## SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows® Vista SP2/7/8

Processor: Intel Core 2 Duo 1.8 GHz or AMD Athlon X2 64 2.0 GHz

RAM: 2 GB RAM

**DVD-ROM DRIVE:** Required for disc-based installation

Hard Drive: 13 GB or more

Video Card: 256 MB ATI Radeon HD 3650 or better. 256 MB nVidia 8800 GT

or better, or Intel HD 3000 or better integrated graphics Sound Card: DirectX 9.0c-compatible sound card

DirectX: DirectX version 11

RECOMMENDED:

OS: Windows® Vista SP2/7/8 Processor: 1.8 GHz Quad Core CPU

RAM: 4 GB RAM

**DVD-ROM DRIVE:** Required for disc-based installation

Hard Drive: 13 GB or more

Video Card: AMD HD5000 series or better (or ATI R9 series for Mantle support), nVidia GT400 series or better, or Intel IvvBridge or better integrated

graphics

Sound Card: DirectX 9.0c-compatible sound card

DirectX: DirectX version 11, or Mantle with supported video card

#### OTHER REQUIREMENTS:

Initial installation requires one-time Internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Microsoft Visual C++2012 Runtime Libraries and Microsoft DirectX

Requires Sid Meier's Civilization: Beyond Earth to play

# INSTALLATION

If you purchased a physical copy of Civilization: Beyond Earth - Rising Tide, insert the DVD-ROM into your drive. You will be prompted to select your lanquage, and then will have the option to install the game. You will be prompted during the installation process to install Steam if you do not yet have it installed, following which you will be asked to log into your Steam account. Follow the onscreen instructions to complete the installation. Please note that you must be connected to the Internet during this initial installation. If prompted for your product code, please enter the code given on the back of your packaged manual or provided by your retailer.

## PRODUCT SUPPORT:

You can find the latest technical support information and up to date FAQs at the following website: support.2k.com

## DIPLOMACY

Rising Tide brings a brand new Diplomacy system to Beyond Earth which allows for greater control and insight into the political landscape of the world. This new system is built upon the foundation of the new Personality Traits possessed by each leader, which can be customized throughout each game. Not only do these offer ways to improve your own civilization, but they will change how other Leaders will interact and respond to you. Using the new Diplomatic Capital currency you will be able to affect change in Diplomatic Relationships, make Agreements, purchase Buildings, Units, and more.

#### PERSONALITY TRAITS

Personality Traits are leader characteristics which fall into four categories and perform three functions. Personality Traits provide a bonus to the player who has them, and provide Agreements which can be purchased by other players. Personality Traits also govern the behavior of Al players. Players can change or level up their Personality Traits over the course of the game by spending Diplomatic Capital.

## The four types of Personality Traits are:

**Character -** Unique abilities specific to the leader that bears them. They are permanent and cannot be altered or exchanged.

Political - Affect things like science, population, and culture.

Domestic - Focus on buildings, improvements, and production.

Military - Improve your army, military strategies, and combat abilities.

#### AGREEMENTS

Each Personality Trait has a number of Agreements associated with it. These Agreements can be activated by other leaders who exchange Diplomatic Capital to gain the Agreement's benefits. An Agreement has Diplomatic Capital activation cost, as well as a per-turn cost. Agreements also have a Relationship requirement that must be met before the Agreement can be activated. As the relationship between two leaders improves, the effectiveness of the Agreement will also improve.

#### CONVERSATIONS

Conversations are interactions with other players. These include making agreements and changing Diplomatic relationships, Conversations also include short communiques from other leaders, shown as small messages during play, and confrontations, shown as fullscreen interactions. Both of these are responses to player actions.

## FEAR & RESPECT

Fear and Respect represent how an Al player feels about another player, and affect how the Al player behaves during the game. Fear is determined by the difference in power between the two players, whether military, economic, cultural, or technological. Respect is how much an Al player likes another player and approves of their actions both past and present. What causes them to like or dislike another player is determined by their Personality Traits.

