XBOX 360

XBOX LIVE

NTSC

ARCANIA
Gothic 4

TEEN
T
CONTENT RATED BY ESRB

DREAMCATCHER

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.**www.xbox.com/support.**

IMPORTANT HEALTH WARNING: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

Product Warranty

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order to cover postage and handling fees.

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- Brief note describing the problem

Mail to:

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Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: http://www.nordicgames.at/index.php/contact

Skype number: +1 206 395 3545

Xbox LIVE

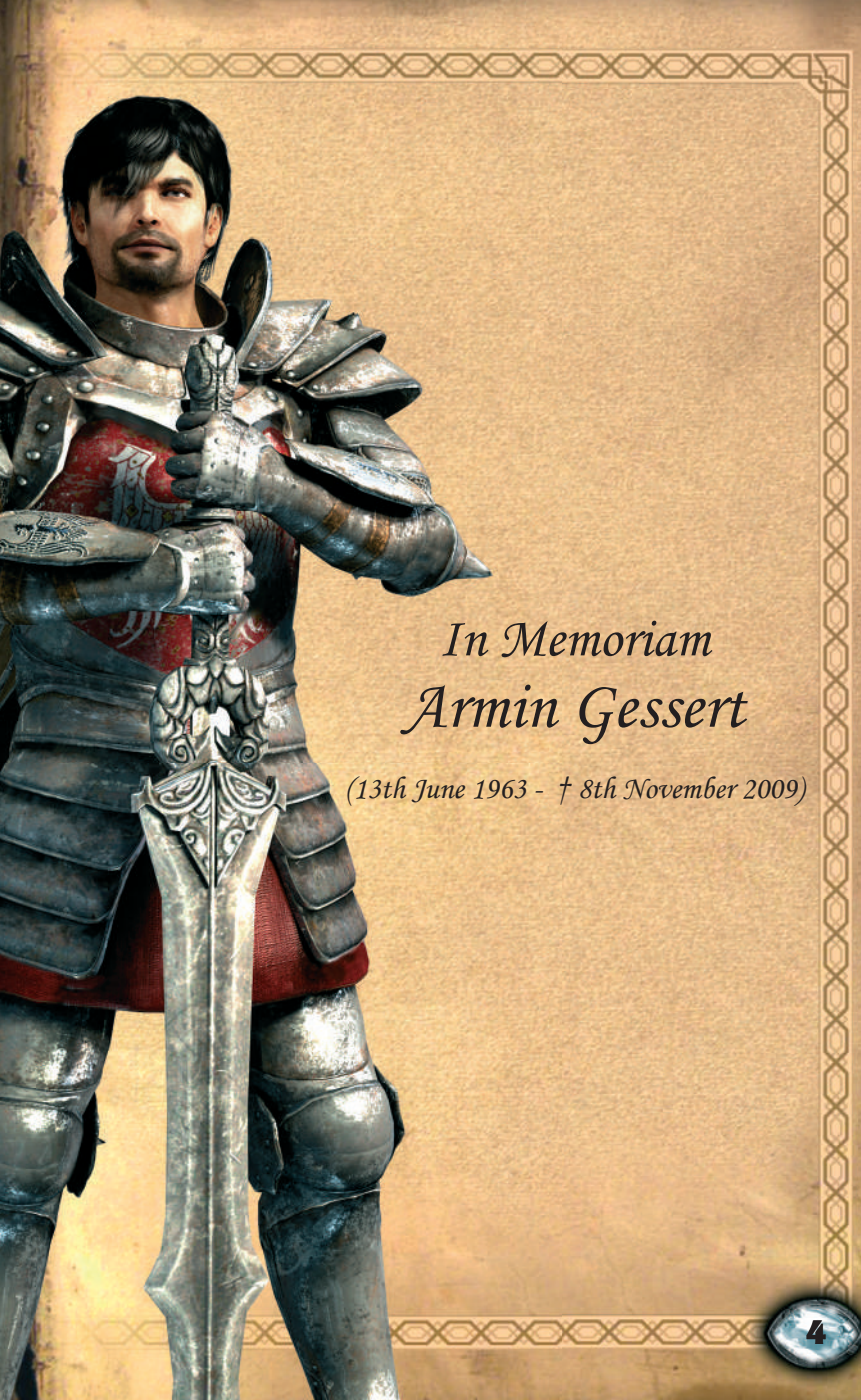
Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

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/countries**.

