XBOX 360

XBOX LIVE

# Two Worlds

## Manual

Reality pump

dtf Judo

TopWare Interactive

## ⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

## Important Health Warning About Playing Video Games

**Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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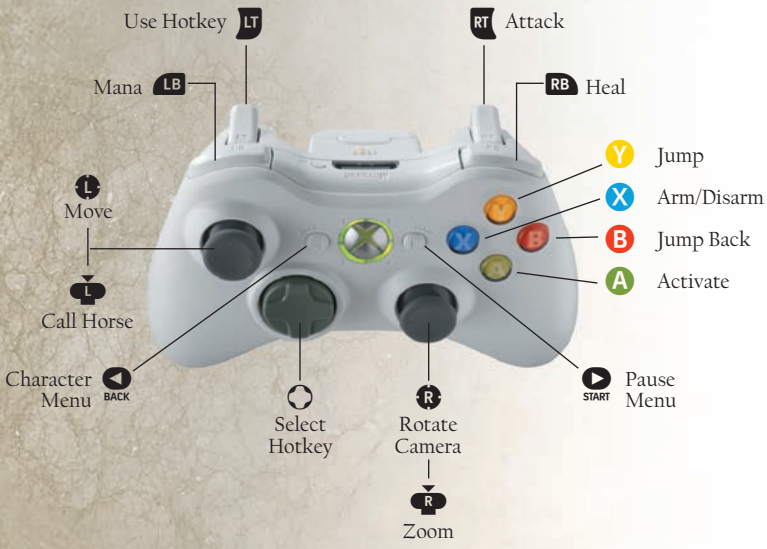
# GAME CONTROL




You can navigate your character through Antaloor using the sticks. You'll find exact details on this plus more commands in the table at the end of the chapter. 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 right stick R. Your character moves automatically in the direction in which you move the left stick L. If you want to jump up on to anything, just press Y.

Use the Right Trigger RT to carry out basic attack movements – read all about these in the chapter called *COMBAT*.

You can use the Left Trigger LT to carry out special effects that have been dropped into the HotKey Circle beforehand.

One more function is a camera zoom for the game perspective – this is controlled by the left stick button R. If you haven't yet drawn a weapon, you can even change to 1st person mode and enjoy the fabulous world of Antaloor in all its glory. As soon as you have a weapon in your hand, the camera will change back automatically to 3rd person mode.

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.

The Character Menu can be called up and closed with the BACK button. Use this menu if you want to reorganize your equipment, assign new items, spells and skills to the HotKey Circle, browse the map, prepare spells or see your progress in the quest log. The following screens are available in the **Character Menu** – you can scroll through them with left and right trigger:

- CHARACTER DEVELOPMENT INTERFACE:
  Here you can customize your character, select skills and upgrade basic attributes.

- WEAPONS & ARMOR INTERFACE:
  Here you can organize your equipment, brew potions, assemble traps and so on.

- MAGIC INTERFACE:
  Here you can organize your spells.

- MAP INTERFACE:
  Here you can browse quests and watch your progress on the map.

- REPUTATION INTERFACE:
  Here you can observe your reputation with the main factions in the world.

*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.

According to the myths of the Orcs, it would have been better for Antaloor in the long term if Aziraal hadn't been stopped... and recent studies carried out by a secret research group of the Society of Mages suggest that there might just be a lot of truth in these myths. According to the studies, Aziraal rebelled because he was the only god who could not give any of his creations a soul. Just a minor imbalance in the divine halls of the gods, you would think... but one with fatal consequences? Researchers are at a loss as to why Aziraal was so desperate to give his Orcs souls. There are of course many rumors about this - simply unbelievable rumors too - but let's ignore these for the time being... we have no wish to further the interests of the Orcs - not until we have all the facts at our fingertips. Much water will pass below the bridges of the Gon before we can learn where the truth lies. However - let us return to historical fact, to events as they happened. During the terrible and bloody tumult of war, no one spared the merest thought for Aziraal's motives....

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?

## STARTING THE GAME

When you start "**Two Worlds**", the firs screen you'll see is the Start menu. Select **Start the Game** and press A to start the new campaign. Now customize the appearance of your character, select the difficulty level and let the story begin.

