

Go deeper inside the terrifying mythology with the final
thrilling volumes of the Blair Witch Game Trilogy



Blair Witch Volume I: Rustin Parr is set in 1924, and pits government special investigator Doc Holliday against the ancient evil that drove hermit Rustin Parr to abduct and slay seven children in Burkittsville, Maryland. Along the way, she will have to interact with the stunted townspeople, investigate hidden legends and arcane rituals, and seek to unravel a twisted mystery that still haunts the town.



Blair Witch Volume II: The Legend of Coffin Rock follows a civil war soldier who is amnesiac with amnesia and then found in Burkittsville by a strange young girl named Robin Weaver. He is dubbed "Lazarus" by her mystical grandmother. After Robin mysteriously disappears into the forest of the Black Hills, Lazarus is drawn into a world of human sacrifice and supernatural forces. He discovers the horrible role that evil in the forest has in store for young Robin.

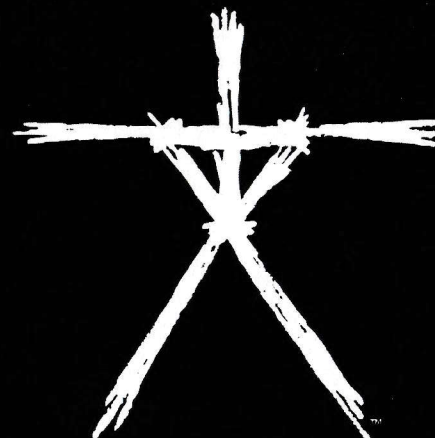
ritual™
entertainment
WWW.RITUAL.COM

GATHERING
OF DEVELOPERS
WWW.GODGAME3.COM

©2000 Artisan Pictures Inc. All Rights Reserved. "Stickman" is a registered trademark and/or service of Artisan Pictures Inc. All Rights Reserved. Ritual Entertainment and the Ritual Entertainment logo are trademarks of Ritual Entertainment. Gathering of Developers and godgames are trademarks of Gathering of Developers, Inc. All other trademarks and trade names are properties of their respective owners. © 2000 Gathering of Developers, Inc. All Rights Reserved.

BLAIR WITCH

VOLUME III: THE ELLY KEDWARD TALE



BLAIR WITCH VOL. III:

The Elly Kedward Tale

CONTENTS

Blair Township, 1786	2
Getting Started	3
System Requirements	3
Installing the Game	3
Starting the Game	5
Main Menu	6
Options	8
Graphic Options	8
Sound Options	9
Control Options	10
Controls	12
Controls Information	12
Controls Quick Reference	12
The Elly Kedward Tale	15
Jonathan Prye	15
Characters	16
Weapons and Artifacts	18
Technical Support	20
Credits	21
Software License Agreement	22

BLAIR TOWNSHIP, 1786

In February of 1785, an old woman named Elly Kedward lured several local children into her house and drew their blood. When the children told their parents and showed the wounds from which she bled them, the townspeople reacted with brutal swiftness, finding her guilty of witchcraft and banishing her from Blair in accordance with local laws.

Kedward was bound to a wheelbarrow, dragged into the woods, and left for dead in the middle of a particularly harsh winter.

Assuming that Elly surely must have died from exposure, the people of Blair returned to an uneasy calm. But it would not last.

In November of 1786—on the night of the first snowfall—the daughter of the town magistrate mysteriously vanished. A week later, Kedward's main accuser disappeared. By the end of the winter, nearly more than half the town's children vanished, including every one of the accusers.

Fearing a curse, the townspeople fled in terror as soon as the weather broke...



GETTING STARTED

SYSTEM REQUIREMENTS

Windows 98, Windows NT 4.0, or Windows 2000 Pentium2, 233 MHZ Celeron, Pentium3 or AMD Athlon CPU 64MB System RAM (96MB for 3D hardware acceleration).

Sound Blaster Live! for environmental audio effects.

Matrox G200/G400, ATI Rage 128, or TnT/TnT2 recommended for 3D hardware acceleration.

850MB of free disk space. 200MB of free virtual memory.

