

# ARCANIA

Gothic4



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# Manual



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Homepage "Arcania – Gothic 4": [www.arcania-game.com](http://www.arcania-game.com)

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Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown pre-dispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

## Support

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*In Memoriam*  
*Armin Gessert*

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



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## System Requirements

### Minimum:

- \* Windows XP/Vista/7
- \* Intel Core 2 Duo @ 2.8 GHz / AMD Athlon II x2 @ 2.8 GHz
- \* 2 GB RAM
- \* GeForce 8800 GTX, GeForce 8800 GT, GeForce 9600
- \* 9 GB HDD Space

### Recommended:

- \* Windows XP/Vista/7
- \* Intel Quad Core / AMD Phenom X4
- \* 4 GB RAM
- \* GeForce GTX 250, GeForce GTX 260, GeForce GTX 280
- \* 9 GB HDD Space

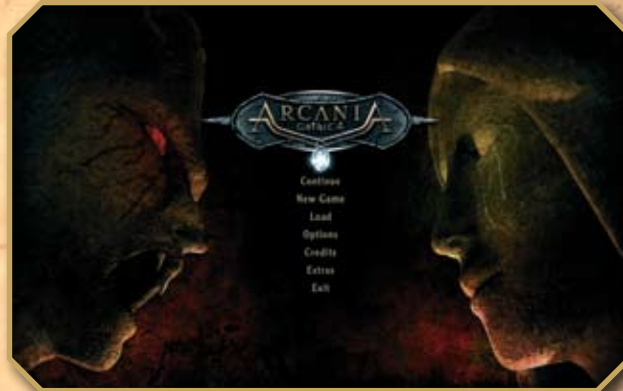




## Gothic Story Introduction

Since Rhobar III, the king of Myrtana, and his men landed on Argaaan, 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.

### New Game

Starts a new game.

### Load 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 22.

### Marketplace

Opens up the Marketplace, where you can buy different ArcaniA – Gothic 4 items.

### Credits

Take a closer look at who took part in the development of ArcaniA – Gothic 4.

### Extras

Artwork and design sketches for ArcaniA – Gothic 4.



## Default Game Controls

<b>E</b> .....	Interact
<b>F</b> .....	Unequip Weapon
<b>Space Bar</b> .....	Jump
<b>Left Mouse Button</b> .....	Attack
<b>Right Mouse Button</b> .....	Block and Dodge
<b>W, A, S, D</b> .....	Move
<b>1-0</b> .....	Quick Launch Bar
<b>Mouse</b> .....	Move Camera
<b>Z</b> .....	Aim with Bow
<b>Ctrl Left</b> .....	Sneak
<b>I</b> .....	Inventory
<b>K</b> .....	Skills
<b>M</b> .....	World Map
<b>L</b> .....	Questbook
<b>C</b> .....	Crafting
<b>F5</b> .....	Quick Save
<b>F9</b> .....	Quick Load
<b>ESC</b> .....	Menu



## 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 used 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.

### Quick Launch Bar (5)

The spells and items displayed on the lower edge of the screen are those currently tied to your quick launch buttons (default 1-0)





### 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 your 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 22.

### Back to Main Menu

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





## Questbook

The questbook lists all your current tasks. If your list comprises several tasks, you can prioritise one by selecting it and clicking „Prioritise Quest“. On the map and the minimap, directional markers for this quest will then be highlighted in red, with the arrows at the edge of the minimap pointing in the direction of your quest objectives. You can also review successfully completed quests in your questbook under the „Completed Quests“ tab. To view the bestiary, click the „Creatures“ tab. Whenever you defeat a specimen of a new species, an entry about it will be added to the bestiary.



## Inventory, Equipment and Character Stats

The inventory is on the right side of the screen. It is divided into seven different categories. Click on the category names to move between them.

Move the mouse over an icon to highlight it. Right-clicking an item will set it as your current melee or ranged combat weapon, or equipment item. Right-clicking also consumes food or learn a recipe. The equipment your character is currently wearing is displayed on the left side of the screen.

Drag items to the quick launch bar to quickly equip them from there at any time. Note that not all items can be placed in the quick launch bar.

Your hero's attributes are displayed 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

Move your mouse cursor over the skill lines and boxes to look at the different skills in more detail. Click the „+“ to invest skill points in a skill line, and „-“ to remove them. Clicking „Save“ will set your points permanently, so spend them carefully!

