PLAYING ADD-ON CONTENT

To play Skyrim Legendary Edition, first insert Disc 2. Once installation is complete, remove the disc and insert Disc 1 to play the game. If you’ve already played Skyrim you will see your saves in the Load/Save menus, so you can continue with an existing character.

Dawnguard

Once your character is level 10 or higher, you will hear rumors from guards in major cities about an ancient order of vampire hunters known as the Dawnguard. If your character is below level 10 or you wish to find the Dawnguard on your own, you can seek out their headquarters roughly east-southeast of Riften.

Hearthfire

If you have already completed tasks for the Jarls of Falkreath, Hjaalmarch, or Dawnstar and earned their trust, you will receive a letter from the steward of their respective towns letting you know that land has become available for purchase. You must have this letter in order to purchase land. You will receive a miscellaneous objective, and a quest target that points to the steward or relevant authority of that hold.

If you have not yet earned the trust of the Jarls, you will receive a letter via Courier once your character is level 9 or higher. The letter will encourage your character to visit and learn about the benefits of working for them and the possibility of buying land. If your character is already level 9 or above when Hearthfire is first installed, you will soon receive the letter from a Courier while visiting a town or settlement.

In order to purchase land in a hold, you must earn the trust of the Jarl. Each hold requires some specific favors or quests to be completed to earn that Jarl’s trust. After doing these, you will receive a letter informing your character that the land is available for purchase. This letter is required for purchase.

What are the specific requirements for getting land in each hold?

- **For Falkreath:** You must complete the Rare Gifts favor, and the Kill the Bandit Leader favor. You may then buy land from Steward Nenya.

- **For Hjaalmarch:** You must complete the quest Laid to Rest. You may then buy land from Steward Aslfur.

- **For Dawnstar:** You must complete the quest Waking Nightmare and then the favor Kill the Giant. Please note that this favor has the prerequisites of being level 22 or higher, and having previously completed the Waking Nightmare Daedric quest. At this point, you can then buy land directly from Jarl Skald the Elder.

Dragonborn

To begin exploring Solstheim, travel to the Windhelm docks and locate Gjalund Salt-Sage, a sea captain that may be willing to take you to the island for a small fee.

The main questline of Dragonborn will begin soon after you have started the main game quest The Horn of Jurgen Windcaller, after consulting with the Greybeards for the first time. Once that quest has begun, you will encounter a group of Cultists that will discuss Dragonborn’s questline.
WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings
The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:
- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit www.ESRB.org.

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GAMEPLAY CONTROLS

- **LT** Left Hand
- **RT** Right Hand
- **L** Left Hand
- **C** Look
- **J** Toggle Sneak Mode
- **F** Favorites
- **W** Left Hand
- **L** Wait
- **X** Right Hand
- **Z** Shout/Power
- **Y** Splash
- **A** Activate
- **B** Character Menu
- **U** Ready/Sheathe
- **J** Jump

THE GAME SCREEN

1. **COMPASS**
   Shows direction, locations, and quest markers.

2. **TARGET NAME**
   Name of the targeted character and its associated health bar.

3. **CROSSHAIR**
   Helps you target objects and characters.

4. **LEFT OR RIGHT HAND**
   Shows your active weapons or spells. Shields can only be equipped in your left hand.

5. **FAVORITES**
   A list of the inventory items tagged as your favorites.

6. **ARROW COUNT**
   When you have a bow equipped, the total number of arrows equipped.

7. **ENCHANTMENT CHARGE**
   Shows the remaining charge on an enchanted weapon.

8. **MAGICKA**
   Casting spells uses Magicka. Magicka regenerates slowly over time; the regeneration rate can be increased by racial powers or enchanted items. Sleeping, waiting, or potions can also restore your Magicka.

9. **HEALTH**
   The amount of damage you can take. Sleeping, waiting, potions, food or spells can restore your health.

10. **STAMINA**
    Sprinting, power attacks, and bashes use Stamina. Stamina regenerates over time; racial powers and enchanted items can increase the rate it recovers. Sleeping, waiting, potions, food or spells can also help restore it.

MAIN MENU

- **CONTINUE**
  Continue playing from your most recent saved game.

- **NEW**
  Begin a new game of Skyrim.

- **LOAD**
  Allows you to select from a list of previously saved games.

DOWNLOADABLE CONTENT

View any downloadable content you have obtained for Skyrim.