## COMMUNIQUES

Communiques are diplomatic messages sent by a leader to comment on the activities of another. Each leader's Personality Traits govern what types of activities that leader cares about. When another colony demonstrates strength or weakness in the areas that match a leader's Personality Traits, that leader will send a communique mentioning the activity and indicating

their approval or disapproval, including any Respect gained or lost as a result. Communiques can be sent fairly frequently, but any missed messages can be viewed in the Communique Log.

#### DIPLOMATIC CAPITAL

Diplomatic Capital is political currency, and is a measure of a player's diplomatic power. Capital can be gained from buildings, traits, or from other players purchasing Agreements. Diplomatic Capital can be used to make Agreements with other players, upgrade or change Personality Traits, or change your relationship level with another player.

### DIPLOMATIC RELATIONSHIPS

Diplomatic Relationships represent the current state of affairs between civilizations, each with specific requirements of Fear and Respect. Each level of relationship will have an impact on what actions can be taken, benefits from Agreements, trade capabilities between the two sponsors and how leaders will react.

#### The levels are:

**Allied** - Alliances are the highest Relationship level and represent the closest friendship with another colony. All players in an Alliance will automatically join wars declared by or against their allies. Additionally, while in an Alliance both sides gain open borders for the other colony, access to the most powerful and lucrative Agreements, and up to 3 of each Strategic Resource received per international Trade Route.

**Cooperative** - Cooperative is the first Relationship level that represents friendship between colonies. While Cooperative, both sides gain open borders for the other colony, access to more powerful or lucrative Agreements, and up to 1 Strategic Resource received per international Trade Route.

**Neutral** - Neutral is the default Relationship level and represents neither friendship nor hostility between colonies. While at Neutral, both sides may exchange Agreements and international Trade Routes, but receive no other benefits or abilities.

**Sanctioned** - Sanctioned is the lowest Relationship level and the most hostile status above War. While Sanctioned, neither player may make Agreements with the other leader or establish international Trade Routes between their cities.

War - Neither side may deal diplomatically with the other in any way except to establish Peace.

#### TRADING

While you may not have access to every kind of strategic resource within your own borders, you can gain them through trade routes. If another colony has a surplus of a strategic resource, creating an international trade route to one of their cities will trade copies of that resource to your colony. Your diplomatic relationship with that colony must be Cooperative or better for resources to be tradeable. At Cooperative, up to 1 unit of the resource will be traded per trade route. If you are Allied, up to 3 units will be traded. You can never gain more units of the resource than the other colony has in its surplus. Basic resources are not stored by colonies and cannot be traded.

#### WAR SCORE

Whenever two players go to War, their progress and advantage in that war is tracked by their War Score. A player's score increases each time they score a "victory" against their enemy — either killing an enemy unit or

conquering an enemy city. The difference between two warring players' war scores demonstrates whether the War is tied, favoring one player, or being dominated by one player. This difference also controls the terms of making peace, such as whether any spoils will be surrendered by the loser. At all times during a War, the score for you and your enemy is displayed in the Diplomacy Overview when viewing the enemy leader.

#### PEACE

While at war, you can offer to establish peace through the Diplomacy Overview. The terms of a peace treaty are automatically chosen and based on the progress of the war, represented by the two sides' War Scores. These terms could represent a White Peace (a treaty where no sides gain or lose anything) or they could represent spoils for the victor such as the surrender of cities. Even if you consider the terms acceptable and offer peace, your opponent may not and could refuse the peace offer, in which case the war will continue.

#### LIBERATION

When capturing a unit or city, the victor has the option to return it to the original owner's control. If a player liberates another's city or civilian units during wartime in this way, it can lead to a gain in that player's Respect and potentially an improvement in Diplomatic Relationship.

#### CONFRONTATIONS

There are several aggressive activities that will cause a confrontation with another Leader:

**Aggressive Military Deployment:** If you mass or "station" (fortify for 5+ turns) troops on or inside another colony's borders, or if you deploy military or espionage satellites in positions that overlap another colony's territory, the respect or fear between your colonies will degrade. This activity can provoke a confrontation.

Aggressive Expansion: If you establish outposts in positions that encroach on another's territory, your respect will be negatively impacted. By default, an aggressive outpost is one whose working area (after city conversion) would touch the other colony's borders. Each leader's personality can modify his/her range of sensitivity to expansion activity. This activity can provoke a confrontation.