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. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.



In Memoriam

Armin Gessert

(13th June 1963 - † 8th November 2009)

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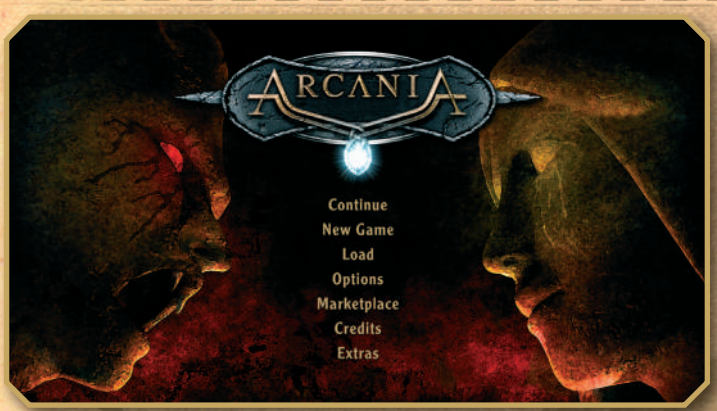
Introduction

Since Rhobar III, the king of Myrtana, and his men landed on Argaan, war has covered the Southern Islands like an oil-soaked cloth. Even Feshyr, a placid island far out in the Southern Sea has felt its fiery touch - when the hero of our story returned after adventures in the hinterlands of the island, his village was in flames. The strangers who attacked Feshyr under the flag of the Myrtanian king sailed away in plain sight of his hate-filled eyes...

The hero leaves his destroyed homeland with vengeance on his mind, but soon realises there is much more behind the attack on Feshyr than just the whims of a despotic king… An evil power lurks at the threshold to the world, a power that not only threatens the Southern Islands, but all mankind.



Main Menu

Continue Game
Continues the game from the point where you last saved. Starts a new game.

New Game
Loads a savegame of your choice and lets you continue playing from there.

Settings
Opens the Options menu, where you can make changes to gameplay, graphics, audio and navigation settings. For further information see page 24.

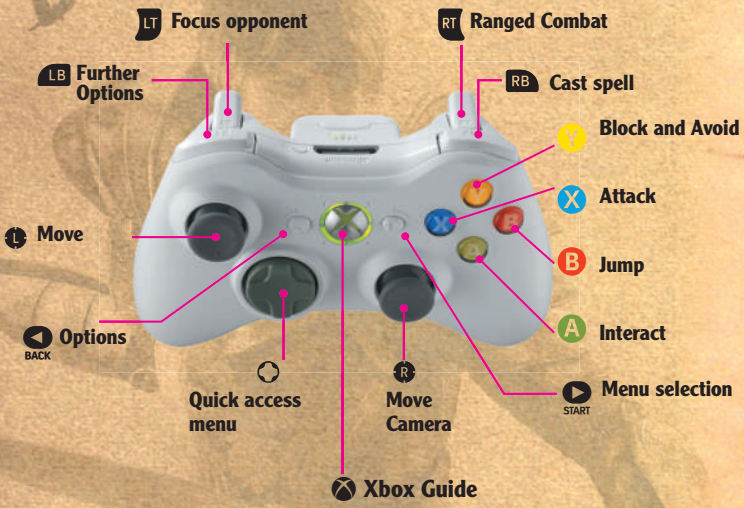
Marketplace
Opens up the Xbox LIVE Marketplace, where you can buy different ArcaniA items.

Credits
Take a closer look at who took part in the development of ArcaniA.

Extras
Artwork and design sketches for ArcaniA.

Game Controls

Xbox 360 Controller



A	Interact
A (hold)	Unequip weapon
B	Jump
X	Attack
Y	Block and Avoid
LB (Left bumper)	Toggle further options
RB (Right bumper)	Cast spell
LT (Left trigger)	Focus opponent
RT (Right trigger)	Ranged Combat
BACK	Options menu
START	Menu selection
L Left stick	Move
Directional pad	Quick access menu
R Right stick	Move camera

Game Interface

Feedback-Bar (1)
On the left, you'll get feedback on certain events, such as quest updates and level-up announcements.

