

Pathologic

 *user manual*

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APPEAL

According to the world statistics quantity of population on the planet comes to 6 bln. It witnesses of an extreme density of population and as a result of natural resources shortage. At critical point there turn on natural mechanism of population limitation. Natural cataclysms and outrages of new, unknown before diseases prove the said above.

Judging from that we think it is necessary to higher up the level of people training in critical situations. Hereby we offer for your attention the simulator of a human being behaviour in the condition of pandemic.

“Pathologic” is the initial game prototype of the simulator. The environment assumes lack of scientific progress and public evolution of the most primitive level; the disease and methods of fight with it are extremely conditional. The simulator is oriented first of all at a mechanism of taking right decisions.

The simulator is presented in electronic format.

Description:

- two CDs for installation and support of the simulator;
- a package with manual.

Before installation and start-up the work with the simulator, please, look through the manual attentively. It will help master the given didactic materials and increase your chances to survive accordingly.

Good luck,
IPL Laboratory

epidemic is abound

System requirements:

Windows 98/2000/XP
Pentium III 800 MHz (Pentium 4 1.4 GHz recommended)
1.2 Gb HDD space (1.5 Gb recommended)
384 Mb RAM (512 Mb RAM recommended)
Geforce2 (Geforce3 or higher recommended)
Direct Sound compatible sound card
8x CD-ROM
mouse, keyboard

Simulator installation:

Insert the first disc (CD1) into the CD-ROM of your computer. The installation will start automatically. If there is no Autorun on your computer double click CD-ROM icon in My computer menu. From the list of files opened find setup.exe file and open it to start installation. Follow the on-screen instructions for successful installation of the simulator. During the process of copying setup files it will be necessary to insert the second disc (CD2). When the installation is finished double click the Pathologic icon on your Desktop.

Scenarios

Now the player (here and after - simulator) can choose the scenario.

These variants are adapted to the optimal behavioural models according to PH-00810530 standards and approved by the Expert Council on the epidemiological protection of population.

Scenario BACHELOR

Dear Bachelor Dankowsky!

I heard with regret the Authorities plan to close laboratory which is far-famed thanks to your investigations in taratology.

Is that true, they labeled your work a scientific extremism? If anybody considers the study of the reasons of natural death, aging and necrosis as unpromising? I've just found a thing which can silence them and rehabilitate your name.

The Ruler of our town, Simon Kain, is a living example of an inexplicable longevity. I cannot explain that phenomenon. Arrive urgently. We would witness sensation, to maintain, revive and bring fame to your laboratory.

Always yours, servant and colleague,
Isidor Burakh.



Scenario RIPPER

My son Artemiy, near death threatens me. I would like to talk your future and hand down you few things I dispose of. I should warn you beforehand on my participation in evil events and even ominous according to my experience. I put a huge responsibility upon myself. I do not belong to myself anymore.

Therefore, in case you do not burden all my responsibilities as it is required by the family honour, I would not curse you.

I foresee I have a little time left. Hurry up! I should look at you for the last time. It is a great pity I spent a little time with you.

Your loving father.



Scenario DEVOTRESS

October, 25.

Today I have come to myself at the very beginning of dawn. I lied on the sand bank. My feet were half in the water. My hands were stretched forward, I squeezed handfuls of soil. I raised high gratitude for my salvation and my soul appealed to my lovely children. Having embraced them I set out to pursuit It. I searched for it the whole day, I missed it at night. I tried to retain it, but hands did not obey me.

October, 26.

I wakened up when everything calm down! Today I plan to visit: the Damp District (2-11), the Tannery (1,3,7-13), the Folds (7,8), The Womb (2-12) and, surely, the Apiary.

She fell asleep and nobody will prevent me.



Main Menu



New game - choice of a character

Load - back to previously saved game

Settings - game settings

Quit game - back to Windows

New game



Choose a character you would like to play for. You are absolutely free in your choice, but we consider that the optimal is the sequential going through: the Bachelor, the Ripper, the Devotress.



Load

There is the list of previously saved games with the date of saving and the last screenshot before you quit the simulator. Choose day and hour, when you left the town and click Load icon.

Quick load - <F8>



Settings

In **Video** menu you can change, on/off visual effects

To disable characters' shadows click red button at **Shadows** point.

To increase the brightness move the indicator at **Gamma** point to the right.

To save your settings and quit the window click **Apply** button.

In **Audio** menu you can change the volume of sound effects and music. To do it, move the indicator at the appropriate point left or right.