Aggressive Covert Operations: If you are caught engaging in harmful covert operations in another colony's city, your respect will be negatively affected. The degradation is proportional to the severity of the operation, whether or not it succeeded, and whether the other colony has a track record of covert aggression against any colony (not just you). Aggressive covert operation types include: Siphoning Energy, Stealing Science, Stealing Technology, Recruiting Defectors, Dirty Bomb/Colossus Strike/Hack Satellites (Affinity covert ops). This activity can provoke a confrontation.

Aggression Towards Friendly Stations: If you attack or destroy a Station that another colony was trading with, it will hurt the Respect between the two colonies. The degradation strength is proportional to the Station's level and the length of the trading history between the station and the other colony. This activity can provoke a confrontation.

## AQUATIC CITIES

On this new planet, you may choose to land your colony, or settle new outposts, on any shallow water tile. Aquatic cities will not undergo culture border growth like land cities, but instead grow their borders by moving the city through the ocean.

#### MOVING AQUATIC CITIES

As aquatic cities do not experience culture border growth, expanding your borders relies on either moving your city or buying tiles. To move an aquatic city, select the Move City project from the city's Production list, then select the plot you wish to move to. When the Move City project is complete, the city will move to the plot you chose. While this will remove any improvement you pass over, it will claim all plots adjacent to your new location, without losing those you owned previously. This new territory can then be worked by this city and improved by Workers.

### There are some restrictions on where aquatic cities can move:

- You can only move to an adjacent plot.
- The plot must be shallow water (Coast terrain) until you research Planetary Survey.
- You cannot move closer than 2 plots away from another City or Outpost.
- You cannot move onto an existing Station or Planetary Wonder.

#### AQUATIC VS LAND CITIES

In addition to having access to new resources, being able to construct different buildings, and facing a different set of alien life forms, aquatic cities also have different stats relative to land based cities, including:

- Lower defensive capacity
- Produce less Unhealth
- Build naval units at double speed, and land units at half
- Receive 50% more yield from Trade Routes

## HYBRID AFFINITIES

In addition to the benefits and unique buildings and units you receive for progress in a single affinity, you can also unlock special advantages for having levels in two affinities at the same time. These hybrid affinity benefits include unique player powers or abilities and unique military units. Each affinity pair produces a different sequence of advantages, growing stronger as your levels in both affinities improve.

#### SUPREMACY-PURITY

The Supremacy-Purity hybrid Affinity believes in the advancement of humanity in a pure form, supported and safeguarded by powerful but intentionally subservient technology. While other affinities seek to alter humanity with either alien or mechanical additions, this hybrid seeks to retain its essential humanity and instead construct separate autonomous entities designed to serve and enable their human superiors.

Units from the Supremacy-Purity hybrid focus on a "master-servant" relationship between human controllers and robotic adjutants. The elaborate integration of human will into robotic minions allows this hybrid to field units of startling power and agility, waging devastating warfare with minimal human losses.

#### PURITY-HARMONY

The Purity-Harmony hybrid Affinity believes in the improvement and evolution of the human ideal, enabled by lessons and resources gained from the alien world. They seek to use the advantages of the alien lifeforms and genomes not to make humans more alien, but to make human into superhumans: faster, healthier, stronger, and more intelligent than either human or alien could be.

The Purity-Harmony unit appearance represent this ideal of the improved human form. Their units focus on genetic modification to augment or extend human traits, enhancing their soldiers through genetic means while still retaining a fundamental kinship with humanity.

#### HARMONY-SUPREMACY

The Harmony-Supremacy hybrid Affinity seeks to improve humanity by blending the best advantages of both the genetic and the mechanical. Where other affinities prefer to specialize, this hybrid embraces diversity and coexistence in pursuit of the extraordinary power the combination can yield, resulting in perhaps the most radical change in the appearance and capability of their citizens and soldiers.

Units from the Harmony-Supremacy hybrid Affinity combine the adaptability of natural alien life and the strength of advanced robotics. The units frequently are robotic at their core but are then augmented with organic advantages and abilities drawn from the alien world.