CREDITS

View the Skyrim credits.
COMPASS

Icons on the compass indicate nearby places of interests like dungeons, cities or farms. Quest Target markers indicate the direction of your active quest objective(s). The Custom Target marker indicates the direction of a custom target you have placed on the world map.

CHARACTER MENU

There are four main sections to your Character Menu: Magic, Skills, Items and Map.

Bring up the Character Menu by pressing \[B\]. Tap \[L\] or \[R\] in any direction to select the corresponding menu, then tap again in the same direction to enter the menu; alternately, hold \[L\] or \[R\] in any direction to quickly snap into a menu.

“Those who become Emperor and light the Dragonfires are surely Dragonborn - the proof is in the wearing of the Amulet and the lighting of the Fires. But were they Dragonborn and thus able to do these things - or was the doing the sign of the blessing of Akatosh descending upon them? All that we can say is that it is both, and neither - a divine mystery.”

- Emelene Madrine, The Book of the Dragonborn

SKILLS

The Skills menu displays the constellations of your character’s skills and Perks. Your character’s name, level and race also appear.

SKILLS

You have 18 skills. Under each skill is a bar indicating how close you are to increasing that skill. The more you use that skill, the faster it will increase.

POSITIVE/NEGATIVE ATTRIBUTE MODIFIERS

Your Health, Magicka, and Stamina are displayed at the bottom of the screen. Values appearing in red are being negatively modified by spells, abilities, powers or other effects. Values in green are being positively modified.

LEVEL PROGRESS BAR

How close you are to raising your character’s level.

INCREASING YOUR SKILLS AND LEVELING UP

INCREASING SKILLS

There are three ways to increase a skill:

- Use a skill repeatedly. The lower the skill, the faster it increases from use. The higher the skill, the longer it takes to increase. You can see how far you are from increasing a skill by checking the bar in your Skills Menu.

- Train with another character. You can pay some characters to increase your skills.

- Find a Skill Book. Skill Books increase a particular skill when read.

RAISING YOUR LEVEL

To raise your level, increase any combination of your skills multiple times. Increasing higher value skills levels you up faster. You can check how far you are from raising your level by looking at the bar on your Skills Menu.

LEVELING UP

When you level up, you must choose whether to increase your Health, Magicka, or Stamina. You also gain one Perk selection. You can select a Perk immediately or save it for later.
**ITEMS MENU**

**PERKS**

Perks are special abilities and enhancements to your skills. When you level up, you can select one Perk; you can also choose to save it for later. In order to select a perk, you must meet its skill requirement, and have any prerequisite perks that it requires. For example, in order to select Destruction Dual Casting, you must first choose Novice Destruction.

- **Perks you have chosen** (Novice Destruction)
- **Perks available to you** (Destruction Dual Casting)
- **Perks unavailable to you** (Impact)

Each Perk displays your current skill and the skill required to select it.

Some Perks have multiple ranks and can be repeatedly upgraded.

**CONJURATION 15** REQUIRES 20

Enchanter (0/5)

Enchanter's key ring

“**The cities of Skyrim are a testament to Nord ingenuity and craftsmanship. Chief among them are Solitude, seat of the High King and capital of the province; Windhelm, ancient and honored, a jewel in the snow; Markarth, carved into the living rock itself, in ages long since past; Riften, nestled in the golden shadows of the Fall Forest, whence comes delicious fish and mead; and Whiterun, built around the hall of Jorrvaskr, home of the most noble Companions and revered Skyforge.”**

— Hrothmund Wolf-Heart, Nords of Skyrim

**ITEMS MENU**

The Items menu displays all of your items. You can filter your items by the following categories: All, Weapons, Apparel, Potions, Food, Ingredients, Books, Keys and Misc.

- **MENU CONTROLS**
  - `<C>`/`<S>`/`<Q>`/`<W>`/`<X>`/`<Z>` — Enter/Exit lists
  - `<M>`/`<Q>` — Cycle through lists
  - `A` — Equip/Use/Read Item
  - `W`/`X` — Equip Left Hand/Right Hand
  - `X` — Drop Item
  - `Y` — Favorite Item
  - `H` — Examine Item
  - `C` — Rotate Item

**Carry Weight:** The amount of weight you can carry before becoming overly encumbered. Your maximum carry weight is based on your Stamina attribute.