Interaction Tooltip (2)
The interaction tooltip appears at the bottom of the screen whenever you look at an object or character.

Health/Mana/Stamina (3)
Health, Mana and Stamina are shown in the lower centre of the screen. Mana (blue) is use when casting spells, and Stamina (gold) when using skills, and these refill over time. Your Health (red) shows your health.

Experience (4)
Your experience points appear beneath your Mana, Stamina and Health. When the yellow bar is completely full, you'll gain one level. The numeric values show how many points you have, and how many you need to level again.

Weapons/Magic (5)
In the bottom-right corner of the screen are the weapons and spells you currently have equipped 3 4 5 2 1.

Quickslotbar (6)
In the bottom-left corner of the screen are the spells and items you can quickly select with the directional pad. Hold the left bumper to select up to four more items.

Level-up (7) and Crafting Order (8) Reminders
These appear to remind you if you still have skill points left to assign, or if you could still craft more items.

Crosshair (9)
When you draw a weapon or prepare to cast a spell, a crosshair will appear in the middle of the screen. Some attacks are charged, and their progress appears right underneath the crosshair.

Mini-Map (10)
In the top right corner is an overview of your immediate surroundings and the points of the compass. Important characters and items can also be set to appear here. The arrows at the edge of the mini-map show which way your next quest objective is for you priority quest.

Game Menu

Continue Game
Exit the Game Menu and return to the current game.

Save Game
Save the current game in a new slot or overwrite an older savegame.

Load Game
Loads a savegame of your choice and lets you continue playing from there.

Options
Opens the Options menu, where you can make changes to gameplay, graphics, audio and navigation settings. For further information see page 24.

Back to Main Menu
Ends your current game and takes you back to the main menu.

Questbook

Your questbook lists all your current tasks. When you have several quests, it can be helpful to prioritise one. Select a quest with the left stick and press X. Objectives for this task are then highlighted in red on the map and the mini-map, and the arrows at the edge of the mini-map show which direction they lie in. You can also re-read successfully finished quests in your questbook. Press RT once to get to the already completed quests. To get to the bestiary, press RT a second time. Whenever you defeat a specimen from a new species, an entry about it will be added to the bestiary.

Inventory

Equipment your character is currently wearing is displayed on the left side of the screen. Items carried in your inventory appear on the right side of the screen and are divided into six different categories. Use RT and LT to toggle between them and move the right stick up or down to switch between them. Select your melee or ranged combat weapons and equipment items by pressing A . Pressing A will eat food or learn a recipe.

Press the directional pad to assign a highlighted item to the quick access menu. Note that not all items can be assigned to it.

Your hero's attributes appear in the middle of the screen (see Attributes of the Hero).

Skill Menu

Skill Points

Skill points are awarded with level-ups and are used to acquire new skills.

Acquiring Skills

Toggle through the different skills with the left stick. Invest your points in a selected skill with Y then press A to confirm your choice or X to spend the points on something different. New skills are activated as soon as you confirm your selection, so choose wisely!

Skill Descriptions

Descriptions of each skill appear on the left of the screen.

Active and Passive Skills

Active and unique passive skills and spells are marked with a larger, shield-like icon. As explained in their tooltips, spells can either be triggered manually or assigned to the quick access menu with the directional pad ✥. Some skills permanently enhance the functionality of other skills. Passive skills appear in smaller fields and improve your basic attributes. Investing in passive skills allows you to access higher active or unique passive skills.

Map

Moving the Map

Use the right stick to move around the main map.

Zooming in or out of the Map

Zoom in and out with RT and LT.

Toggle between World Map and Underground Map

Toggle between the outside world and the underground realms with Y.

Known Goals / Places

Goals or places you have already visited are marked with clear, bright outlines, whereas unexplored areas are dark and blurry...

Teleportation Stones

Teleportation stones are marked on the map with concentric circles.

Travelling on Argaan

Rich or poor, Argaans usually walk. But there are a few ancient stone circles on the island, allowing certain chosen people to instantly travel from one circle to the other.

Attributes of the Hero

Your Inventory screen also displays the level, fortune (Gold), Health, Mana, and Stamina points, as well as their regeneration rates, fighting power values, armour, experience and fighting damage of your hero.

Health, Mana and Stamina points are shown as Current/Maximum values, with regeneration rates as points per 30 seconds.