In **Controls** menu you can:

Invert the mouse by ticking the appropriate box.

Change the mouse sensitivity, moving the appropriate indicator left or right.

Reassign controls, selecting the required function by a cursor and setting a new key.

Appeal to patrols, hospital attendants,
doctors and executors

Do not distribute among civil population to avoid panic.

1. According to existing data, disease is incurable. For this moment there is no serum. Most likely that in the near future no medicines, specialists, advanced equipment will be sent from the capital. To wait help from outside would be faint-heartedness. You have to act due to proposed circumstances.

2. Probability of falling ill considerably decreases with using the immune medicines. At present it is known that using of mixed type immunity reaction (Th-1/Th-2) medicines assist in immunity stabilization. Research in that direction is being carried on. Similar medicines are requisitioned.

Precaution: large doses of these medicines cause harm to health!

3. Synthetic protective clothes contribute into immunity rise. Woolen cloth is strictly prohibited (probability of infection due to parasite sting). Cloth should be changed systematically (recommended to burn out disposable draperies after every use).

4. Attention! Disease grows progressively heterogeneously! At the initial stage the disease practically does not develop if to detain it with antibiotics. However the disease starts growing rapidly in case of new contacts with infected objects.

5. Despite preliminary data the disease is not communicated through contacts. Most probably it communicates through air-drop duct, but there is already exist facts refuting the hypothesis. Ways of infection are not known at the moment. Exercise high vigilance!

P.S.: For your special attention, doctor.

In connection with your special mission, you will not be able to avoid infection most likely. Therefore do not despair of the infection. Earlier or later. Maintain the disease at incubation stage, use antibiotics. Sooner or later the serum will be invented. Remember the so-called "powders". According to preliminary information these quasy-antibiotics can bring you to lethal outcome, but they, as a rule, destroy the disease. Stand firm.

Find below the description of protective means, food and medicines recognized preliminary as suitable for use.

Inventory

Standard set of safety and vital activity provision

Medicines

Because of high risk of infection, it is necessary to have a first-aid kit with the following set of medicines:

Immunological correctors reduce the probability of infection, but injure your health. However, their application is justified at forced or intended visitation of the infested quarters of the Town. To them concern the following medications:



α -tablets ("ascorbic acid") slightly increase the immune defense, but causing serious damage to health.



β -tablets ("synthetic") - synthetic immune corrector increasing the immune defense in direct ratio to depression of your health level (beware of overdose).



γ -tablets ("shells") perfectly increasing the immune defense but also being dangerous in case of an overdose.



δ -tablets ("Antisine"), strong immune corrector causing minimal harm to health.



Black vaccine in ampoules provides temporary weak immune defense to infection, does not cause harm to health.



Blue vaccine - average immune defense to infection, causes a slight harm to health.



White vaccine - strong immune defense, causes insignificant harm to health.

Antibiotics, destroy consequences of infection, but greatly injure health:



Neomycinum kills microbes in the organism and suppresses their growth, slightly reduces the quantity of dangerous microbes. Minimally injurious to health.



Monomycinum appreciably reduces the quantity of microbes in the organism. Renders an insignificant harm to health.



Feromycinum sharply reduces the quantity of dangerous microbes, but strongly reduces the health level.



"Powder" - a product of children's creativity, a casual set of medicines which completely remove the consequences of infection. Renders the strongest harm to health.



Serum of Burakh is created on the basis of antibodies, completely removes the consequences of the sand plague infection at any stage. Does not damage health. In the Town only several portions of this medicine are available.

Analgesics promote fast recovery of forces, regenerate health, make the agonizing to sleep:



Meradorm gives a powerful sedation, slightly recovers health, enlarges weariness, but greatly promotes the recovery of forces during sleep.



Novocainum gives equally sedative and analgesic effects. Essentially recovers health and promotes the recovery of forces during sleep.



Morphinum - universal anesthetic of the opiates group. It is applied at serious traumas, acute pain and at preparation for surgery. Considerably recovers health, also recovering forces during sleep.



Etorphine - powerful narcotic analgesic with the side sedative effect, causing strong habituation. The overdosage can be lethal. Sharply increases the level of health. During sleep considerably improves the general state of an organism.

Useful items of equipment



Bandage. Promotes recovery of health after traumatic influence. Intercepts bleeding.



Rubber tourniquet. Also recovers health by bleeding interception.



Set of bandaging materials is more effective, owing to complex action.

Provisions

The most part of local food stuffs is prohibited. Delivery of products from other regions of the country at present is stopped, in connection with absence of transport.