**Gold:** How much gold you have.

**Armor Rating:** The combined effects of your physical armor, active magical armor effects and any relevant Perks.

**Damage:** The combined damage of your current weapon or weapons.

**FAVORITES**

In the Items and Magic menus, you can define your favorites by selecting the weapon, armor, spell or item you want to mark and pressing `Y`.

While playing the game, you can pull up your favorites list by tapping `<C>` or `<S>`. Then you can then cycle through the list with `<M>` and `<Q>`, equip or use items or spells with `A` or `W`/`X`/`Z` and quickly swap weapons between your left hand (`<LT>`) or right hand (`<RT>`).

You can also assign primary and secondary Quick Keys by holding `<C>` or `<S>` on items in the favorites menu. Swap between the two items during gameplay by tapping `<C>` or `<S>`.
MAPS AND FAST TRAVEL

Highlight a location on the map and press A to fast travel. You cannot fast travel from interiors or while in combat. When you fast travel, time will move forward depending on how far you go. If you have a horse, it will fast travel with you. When traveling to cities, your horse will be placed in the nearest stable.

WORLD MAP
The world map shows you the entire province of Skyrim. Use the L to move around the map, J/K/L to zoom in and out, and Y to re-center the map to your current position. Use R to move the view. Press X to view the local map.

MAGIC MENU

SPELLS
Successfully casting spells will raise your skill in that spell’s school. You can buy new spells from vendors or learn them from Spell Tomes you find in the world.

POWERS
Tap R to use an equipped power. Each race starts with a unique power; you may acquire additional powers over the course of your adventure. Only one Power can be equipped at a time, and most can only be used once per day.

SHOUTS
Shouts are special combinations of dragon language that produce powerful effects. Hold down R to use an equipped shout. The longer you hold it down, the more words of a shout are used, and the more powerful the shout. You can only have one power or shout equipped at a time.

After using a shout, you must wait before shouting again. Your compass will flash while recharging. When your compass stops flashing, you can shout again.

The individual words of each shout must be learned by finding Word Walls in the world. After learning a word, you must unlock it with a dragon soul before you can use it. Dragon souls are absorbed by slaying dragons.

“Far too often, noble visitors from Cyrodiil see little more of Skyrim than the view from their carriage. To be sure, this coarse, uncivilized province is far from hospitable, but it is also a place of fierce, wild beauty, with grand vistas and inspiring natural wonders awaiting those with the will to seek them out and the refinement to truly appreciate them.”

— Marcius Carvain, An Explorer’s Guide to Skyrim
JOURNAL

Press \( \text{Start} \) and use \( \text{LT} / \text{RT} \) to access Quests, Stats, and the System menus.

QUESTS
To set a quest as active, select it and press \( \text{A} \). Activating a quest adds its quest target(s) to your compass and your world and local maps.

The Miscellaneous category includes special objectives that might lead to new quests, locations and rewards.

SHOW ON MAP
Pressing \( \text{X} \) opens the world map and displays the location of the quest target.

GENERAL STATS
General Stats displays information about your character’s progress through the game.

SYSTEM MENU

SAVE
Manually save your game at any time.

LOAD
Select from a list of previously saved games.

SETTINGS

GAMEPLAY
Using this menu, you can adjust the game difficulty (how hard combat is), change the look sensitivity, invert the Y axis, change the autosave settings, and enable or disable vibration.

DISPLAY
Brightness and HUD Opacity can be adjusted in this menu. You can also toggle the crosshair, dialogue subtitles and general subtitles.

AUDIO
Use this menu to adjust volume levels.

CONTROLS
In this menu you can reassign the game’s controls.

HELP
This menu provides additional instructions on how to play the game.

QUIT
Exit to the main menu.

DIALOGUE, BARTERING AND HIRELINGS

DIALOGUE
To speak to someone, press \( \text{A} \). To exit a conversation, press \( \text{B} \).

The list of topics you can discuss with this person. You may need to scroll down to reveal additional options. Asking about certain topics may reveal more dialogue options. Lightened dialogue options indicate topics you have not discussed yet. Darkened dialogue options mean you have already discussed this topic, though it may still contain other topics within it.