The value in brackets next to the armour value shows how much damage from an equally strong opponent is mitigated by the armour. Note that armour does not protect against magic damage.

As with the xp bar on the main screen, your experience points are shown as Current/To Next Level values (see Level-up on page 19).

The first value of fighting damage shows the average damage of your melee or ranged attacks; the second one shows the damage of a charged attack. Fighting damage depends on your fighting power as well as your armour and skills. Keep in mind though that these damage values can change, as they are also subject to factors like your opponent's armour etc.

Level-up

Whenever you gain enough experience points, your hero will gain one level. His basic attribute values will then automatically rise, and you will also receive additional skill points to further improve your hero (see the Skill Menu section for instructions on how to do so). As long as there are skill points left to spend, you will see a reminder icon at the bottom of the screen.

Fighting

To attack an enemy with your active melee combat weapon, face your enemy and press X.

Melee weapons can be single- or two-handed weapons. Single-handed weapons allow for faster attacks while heavier, slower two-handed weapons do considerably more damage.

Press Y to block enemy attacks. You don't always need a shield as you can also block attacks with your weapon or your magic. Keep in mind though that some attacks are capable of penetrating your blocks.

If you have a ranged combat weapon active, press RT to shoot with it. Remember that bows must first be drawn by holding RT. Releasing RT then looses off the arrow. Crossbows are always ready to fire with RT, as they don't need to be drawn first.

To execute a magic attack, you need an active spell (see Skill Menu). Once ready, cast the spell with RB.

Armour reduces physical damage, but not damage caused by magic. Check your hero's attributes to see how damage your armour can mitigate.

During a battle you can heal your hero with food and healing potions, if the situation is about to become critical. Outside of battle there are also highly effective bandages at your disposal.

Documents

In the ‚Documents‘ section you will find three different kinds of items: Recipes, scrolls and runes.

Scrolls can only be used once, and then they disappear.

Runes can be used any number of times. However, after being used they need time to recharge.

Recipes must first be learned, before they become available in the crafting menu. Press A whilst in your inventory to learn a recipe or activate a rune.

To use runes and scrolls outside of the inventory, they must first be assigned to the quick access menu. For more details, see Game Interface on page 9.

Consumables

Apart from food you can also find potions and bandages in this category, i.e. anything that can be consumed. Most of these items have a healing effect. Powerful magic potions can also have different effects. Whether they are positive or negative will always be shown in the tooltip.

Bandages cannot be used during battle, but on the other hand, they are much cheaper than healing potions.

Crafting

From the crafting menu you can create many items yourself. Available categories include "Equipment" (weapons, shields etc), "Alchemy" and "Consumables" (food and potions). Switch between categories with RT and LT.

To create an item you first need the instructions, or recipe. You can either find these in the world or buy them from traders. If you buy a recipe you also need to learn it: To do that, select it in your inventory and press A.

After learning a recipe it will appear in the list of craftable items under the appropriate category. Use the right stick to browse your recipes and read their details. These will list the resources you need to actually craft the item.

Once you have all the resources necessary, select the item from the list and press A. If you have enough resources, they will disappear from your inventory and the finished article will appear. The number in the square brackets next to each recipe shows how many of that item you can create with your current resources.

Dialogue Menu

Dialogue Options

To talk to people, face them and press A. Sometimes they'll address you first, and the conversation then starts automatically.

During a conversation you might have a choice every now and then. Use the right stick R to toggle between them, then press A to carry on with that choice.

You can turn subtitles on and off for your conversations from the Options menu.

Additional Topics

Some of the people you meet on your adventures know interesting things not directly relevant to your quests.Try talking to people more than once to see if they have anything else to say.

Trading

Buy/ Sell

Some characters on Argaan are traders. Press X instead of A to begin trading with them. Move the selection marker to the object of your choice to buy or sell an item and press A.

Toggle between different item categories with LT and RT.

Rebuy

The last item category contains all the items you just sold to him. You can rebuy them without a loss, but as soon as you quit the trading menu they become unavailable.

Lockpicking

Some chests on Argaan are locked, but can be opened with lockpicks, purchasable on your adventures. To open a lock, you have to stop the rotating cylinders at the right moment by pressing A. Pressing at the wrong moment won't break the lockpick, but you will have to start all over again...