INSTALLING THE GAME

1. Insert the CD-ROM marked Blair Witch Vol. III into your CD-ROM drive.
2. If Autorun is enabled for your CD-ROM drive, the CD will automatically bring up the Blair Witch installation.

3. If Autorun is not active for your CD-ROM drive, you can install the game by clicking on the Windows START button, selecting RUN, and typing D:\setup.exe, where "D" is the letter of your CD-ROM drive. Or you can open the Windows File Manager, find your CD-ROM drive, and double-click on SETUP.EXE in the CD's file menu.
4. Select your language preference then follow the prompts to install the game.
5. Please note that you will need 850 MB of free space on the hard drive that you are installing Blair Witch Vol. III: The Elly Kedward Tale.
6. DirectX 6.1 is required to play Blair Witch, but we recommend using DirectX 7.1.
7. Once the installation is complete, the install program will ask you whether or not you would like to install DirectX 7.1. Please allow DirectX 7.1 to be installed if you do not already have it installed in your system.
8. Once the installation is complete, the README.TXT file in the Blair Witch directory will be automatically displayed. It is highly recommended that you read this file, since any changes that may have been made to the game since the printing of this manual will be detailed in

this file. A shortcut to the readme.txt file is included in the Blair Witch folder created during installation.

STARTING THE GAME

The installation program has placed a shortcut to Blair Witch on your Windows Desktop. Double-click the icon labeled Blair Witch Vol. III: The Elly Kedward Tale to launch the game. Alternately, you can open the Windows START MENU and select PROGRAMS, then Blair Witch Vol. III: The Elly Kedward Tale. Click on the icon labeled Blair Witch Vol. III: The Elly Kedward Tale in the next menu to launch the game.

MAIN MENU

There are four choices you can make from the **START MENU: START, OPTIONS, LOAD** and **QUIT**. Navigate the menu with the UP/DOWN arrows. The ENTER key selects that menu entry and ESC backs out of the current menu. At the Main Menu, ESC exits the game.

START: Selecting START from the Main Menu starts you on your adventure in Blair Witch Episode 3 – The Elly Kedward Tale.

OPTIONS: The Options menu allows you to adjust the settings of the game to best fit your system and personal preferences. The three choices are: GRAPHICS, SOUND and CONTROL. See the section on OPTIONS for more information.

LOAD: Select the game you wish to load from the menu.

QUIT: This option returns you to your desktop.

DURING THE GAME, THE ESC KEY BRINGS UP THE FOLLOWING MENU:

RETURN TO GAME: Resumes gameplay.

OPTIONS: Brings up the Option menu, allowing you to adjust Graphics, Sound and Control options.

LOAD GAME: Same as Load Game in Main Menu.

SAVE GAME: Allows you to save your game in the current location.

QUIT: Ends the current game and returns to the main menu.

SKIP CINEMATIC: If the game is currently displaying a cinematic, you can skip to its end with this option. Useful if you've already seen that particular cinematic before.

OPTIONS

The Options menu allows you to adjust the settings of the game to best fit your system and personal preferences. The three choices are: **GRAPHICS**, **SOUND** and **CONTROL**.

GRAPHICS OPTIONS: Use this menu to adjust the visual aspects of the game. Be careful when adjusting these settings, as not all machines can handle the highest settings for each option.

RESOLUTION: The Nocturne engine supports resolutions from 320x200 to 1280x1024. Cycle through the resolutions with the LEFT/RIGHT arrows. Note that resolutions above 640x480 require hardware acceleration. The game is optimized for 640x480.

BITS PER PIXEL: The Nocturne engine is optimized for 32-bit rendering, though it is capable of dropping to 16-bit if necessary.

MONITOR CALIBRATION: This takes you through the monitor calibration process that sets your monitor to display the game as it was intended to be displayed. It's designed to set your monitor's black to true black so you can enjoy the film noir quality afforded by the Nocturne engine.

SUBTITLES: Purely a matter of preference, this option enables or disables

the text displayed during character conversations. It does not affect the performance of the game.

HEALTH/MANA NUMBERS: This option enables or disables health and mana numbers to be displayed on the user interface. A graphical representation is always provided but this allows the user to have a numerical representation of the main character's health and mana level as well.