Water is collected in bottles from three springs in the Town, in connection with breakage of the Town waterpipe, however, because of affinity of some springs to the burial places, the old residents are afraid to use it.



Wood nuts (filbert), peanuts and walnuts satisfy hunger poorly. They are one of the most valuable equivalents at exchange with the children. It is possible to exchange something exclusively useful for a large walnut.



Crackers are not so nourishing but are stored well, rather accessible, their price is not high. Reduce hunger at 2% only.



Dried fish. Recently fish is considered a dangerous product, in connection with high probability of infection of the river water, but the fish prepared in the past season can be safe (-7 %).



Vegetables in the Town are accessible only tinned, the labels on jars are missing, and all vegetables are nutrient in different degree. (?-12%)



Eggs is exclusively useful and nutrient, but found very seldom. Satisfies hunger at 12%.



Dried meat possesses high nutrient properties. But who knows what danger is carried by the steppe animal meat? The hunger level drops at 17%.



Milk is very good for health, nutrient, but found less often and costs more expensively.



Smoked meat possesses high nutrient properties, satisfies hunger well (-17%).



Fresh meat - a great rarity and this causes its high price. Meat satisfies hunger well (-25%) and, if well cooked, possesses magnificent taste.



Fresh fish is a source of phosphorus which positively influences the brain work (-25 %).



Tvirine - a strong infusion with a rare herb *oxitocia tvirinum* acting as an analgesic, antibiotic and immune corrector. Be cautious. Some forms of tvirine influence are not discovered till now. Side effects of the tvirine use are shown in hallucinations.



Lemon, *citrus medica*. Vitamin-rich valuable fruit slightly increasing immune defense, but intensifying the sense of hunger.

Clothes

In the situation of increased danger of infection the clothes items become vital to protect you from infection and from stabbed and cut wounds.

You need the **footwear** protecting from tactile contacts to dangerous and infested surfaces:



Boots repellents, protect foots from tactile contacts to dangerous surfaces, from impacts and wounds. Will not save foot and ankle from rat bites.



Jackboots-repellents besides protection against infection, effectively protect from fire, impacts and gunshot wounds. Will not save from rat and dog bites.



Army boots, protect well from infection and impacts, including from stabbed, cut and gunshot wounds. In such boots you can walk on nails.

It is necessary to prevent a casual tactile contact to the infested particles, **surfaces and matters** by means of:



Draperies, that is pieces of cloth which are short-lived, providing some protection against infection.



Capes-repellents covering the body, better protecting from infection and from stabbed and cut wounds, and sometimes from fire-arms.



Coats-repellents, besides the body they protect throat and wrists from contact to infested particles, knife attacks or bullet wounds.



Army overalls, besides perfect protection against infection, remarkably protect from stabs, cuts and bullet wounds much better than other available details of regimentals.

Urgently we recommend you to use various **gloves** which not only reduce the risk of infection, but also protect your hand from injures:



Disposable gloves reduce probability of infection a little.



Synthetic gloves provide poor protection against a knife, but will save you from infection.



Army gloves - a good protection against infection, stabbed and cut wounds and even bullets.

Gloves and **mask** are especially necessary at manipulations with the infested bodies.



Antibacterial mask will give you additional protection against infection.

The optimal protection against infection is provided by *the complete set of army regimentals* together with an *antibacterial mask* (protection against infection - 115%; protection against impacts and shots - 75%). However, various combinations of clothing elements will increase your resistance.

At degradation of reputation and unwillingness to draw attention of the people around it is recommended to use Shift key (<Shift - press and hold>) to make the movements of the hero silent.

Some items of equipment allow you remaining unrecognized:



Coats of the outcast which the death messengers wear will completely relieve you of necessity to communicate with the people.



Be careful to use *bird's masks*. Everybody knows that this item is used by the people who do not want to be recognized, but the purpose of such masks is a challenge rather than protection.

The items from the section "Clothes" can be put to the hero by the click of the left mouse button. Some items - one from each class can - can be put on simultaneously. That is, it is impossible to put on a coat and overall, but you can put on a coat and gloves.

Being in especially dangerous districts of the Town or at strong degradation of your reputation, usage of hidden Shift mode is recommended.

Weapons

We warn you of a plenty of armed and aggressive people in the streets of our Town. The technical state accessible cold steel and fire-arms leaves much to be desired by you, and the ammunition to it is rare and expensive; thus we recommended exclusively economical use of the weapons.