Options and Settings

In the Options menu, toggle between submenus with LT and RT. Choose from:

Video
To adjust graphics settings.

Audio
To adjust different sound volumes and switch subtitles on or off.

Controls
To adjust the controller and camera navigation.

Gameplay
To adjust the following options:

- Difficulty level
- Hint display
- Storage target
- Storage medium.

A Story from the Cleaved Maiden

If only they'd be strangled, the lot of 'em!

Mead jars in hand, Murdra forced her way through the rough laughter. Standing in my way with bare hands whilst I'm running around! She heaved the jars over Elgan's head and then banged them on the table so hard the mead inside sloshed out onto the dark oak wood. Elgan leaned back in his chair, drew deeply on his pipe and grinned at Murdra through rotten teeth. 'You're in a bad mood, eh Murdra?' he said, pipe smoke streaming out of his mouth and nose.

'There'll be no more mead for you, soon enough,' she hissed. 'Then you can go smoke your pipe outside in the rain.' She spat on the straw covering the taproom's planks and stomped back towards her kitchen. Elgan shouted something after her, but his voice was muffled by the tavern noise. The laughter climbed Murdra's back again. 'They should be kicked out, the whole lot!,' she grumbled to herself. That was when she felt the hand on her skirt…

Now really, this is too much! Eyes flashing, Murdra spun round. Feren, the young trader from Stewark who used to visit the Cleaved Maiden every few weeks, stood smiling at her. 'Sit down, Murdra!,' he said, pointing at the empty chair at his table.

'My foot!,' she scowled, turning to go. But Feren's hand clasped her naked forearm. He had a tender hand with slim fingers and clean nails without soil sticking underneath. Murdra felt the fine hair on her forearm rise.

'Come now, Murdra,' Feren said, gently gripping her arm.

He sure is a handsome fellow, she thought, gazing at his hand. And he had rings too!

'Just for a minute then,' she said, settling down next to Feren at the table.

'My uncle is back on the island,' Feren said, his fingers stroking the back of her hand. In the candlelight his golden rings shone seductively. 'He came with the ship from Vengard.'

'I see,' Murdra murmured, imagining what his rings would look like on her own fingers.

'The Orcs are defeated,' Feren continued, 'And he's brought back a lot of stories about a nameless hero and Xardas, the mage.'

'Wardas,' Murdra said, her reverie broken. Feren stopped and frowned uncomprehendingly. 'The mage is called Wardas,' she said, wrinkling her nose. 'Everybody knows that!'

‘My uncle said that …’

Murdra shook her head. Handsome but stupid, she decided and withdrew her hand. The rings wouldn’t make up for that! Believes everything his uncle says and doesn’t even know the mage’s name!

‘Well, my uncle says that Xardas – ’

‘I haven’t got time for this,’ she said simply, rising from her chair. ‘Your uncle doesn’t know the mage’s name, his stories are just that – stories.’

Feren started to reply, but Murdra had turned her back on him and now stood surveying the taproom. From several corners there came shouts for more mead. ‘I’m coming,’ she shouted back. ‘Be right there!’ Then she stomped back into the kitchen.

Belgor stood at the chopping board, a meat-cleaver in his callous hand. He glanced up at Murdra and gave her a fierce look. He doesn’t have any rings, that’s for sure, she thought grumpily.

‘What?,’ she said defiantly, meeting his eyes directly.

‘Have you been loitering with those fancy men again?,’ Belgor asked gruffly.

Murdra rolled the spittle in her mouth around, but resisted the urge to fire it out. I shouldn’t have married him, she thought. What good is a tavern keeper if her husband doesn’t have rings?

Belgor was waiting for his answer, and she could feel his angry jealousy simmering. But there was also a faint glimmer of hope in his eyes, hope that he was wrong this time.

‘None of your business!’ Murdra snarled and spat at the oven. The hope in Belgor’s eyes vanished and his face hardened. The meat cleaver came down heavily on the pork back on the chopping board, and he turned and went out the back door, his pipe in hand.

Out in the taproom the calls for mead grew louder. ‘Smoking, that’s all he’s good for,’ she thought bitterly. ‘And all the work is left for me! Well Beliar take him!,’ she thought angrily, gathering up another round of full mead jars from the table. She stomped back into the taproom. ‘Who’s next!’ she shouted, sloshing more mead around.