Select **Continue Game** to load a previously saved game and start it from the point you ended last time.

Select **Xbox LIVE®** to start the multiplayer mode of **Two Worlds**. See the ***chapter MULTIPLAYER*** for further details.

Select **Controls** to see how to operate the game.

Select **Settings** to customize video and sound options. You can save the settings with the A button and reset them to defaults with Y button.

Select **Exit** to end the game.

TIP **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.

## GAMESCREEN

The control elements on the Gamescreen are divided into three main sectors: first of all, in the upper left corner, you have dynamic colored bars that tell you about your hero's current status – secondly, there's a minimap in the upper right corner to help you get oriented - and last but not least, you have a HotKey icon on the lower edge of your screen to show which HotKey from the HotKey Circle is ready for activation.

## 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 more on Mana 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 bowstring 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

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 Character Menu and get an exact bearing on your new destination that way).

Sometimes text passages will appear on the 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 CIRCLE

The sheer number of spells, skills and items you can use during gameplay in **Two Worlds** is really huge. To find the right one at the right time would be a matter of luck if it weren't for the HotKey system that helps to get things right.

A HotKey Circle is a quick menu that can be arranged according to your needs and called up whenever you want to change the active spell, skill or item. The HotKey Circle consists of 8 slots that are empty at the beginning of any new game, but are later filled with a skill, etc. To arrange the HotKey Circle, simply enter the **Character Menu** (press Back) BACK, choose the skill or any other object and press the D-pad into one of the 8 directions, then (still keeping the D-pad pressed), press the left trigger LT to confirm the selection. You'll see the slot fill with that object.

Now you can switch between the skills, spells and items from the HotKey Circle at any time during play – just press the D-pad in the proper direction and see how the HotKey icon in the lower corner of the screen changes. To use a spell, skill or item shown in the HotKey Icon on the Gamescreen, press your left trigger LT and take a look at what happens. It's very effective and easily manageable so you should learn how to operate the HotKey Circle early in the game.

**INFO:** Some skills can't be used together, regardless of your best effort to put them on the HotKey Circle. All active skills are grouped in 5 packages, differentiated with colored background. Skills from one package can't be used at the same time. This is because they belong to different styles of fighting and can be used only with one type of weapon in hand. It is important to remember that if you assign one skill from the package to a certain slot in HotKey Circle it means that you assigned them all there. This way when you change a weapon you will have a useful skill already available.

For example: Unarmed hero can use sneak skill but can't use berserk skill. If, however he equips any weapon, the sneak skill in the HotKey slot will change to berserk.

**OTHER INFORMATION:** 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. Green means it should be a walkover for you, yellow means that the adversary's on roughly the same level as you, or maybe a little higher up on the scale, but red means either get out of there fast or hope for a miracle, because the opponent facing you is on a much higher level!

If it comes to a fight, you'll see your opponent's vitality bar above his head together with your own – 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, press A 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.

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.

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 Questgiver!

In Antaloor, 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 – however, 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 Antaloor have this icon. Just activate it – and let the buying and selling begin!

# CHARACTER DEVELOPMENT

You'll find the detailed skill system for creating your own personal hero in the Development Window. 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 ATTRIBUTES

The left upper corner is where you first set important basic attributes 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.

TIP **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 already allocated the skill points, you can still take them back and re-allocate them - just select the relevant Skill icon using X. 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- the only solution then is to visit a Skillchanger.

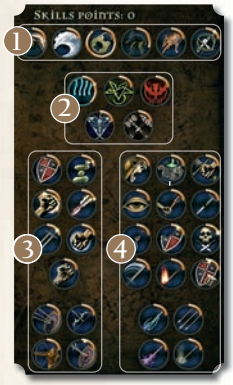
The **Vitality** attribute defines how many damage points you can soak up before you die.

If you want to create a character that is mobile and good at avoiding attacks, you should invest points in **Dexterity**.

Warriors and barbarians should 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 spells more often and with increasing effect.

## INDIVIDUAL CHARACTER DEVELOPMENT




The largest space on the right is taken up by the skills. **General skills** (1) like swimming or riding are listed here at first. Then come the **five schools of magic** (2), followed by the large section on the combat features of your character. Investing your points is made easier for you here by having **"active"** (3) and **"passive" skills** (4). Passive skills have been separated for your convenience.