DISPLAY CROSSHAIR: This option enables or disables whether or not a targeting crosshair should be displayed when the main character is aiming his weapons at enemies.

SOUND OPTIONS: Sound, music and dialog play a major part in this game. You are encouraged to find the best settings for your machine. Keep in mind that the higher settings on some options might impact performance on certain machines.

DEVICE: The ENTER key brings up a list of all available devices. If your system's device does not react properly, you can use the Nocturne WavOutWrite software driver.

SOUND: On or Muted.

SOUND EFFECTS VOLUME: Use LEFT/RIGHT arrows to increase or decrease the volume of sound effects.

DIALOG VOLUME: Use LEFT/RIGHT arrows to increase or decrease the volume of dialog.

MUSIC VOLUME: Use LEFT/RIGHT arrows to increase or decrease the volume of the music in the Menu.

OUTPUT RATE: This will generally be set by the program during installation, but modifications can be made at any time afterwards.

OUTPUT QUALITY: 8-bit and 16-bit.

OUTPUT TYPE: Stereo or Mono.

HARDWARE MIXING: This option will enable or disable hardware sound mixing on your computer. If you notice any scratchiness in the sounds while playing the game, you may want to try disabling hardware mixing.

CONTROL OPTIONS: This option allows you to modify the controls.

CONTROL: Keyboard / Mouse, Keyboard, Gamepad or Mouse

CUSTOMIZE KEYS: Allows you to re-define the key assignments for all player control.

ALWAYS RUN: If Always run is on, the hero will run by default. The Run key will cause him to slow to a walk.

AIMING: Auto or Manual. The Auto aim mode causes the hero to automatically aim at nearby targets as long as they are in his field of vision. Manual aim mode is far more challenging.

X-AXIS SENSITIVITY: Adjusts the side-to-side reaction speed of the mouse. Hit ENTER to bring up an adjustment slider. Move the mouse left and right to set the level then hit ENTER again.

Y-AXIS SENSITIVITY: Adjusts the up/down reaction speed of the mouse. Hit ENTER to bring up an adjustment slider. Move the mouse left and right to set the level then hit ENTER again.

INVERT Y AXIS: Select YES for this option if you prefer your vertical mouse movement to be styled after aircraft controls (push forward to look down, pull back to look up).

CONTROLS

CONTROLS INFORMATION

STANDARD MODE (Keyboard, Mouse/Keyboard or Gamepad):
NAVIGATION:

The standard modes of control move the hero by "driving" him. The Walk key drives him forward. The left/right arrows (or left and right with the mouse) turn him in that direction. At its most basic level, that's all there is to navigation.

ADVANCED NAVIGATION:

Prye can also sidestep, walk backwards and turn quickly. At any time, pressing the strafe left or strafe right key causes him to sidestep in that direction. The Back key causes him to walk backwards. The Quickturn key spins the hero 180-degrees. If you want to slow down or run fast, you can press the Run key, which toggles between walking and running.

MANIPULATION:

When Prye approaches items or doors that he can manipulate, they highlight slightly indicating he's in range to activate them. Pressing the Action button performs whatever action is appropriate (open door, pick up item, flip switch, etc.).

COMBAT:

Press the Draw key to draw Prye's weapons. When his guns are drawn, the Fire key causes him to fire. It's up to you to aim him at an enemy. If Autoaim mode is enabled, you merely have to be facing an enemy. In Manual Aim mode, you control the aim yourself.

POINT-AND-CLICK MODE:

Unlike the other three control modes, the point-and-click mode utilizes an on-screen cursor. Most of the controls remain the same. The right mouse button acts as the action/fire key, and the left mouse button allows you to click on items, doors and characters to interact with them.

NAVIGATION:

Using the mouse, position the cursor where you'd like Prye to walk and left-click. He'll walk as close to that destination as he can.

MANIPULATION:

If you move your mouse across a door or other element that can be manipulated, it will highlight. When you left-click on it, Prye will walk to that object and activate it (open door, pick up item, etc.). Right-clicking is the same as the Action button in other modes of control. If Prye is already in place, you can simply right-click to perform the action without walking anywhere.