Read more stories from the Cleaved Maiden at:

http://www worldofgothic de/gothic4/kurzgeschichten.htm

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Senior Artist
Irina Levanova

Artists
Alexey Zayets
Yulia Solovyova
Natalia Balabukha
Anna Shystka
Lidia Golubeva
Valentin Gricenko

ELIGAME Studio

Producers
Sergei Morozov
Khoa Van Nguyen

Art Director
Dmitry Ivanov

Lead Artist
Fedor Kletskov

Artists
Pavel Grigorev
Karyna Trychyk
Ilya Koptsik
Sergey Malov
Evgeniy Yakovlev
Andrei Bazylchik
Vladimir Yashchenko
Victor Akimov
Andrey Kozik
Eugene Filipkov
Melnikov Oleg
Nguyen Nguyen
Tuan Tran
Hien Tran

Luedke Productions

Supervisor, 3D/Texture Artist
Robert Luedke

3D/Texture Artists
Henning Kleist
Christian Henkel

Try2 Games

CEO
Pavel Elyashevich

Business Development Manager
Denis Kholodov

Production Director/ Art Lead
Yaroslav Anufriev

Artists
Nadezhda Napolova
Maxim Kazakov
Olga Mukina
Yury Ekimov
Andrew Lyapichev

Animators/Riggers
Oleg Shedrov
Alexandr Ivanov

Quantic Lab

CEO
Stefan Seicarescu

Project Manager
Marius Popa

Lead Testers
Alin ‚Spectator' Hiriscau
Sevastian Secasiu
Vladimir Danila

Testers
Alieta Pojar
Attila Balasz
Aura Segorean
Bogdan Hiriscau
Cosmin Gramada
Gizella Bajkó
Istvan Bachner
Marius Alexandru Boc
Mihaela Nemes
Mihai Chiuzan
Mihai Cimpean
Norbert Kilin
Raymond Dobai
Roland Kiss
Tiberius Halmaciu
Vasile Pop
Zoltan Vincze-Jancsi

Onsite Testers
Vladimir Danila
Tiberius Halmaciu
Bogdan Hiriscau
Attila Balasz
Mihai Chiuzan
Marius Alexandru Boc
Aura Segorean
Alieta Pojar
Norbert Kilin
Sevastian Secasiu
Alin Hiriscau
Raymond Dobai
Gizella Bajkó
Roland Kiss

Mosaik Studios

CEO
Robert Castaneda

Senior Producer
Ivan Glaze

CTO
David Vodhanel

Dynamedion

Composers
Tilman Sillescu
Alexander Röder
Markus Schmidt
Alex Pfeffer

Orchestrations
David Christiansen
Robin Hoffmann

Orchestra
Staatskapelle Halle
Brandenburgisches
Staatsorchester

Choir
Genuin Philharmonic Choir

Conductor
Bernd Ruf

Orchestra recorded, edited and mixed by
Genuin Musikproduktion
Leipzig, Germany

Recording Engineers
Holger Busse
Christopher Tarnow

Music Supervisor
Tilman Sillescu

Sound Design
Axel Rohrbach
Sebastian Pohle
David Philipp

Sound Design Supervisor
Axel Rohrbach

M&S Music

German Voice Direction
Hans-Jörg Knabel
Benjamin Hessler

German Toning
Benjamin Hessler

German Post Production
Folker Seipelt
Julia Riedner

German Main Cast
Gerrit Schmidt-Foss (Hero)
Christian Wewerka (Rhobar III)
Sabina Godec (Xesha)
Sabine Fischer (Zyra)
Uwe Koschel (Diego)
Dieter Gring (Milten)
Helge Heynold (Gorn)
Peter Heusch (Lester)
Bodo Henkel (Xardas)
Wolff von Lindenau (Hagen)
Dorothea Reinhold (Murdra)

German Supporting Cast
Achim Barrenstein
Andrea Dewell
Andrea Wolf
Andreas Birkner
Bert Stevens
Christian Ohmann
Gerhard Mohr
Gero Wachholz
Gilles Karolyi
Gisa Bergmann
Hanns Krumpholz
Heiko Grauel
Helmut Pottoff
Jan Schuba
Jo van Nelson
Jochen Nötzelmann
Kathrin Lachsberg
Klaus Bauer
Mario Hassert
Marios Morenos
Michael Che Koch
Michael Deckner
Michael Krüger
Nora Jokhosha