You should remember that they are always turned on. Active skills, however, must be put onto the HotKey Circle and activated during the game. Each group of weapons has specific active skills to be used only with that group.

Similar groups of skills for weapon types are marked with a colored background. You'll find a complete list of skills at the end of this chapter.

Now come the skill points. They are vital in deciding in which direction your character develops. The more skill points you allocate to one particular skill, the more effective he will become in that skill. Skill points are awarded for each level-up. Invest these points to build up any

of the learned skills - just choose the appropriate symbol. The spots 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, a tool-tip will open up with info on your current progress in this area. Up to 10 skill points can be invested in each particular non-magical skill, magical ones may be upgraded up to 15th level.

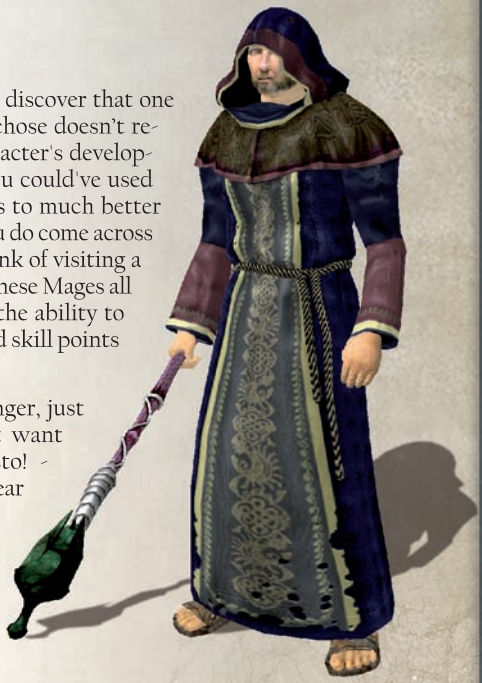
Besides the already-learned, highlighted skills, there are others which aren't accessible at the start. To activate one of these, you'll have to visit one of the numerous trainers in Antaloor. When your tuition is over, you can then invest your available skill points in the skill you've just learned.

Remember that you can continue to improve the efficiency of certain skills by raising the basic values related to them, e.g. you can increase the basic value of Strength for all combat-related skills, Dexterity for skills requiring coordination and Willpower for the schools of magic.

## SKILL CHANGERS

During the game, you may discover that one or other of the skills you chose doesn'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 skill. If you do come across this, you should maybe think of visiting a "Skillchanger". You'll find these Mages all over Antaloor. They have the ability to give you back your invested skill points – but for cash, of course!

If you DO visit a Skillchanger, just select the skill you don't want anymore - and hey presto! - those skill points will appear on your credits. Then you can invest them again.



## 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 learned 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 use A to drop an 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** (that's protective chest armor), **trousers, boots, quivers and shields** (see diagram). You can move an item of equipment to the corresponding box using X. 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 – the first limitation is that each item has a certain weight... you'll see its weight displayed below the inventory frame. 38/145 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 (like **tool-tips**). 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 move it to your Inventory Window, or click the "Hand" icon to do it. 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.

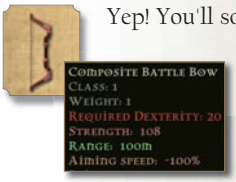
## GREEN COLORED WEAPONS?

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?




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 AND 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. 1677

**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.

There are five schools of magic. Four 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 - or, to put it another way, 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 pupil - 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.

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 represented with appropriate bookmarks at the lower edge of the Book of Spells. You can switch between them using your right stick R.

If you want to use a spell card, you'll have to move it from the Book of Spells to the Spell Amulet. Press X to do this. You can put 1 active spell in each of the three 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. You'll find a list of boosters and spells in the table at the end of this chapter.

When the spells are in the Amulet, you can put them on the HotKey Circle, to make them easily accessible during your travels. Take a look at the chapter called ***HOTKEY CIRCLE*** for details on this.

Most of the spells must have a target to use them on. To make the 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.

## MAP

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.

Press the right stick R to zoom in and out of the map. You can also use the D-pad to move the selected map section around in the same scale. To select a single location or a quest on a visible part of the map - use your left stick L.

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. Press Y to access the proper options.

