WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES
A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

• dizziness
• altered vision
• eye or muscle twitches
• disorientation
• any involuntary movement
• loss of awareness
• seizures
• altered vision
• loss of awareness
• seizures

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
• Use in a well-lit area and keep as far away as possible from the television screen.
• Avoid large screen televisions. Use the smallest television screen available.
• Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
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HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
Rothwild Slaughterhouse
Bundry Rothwild runs the dominant whaling house in Dunwall and uses technology developed by Anton Sokolov to aid in the extraction of the whale oil. The slaughterhouse is connected to the Greaves Refinery, allowing the raw whale oil to be quickly refined and processed.

The Legal District
Accusations of corruption do little to curb the power of Dunwall's most shrewd and wealthy lawyer, City Barrister Arnold Timsh. Secure in his fortress-like mansion, Timsh and his cronies prosecute Dunwall's labyrinthine laws. With the rat plague severely affecting the area, their services are needed more than ever to settle estates and assets of the departed in accordance with the policies of the Lord Regent. The City Watch keeps a strong presence in this district.

KEY CHARACTERS

Daud
Also known as the Knife of Dunwall, Daud leads the Whalers, a group of occultist assassins who are willing to kill any target for the right amount of coin.

Billie Lurk
She began as a sly street urchin with nothing to lose. After quietly following Daud for some time, she was recruited and now serves as Daud's second-in-command of the Whalers. Billie assists in eliminating some of Dunwall's most lucrative targets.

THE BRIGMORE WITCHES

Drapers Ward
Before the plague, Drapers Ward was home to the most exclusive luxury clothing designers in Dunwall. Now, two rival gangs – the Hatters and the Dead Eels – have taken over the streets and continue to fight. Mortimer Hat still maintains a functioning textile mill in the Ward that manufactures death shrouds. The mill also serves as the headquarters for the Hatter gang.

Brigmore Manor
Now rumored to be home to women who practice black magic, Brigmore Manor was owned by one of Dunwall's wealthiest families. Since being abandoned, it has fallen into disrepair and remains shrouded in mystery.

KEY CHARACTERS

Lizzy Stride
Leader of one of the most notorious gangs in Dunwall, the Dead Eels, Lizzy Stride runs her territory from the Undine, docked on the shores of Wrenhaven River. She has a violent past, and shows no mercy towards rivals, but has been known to make shady deals to smuggle various and sundry items for certain contacts.
In order to access the additional Game of the Year Edition content, please do the following:

- Select *Dishonored®: Game of the Year Edition* from the game column in the XMB™
- Install the appropriate add-on content package(s)
- Run *Dishonored®: Game of the Year Edition*
- Go to the Missions menu and select the desired content pack to play
- Once installed, all bonus items from Void Walker’s Arsenal will be available after your first visit to the Void (Hounds Pit Pub)

**DAUD’S WEAPONS**

**Assassin Blade**  
Daud’s main weapon, this is a razor-sharp blade that is used for stealth assassinations as well as melee combat. It is also the same blade used by Daud’s men.

**Wristbow**  
A silent, concealed weapon crafted from the finest materials. It can be loaded with bolts, sleep darts and explosive bolts.

**Stun Mine**  
This non-lethal proximity mine can be placed on floors, walls or creatures. When triggered, it will deliver an electrical shock, rendering a target unconscious.

**Arc Mine**  
A deadly proximity mine powered by whale oil; like the Stun Mine, it can be placed on floors, walls or creatures. When triggered, it will deliver a powerful electrical charge, reducing the target to ash.

**Chokedust**  
This powerful irritant can be thrown, creating a noxious cloud. Affected enemies will be temporarily blinded and disabled.

**DAUD’S POWERS**

**Blink**  
Move rapidly from place to place unnoticed. You can move horizontally as well as vertically and aim at ledges to climb over them. Time will freeze if you stop moving while you aim, even mid-jump.

**Void Gaze**  
Reveals bone charms and runes in the world. At level two, void gaze shows you important items through solid walls, like security devices and valuable objects, as well as living beings. In addition to displaying an enemy’s field-of-view, it also provides a visual representation of sound, making it especially useful for stealth.

**Summon Assassin**  
Summon allies to join you in combat. Your assassin ally will choose the nearest enemy and attack. If you targeted an enemy, the assassin will attack that character first, then move on to other nearby enemies.