### 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 the tooltip says, spells can be manually cast or assigned to the quick slot bar by dragging the spell icon (see left of the skill line) to it. Some spells are passive, permanently improving the functionality of other, existing skills. 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

Hold the left mouse button on the map and move the mouse in order to change the map selection.

### Zooming in or out of the Map

Use the mouse wheel to zoom in or out of the map.

### Toggle between World Map and Underground Map

With a click on the button „Show Underground“ or „Show Surface“ you can toggle between the outside world and the underground realms.

### 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.



Level: 1	Gold 75
Health	48/50
Mana	50/50
Stamina	50/50
Health Regeneration	0
Mana Regeneration	15
Stamina Regeneration	15
Melee Power	16
Ranged Power	10
Magic Power	10
Melee Damage	16 - 16
Ranged Damage	0
Armour	20(15%)
Total XP	708/1000

## 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 17).

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 an active melee combat weapon, turn towards the enemy and press the attack button (default left mouse button).

You can use single- or two-handed weapons in the game.

Single-handed weapons attack faster; two-handed weapons are slower but do more damage.

You can also block enemy attacks (default right mouse button) with either a shield, your weapon or even your magic. Keep in mind though, that some attacks will still penetrate your blocks.

If you have a ranged weapon active, you can fire it with the attack button. Remember that bows must first be drawn by holding the attack button down. When you let go, the arrow will be released. Crossbows fire when you press the attack button and don't need to be drawn first.

To execute a magic attack, you need a magic skill active (see Skill Menu). Cast active spells with the attack button.

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.

Right-click on a recipe or rune in your inventory to learn or activate it.

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 7.

## 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 your own items from various categories: „Equipment“ (Weapons, shields etc), „Alchemy“ and „Consumables“ (Food and potions). Flip between them by left-clicking the category tabs.

To create an item you first need crafting instructions. You can find these throughout the world, or buy them from a trader. If you bought a recipe, you also have to learn it first by selecting it in your inventory and right-clicking it.

After you have learnt a recipe, it will appear in the list of craftable items in the relevant category. Select a recipe with the mouse to view more detailed information.

Next, you need the components for your item. These will be listed in the detailed information after you've learnt the recipe.

To craft an item, select it from the list and click „Create“. If you have sufficient resources, they will be consumed and the finished item will appear in your inventory. The number in the square brackets by each recipe shows how many of that item you can create with your current resources.







## Dialogue Menu

### Dialogue Options

Start a dialogue with a character by looking at them and pressing the interaction button (default “E”). Some characters address you first, in which case the dialogue starts automatically.

During a dialogue you might have choices every now and then. Click a dialogue option to carry on with it.

Subtitles can be turned off and on in 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 Argaaan are traders, and part of their dialogue choices include trading options. In the trading window, drag items between your inventory and theirs to buy or sell them, or right click them.

### 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 Argaaan are locked, but can be opened with a lockpick you can buy during your adventures. To open a lock, you have to stop the rotating keyholes at the right moment with a left-click. If you left-click at the wrong moment, the lockpick won't break, but you'll have to start again.





## Options and Settings

Click the different headings in the Options menu to flip between the following different submenus:

### 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



## 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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Jonny Guatto  
Matt Lyte  
Tyler Smelding  
Mustafa Said  
Marco Guerriero  
Anthony Guerriero

## RC Productions

**Executive Producer**  
Risa Cohen

**Producer**  
Philippe Louvet

## BVT Games Fund III Dynamic GmbH & Co. KG

**Executive Producer:**  
Attaction GmbH & Co Production  
KG / Siggie Kögl, Peter Kirsch

**Producer:** BVT Games Fund  
III Dynamic GmbH & Co. KG /  
Andreas Graf v. Rittberg

## External Partners

**3D Technology**  
Trinigy GmbH

**Concept Art**  
KARAKTER

**Character /**  
Environment Art  
3D Brigade Hungary Inc.  
Bravo Interactive  
ELIGAME Studio  
Luedke Productions  
Try2 Games  
Virgin Lands  
Additional Art  
AeroHills  
Lakshya Digital  
Ulysses Games