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 X.

## 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 to do that, you must successfully complete one of the very first quests, "The Teleport". Start this off by visiting the Mage Ferid Redismos – he'll be carrying out his experiments near the mountain village of Komorin.

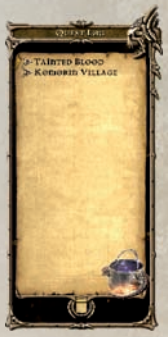
Afterwards (if you've done things right there), every teleport station you approach will be automatically activated. You can recognize an activated teleporter by the blue fires around it. All activated teleporters are also marked on the map and you can travel to any destination just by clicking it on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

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 press X on the stone in your inventory and 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 select 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 by pressing Y then A.

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 press A on the quest's description in the log.

A map icon has been assigned to each quest. Use your left stick L to point on a single quest on a visible part of the map and the tool-tip will appear with info about it. Quest icons are also to be found in the mini-imap 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.

# 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'nThrust 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 – when you use these, it's called passive combat. Every single creature in Antaloor has its own individual damage system and is susceptible to specific kinds of attack. Use X to activate and deactivate weapons.

## 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 your right trigger RT - 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.

Certain opponents are far too tough to beat them with simple swordplay. If you have learned any active combat skills you should use them in those occasions. The chapter on *ATTRIBUTES DEVELOPMENT* has all the individual details of the special attack methods available to you and the chapter on the HotKey Circle will explain how to switch between these methods during the fight. You should also remember that your opponent may also have the same combat tricks up his sleeve!

TIP **Down a quick one to your health...** Besides the HotKey circle, you have two more ways of boosting your vitality and mana – your left and right bumpers have vitality and Mana potions automatically assigned to them... but remember - this only applies if you have the appropriate potions in your backpack!

## 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 practicing - if you have the appropriate equipment in your inventory. Just put on the quiver and a bow. 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 press and hold the right trigger RT - 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-impaled adversary of yours will receive...

**Magic Attacks:** As in Archery, when you attack using Magic, a target icon will appear on screen when your enemies are in range. The target icon is automatically assigned to a specific opponent– and he or she is the one who's going to 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!). The spells are selected the same way as other skills and items – in the HotKey Circle – and activated with your left trigger LT.

## PASSIVE COMBAT

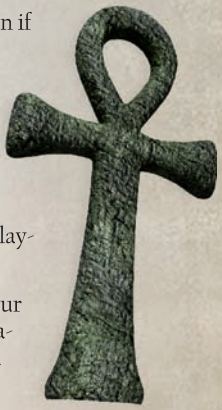
Did you know that you can win fights even before a blow is struck? No? Well, if you place your traps cleverly, your opponents will never know what hit 'em! ... and if you don't cripple them totally, they'll still receive a heck of a lot of damage points! Set up your trap in the HotKey Circle - your hero will then lay the trap right where he's standing. Activation takes place automatically when your enemy steps on or near it.

## 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 in the HotKey Circle, the "Death strike" will become available.

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 can do a lot more damage to a skeleton with a bludgeoning weapon than you can with a sharp metal blade which will just slip off Mr. Horrible's smooth bone surfaces.

## REBIRTH



In "**Two Worlds**", you are automatically reborn if you get killed during combat. However, 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.

TIP

**Regenerate your mana...** If you're down to your socks as far as mana goes, a visit to a Regeneration shrine (mana source) 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 your mana will be regenerated. If you visit a Maliel Shrine your vitality will be regenerated.

## 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 = spirit damage
- Necromancy = poison damage

**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 – yes, you've guessed it - 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.

## ALCHEMY

Thanks to the Alchemy System in "**Two Worlds**", you can now let your talent for experiments run free and wild! On the right of the Inventory Window, 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 press A to move your desired ingredients to the five small circles above the cooking pot, select the pot and press A again to commence the brewing.

You can use all five ingredients, 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. It's easy to just throw things into a pot - but that won't get effective results. To get good results in alchemy you'll have to invest skill points into the Alchemy skill!

Of course, you can't just take any item out of your inventory and throw it in the pot. All the plants you find, including herbs and mushrooms, are suitable for "**Two Worlds**" alchemy - and you can use ready-to-drink potions, parts of killed animals and monsters and minerals. All these 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- one effect would work against the other.

