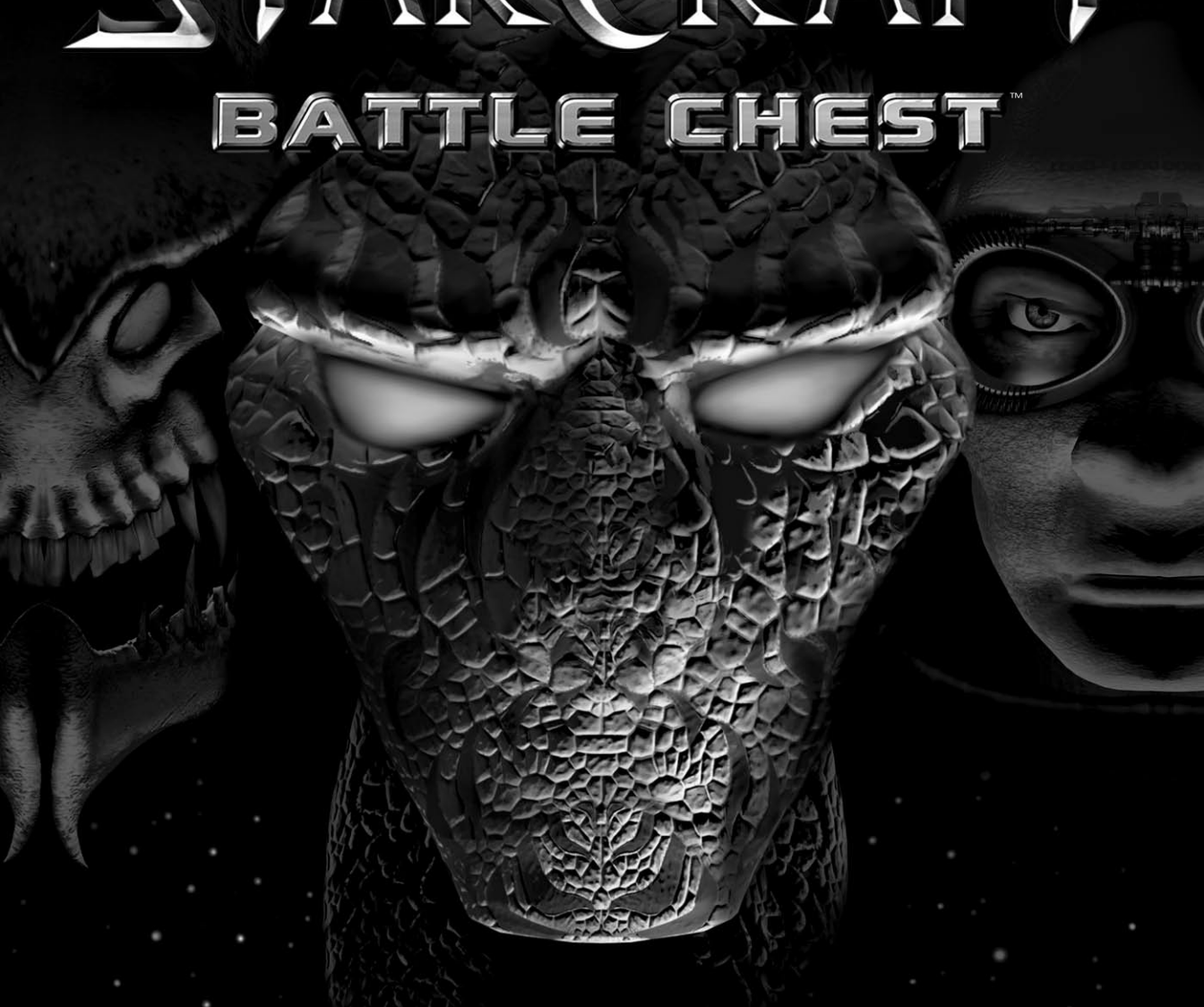


STAR CRAFT

BATTLE CHEST™





⌘ GETTING STARTED ⌘

PC SYSTEM REQUIREMENTS

Computer: Pentium 90 MHz processor or equivalent.

Operating Systems: Windows 2000, Windows XP, or Windows Vista.

Memory: 16 MB of RAM

Controls: A keyboard and mouse are required. Joysticks, game pads, graphic tablets, and input devices other than the mouse and keyboard are not supported.

Drives: A hard drive with 80 MB of disk space available and a 2x CD-ROM drive are necessary for installation and play. A 4x speed CD-ROM drive is necessary to view cinematic sequences.

Video: StarCraft requires a Local-bus SVGA video card that supports DirectDraw®. You must have DirectX® 2.0 or better installed on your system to play the game.

Sound: StarCraft will work with any DirectX 7.0 or better compatible sound card.

Multiplayer Connectivity: Access to Blizzard Entertainment's online gaming service, Battle.net, requires a low-latency, active Internet connection, rated at 28.8 Kbps or faster. Multiplayer games played over a LAN require an active connection to a TCP/IP network.

MAC SYSTEM REQUIREMENTS

Computer: Any Mac OS computer with a PowerPC processor.

