Camera zoom in	<input type="checkbox"/>	<input type="checkbox"/>
Camera zoom out	<input type="checkbox"/>	<input type="checkbox"/>
Camera rotate left	<input type="checkbox"/>	<input type="checkbox"/>
Camera rotate right	<input type="checkbox"/>	<input type="checkbox"/>
Show chat input	<input type="checkbox"/>	<input type="checkbox"/>
Quick save current game	<input type="checkbox"/>	<input type="checkbox"/>
Save current game	<input type="checkbox"/>	<input type="checkbox"/>
Load game	<input type="checkbox"/>	<input type="checkbox"/>
Fast zoom in	<input type="checkbox"/>	<input type="checkbox"/>

OWN HOTKEY-BARS

1

2

3

4

5

6

7

8

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1

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6

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8

9

0







NOTES



A series of horizontal dotted lines for writing notes, spanning the width of the page.



NOTES



NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

NOTES



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