**Arcane Bond**  
Share your powers with your assassin allies. Assassins will benefit from Blink and Vitality. At level two, assassins benefit from Bend Time and Shadow Kill.

**Pull**  
This power allows you to grab inanimate objects from afar. Level two allows you to pull living things and bodies. When enemies are close enough, they are lifted helplessly and can be executed or choked out.
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- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

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GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the DISHONORED GAME OF THE YEAR EDITION disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system’s home menu, and then press the \[ \] button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

HINT To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.
Quick-Access Wheel lets you equip any of your gadgets or powers to your left hand. From there you can also use your health or mana elixir.

You can assign shortcuts to any of your gadgets or powers by highlighting them on the wheel and pressing C, V, Z or X button. Refer to this.

**Controls Layout**

**Quick-Access Wheel**

The Quick-Access Wheel lets you equip any of your gadgets or powers to your left hand. From there you can also use your health or mana elixir.

You can assign shortcuts to any of your gadgets or powers by highlighting them on the wheel and pressing ↑, ↓, ← or →.
** STORY OVERVIEW **

*Dishonored* takes place in Dunwall, an industrial whaling city in the grip of a terrible plague.

Dunwall, located on the Isle of Gristol, is the capital of the Empire of Isles, a collective of four nation-states, tightly grouped in an otherwise hostile ocean. In the years leading up to the plague, a new process was discovered for making whale oil more volatile, powering a series of astounding technological inventions. Despite Dunwall’s technological prowess, the city’s elite have been unable to stem the epidemic that has plunged the once-great capital into chaos. Crime and gang activity are at an all time high, and the City Watch – armed with militarized security technology – have cracked down hard on the populace. Food, whale oil and elixirs designed to fight the plague have been strictly rationed. The situation is dire.

This city is where you live… You, Corvo Attano, Royal Protector to Empress Jessamine Kaldwin.

Weeks ago, your Empress dispatched you to seek aid from Gristol’s neighboring nations. Leaving the city of Dunwall, you traveled to the other Isles – Morley, Tyvia and Serkonos. Now you return to her with dreadful news…

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**PLACES OF INTEREST**

**DUNWALL TOWER**
Located along the Wrenhaven River that runs through the heart of the city, Dunwall Tower is the home of the Empress and other important government figures.

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**ESTATE DISTRICT**
Built around a smaller tributary of the Wrenhaven River – referred to as the Serpentine – the Estate District is where Dunwall’s aristocracy resides. In the center of the district is an ancient walled structure, the Boyle Estate, home to one of Dunwall’s wealthiest families.

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**HOLGER SQUARE**
The site of the Office of the High Overseer is home to the leader of the predominant religious group across the Isles, The Abbey of the Everyman.

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**THE FLOODED DISTRICT**
Following the collapse of a water barrier, the buildings in this flooded district have mostly been vacated. It now plays host to thugs and thieves and supposedly, cultists and other practitioners of black magic as well. The City Watch has been spotted here dumping bodies of the plague-infected Weepers.

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**KALDWIN’S BRIDGE**
This massive structure stretches across the Wrenhaven River. It was originally commissioned by Emperor Kaldwin, father of the Empress, but has been fortified in recent months with new Sokolov technologies.

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**KINGSPARROW ISLAND**
This small island is located at the mouth of the Wrenhaven. A new lighthouse is currently being constructed here under the direction of the Royal Spymaster, Hiram Burrows.

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**BLACK SALLY**
The City Watch ain’t as smart as you think. Mostly, they make their stripes fightin’ young orphan kids out to steal their dinner. Any time the Watch comes up against me and the lads, or any of the other respectable outfits, it’s a different story. They look the other way and whistle their way down the street. Most of ‘em are afraid of a good knife fight.

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*The family silver mines haven’t been producing as much, it’s true. My brother Morgan and I have given it our all as they say, but apparently the quality of labor has greatly fallen since our father’s time.*

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*--Lord Custis Pendleton, House of Parliament*
The Royal Protector, Corvo Attano, is originally from the Isle of Serkonos, making him an outsider in Dunwall. Assigned to serve the Empress as a diplomatic gesture, Corvo loyally serves as a bodyguard and agent.

Empress Jessamine Kaldwin rules over an empire in turmoil. She sees it as her duty to protect her people from the plague, and she regularly spars with her Royal Spymaster over how best to deal with the crisis.

Young daughter of the Empress, and future heiress to the throne. Emily has spent most of her childhood under the protection of Corvo.