Sometimes you need to get information from a character. Special dialogue options will appear including:

- **Persuade**: Convince a character to tell you something with your speech alone. A higher Speech skill grants a greater chance of persuasion.
- **Intimidate**: Forcefully persuade a character to talk. Success is based on your Speech skill and level.
- **Bribe**: Coax a character into talking with a sum of gold.
- **Brawl**: Engage in a fistfight with the character; win and get the information you need. While neither of you can die in a fistfight, if you use a weapon, the fight will turn into live combat with any associated crime.

SKILL TRAINING
For a price, some characters can train you to improve your skills. There are a limited number of these characters for each skill, and few can teach the skill at higher levels.
COMBAT
For even the most skilled adventurer, Skyrim is a dangerous place. Learning the basics of battle is essential to your survival.

WEAPONS
There are many types of weapons in Skyrim. The damage you do depends on the weapon itself, your skill, and any pertinent Perks. Heavier weapons take longer to swing, and may do less damage over a period of time than a faster weapon. Heavier weapons also slow you down while moving.

MELEE ATTACKS
There are two types of attacks: Basic Attacks and Power Attacks. To perform a Basic Attack, tap X. To perform a Power Attack, hold down RT. Power Attacks take stamina to perform, but do double damage. Power attacks also have a chance of staggering your opponent, allowing you to perform extra attacks. Heavier weapons drain more Stamina when power attacking than light ones.

ARCHERY
To attack with a bow, hold RT to draw the bowstring to full extension, then release RT to fire the arrow. The more you pull the string back, the more damage you will do. You can cancel a shot by pressing X. You can select Perks under the Archery Skill to gain abilities like zooming in or slowing down time. These are done by holding LT while you have an arrow drawn.

ONE-HANDED AND TWO-HANDED WEAPONS
Certain weapons like daggers, swords, maces, and war axes, are one-handed weapons, and can be used with a shield or dual wielded. Other weapons, like battleaxes, greatswords and warhammers require two hands and cannot be used with a shield or dual wielded. Two-handed weapons are slower, but do more damage.

BLOCK
To block, hold LT. A shield or weapon block reduces the damage you take. Shields are more effective at blocking than weapons. To bash with your shield or weapon, hold LT and tap RT. Bashing uses Stamina and staggers an opponent, giving you an opening to strike. You can also select a Park to gain Power Bash, a stronger bash attack which is performed by holding RT while blocking.

ARMOR
Each piece of armor you wear adds to your overall protection, or Armor Rating. The higher your Armor Rating, the better you are protected. The amount of protection you receive from armor depends on the armor itself, your skill with that armor’s type, and any relevant Perks you’ve selected.

YIELDING
If you get into a fight with a friend or a guard, you can yield by sheathing your weapon. If your opponent is willing, he will stop the fight.

“Block, counter, bash! Hit them when they’re down! They’ll show no mercy, so why should you? Battle is about the offense, about catching your foe early and never relenting.”

– Eduardo Corvus, Killing - Before You’re Killed
LOCKPICKING

Use C to rotate the lock and L to rotate the lockpick. When the lockpick is rotated, the closer it is to the correct position, the more the lock will rotate before the lockpick breaks. Only when the lockpick is in the correct position will the lock fully rotate and open.

CRIME AND PUNISHMENT

CRIMES, BOUNTIES AND JAIL

The following actions are considered crimes and are reported if you are detected: Stealing items or horses, pickpocketing an item, picking a lock, trespassing, starting a fight (defending yourself is not a crime), or killing a non-aggressive character.

When a crime is reported, a Bounty is placed on your head for the city or town you are in. The amount of the Bounty depends on the seriousness of the crime you commit.

Anyone who sees you commit a crime will become a witness. If you manage to eliminate all witnesses to a crime shortly after it has been committed, the Bounty will not take effect.

With a Bounty, guards will approach and arrest you. If you run, they’ll come after you. If you escape to a different city or town where you do not have a Bounty, the guards there will ignore you.

If you are caught by the guards, you typically have the following options:

• Pay off your Bounty and avoid jail. Any stolen items in your inventory will be removed, including items you stole while undetected.

• Resist arrest. Guards will attack you if you resist. If you escape, the Bounty will remain on your head in that city or town, and guards will try to arrest you if you return. If you yield by sheathing your sword, the guards may stop attacking you depending on your reputation, though they will still arrest you.