## MARVELS

Marvels are enormous, powerful landmarks that appear as part of the planet terrain. Each Marvel is unique to the biome of the planet. Once any colony discovers the Marvel, all colonies in the game learn of its location and receive a special Quest. This quest requires players to send units to explore numerous smaller sites and complete actions at their locations. Once any colony completes the Marvel quest, they will gain the use of its special abilities, usually for the remainder of the game. Each Marvel is different, and their effects can radically change the course of the game.

#### FRIGID

Ancient Alien Structure

Quest Reward: Geothermal for each alien structure in your territory

#### PRIOMORDIAL

Massive Meteorite Crater

Quest Reward: Increased Production for a set, limited period of turns

#### LUSH

Monstrous Alien Remains

Quest Reward: All military units gain Leash Alien ability

#### FUNGAL

Colossal Fungus

Quest Reward: Increased food yield from tiles near Reawakened Fungal

Specimens and food carried over after city growth

#### ARID

Ancient Alien Metropolis

Quest Reward: Increased military Strength based on colony Health

#### WATER

Hydracoral Overmind

Quest Reward: Visibility from fully grown Hydracoral formations, and tiles with Hydracoral can be worked by Citizens

#### ARTIFACTS

Artifacts are objects of value which can be found from various sources on the planet's landscape. Artifacts come in three categories: Alien World, Progenitor, and Old Earth. Alien World Artifacts are found in expeditions on Alien Skeletons and in Alien Nests. Progenitor Artifacts are found by exploring Progenitor Ruins and Progenitor Devices. Old Earth Artifacts come from Resource Pods, Derelict Settlements, and Wrecked Colony Landers. As soon as an Artifact is found, it is placed into your Artifact Library and can be used individually or saved to become part of a set.

#### RESEARCHING

Artifacts can be individually studied for one-time rewards. Breaking down Artifacts in this way consumes the Artifact, but grants significant quantities of one or more yields. Sometimes breaking down an Artifact can be more beneficial than saving it for use in a set once more Artifacts are collected.

In addition to breaking down Artifacts singly, they can be combined into a set of three and cashed in together to unlock a unique benefit. Depending on the types of the Artifacts combined in the set, this reward could be a special building or wonder that can be built in one of your cities, or it could be a persistent bonus that improves your colony for the entire game. Each set combination is different and could produce a different reward.

## OLD EARTH REWARDS: BUILDINGS

Old Voice Archives: Increased yields when at war

**Xenomass Bath House:** Bonus Culture every turn and fully heal units in this city **Frontier Stadium:** Increased City Defense, and free promotion for Military units

Drone Command: Increase the number of tiles that can be worked

Warp Spire: Increased yields from domestic trade routes

Pan-Spectral Observatory: Orbital units are completed faster, and have

increased Orbital Strike Range

#### PROGENITOR REWARDS: WONDERS

Machine-Assisted Free Will: Technologies cost less Science Tessellation Foundry: Military units are completed faster

Dimension Folding Complex: Reduced Unhealth from City population

**Quantum Politics:** Accelerated Virtue acquisition speed **Temporal Calculus:** Increased visibility for all units

Relativistic Data Bank: Lower Intrigue per turn in all cities

## ALIEN REWARDS: PROMOTIONS

Counter Battery Fire: New Siege Unit Support Ability that decreases a

target unit's defense strength for the remainder of the turn **Sky Chitin:** Increased Strength and Range to air units

Zygotic Engineering: Accelerated Outpost growth

Projected Chassis Construction: Increased Worker movement speed

Tidal Navigation: Increased defense to naval units against ranged attacks

Vapor Shield: Increased defense for embarked units

MIXED CATEGORY REWARDS: COLONY BONUSES

Tesseract Targeting: Cities can attack over terrain obstacles Soul-Discerner Training: Accelerated Covert operations speed

Xenoanthropology: Increased Artifact discovery rate

Slumber-Slaughter Extract: Accelerated Worker build speed Ground-Penetrating LIDAR: Accelerated Expedition speed

Statecraft: Increased Diplomatic Capital gain

## QUESTS

Rising Tide adds a number of new quests, as well as several new quest features. These improvements include better quest sorting in the Quest Log, multi-part stories that span several quests, and narrative variations for all building quests.

## WONDERS

## FARADAY GYRE

A artificially-induced ocean gyre that creates a city-sized electromagnet. Used to lower city's Energy maintenance.