COMBAT:

Use the Draw key to draw a weapon. With a weapon drawn, right-click

to fire it. Right-click always fires a drawn weapon. To target an enemy, right-click on it. The cursor will change to indicate that you've targeted that enemy. Prye will keep his guns aimed at that target until it dies or he selects another enemy. You can continue navigating as before. Left-click anywhere, and Prye will strafe or run backwards as necessary to reach his destination without turning his back on the targeted enemy.

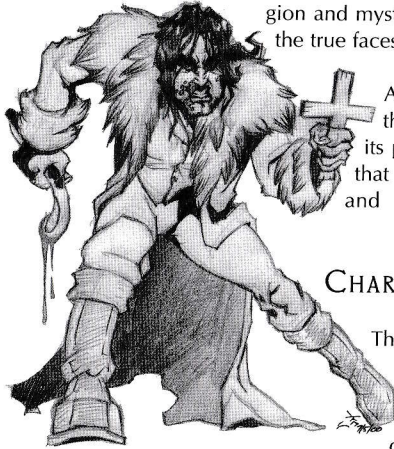
Keyboard Controls	Keyboard/Mouse	Gamepad Controls
Forward = UP	Forward = UP	Forward = PAD UP
Back = DOWN	Back = DOWN	Back = PAD DOWN
Run = Left SHIFT	Run = Right SHIFT	Run = Left SHIFT
Strafe On = Left ALT	Strafe On = Right CTRL	Strafe On = PAD 4
Strafe Left = Z	Strafe Left = LEFT	Strafe Left = Z
Strafe Right = X	Strafe Right = RIGHT	Strafe Right = X
Turn Right = RIGHT	Turn Left = MOUSE x-axis	Turn Left = PAD LEFT
Turn Left = LEFT	Turn Right = MOUSE x-axis	Turn Right = PAD RIGHT
Fire = SPACE	Fire = LEFT MOUSE	Fire = PAD 1
Action = Right ALT	Action = RIGHT MOUSE	Point Up = Q
Point Up = Q	Point Up = MOUSE y-axis	Point Down = A
Point Down = A	Point Down = MOUSE y-axis	Action = PAD 3
		Use Item = PAD 2

Point & Click Controls	In All Modes	In-Game Hotkeys
Forward = LEFT MOUSE	Conventional Weapons = 1	F1 – Help
Run = Right SHIFT	Stave Weapons = 2	F2 – Save Game
Action/Target/ Fire = RIGHT MOUSE	Christian Weapons = 3	F3 – Load Game
Usetem = ENTER	Shaman Weapons = 4	F5 – Toggle sound
	Pagan Weapons = 5	F6 – Quick Save
	Lantern = L	F9 – Quick Load
	Journal = J	F11 – Brighten Screen
	Map = TAB	
	Voodoo Doll = V	
	QuickTurn = End	
	Prev Weapon = MINUS	
	Next Weapon = EQUALS	
	Next Item =]	
	Prev Item = [
	Item Description = P	
	Use Item = Enter	
	Draw = NUMPAD_0	

THE ELLY KEDWARD TALE

JONATHAN PRYE

You play as Jonathan Prye, a former minister who has lost his faith. A longtime witch hunter, you travel to Blair Township in the wake of the Elly Kedward nightmare to seek out the truth of religion and mysticism and ultimately determine the true faces of good and evil.



Although your primary role is that of defender of the town and its people, it must be remembered that this is also a personal journey, and that the future of your faith depends upon the outcome of events in Blair.

CHARACTERS

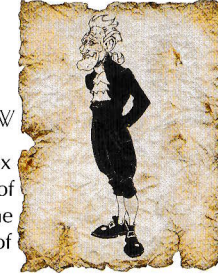
Though most of the townspeople have fled Blair in horror, there remain several key characters with whom you must interact during the course of your

investigation. Familiarize yourself with each of them and listen to what they have to tell you.



JONAH STEAD

Untrusting and obviously rattled by recent events, Jonah, the town magistrate, is not an immediate ally. But he will provide you with vital information about Elly Kedward and the bizarre occurrences in Blair.