The Royal Spymaster of Dunwall, Burrows is committed to ensuring his vision of Dunwall’s future. He blames the City’s problems on the Empress and on the laziness and disorder of the common people.

Dunwall’s chief religious figure, High Overseer Campbell is the leader of the “Abbey of the Everyman.”

Royal Physician and Head of the Academy of Natural Philosophy, Sokolov invented most of the new technology Dunwall has flourished on. Having painted portraits of the city’s elite in his home on Kaldwin’s Bridge, his talents are not limited to natural philosophy. Before the plague, “Sokolov Paintings” were considered fashionable and fetched a good price among the city’s aristocracy.

CONTINUE
Resume your game from your last saved point.

NEW GAME
Start a new game.

MISSIONS
Replay selected missions that you’ve already completed. (Note that you’ll start the missions with the equipment you had when reaching them the first time.)

LOAD
Load a specific saved game. Note that while Dishonored will autosave at certain points, you can also save the game manually at any time when not in combat.

OPTIONS
Adjust gameplay, display, audio and control settings.

Health Bar Mana Bar Gadget/Power Equipped Objective Tracker Crosshair

Sneak Mode
OBJECTIVES
Provides a high-level summary of your current mission. This menu also displays the goals you need to accomplish and allows you to enable/disable tracking of each one. “Mission Clues” lists useful information you have gathered so far and any mission-critical items you’re currently carrying.

NOTES
Lists all books, audiographs and written notes you’ve found in the game. Books usually provide background or story information, while notes very often pertain to specific missions.

POWERS
Lists the supernatural powers you have acquired, and lists additional powers you can acquire or upgrade, along with their associated rune cost. In this section you will also find descriptions of all the powers and tactics related to their use.

BONE CHARMS
Displays the Bone Charms you have collected and allows you to equip them to enhance your abilities.

INVENTORY
Displays any keys, ammunition, elixirs, gadgets or upgrades that you have collected.

GAMEPLAY

Dishonored’s missions will provide you with specific goals, but each goal can be completed in numerous ways, allowing you to develop your own approach and style of play. A wide range of abilities and gadgets can be employed to support your chosen path.

COMBAT
Combat in Dishonored involves the dual-wielding of your sword and another power or gadget. Your sword is always held in your right hand. Press R1 to slash enemies and R2 to block incoming attacks. Blocking just before an enemy lands a hit will result in a powerful counter that puts them off balance and allows for a quick counter-attack.

In your left hand, you can equip any of your available gadgets or powers, such as the Pistol, Crossbow, Grenades, Blink or Bend Time. Press and hold L2 to bring up the Quick-Access Wheel, use the right stick to select your power or gadget, and press L1 to activate it when in the game.

STEALTH
Toggle Sneak Mode by tapping A, then hide behind cover so that enemies won’t see you. While hidden behind walls and other objects, you can lean around a corner by holding D and flicking the left stick left or right to safely scout ahead.

Sound also factors into whether enemies will detect you, so avoid sprinting or making loud noises if you wish to remain undetected. Note that you can use sound as a way to distract enemies; fire a crossbow bolt or toss a nearby bottle in order to direct your enemies’ attention in a specific direction.

Enemies will become alarmed and begin searching for you when they spot corpses and unconscious characters. To pick up an incapacitated enemy, look at the body and hold B. Find a remote location to hide them and drop the enemy by tapping B, or throw the body by tapping R1.

Don’t forget that your powers can be useful tools for stealth. Activate Bend Time to safely pass by enemies, teleport from cover to cover with Blink, or cast Dark Vision to spot enemies ahead of you.

I remember the night the dams broke and Rudshore flooded. Me and Crowley took some of the boys out there to see what we could grab. Rich people and servants running crazy, trying to carry rugs and furniture out as the waters came in. Easy money, that night.

--Slackjaw, Bottle Street Gang
ASSASSINATION

Approaching enemies unaware enables stealthy assassination moves.

When next to an enemy that has not yet spotted you, tap \[R1\] to quickly assassinate them. You can also pull off drop assassinations when falling or jumping from height; simply face the enemy as you fall toward them and tap \[R1\], when prompted, to take them down from above.

For a nonlethal approach, you can also press and hold \[R2\] when directly behind an unaware enemy to choke and render them unconscious.