When your brew's ready, a new tool-tip will open up in which you can see the effect of the new alchemy product 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 select Save Changes (press A). If the new creation doesn't match up to your expectations, just close the Alchemy Window - but remember - you'll lose those 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 select the name of the potion in your cookbook and press A - a list of ingredients for that potion will appear. You currently possess 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'll 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 recipes must be moved

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 potency - 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.

## SPECIAL MOVEMENTS

You can explore Antaloor from the backs of various animals - 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 face the music for that dastardly deed...

In principle, controlling a mount is just like walking, but with one main difference: your 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 choose 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 slow down or stop. If you command it to move forwards 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.

## 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 - if it's dark and tendrils of damp fog are twisting subtly through the night air, you've a much better chance of reaching your unsuspecting opponent than if you're doing your slithering act at 12 noon with a bright blue sky overhead! Sneaking's an enjoyable challenge (but there's a slight possibility that your victim wouldn't agree with that!).

# MULTIPLAYER

"**Two Worlds**" offers a multiplayer mode where you can compete with other players on special arenas. Just remember to make sure that you have a valid **Xbox LIVE** account, or this option will be unavailable to you.

When you select **Xbox LIVE** in the front-end menu, you'll see a character selection window. You can add new characters here for PvP or RPG play or delete them from the list. Use your left stick L to browse through the characters - when you decide on one, confirm your choice with the A button.

If you've decided to create a new character, you'll be taken to a Character Creation Window, where you can select the gender, race and profession and also customize the appearance of your character. Move up and down with the left stick L to select the feature you want to alter and then move left or right to adjust it to your preferences.

Probably the most important thing at this stage is deciding on your character's profession. The list shows you what you can expect from the various professions (this info is also displayed for you in the Character Window).

If you're happy with your choices, press A to create the character. You'll now be taken back to the Character Selection window. Note that the list on the left has been updated with the newly created character.

When you choose the character you want to play, you'll be taken to the next menu, where you can choose whether to join an existing game session or create your own one.

If you want to join a match created by another player, simply choose **Join Custom Match**, select the arena and match type you prefer to play on and wait until the system finds the open sessions that match your request. Now browse through the list of games that appears, select one and wait until the host decides that there are enough people to play, When all the players (including you) have been accepted, you'll be taken to the arena – and the fun can begin!

Alternatively, you can select **Join Quick Match** which will quickly take you to the host's lobby. However, whether you choose Custom or Quick Match, you'll still have to decide if the match will be ranked on **Xbox LIVE** leaderboard or will be played just for fun.

If you want to add the results of the match to the official leaderboards on **Xbox LIVE**, select the **Ranked Match** option, otherwise select **Player Match** option.

If, however, you decide to start your own game session, choose **Create a Match**. Now you can define which arena will be your battleground and what type of match it will be. Other players will join your game until you decide that there are enough people to play and start the match. Just press A to start.

Remember that if you only want to play with your friends, you should select **Private Session** option while customizing your session. Now you can invite the other players personally, but you can rest assured that only your friends will appear in that arena.

Whether you host your own game, or join a match created by someone else, your character and the other player's characters are ultimately going to land on the arena. Before the actual competition starts, you'll have to choose which team to join. Team selection is extremely easy – you'll see two gates in two different colors. 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.

Combat finishes when the conditions of the match are satisfied. The winning team gets the appropriate rewards and all the characters then return to the front-end menu.

## Xbox LIVE

Play anyone and everyone, anytime, anywhere on **Xbox LIVE**. Build your profile (your gamer card). Chat with your friends. Download content at **Xbox LIVE Marketplace**. Send and receive voice and video messages. Get connected and join the revolution.

### Connecting

Before you can use **Xbox LIVE**, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an **Xbox LIVE** member. For more information about connecting, and to determine whether **Xbox LIVE** is available in your region, go to **www.xbox.com/live**.

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.

Here are some important things to remember:

- Arenas are the battlegrounds on which you compete with other players.
- A match is a type of game. Every match type has its own unique rules. In "**Two Worlds**" you can choose from the following matches:

## TEAM DEATHMATCH

In this mode the team who first reaches the kill limit wins (kill limit = no. of players*5)

## TEAM ASSAULT

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

## TEAM 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, depending on the type of monster involved. The team with the most points wins.