FATHER HALE GOODFELLOW

Father Goodfellow, a local priest, is an orthodox man of God and has little patience for tales of demons and spirits. But he is well versed in the art of exorcism and will be a useful source of information.

ELIZABETH STYLER

Elizabeth Styler is a local woman who has been jailed after having been charged with witchcraft in the hysteria following

the Kedward incident. She is an intelligent and well-spoken woman, and your suspicion that she is far from the monster that she is accused of being is well founded.

HIRRUM HEATHTOW



Dismissed by the remaining townspeople as the useless town drunk, prisoner Hirrum Heathtow is a comical, but useful character. Despite his affinity for tormenting Elizabeth Styler, he can sometimes become lucid enough to share vital information with you.

ASGAYA GIGAGEI

A mysterious native shaman, Asgaya will indoctrinate you in the rituals of Shamanism and lead you into the spiritual realms where the real battle against evil must be waged.



WEAPONS AND ARTIFACTS

As you hunt for the Blair Witch and become increasingly immersed in the dark magic that haunts the woods, you'll need to learn how to use these and other items to defend yourself against the dark forces that surround you.

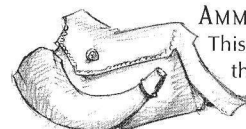
FLINTLOCK

This 18th Century colonial weapon will be your primary means of defense.



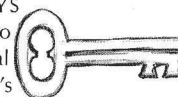
AMMO POUCH

This pouch of gunpowder is a necessity for using the Flintlock and any other conventional weapons.



KEYS

You'll need to take note of two important keys: the key to the local jail and the key to Elizabeth Styler's home.



CEMETERY SCROLL

This scroll, acquired from Father Hale, will arm you with

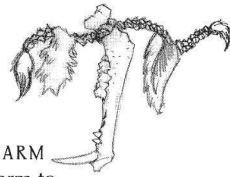


important knowledge about the Cemetery.



BONES

These bones of a Native American warrior will allow you access to the Demon Plane.



DARKWOLF CHARM

Use this charm to summon the spirit of the Darkwolf.



LANTERN

Your light in the darkness, protect your lantern well.

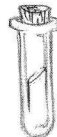


HEALTH VIALS

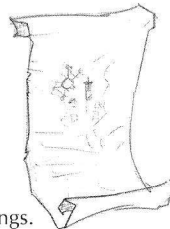
These Health Vials will restore your health after fierce battles.

Note that there are two sizes, and the amount of health restored depends on the

potency of the vial.



MAP This map will help you navigate local surroundings.



TECHNICAL SUPPORT

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the Blair Witch Vol. III: The Elly Kedward Tale CD for last minute information and answers to frequently asked questions (FAQ's).

Do you want to ask a specific technical question? E-mail us directly at Support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday – Friday from 9 a.m. to 5 p.m. Eastern Time.

CREDITS

DESIGNED BY RITUAL ENTERTAINMENT

BEAU ANDERSON - Character Art
ROBERT ATKINS - Interface Art
ZAK BELICA - Sound and Music Design
JOEL BRABY - Installer
BEN "GOOS" FATOR - Character Modelling / Animation
ERIC FOWLER - AI Programmer
JON GALLOWAY - Project Manager / Art Director / Game Design
PETE HAYES - 3D Art
REID KIMBALL - Scripting
TRAVELL McENTYRE - Environmental Modelling
STEVEN PEELER - Lead Programmer
MICHAEL PORTER - 3D Environment Design and Modelling
KEVIN STEELE - Concept Art
CHRIS STOCKMAN - Game Design / Scripting

Additional Credits:

RON DIMANT - CEO- Ritual Entertainment
MARK DOCHTERMANN - Director of Development- Ritual Entertainment
DARRIN HART - Installer Artwork- Ritual Entertainment
WILLIAM HASKINS - Dialogue Script, Manual-Gathering of Developers

PUBLISHED BY GATHERING OF DEVELOPERS

SOFTWARE LICENSE AGREEMENT

This **LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT** (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Ritual Entertainment and Gathering of Developers I, Ltd., (collectively, the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

GRANT OF LIMITED NON-EXCLUSIVE LICENSE. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

INTELLECTUAL PROPERTY OWNERSHIP. Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE BACKUP OR ARCHIVING. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes.