Required Technology: Power Systems

#### BENTHIC AUGER

An immense drill used to continuously dredge vast areas of the seabed. Used to increase Production from Shallow tiles.

Required Technology: Servomachinery

### EUPHOTIC STRAND

An network of lamps and heat sources that mimic sunlight to induce photosynthesis at greater depths. Used to increase Science from Shallow tiles **Required Technology:** Vertical Farming

#### GUO PU YAOLAN

A network of structures and tunnels carved out of the sea bed that has been converted for luxury and contemplation. Used to reduce the cost of new Virtues. **Required Technology:** Cognition

#### ABYSSAL MIRROR

A massive lens capable of altering the density and movement of water to aid in communication and data transfer. Used to overlap orbital unit coverage area. **Required Technology:** Geoscaping

### THE AKKOROKAMUI

A genetically-engineered superorganism that acts as a living clinic. Used to lower Unhealth due to Population.

Required Technology: Photosystems

#### BIOMES

Rising Tide introduces two new biomes: Primordial and Frigid. With these new biomes there is also custom alien behavior and statistics.

#### PRIMORDIAL

A young world of rough, volcanic terrain and vibrant but primitive lifeforms.

Aliens are quicker to react, both becoming hostile quicker or friendly faster. They also are more skittish and will avoid dangerous areas more.

#### FRIGID

An ancient world covered with icy glaciers and furtive but powerful lifeforms. Aliens move slower, with a reduced speed overall.

#### LUSH

A fertile, temperate landscape teeming with varied and abundant lifeforms. Nests spawn new aliens faster, recover quicker, but all aliens have reduced strength.

#### FUNGAL

A dim, damp world of giant fungi and strange, delicate lifeforms. Aliens heal faster in miasma, thus are more likely to enter and remain there.

#### ARID

A bright world of scorching heat and scarce, hardy lifeforms. Aliens spawn at a lower rate, but are notably stronger.

# RESOURCES & IMPROVEMENTS

The seas now offer a wider array of resources to be claimed, and new improvements to harvest them. Additionally, all of the Strategic Resources found on land can now also be found in water tiles.

### RESOURCES

Vents > Improvement Needed to Access: Sea Well Shell > Improvement Needed to Access: Bed Minerals > Improvement Needed to Access: Mine

Plankton > Improvement Needed to Access: Fishery Chelonia > Improvement Needed to Access: Fishery

Eggs > Improvement Needed to Access: Bed

#### IMPROVEMENTS

#### **Aquatic Farm**

These farms have been developed to grow a wide variety of floating crops and can often be found in great numbers near aquatic cities.

Buildable: Any Water Tile

#### **Aquatic Generator**

Platform technology has been applied to allow the standard Generator to be safely built above the water and provide Energy for water-based civilizations. **Buildable:** Any Water Tile

#### Bed

These sea habitats have been developed to foster the controlled growth of alien water life so they can be harvested for optimal use of the unique resources. **Buildable:** Eggs, Shells

#### Mine

The new deep sea mining platforms now allow for access to underwater resources to aid in construction and development for nearby cities.

Buildable: Minerals

#### Sea Well

These structures are built to pump, filter, and process the by-product of a variety of sea-floor resources.

Buildable: Vents

## **Fishery**

The alien ecosystem has required the evolution of fishing methods to make use of the local fauna.

Buildable: Plankton, Chelonia

## EXPEDITION SITES

In addition to supply pods floating on the surface, as colonies expand out to the seas they will discover previously undetected sites to explore. These sites can give standard rewards, and also offer the chance to give Artifacts as a reward.

#### KRAKEN NEST

After the first Kraken was encountered in the ocean, there was not only fear and awe, but also curiosity as to where these creatures came from. A lot of scientists speculated if these creatures came from nests as the other Aliens do, or from other spawning places. Now we are sure. There are Kraken nests. However, these nests are not breeding-grounds anymore. They are left behind by the Kraken they spawned. It is still worthwhile to explore these nests to study the Kraken more.

#### PROGENITOR DEVICE

The prior presence of another race, the Progenitors was obvious when the first ruins were found. This device, however is proof that this race was far more advanced than anticipated. Their devices are not functional anymore, but a lot can still be learned about their advanced technology by studying these structures.