## TEAM HORSE RACING

Every participant starts with a horse. The objective is to cross the finish line first.

## HORSE STEALING

There are lots of free horses on the arena. Both teams have their corrals, which must be filled with the set number of horses. You can catch free horses and bring them to your corral or steal horses from opponent's corral. The team that gathers the required number of horses wins.

# CREDITS

## TWO WORLDS

Developed by Reality Pump Studios, Krakow, Poland, Produced by ZUXXEZ AG, Karlsruhe, Germany Co-Produced by Top-Ware Interactive Inc., Las Vegas, NV, United States of America

**PROJECT LEADER & LEAD GAME DESIGNER**
Miroslaw Dymek

**EXECUTIVE PRODUCER**
Alexandra Constandache

**SHADOW PRODUCER**
Dirk P. Hassinger

**LEAD PROGRAMMER**
Jacek Sikora

**LEAD 3D ENGINE PROGRAMMER**
Mariusz Szaflik

**LEAD PHYSIC ENGINE PROGRAMMER**
Daniel Betke

**SCRIPT PROGAMMER**
Piotr Brendel

**GAME PROGRAMMERS**
Konrad Kozikowski
Paweł Markowski

**TOOLS PROGRAMMER**
Konrad Kwiatkowski

**LEAD QUEST DESIGNER**
Ziemowit Poniewierski

**QUEST DESIGN**
Jörg Schindler
Patricia Bellantuono
Lidia Dutkiewicz
Alexandra Constandache
Dirk P. Hassinger

**LEVEL AND ENVIRONMENTAL STRUCTURAL DESIGN**
Adam Salawa
Tadeuz Zuber

**CONCEPT ARTIST**
Grzegorz Siemczuk

**CHARACTER-ANIMATION**
Slawomir Jedrzejewski
Piotr Sulek

**3D GRAPHIC ARTISTS**
Wojciech Drazek
Szymon Erdmanski
Lukasz Lakomski
Pawel Szczepanek
Krzysztof Kozłowski
Fabian Kubicki
Michał Orkisz
ViolettaWisniewska
GrzegorzWiśniewski
Piotr Gemza
Michal Drobot

**FX GRAPHIC ARTIST**
Rafal Januszkiewicz

**SOUND FX**
Adam Szafrański

**IMPLEMENTATION MANAGEMENT**
Daniel Duplaga

**DIRECTOR LOCALIZATION**
Patricia Bellantuono

**MANUAL TEXT**
**- GERMAN -**
Jörg Schindler
Patricia Bellantuono
Janusz C. Riese

**- ENGLISH -**
Ron Shankland
Ziemowit Poniewierski

**- FRENCH -**
Jacques Kerdraon

**- ITALIAN -**
Marco Macciò
Raffaella Brignardello
Francesca Pezzoli
Mirella Soffio
Alain Dellepiane

**MANUAL TYPESET-TING & LAYOUT**
AC Enterprises
A. Adrian Alonso
Helga Engel
Jörg Schindler
Roman Eich

**COVER GIRL ARTIST**
José del Nido

**DIRECTOR OF QA**
Tadeusz Zuber

**BETA TEST SUPERVISORS**

Trzaska Tymoteusz
Janeczek Krzysztof

**TECHNICAL QA**

Ion Constandache

**SYSTEM ADMINISTRATOR**

Miroslaw Burzynski

**WEBMASTER**

Roman Eich

**WEB DESIGNER**

Piotr Strycharski

**BETA TESTERS**

Roman Eich
Jörg Schindler
Mirek Dymek
Jacek Sikora
Daniel Duplaga
Tadeusz Zuber
Mariusz Szaflik
Ziemowit Poniewiersk
"Hit"
"Macleod"
Chris Lankford
Katie Morgan
Heather Chandler
Chris Lax
Will Phillips
Rob Fleischer
John Kopp
Bill Linn
Jay Fitzloff
Audris Rumaldo
Tania Tran
Caroline Leone
CoreyWade
Nicolas Danière
David Costarigot
"autoexecw0rm"
"Caduceus"
"Likaf"
"Mak"
"Medivh"
Mariusz Czyz
Gary Mullins
"Vexism"
"winny"
Ottaviano DiBernardo
Helga Engel
Janusz Riese
MichaelWolf
Maik Dobbermann
Boris Jebsen
Lukas Macura
Marek Nepozitek
Martin Kovar
Michal Pullmann
Pavel Tuma
Filip Chlevistan
Marek Jaros
Jürgen Schlager
Henry Lai
Christian Streil
James Seaman

**MOTION CAPTURING AND ADDITIONAL CHARACTER-ANIMATION**

Circles and Lines GmbH, Munich, Germany.