RESTRICTIONS. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from trans-

mitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or otherwise using for profit any levels, level packs, add-on packs, sequels, characters or other components or items created by utilization of the SOFTWARE's level editor and/or based upon or related to the SOFTWARE or ACCOMPANYING MATERIALS. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

LIMITED WARRANTY AND WARRANTY DISCLAIMERS.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse.

CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS= CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT.

NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CON-

TRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose,

IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT; INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE

OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

PRODUCT SUPPORT AND UPDATES. This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS.

JURISDICTION. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect.

ENTIRE AGREEMENT. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

U.S. GOVERNMENT RESTRICTED RIGHTS. The SOFTWARE and the ACCOMPANYING MATERIALS is provided with RESTRICTED RIGHTS (as found in 48 C.F.R.

'52.227-7013). This provision only applies if the U.S. Government or any of its entities obtains this SOFTWARE either directly or indirectly. Owner created this SOFTWARE and the ACCOMPANYING MATERIALS exclusively with private funds. Additionally, information contained in this SOFTWARE and the ACCOMPANYING MATERIALS is a trade secret of Owner for all purposes of the Freedom of Information Act or otherwise. Furthermore, this SOFTWARE is "commercial computer software" subject to limited use as set forth in any contract that may be entered into between the seller and the governmental entity. Owner owns, in all respects, the proprietary information and proprietary data found in the SOFTWARE and the ACCOMPANYING MATERIALS.

U.S. DEPARTMENT OF DEFENSE PERSONNEL. Owner only sells this SOFTWARE and the ACCOMPANYING MATERIALS with "Restricted Rights" as defined in DFARS 52.227-7013 (also found at 48 C.F.R. '52.227-7013). Any U.S. Government use, duplication, or disclosure is subject to the restrictions including, but not limited to those found in the Rights in Technological Data clause at DFARS 52.227-7013 (48 C.F.R. '52.227-7013) that may be amended from time to time.

NON-DEPARTMENT OF DEFENSE PERSONNEL. Other governmental personnel are on notice through this Agreement that any use of this SOFTWARE and the ACCOMPANYING MATERIALS is subject to similar limitations as those stated above, including but not limited to, those stated in Commercial Computer SOFTWARE -- Restricted Rights found in 48 C.F.R. '52.227-19, that may also be amended from time to time. Manufacturer is Owner at the location listed below.

U.S. EXPORT LAWS PROHIBITIONS. By opening the sealed software packaging and/or installing or otherwise using the SOFTWARE and ACCOMPANYING MATERIALS, You also agree and confirm that the SOFTWARE or ACCOMPANYING MATERIALS and any of the SOFTWARE's direct products are not being and will not be transported, exported or re-exported (directly or indirectly through the Internet or otherwise) into (or to a national or resident of) any country forbidden to receive such SOFTWARE or ACCOMPANYING MATERIALS by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. You also agree and confirm that the SOFTWARE and ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations.

TERMINATION. This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

PROGRAM TRANSFER. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement.

EQUITABLE REMEDIES You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any breach(es) of this Agreement, in addition to any other available remedies.

OWNER: If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Gathering of Developers
2700 Fairmount Street
Dallas, Texas 75201
Attn: Customer Service

BLAIR WITCH VOL. III: THE ELLY KEDWARD TALE

© 2000 **Artisan Pictures Inc.** All Rights Reserved. The "Stickman" and Blair Witch are the registered trademarks and service marks of Artisan Pictures Inc. All Rights Reserved. The **Ritual** logo is a trademark of **Ritual Entertainment**.

The **Nocturne** logo is a trademark of **Terminal Reality, Inc.**

Gathering of Developers and **godgames** are trademarks of **Gathering of Developers, Inc.** Copyright 2000 Gathering of Developers I, Ltd. All Rights Reserved.

Microsoft and Windows 95, Windows 98 and Windows NT are registered trademarks of Microsoft Corporation. All other trademarks and trade names are properties of their respective owners. U.S. Government Restricted Rights

Manufactured in the U.S.A.