**Original Soundtrack written  
by** Dynamedion

**German Recording and  
PostPro**  
M&S Music

**QA**  
Quantic Lab

**Additional QA**  
iBeta

**FMV Production**  
Mosaik Studios

**Additional Programming**  
Deep Shadows

**Streaming Technology**  
DLM Consulting

## 3D Brigade Hungary Inc.

**Production Managers**  
Tamas Daubner  
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**Lead Artist**  
Csaba Vekony

**Artists**  
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Gabor Balla  
Attila Grob  
Robert Nagy  
Balint Jacko  
Csaba Molnar  
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Gabor Bodnar  
Tamas Radli  
Attila Lazar  
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Peter Orban

## Bravo Interactive

**CEO**  
Alexander Kot

**Art Director**  
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**Senior Artist**  
Irina Levanova

**Artists**  
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Yulia Solovyova  
Natalia Balabukha  
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Lidia Golubeva  
Valentin Gricenko

## ELIGAME Studio

**Producers**  
Sergei Morozov  
Khoa Van Nguyen

**Art Director**  
Dmitry Ivanov

**Lead Artist**  
Fedor Kletskov

**Artists**  
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Karyna Trychik  
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“ Hiriscu  
Sevastian Secasiu  
Vladimir Danila

**Testers**  
Alieta Pojar  
Attila Balazs  
Aura Segorean  
Bogdan Hiriscu  
Cosmin Gramada  
Gizella Bajkó  
Istvan Bachner  
Marius Alexandru Boc  
Mihaela Nemes  
Mihai Chiuзан  
Mihai Cimpean  
Norbert Kilin  
Raymond Dobai  
Roland Kiss  
Tiberius Halmaci  
Vasile Pop  
Zoltan Vincze-Jancsi

**Onsite Testers**  
Vladimir Danila  
Tiberius Halmaci  
Bogdan Hiriscu  
Attila Balazs  
Mihai Chiuзан  
Marius Alexandru Boc  
Aura Segorean  
Alieta Pojar  
Norbert Kilin  
Sevastian Secasiu  
Alin Hiriscu

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 (Milden)  
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 Kietsch



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**  
Al Lodge  
Bob Klein  
Chris Smith  
David Lodge  
Grant George  
JB Blanc  
Jessica Gee George  
Joe Cappelletti  
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Laura Bailey  
Liam Obrien  
Zach Merchant  
Michael Sorich  
Michelle Ruff  
Nick Stellate  
Pat Duke  
Pat Fraley  
Darren Daniels  
Phillece 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  
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Raffaele Fallica  
Silvana Fantini  
Gianni Gaude  
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Gabriele Marchingiglio  
Cinzia Massironi  
Francesco Mei  
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Silvio Pandolfi  
Giuseppe Pirovano  
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Gianni Quillico  
Claudio Ridolfo  
Walter Rivetti  
Caterina Rochira  
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Diego Sabre  
Luca Sandri  
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**Localisation**  
Synthesis Iberia

**Localisation Manager**  
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**Project Manager**  
Gustavo Díaz

**Translator**  
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Salvador Tintoré  
Patricia López

**Audio Manager**  
Sergio Lopezosa

**Voice Directing**  
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**QA Lead**  
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**Spanish Cast**  
Antonio Abenójar  
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Rafael Azcárraga  
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Leopoldo Ballesteros  
Gema Carballedo  
Jon Ciriano  
Roberto Cuadrado  
José Escobosa  
Inma Gallego  
Héctor Garay  
David García  
Sergio Goicoechea  
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Fran Jiménez  
Arturo López  
Carlos López  
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Juan Carlos Lozano  
Gemma Martín  
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Miguel Ángel Montero

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Artur Palomo  
Mariluz Parras  
Luis Fernando Ríos  
Belén Rodríguez  
Juan Rueda  
Elena Ruiz de Velasco  
Juan A. Sáinz de la Maza  
Carlos Salamanca  
Ana Sanmillán  
Jorge Saudinós  
Salvador Serrano  
Jorge Teixeira  
María Jesús Varona  
Rosa Vivas  
Miguel Zúñiga

## French Localisation

**Translation**  
David Rocher

**French Recs**  
Around The World

**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 Alfios  
Marc Bretonniere  
Martial Le Minoux  
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Nathalie Homs  
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Patrice Baudrier  
Patrick Borg  
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## Notes







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