Welt derWunder GmbH, Munich, Ger.

**TECHNICAL DIRECTOR**

Hansi Vollmer

**MOCAP STUNT COORDINATION**

Peter Orth
Mirek Dymek

**MARKETING & LAYOUT**

AC Enterprises
Karlsruhe, Germany

**ADD. CHARACTER AND OBJECTCREATION**

Cybersign Artificial Realities, Neugreifenberg, Ger.

---

## TWO WORLDS SOUNDTRACK

Harold Faltermeyer
Featuring Ambermoon
introducing Kyra
Featuring Andreas Slavik

**GUITARS**

Christian Bystron
Thomas Herrmann

**KEYBOARDS**

Harold Faltermeyer
Andreas Slavic
Armin Doerfler
Florian Faltermeyer

**SOLO CLARINET**

Ralf Forster

**TRUMPET, FLUEGEL-HORN**

Harold Faltermeyer

**DRUMS & PERCUSSION**

Mauritio Guolo

**ETHNIC PERCUSSION**

Enos Macacumba

**ELECTRIC BASS**

Martin Motnik

And Members of the Global Scores Orchestra, Los Angeles Conducted by Andreas Slavik

**ARRANGEMENTS**
Andreas Slavik
Harold Faltermeyer

**ORCHESTRAL INSTRUMENTATION**
Andreas Slavik

Recorded at Unique recording studios, Los Angeles. Red deer recording Studios, Germany

**SOUND ENGINEER**
Marc Schauberger

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harold-faltermeyer.com

---

## GERMAN LOCALIZATION

### ACTORS|SPRECHER HAUPTROLLEN:

**HELD**
DietmarWunder

**KYRA**
Martina Treger

**GANDOHAR**
Christian Rode

**REIST TUNGARD**
Hans-JürgenWolf

**EBRAT SKELDEN**
Kaspar Eichel

**SANO MOON**
Raimund Krone

### NEBENROLLEN:

Massoud Baygan
Bettina Blum
Ute Ehrenfels
Kaspar Eichel
Hans-Peter Gastiger
Susanne von Grumbkow
Uwe von Grumbkow
Hendrik Hoffmann
Peter Houska
Joachim Kaps
Martin Kautz
Michael Klein
Katrin Kamolz
Raimund Krone
Hans Rüdiger Kucich
Marion Kramper-Erb
Gerd Leienbach
Gila Leienbach
Markus Maier
Dirk Mühlbach
Peter Nassauer
Friedemann Nawroth
Gerhard Piske
Werner Rech
Thomas Rittershaus
Christian Rode
Wolfgang Rositzka
Marty Sander
Marina Tamassy
Tim Timmermann
Martina Treger
Ulrich Vogel
Hans-JürgenWolf
Helga KarolaWolf
DietmarWunder
KathrinWünschel

**REGIE|VOICE DIRECTION**
Patricia Bellantuono
Joachim Petri
Ronnie Shankland

**STUDIO**
REAL-Film,
Joachim Petri
Gommersheim,Germany

**TONTECHNIKER SOUND ENGINEERING**
Anika Godow
Ulf Böhmerle
Regina Hess
Joachim Petri

**SPRACHBEARBEITUNG / ADDITIONAL VOICE EDITING**
Felix von Hazebrouck
Denis Hessberger
Matthias Hesselbacher
Andrea Petri
Joachim Petri
Patrick Schowalter