WEAPONS

SWORD

Corvo’s primary weapon, the sword is equally useful for both stealth assassinations and melee combat. The dense metal used to create this unique sword makes it the perfect defensive weapon to block incoming blade attacks.

PISTOL

Used by officers of the City Watch, pistols are a good weapon to complement your sword in a brawl. They can be armed with standard or explosive ammunition.

CROSSBOW

The crossbow is an excellent choice for silent takedowns. It can be loaded with a variety of ammunition, including regular metal bolts, sleep darts, or the more destructive incendiary bolts.

GRENADES

Thrown explosives are useful for killing multiple targets at once or for taking down particularly tough enemies. Its variation, the Sticky Grenade, will attach to any surface — including living creatures — before detonating.

SPRING RAZOR

These deadly devices act like proximity mines that can be fixed to floors, walls or creatures. When activated, the trap unleashes a flurry of blades, eviscerating anything in the vicinity.

SUPERNATURAL POWERS

Each of these powers can be upgraded to a second level to improve its functionality.

Blink - Stealthily teleports you to a nearby location. Hold \[L1\] to activate the Blink targeting icon, aim the icon with the right stick and release \[L1\] to Blink to the chosen location. Aim the Blink icon at ledges to reach higher locations, or combine Blink with a jump to pull off acrobatic maneuvers. Level two grants increased range.

Dark Vision - Reveals the outline of living beings through solid walls. In addition to displaying an enemy’s field-of-view, Dark Vision also provides a visual representation of sound, making it especially useful for stealth. Level two highlights security systems and valuable objects.

Possession - Physically merges you with any creature’s body for a limited time, allowing you to hide or pass through small spaces undetected. Level two allows for the possession of humans.

Bend Time - Dramatically slows the world around you for a limited time, allowing you to fight or sneak more effectively. At level two, time is completely stopped, during which enemies and security systems will be unaware of you.

Devouring Swarm - Summons a vicious swarm of rats that will consume corpses or attack the nearest living thing. Level two summons a larger, more vicious swarm of rats. Only one rat swarm can be active at a time.

Windblast - Releases a powerful blast of wind, knocking your enemies off their feet. This power will also douse fires, shatter wooden doors and reflect projectiles back at the enemy who fired them. Level two increases the power of the blast.

Shadow Kill - Each time you assassinate an unaware enemy, his body turns to ash. At level two, even enemies aware of your presence will turn to ash after being killed.

Blood Thirsty - Allows you to build up Adrenaline by blocking attacks, performing assassinations or inflicting damage. Once Adrenaline is maxed out you can unleash a deadly attack. Level two increases the rate of Adrenaline buildup and enables a double-attack that kills multiple enemies.

Agility - Enables you to jump higher. Level two allows you to run faster.

Vitality - Increases your maximum health. At level two, part of your health regenerates.
Witchcraft & the Outsider

Amidst the recent industrial surge in Dunwall, the specter of the mysterious Outsider is still present in the city’s darkest corners.

Runes: The Outsider’s power is channeled through artifacts carved from whale bones, called Runes. Collecting Runes allows you to spend them on accessing new powers. Choose your powers wisely, as Runes are a rare resource.

Bone Charms: While exploring Dunwall you will also find Bone Charms, a lesser version of Runes that will enable you to boost some of your abilities. You can only equip a limited number of Bone Charms at any given time, though this limit can be increased during the course of the game.

Shop / Upgrades / Blueprints

With the city falling into chaos, any miscellaneous goods you find can fetch a high price on the black market. The money you earn from pawning these items can be used to purchase new equipment upgrades.

You will also run across Blueprints while exploring Dunwall. Collect them to gain access to advanced equipment upgrades. Once a Blueprint is collected, the matching equipment upgrade will be available for purchase at Piero’s workshop.

Miscellaneous Items of Interest

Elixirs: Elixirs can be found throughout Dunwall and used at any time to replenish your health (red elixir) or your mana (blue elixir).

Food: Eating food is a quick way to restore some health. Unlike elixirs, food cannot be stored and is automatically consumed when picked up.

Rewire tools: These are single-use items that allow you to hack city devices. Once rewired, alarms can no longer be sounded, while Walls of Light, Arc Pylons and Watch Towers will turn against the City Watch.

The City Watch

Dunwall is littered with technology that the City Watch employs to control the populace. Depending on the situation, you may wish to avoid, disable, or rewire these devices.