• Go to jail and avoid the fine. If you go to jail, you can attempt to pick the lock of your jail cell and escape undetected. To serve your time, activate the bed in your cell and you will appear outside when your time is served. Your progress towards skill increases is lost depending on how long your sentence is.
Alchemy ingredients can be found all over Skyrim. Potions and poisons are created by mixing ingredients together that share a common effect at Alchemy Workbenches. Potions are consumed by your character to grant positive effects, while poisons are applied to your weapons to add additional poison damage.

The higher your Alchemy skill, the more powerful potions and poisons you can create. You raise your Alchemy skill by eating ingredients and creating potions and poisons.

All ingredients have four different effects. Discover the first effect by eating the ingredient, and experiment with combining ingredients to discover the remaining effects. If a potion or poison fails, the ingredients had no effects in common. You can also gain Perks that allow you to discover more effects by eating.

Enchanting is the art of applying magic effects to armor and weapons. To create an enchanted item, you need a learned enchantment, a filled soul gem, and an equipable item that has no enchantment. The higher your Enchantment skill, the better the enchanted item.

Enchantments are learned by destroying enchanted items. Take enchanted items to an Arcane Enchanter to destroy them.

You can find filled soul gems in the world, or create them by using the Soul Trap spell to capture a creature’s soul in an empty soul gem.

Some enchantments can only be placed on weapons, while others can only be placed on worn items, or particular kinds of worn items. Weapon enchantments use up charges with each hit and need to be recharged when drained. The power slider and size of the soul in the soul gem determines how many charges the enchanted weapon will hold.

Worn item enchantments are permanent and do not require recharging.

“The troll might be dead, but your job isn’t finished just yet. Let the flames die down and then examine the troll’s corpse. If you’re lucky, you’ll find some fat deposits that will fetch a good price in an apothecary’s shop. In fact, if you’ve got a knack for alchemy yourself, you can boil the fat down for use in all manner of potions and tonics.”

— Finn, Troll Slaying
SMELTING, TANNING AND COOKING

SMELTING
Raw ore can be found throughout the world, primarily in mines. At a smelter, you can smelt this ore into metal ingots, which are needed to forge weapons and armor.

TANNING
Tanning racks dry animal hides into raw leather. The larger the animal, the more leather a hide will yield. Raw leather is cut into leather strips, which are used as components for creating armor and weapons.

COOKING
Cooking pots allow you to prepare food items that provide various temporary effects. Each recipe requires specific culinary ingredients that can be found throughout Skyrim.

SMITHING
Use forges to create new weapons and armor. The higher your Smithing skill, the better weapons and armor you can forge. Raise your Smithing skill by creating or improving weapons, armor, training or reading skill books.

Creating weapons and armor requires components that can be found in the world like iron or steel, as well as knowledge of how to create an item. To unlock new weapon and armor options, choose Perks from the Smithing skill constellation.

Grindstones: The grindstone improves the damage of weapons. To sharpen a weapon, you need the appropriate materials. The amount of improvement depends on your Smithing skills and perks.

Workbenches: Use workbenches to improve an item’s armor rating. You need components to help upgrade your armor. The amount of improvement depends on your Smithing skill and Perks.
HORSES, HOUSES, BOOKS AND CONTAINERS

HORSES
To ride a horse, approach it and press A. To gallop, hold AB. Press A while riding to dismount. To purchase a horse, visit stables outside any major city. When you fast-travel to a city, your horse is left for you at the local stable outside the city gates.

HOUSES FOR SALE
Houses are for sale in each major city. Once you purchase a house, you can furnish it. Talk with the Jarl’s steward in each major city for more information.

BOOKS AND OTHER DOCUMENTS
When you activate a book or document, you can read it. Afterward, you can put it back (B) or take it (A). Use L/R or LT/RT to flip back and forth through a book’s pages.

Skill Books improve your skills the first time you read them. Spell Tomes teach you spells, and are consumed when you read them.

CONTAINERS
Containers are chests, crates, barrels, dressers, boxes, dead bodies or creatures, and more. To open a container, press A. If the OPEN text is red, the items inside are owned by someone else.

WARNING! Do not leave things in containers you do not own! They may not be there when you come back for them. Buying a house is one way to own containers.

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

CONNECTING
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS
These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.
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Your breach of this Section shall constitute a material breach of this Agreement and/or of applicable copyright and other intellectual property rights, laws and treaties, and may subject You to civil and criminal liability.

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 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 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 discerners 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 in compliance 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 Licensor, 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 final, 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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