Operating Systems: Mac OS X 10.3.9 or higher is required.

Memory: 16 MB of RAM plus virtual memory (32 MB of RAM is recommended). For multiplayer games of StarCraft, 32 MB of physical RAM is required.

Controls: A keyboard and mouse are required. Joysticks, game pads, graphic tablets, and input devices other than the mouse and keyboard are not supported.

Drives: A hard drive with 80 MB of disk space available and a 2x CD-ROM drive are necessary for installation and play. A 4x speed CD-ROM drive is necessary to view cinematic sequences.

Video: StarCraft requires that your computer support at least a 640x480 display in 256 colors.

Sound: StarCraft will work with any Mac OS compatible system's built-in sound.

Multiplayer Connectivity: Access to Blizzard Entertainment's online gaming service, Battle.net, requires a low-latency, active Internet connection, rated at 28.8 Kbps or faster. Multiplayer games played over a LAN require an active connection to a TCP/IP network.

GAME INFORMATION & LORE

Blizzard Entertainment has documented all information about StarCraft on our website, updated with the latest changes made to StarCraft. To find out how to play StarCraft or get more information on units, abilities, strategy, and other game-specific details, please visit our website, The StarCraft Compendium, at <http://www.battle.net/scc/>

Background information on the world of StarCraft can be found on Blizzard's website at <http://www.blizzard.com/lore/>

END USER LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNUSED SOFTWARE PROGRAM TO THE PLACE FROM WHICH YOU OBTAINED IT FOR A FULL REFUND.

This software program (the "Program"), any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials are the copyrighted work of Blizzard Entertainment, Inc., or its suppliers. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Blizzard Entertainment, Inc. ("Blizzard"), hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on either a home or portable computer. In addition, the Program has a multi-player capability that allows up to eight players per registered version of the Program to play concurrently. These additional copies of the Program are known as and referred to hereafter as "Spawned Versions." You may install Spawned Versions of the Program on an unlimited number of computers. However, Spawned Versions of the Program must be played in conjunction with the registered version of the Program from which they were spawned. All of the terms and conditions of the License Agreement shall also apply to the Spawned Version of the Program, with the exception that the Spawned Version Program may be installed on as many computers as you wish. The Program also contains a Level Editor (the "Editor") that allows you to create custom levels or other materials for your personal use in connection with the Program ("New Materials"). All use of the Editor or any New Materials is subject to this License Agreement. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Blizzard Entertainment or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program contains certain licensed materials and Blizzard's licensors may protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Blizzard.

B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not be entitled to:

(i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Blizzard.

(ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center or any other location-based site. Blizzard may offer a separate Site License Agreement to permit you to make the Program available for commercial use; contact Blizzard for details;

(iii) use or allow third parties to use the Editor and the New Materials created thereby for commercial purposes including, but not limited to, distribution of New Materials on a stand alone basis or packaged with other software or hardware through any and all distribution channels, including, but not limited to, retail sales and on-line electronic distribution without the express written consent of Blizzard; and

(iv) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by Blizzard in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose including, but not limited to network play over the Internet, network play utilizing commercial or non-commercial gaming networks or as part of content aggregation networks without the prior written consent of Blizzard.

4. Program Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program and any New Materials from your home or portable computer.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any New Materials. Blizzard may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Materials.

6. Export Controls. The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Limited Warranty. Blizzard expressly disclaims any warranty for the Program, Editor and Manual(s). The Program, Editor and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the Program and Manual(s) remains with the User, however Blizzard warrants up to and including 90 days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to Blizzard of proof of purchase of the defective Program, Blizzard will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

8. Limitation of Liability. NEITHER BLIZZARD, ITS PARENT, SUBSIDIARIES OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM OR EDITOR INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES.

9. Equitable Remedies. You hereby agree that Blizzard would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Blizzard shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Blizzard may otherwise have available to it under applicable laws.

10. Miscellaneous. This License Agreement shall be deemed to have been made and executed in France, and any dispute arising hereunder shall be resolved in accordance with the law of France. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in France, which shall have subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

I hereby acknowledge that I have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. I also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Blizzard and I and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between Blizzard and myself.

TECHNICAL SUPPORT – CONTACT INFORMATION

Blizzard Entertainment takes every care to ensure that our customers are treated in a professional manner. If you find that you have a technical problem with one of our titles and you need assistance, there are a number of options available in order to contact us for help. Before contacting Technical Support, please gather the following information about your computer to help us with your issue:

- Computer make and model if available
- System RAM
- Operating System and version
- DirectX version
- Graphic and Sound Card make, model, and driver version

INTERNET SUPPORT

The Blizzard Entertainment Technical Support website has solutions to the most common game questions and problems. This free service is available 24 hours a day, 7 days a week. You can find our Technical Support website at

<http://eu.blizzard.com/support/splash.xml>

EMAIL AND PHONE SUPPORT

You can contact Technical Support via email or phone. You can find Technical Support contact information for your country on the Blizzard website here:

<http://us.blizzard.com/support/article.xml?articleId=21373>