Application of fire-arms is completely justified for protection against rats and dogs being possible spreaders of the infection. But remember, that application of any kind of weapons against people is fraught with degradation of your reputation. Aggressive or regarded as aggressive behavior (<Tab> raising of arms with or without weapons for attack) may draw to you the attention of patrolmen and/or cause a conflict with other people.

You can use following items as close combat weapons:



Inconvenient but quite effective due to its sharpening, *big chondral scalpel* intended for 200 strikes (loses sharpening after that).



Kitchen knife killing at once at a strike from behind, but conceding in efficiency to the scalpel at face-to-face fight. Very quickly loses sharpening and becomes unfit for use.

From the fire-arms found in the Town and available to the inhabitants you can use the following items for self-defense:



Six-chambered revolver with average shooting accuracy, but with a limited penetrative power.



Dreadful sawn-off rifle, terrible in close combat, but ineffective at a distance.



Powerful long-range carbine, out-of-date model which unique disadvantage is low rate of fire.



Ancient pocket pistol "Der-ringer", has a small weight and rather low force.



They are mainly used by the fanatics-instigators. You have an opportunity to exchange at patrolmen something valuable for a bottle with a gas mixture (gas).



The ammunition in the Town - revolver bullets, shells, shots and shotgun cartridges and cartridges for pocket pistol are found quite seldom.

Items from the section "Weapons" can be put to the hand by a click of the left mouse button. The second click of the left button of the mouse will remove an item from the hand. Only one item can be hold in hand.

To use an item use the left mouse button (food, medicines, etc.)

To throw an item use the right mouse button.

The amount of money at the hero is shown in the most right part of the inventory.

ADDITIONAL INSTRUCTIONS FOR POPULATION.

#IPL - 0018

Attention! Quarantine!

In connection with speedy proliferation of disease some quarters of the town will be closed. Entrances into closed quarters will be marked with signal pillars and blocked by patrols. Access to an infected quarter - according to special passes.

Shortage of food, medicines and items of first aid forces us to make use of autonomous supply. You should timely provide yourselves with necessary food and medicines.

Keep in mind, in the situation of higher epidemiologic danger neglect of natural needs of an organism in sleep and food can result in lethal outcome.

Shops and drug stores function, though an assortment of goods is limited. Prevent speculation! Do not buy goods at higher prices. Necessary rations and doses of preventive medicines will be distributed to apartments in administrative order.

In connection with strengthening of sanitary measures an arbitrary search of dust containers and bins is not encouraged even there are some useful things. Be conscious!

Pillage (Marauding) is strictly punished. Only authorized doctors are allowed to examine contaminated and uninhabited houses and corpses of the perished as well. Search of first aid items and medicines does not justify pillage. Robbers and marauders are proscribed by administration and subjected to immediate execution.

Remember, the disease at the active stage causes unbearable sufferings to infected people. As for as it is possible try to ease torment of people in agony with the help of anasthetical and sedative medicines. Having eased the torment of the infected people you may use first aid items and medicines belonged to them in your own aims.

Secret orders and information about epidemiologic situation in the town you will receive in letters everyday. Collection of the data on the disease and general situation in the town from different sources is an exclusive prerogative of doctors, delivery men and executors!

Communication is a high risk of infection. Doctors and executors are permitted to go their rounds and ask any questions as only being fully conversant with the matter they can reveal the reasons of the disease and find the ways to fight against it.

Render assistance to the doctors, give detailed comprehensive and clear replies to their questions as far as it is possible.

User interface

Inventory

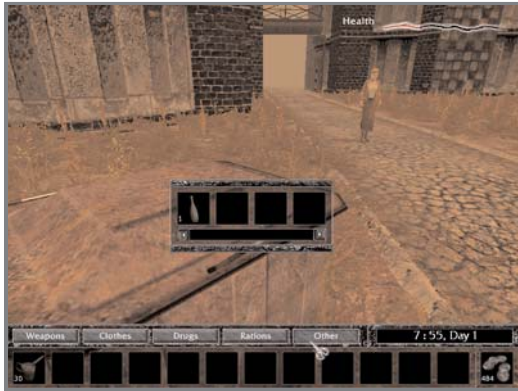
<I> activate inventory.

Inventory is the horizontal window in the lower part of the screen. It is divided into logical parts which can be changed over. There are 5 parts in the inventory window: Weapons, Clothes, Drugs, Rations, Other. Weapons can be moved to hand by left clicking the weapon icon. The recurrent click will remove chosen weapon from hand. You may operate only one weapon at the same time. Clothes can be put on by left clicking the cloth icon. Several different items can be put on, one item of each class. It means that you cannot put on a cloak and a cape at the same time, but you can put on a cloak and gloves. The amount of money is shown in the far right part of the inventory window. To use an item click the left mouse button (food, drugs etc.). To drop an item click the right mouse button.