Watch Alarm

When activated, this simple alarm system will signal guards in the area to search for you. Switch them off to end the search, or rewire them to disable the alarm permanently.

Watch Tower

Watch towers scan the surrounding area with massive floodlights, firing flaming arrows at enemies of the City Watch. Stay out of the light to pass by undetected, or find a way to climb up and disable them.

My time is greatly in demand, I assure you. The work is constant, lecturing at the Academy, painting portraits of the gentry, or supervising the installation of a new security system somewhere in the city. So if I spend a night or two at my home on Kaldwin’s Bridge, pursuing my own pleasures, you’ll have to forgive me. Or don’t. It matters nothing to me.

--Royal Physician Anton Sokolov, Academy of Natural Philosophy

I’ve been a nanny in some fine houses across Dunwall and I can tell you, I dread the day that some of those children grow up to run this city. Most of them are even more spoiled than their parents, and all the nannies in the world couldn’t help them become decent folk.

--Callista Curnow
WALL OF LIGHT

Only City Watch guards can pass through a Wall of Light without being instantly vaporized. Deactivate these barriers by removing their energy source, or bypass them using other creative means.

ARC PYLON

Arc Pylons disintegrate enemies of the City Watch that come within their proximity. Like the Wall of Light, they can be deactivated or subverted in several ways.
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4. TERMINATION:
This Agreement and the licenses granted under this Agreement are effective until terminated. They shall terminate automatically without notice if You fail to comply with any provision of this Agreement. Upon termination You shall immediately cease using the Product, and destroy the Product, the Documentation, and the other parts of the Package, and all copies of any parts thereof.

5. GENERAL:
This Agreement constitutes the entire understanding between Licensor and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Licensor and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by an authorized representative of Licensor in writing. You shall be responsible for and shall pay, and shall reimburse Licensor on request if Licensor is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Licensor’ net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package. No waiver of Licensor’ rights shall be effective unless made in a writing signed by a duly authorized representative of Licensor. You understand that the Product may contain confidential information and/or trade secrets of Licensor; You agree to maintain and protect such confidential information and trade secrets in strictest confidence for the benefit of Licensor, and not to use or disclose them without express authorization from Licensor.

All disclaimers of warranty and Sections 2, 3, 5, 6, and 8 shall survive any termination of this Agreement. If any provision of this Agreement is held to be invalid, unenforceable, or not to be compliant with requirements of local law that may not be varied by contract, it shall be deemed severed from this Agreement, and deemed replaced with a substitute provision that retains to the maximum extent possible, the effect, scope and economic benefit of the severed provision consistent with applicable law. All other provisions shall continue in full force and effect.

All notices and demands to Licensor hereunder shall be in writing and shall be served by personal service or by mail at the address first set forth in this Agreement (or at such different address as may be designated by Licensor from time to time by written notice) - Attn: Executive Vice President - Legal. All notices or demands by mail shall be by certified or registered mail, return receipt requested, or by nationally/internationally recognized express courier, and shall be deemed complete upon receipt.

6. EXPORT AND IMPORT COMPLIANCE:
You are solely responsible for compliance with the export control laws and regulations of the United States and Your locality. In the event You export the Product, the Documentation or any other part of the Package from the country in which You first received it; You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

7. SUPPORT SERVICES.
Support services, if any, provided by Licensor shall be subject to the terms of this Agreement and Licensor’ current support policies. Licensor provides all support services solely on an “AS IS” basis.

8. GOVERNING LAW; ARBITRATION:
This Agreement and Your use of the Package, and all disputes arising out of or related to this Agreement or the Package (or any part thereof) shall be governed by, and any arbitration hereunder shall apply, the laws of the State of Maryland, USA, excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods; and (d) any Protocol amending the 1974 Convention. Any dispute, controversy or claim arising out of or relating to this Agreement or the Package (or any part thereof), including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Licensee, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association (“AAA”). The arbitration shall be conducted in English and in accordance with the then-current arbitration rules of the AAA applicable to the dispute (such as, for example, the AAA international rules if You are not a United States resident). The arbitration, including the rendering of the award, shall take place in Rockville, Maryland USA, and Rockville, Maryland USA shall be the exclusive forum for resolving any such dispute, controversy or claim; however, if You are a resident of the European Community, the arbitration shall take place in London, England. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys’ fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction. Notwithstanding anything contained in this Paragraph to the contrary, Licensor shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Licensor’ rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief.
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