### SUNKEN SPACECRAFT

All over this planet, there are crashed satellites and other debris from space. However, this spacecraft was a manned vessel much larger than a simple orbital machine. There is no indication where these vessels come from. Scientists do not suspect they came from Earth, yet they are also not showing progenitor characteristics. There needs to be more research done to find out how these spacecraft came about.

#### SUNKEN VEHICLE

There is a consensus that these vehicles are from the same source as the spacecraft, but their use is debated. They might have been military vehicles to fend off the local fauna or they might have been used for transportation.

By researching these vehicles, there might be some insight into this unknown race and this might yield benefits for our survival on this planet.

#### WRECKED COLONY LANDER

This is a very disturbing sight. Observing this wreck serves as a reminder of how lucky we were to have landed on this planet successfully without any incidents. There might be something left in this wreck that could point us to what happened to this seed. Maybe this lander still has something useful for us on board.

### SPONSORS

AL FALAH

Leader: Arshia Kishk

NORTH SEA ALLIANCE

Leader: Duncan Hughes

INTEGR

Leader: Lena Ebner

Leader: Han Jae Moon

### ALIENS

Aliens will now have unique behavior and stats for each biome, in addition to their new look. Along with these changes, players are now required to perform a Pillage action with an Explorer, Worker, or any combat unit in order to destroy an Alien Nest. In addition to gaining Energy or Food from this, Artifacts can also be found this way.

NEW SPECIES Scarab: Melee Ripper: Melee

Makara: Amphibious Melee
Hvdracoral: Stationary Melee

## UNITS

#### HYBRID UNIQUE UPGRADES

Along with the new unique units, a variety of standard units now have Hybrid Affinity upgrade options at the highest tier. These unlocks include new custom Unit Perk options to go along with their unique look.

#### NEW UNITS

Submarine

Type: Naval Stealth Ranged

Affinity: Any

Patrol Boat

Type: Naval Melee

Affinity: Any

Immortal
Type: Quick Melee
Affinity: Purity-Harmony

Architect
Type: Ranged Support
Affinity: Purity-Harmony

Throne
Type: Ranged Support
Affinity: Purity-Harmony

Nanohive
Type: Stealth Support
Affinity: Harmony-Supremacy

Geliopod Type: Stealth Melee Affinity: Harmony-Supremacy

Aquilon
Type: Ranged Carrier
Affinity: Harmony-Supremacy

Drone Cage
Type: Melee Support
Affinity: Supremacy-Purity

Autosled Type: Quick Melee Affinity: Supremacy-Purity

Golem
Type: Melee Siege
Affinity: Supremacy-Purity

Comm Relay Type: Orbital Affinity: Any

Xeno Siren Type: Orbital Affinity: Any

Station Sentinel Type: Orbital Affinity: Any

Spy Satellite Type: Orbital Affinity: Any

Paean Type: Orbital Affinity: Any

## CREDITS

SID MEIER'S CIVILIZATION: BEYOND EARTH -RISING TIDE

# FIRAXIS

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The FreeType Project
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# 2K PUBLISHING

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Gamecore Lead

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John Kloetzli

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Hutama - Paranee

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Narrator - Céline Melloul

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Abenójar

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# 2K PUBLISHING

## Published by 2K

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David Ismailer

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Yan Yan

Wang Yi Min Zhou Qian Yu

Sun Fu Dong

Mao Ling Jie

IT Engineers Zhao Hong Wei

Hu Xiang

**Original Score** Recording

**FILMharmonic** Orchestra of Prague and the Kühn Mixed Choir

Conductor - Andy Brick

Choirmaster and choir conductor - Marek Vorlí ek

Cello Soloist - Miloš .lahoda

Concertmaster - Rita epur enko

Orchestrator - Geoff Knorr

Orchestra Contractor -Petr Pvcha

Orchestra Recording Engineer - Old ich Slezák

Choir Recording Engineer - Jan Holzner

Orchestra Assistant Engineer - Cenda Kotzmann

Orchestra Librarian Tomáš Kirschner

Score Mixing and Mastering Engineer -Geoff Knorr

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