Oliver Krietsch
Oliver Wronka
Peter Dischkow
Peter Wenke
Renier Baaken
Richard van Weyden
Rolf Birkholz
Sabine König
Sascha Nathan
Sonngard Dressler
Stefan Müller-Ruppert
Stephanie Otten
Sven Dahlem
Thomas Friebe

English Localisation

Translation
Team57

US Cast
AJ Lodge
Bob Klein
Chris Smith
David Lodge
Grant George
JB Blanc
Jessica Gee George
Joe Cappelletti
Kat Primaeu
Kirk Thorton
Laura Bailey
Liam Obrien
Zach Merchant
Michael Sorich
Michelle Ruff
Nick Stellate
Pat Duke
Pat Fraley
Darren Daniels
Philece Sampler
Richard Epcar
Sandy Delonga
Stephanie Sheh
Steve Kramer
Tara Platt
Tara Shayne
Tarek Badr
Todd Resnick
Travis Willingham
Wendy Lee
Yuri Lowenthal

Italian Localisation

Localisation
Synthesis International

Localisation Manager
Luca Artoni

Project Manager
Edoardo Fusco

Translator
Manuela Ceccoli

Audio Manager
Ambra Ravaglia

Voice Directing
Alfonsina Mossello

QA Lead
Irene Panzeri

Italian Cast
Stefano Albertini
Marco Balbi
Diego Baldoin
Marco Benedetti
Simona Biasetti
Andrea Bolognini
Greta Bortolotti
Gabriele Calindri
Oliviero Cappellini
Claudio Colombo
Oliviero Corbetta
Jenny De Cesarei
Lorella De Luca
Massimo Di Benedetto
Andrea Failla
Raffaele Fallica
Silvana Fantini
Gianni Gaude
Alessandro Lussiana
Gabriele Marchingiglio
Cinzia Massironi
Francesco Mei
Alberto Olivero
Marco Pagani
Antonio Paiola
Silvio Pandolfi
Giuseppe Pirovano
Alex Poli
Gianni Quillico
Claudio Ridolfo
Walter Rivetti
Caterina Rochira
Luigi Rosa
Diego Sabre
Luca Sandri
Paolo Sesana
Aldo Stella
Alessandro Testa
Matteo Zanotti
Alessandro Zurla

Spanish Localisation

Localisation
Synthesis Iberia

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Salvador Tintoré
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Sergio Lopezosa

Voice Directing
Isabel Martínez

QA Lead
Raúl López

Spanish Cast
Antonio Abenójar
Ángel Amorós
Rafael Azcárraga
Luis Bajo
Leopoldo Ballesteros
Gema Carballedo
Jon Ciriano
Roberto Cuadrado
José Escobosa
Inma Gallego
Héctor Garay
David García
Sergio Goicoechea
Ana Jiménez
Fran Jiménez
Arturo López
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Gemma Martín
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Carlos Salamanca
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Salvador Serrano
Jorge Teixeira
María Jesús Varona
Rosa Vivas
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French Localisation

Translation
David Rocher

French Recs
Around The Word

Recording
Dune Sound - Sébastien ‚30'
Magnoux
Post Pro
304000 Medienkreationen
French Cast
Antoine Nouel
Barbara Beretta
Benoit Du Pac
Cédric Dumond
Christian Pelissier
Cyrille Artaux
Cyrille Monge
Daniel Lobe
Emmanuel Garijo
Eric Aubrahn
Eric Peter
Fabien Briche
Georges Caudron
Gérard Dessalles
Gilbert Levy
Hélène Bizot
Juliette Degenne
Laura Prejean
Laure Sabardin
Mael Davan-soulas
Marc Alfos
Marc Bretonniere
Martial Le Minoux
Nathalie Bienaime
Nathalie Homs
Olivier Jancovic
Patrice Baudrier
Patrick Borg
Paul Borne
Philippe Catoire
Philippe Roullier
Serge Thiriet
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Thierry Kazazian
Vanina Pradier
Xavier Fagnon
Xavier Lemaire
Yann Le Madic

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Nordic Games GmbH

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Producer
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Dave Lynch

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Gennaro Giani

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Age Rating Coordinator
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