Containers

To open containers (boxes, bedside-tables, escritorios, cans, etc.) press <E> Use. Container window will open with inventory window at once. To take an item from the container left click container item icon. To put an item into container left click inventory item icon.



Body search

- Body search is similar to container search.



Medical cure (anesthetization)

You can anesthetize infected NPCs when they suffer. To anesthetize a person press <E> Use. A window will appear which contains the drugs that may help (soporifics and analgesics). There is a progress bar on the upper side of the window. It shows the level of pain. When using the drug it shortens and finally vanishes. V button confirms the action. If patient calms down and conks out, reputation increases.



Letters



<L> activate letters reading window
Twelve buttons on the upper part of the window allow you to choose the day. When the day is chosen, list of letters and notes received on that day appears. Click the letter (note) title and the letter (note) text will open.

Diary



<Q> activates diary window
There are three buttons in upper part of the diary window.
Mission: the main mission of the hero
Day quests: the basic quests
Other tasks: secondary quests

Map

<M> activate map window.

To range the map use “+” and “-” buttons in the upper left corner of the window or <+> and “-” keys on your keyboard.

- When you point some objects on the map, a tooltip with current object description (or quest information) is activated. The red arrow shows hero location.



Trade

You may activate the trade window by choosing the “trading” replica in the dialog with some special NPCs or by actuating a vendor in shops with <E> Use.

Trade window consists of two parts. The right part shows vendor's items, the left part shows items. The upper right corner shows the amount of money. The upper left corner shows vendor's money. Left click the item icon just to pick the item (right click to reject the choice). When vendor's item is chosen (you want to buy it) the amount of your money decreases pro tanto. When item is chosen (you want to sell it) the amount of your money increases pro tanto. To confirm the dealing, click V button in the upper right corner of the right window part. To cancel the dealing, click X button.



Barter

Barter is similar to trade, but it has some special features:

Barter partner is interested only in few items. These items are active, other items are inactive.

The amount of money in the beginning of barter is zero. That means that barter partner hasn't determined his price of the item. Barter items have their own currency which doesn't correlate with their real cost in the shops.

Dialog

The dialog window is usually shown when <E> Use key is pressed to interact with NPC. The lower part of the window shows the current replica of NPC and your answer variations. The lower left corner contains the photo-portrait of NPC. The lower right corner contains scroll-bar. The upper part of the window shows the dialog history. You may quit the dialog window only when the dialog comes to end.



Sleeping

To activate the sleeping window you must approach a bed in the main NPC dwellings and press <E> Use. Sleeping window shows some character stats (Health, Immunity, Hunger, Fatigue, Infection). You may set sleeping duration with “+” and “-” buttons. To begin sleeping press the button “Sleep”. Character stats are changing when character sleeps. You may interrupt the process, pressing the button “Wake”.



Character stats

<P> activates character stats window. Character stats window shows such parameters as:

Health: analgesics and some special medical items (medic-kit, tourniquet, bandage etc.) increase character's health

Immunity: immunity stimulators, “vaccines” and special clothes increase immunity. Immunity is your armor against the disease.

Reputation: one of the most important parameters. Affects the reaction of NPCs, passer-bys and character's surroundings.

Hunger: hunger level reduces when character eats. When hunger increases up to critical level, it affects character's health.

Exhaustion: Fatigue level reduces when character sleeps. When fatigue increases up to critical level, it affects character's health.

Infection: Sand Plague progress. Reduced by antibiotics. Affects character's health. When infection increases up to critical level, character dies.

Besides the stats character stats window shows: Character's portrait Character's name Current time and Adherents button.

Different **clothes'** items give you the following protection:

Softens the blows

Protects from shots

Protects from fire

Isolates from infection



FINAL RECOMMENDATION

You are kindly requested to remember that aggressive and just negative emotions and feelings have ruinous influence on your mentality.

Now we appeal for your moral values.

Do not be angry! Behave yourselves humanly. Take graciously everything you are going to face with. Remember that simulator of human being behaviour in the situation of extreme must cultivate positive emotions, useful skills and moral standards of behaviour only as well as the performance of humane deeds!

We rely on your positive perception and co-operation.

Sincerely yours,
IPL Laboratory



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