---

## ENGLISH LOCALIZATION

### MAIN ACTING ROLES:

**HERO**
Jonathan Failla

**KYRA**
Marty Sander

**GANDOHAR**
David M.Williamson

**REIST TUNGARD**
Eric Hansen

**EBRAT SKELDEN**
Reiner Schöne

**SANO MOON**
Peter Gilbert Cotton

**ACTOR'S LIST:**
Jeramie Brown
David Burmedi
Dale Coldwells
Neil Coldwells
Peter Gilbert Cotton
Spence Demarrio
Jonathan Failla
Jane E. Gargett
Erik Hansen
Terry Hofmann
John Irving
Jeffrey Jowett
Adam Lawrence
Shaun Lawton
Ron Paoletti
Amanda Perzel
Terry Phillips
Sylvia Rausch
Thomas Rees
Richard Roberts
Joe Rochel
Kenneth Rouse
Marty Sander
Reiner Schöne
Ronnie Shankland
Jesse Sharps
Natasha Smith-Cady
Edward St.James
David M.Williamson
DaneWinters

**REGIE|VOICE DIRECTION ENGLISH**
Patricia Bellantuono
Joachim Petri
Ronnie Shankland
DaneWinters

**LOCALIZATION**
KevRon Translations
Ronnie Shankland

**STUDIO**
REAL-Film,
Joachim Petri
Gommersheim,Germany

**TONTECHNIKER SOUND ENGINEERING**
Ulf Böhmerle
Anika Godow
Regina Hess
Joachim Petri

**SPRACHBEARBEITUNG ADDITIONAL VOICE EDITING**
Matthias Hesselbacher
Christopher Mills
Andrea Petri

---

## FRENCH LOCALIZATION

**FRENCH VOICES / VOIX FRANCAISES RÔLES PRINCIPAUX:**

**HÉROS**
Robert Guilmard

**KYRA**
Marie-Dominique Pollet

**GANDOHAR**
Philippe Capelle

**REIST TUNGARD**
Bernard de Brenque

**EBRAT SKELDEN**
Alain Nempont

**SANO MOON**
Jonathan Heckel

**AUTRES ACTEURS:**
Marion Billy
Eric Bleuze
Jean-Michel Branquart
Denis Cacheux
Charles Compagnie
Pierre Delye
Benoît Dendievel
Antoine Fruscio
Francisco Garcia
François Goddart
Jacques Herlin
Pierre-Yves Kiebe
Frédéric Lampire
Eric Leblanc
René Pillot
EmmanuelRausenberger
François-XavierReinquin
Anne-Gaelle Ponche
Bruno Tuchszer
Jeremy Zylberberg

**FRENCH LOCALIZATION / LOCALISATION FRANÇAISE**
Jacques Kerdraon

**FRENCH VO DIRECTION / DIRECTION DES VOIX**
Jacques Kerdraon
Anne-Lucie Domange

**STUDIO**
NAO S.A.
Villeneuve d'Ascq

**INGÉNIEUR DU SON**
Frédéric Duhamel

---

## ITALIAN LOCALIZATION

**LOCALIZATION MANAGER**
Marco Macciò

**TRANSLATORS / TRADUTTORI**
Raffaella Brignardello

Alain Dellepiane
Francesca Pezzoli
Mirella Soffio

## Spanish Localization

DL Multimedia

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Carmen Constandache, Kerstin & Martin Bärtel-Dürr, Ulf Böhmerle, Anika Godow, Daisy von der Silberzeile, James T. Seaman III, Jay

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**ZUXXEZ Entertainment AG**
Support
Rittnert Str. 36
76227 Karlsruhe, Germany
eMail: support@zuxxez.com
http://www.zuxxez.com or http://www.2-worlds.com

**Support-Hotline**:

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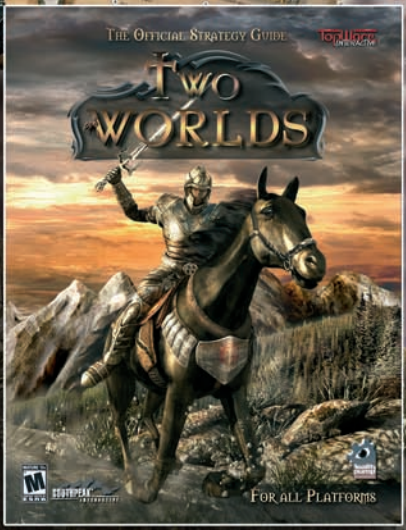


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