

DEADLOCK II: SHRINE WARS TUTORIAL

HOSTED BY OOLAN, XYTHRA ACCORD OBSERVER



INTRODUCTION

Many happy greetings to you, colony leader. I am Oolan — designated observer of the Xythra Accord. And I am also your guide.

This tutorial will take you through the basics of *Deadlock II: Shrine Wars*. Please follow these instructions carefully; when you are done, you will have a fully functioning colony!

You will play the insectoid ChCh-t, colony leader. You are in a tense struggle against a massive Tarth colony. I will help you for ten turns. After this, you may continue playing on this world, or begin a completely new one.

TURN ONE

Your Goals

There are two ways to win this planet. Either claim enough shrines or destroy the Tarth colony.

Deadlock II has several victory conditions you can choose from. In this scenario, you must find two Hidden Shrines and hold them both for three turns. You can also destroy the Tarth instead. Once they are gone, the planet and all its shrines are yours.

The Interface

You are looking at the Planet View. This shows you the entire world. Below is your Toolbar.

The different areas on the map are TERRITORIES. You build your settlements inside these territories. The panel at the bottom of your screen is the TOOLBAR. The Toolbar's buttons let you control your colony. We'll talk about most of them later.



The little map in the lower right is your SATELLITE VIEW. Clicking on this view lets you move around the planet quickly.

Zoom in to the Territory View

Now, let's get a closer look at ChCh-t Landing, your home territory.

You should be able to see the territory you landed in on your screen. Select the territory and then press the ZOOM IN/OUT button — it looks like a magnifying glass. This lets you see your colony up close.

You may also Double Click a territory to zoom into it.

The Territory View

Welcome to the Territory View! From here you control your colonists and buildings.

This view mainly shows a settlement's buildings and colonists. By constructing new buildings and assigning colonists to work on them, this settlement produces the resources and military units it needs.

The controls here are the same as they are in the Planet View. Notice that the BUILDING button is now active, letting you build new structures in your colony.



The City Center

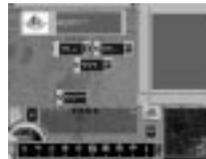
This is your City Center – the heart of your colony.

City Centers are the main buildings of your settlement. They manufacture special military units, give you extra trade income, and improve morale. They also increase the trade income generated by other buildings.



Right click on this building.

Change the City Center's Production



You can never have too much money, so let's make sure the City Center gives you extra credits.

Many buildings have multiple tasks. City Centers have three tasks – they can build special units, make culture, and generate trade income.



Let's set your City Center so it only gives you trade income. Click the LOCK SWITCHES on the CULTURE and BUILD UNITS task buttons. This locks both of these tasks at their current, empty state. The locks are green when unlocked, and red when locked. Any new colonists placed on the City Center will work on this one task.

Click the DONE button when you have finished. The Done button has an arrow on it.



Constructing Buildings

Different buildings produce resources, military units, and other colony enhancements.

You will need a strong military to survive on this planet. Start a Factory to build infantry units.

Press your BUILDINGS button. This takes you to a screen where you can start constructing a FACTORY.



Select a Building

There's quite a few buildings to choose from, aren't there?



Every building which you can currently make is listed on this screen. When you click one of these buildings, the money, labor, resources, and technology it needs is also shown.

To build a Factory you need 100 credits, 100 labor units, and 50 tons of Iron.

Select the Factory and press the ACCEPT button.



Place Your Factory

Now choose a good place to set down the Factory.

Unlike some buildings, a Factory's production does not change based on the land squares it is set upon. Normally you can put this building anywhere.

For this tutorial though, we will place the Factory in a specific location. Drag it to the four settlement squares lowest on your screen.

Click your mouse. Its construction site appears.

The Site Needs Labor

Your Factory cannot be finished unless colonists are assigned to it.



If there are no colonists on a building or a construction site, the structure is SHUT DOWN. This means no work is being done in or to that building.

Click and drag your four City Center colonists to your Factory construction site.

Construction Site Details

Right Clicking either reveals more detailed information about an item or gives you better control over something.

Right Click the Factory site to see how long it will take to build. This brings up its BUILDING PROPERTIES BOX – showing you what this building can do.



Once you do this, you will see that your Factory will take one turn to build and that all your colonists are working on the CONSTRUCTION task. Click the DONE button when you're finished with the screen.

Expand Your Colony



That's all we can do in ChCh-t Landing. So let's go take over another territory with your Colonizer.

Your colony grows when you settle new territories. Use a Colonizer to start a settlement in a neutral territory.

Click the ZOOM OUT icon to return to the Planet View.



Move In!

You'll first move your Colonizer to an unsettled region.

All units in a territory are represented by UNIT STACKS. Armor, Infantry, Sea, Missile, and Special units all have their own stack types.

Click and drag this SPECIAL unit stack to Prickletree Grove.



The Army Box

Right Click this stack to see its Army Box. We need to give your Colonizer a mission.

Military units are given individual orders in this ARMY BOX. This box also displays all your military units of that type (armor, air, sea, special, and missile) in that territory.

Right Click your SPECIAL stack icon to display the Colonizer you just moved to Prickletree Grove.

Orders and Missions

Now give your Colonizer the Build Settlement mission.

Colonizers are lightly armed hovertrucks which transport all the goods needed to begin a new settlement.



All units have a set of MISSIONS and ORDERS. Missions are special assignments units can do outside of a battle. Battle orders tell a unit how to fight.

Select BUILD SETTLEMENT from its Mission list. Next turn, your Colonizer will start a new settlement in Prickletree Grove.

Click ACCEPT to close the Unit Orders Box, and then hit the DONE button to leave the Army Box.

End of Turn One

That was a good first turn. Let's move on!



Press this button to end your turn.

TURN TWO

The Event Log

You are shown new events at the start of each turn. These events keep you informed.



Your advisor updates you on all the events in your colony. This includes battles, warnings, mission results, random events, building constructed, units finished, and transportation costs. The EVENT LOG's tabs are highlighted when new events occur. Click on a tab to see these events.

The COMPLETIONS tab shows that your Factory is built and that the Pricketree Grove settlement has started.

Press DONE when you're through looking at the events.

Return to Your Home Territory

You've got a new Factory in ChCh-t Landing. Let's look at it.

Click on ChCh-t Landing. Then press ZOOM IN.



Here Is Your New Factory!

Your Factory can do many things.

Right Click the Factory to see its **Building Properties Box**.

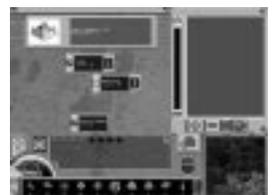


Your Factory's Task Buttons

Order your colonists in the Factory to make an infantry unit.

Each task button first shows the current number followed by the maximum number of colonists that can work on each task.

Click and drag all the colonists from TRADE to the BUILD UNITS task. You will have four colonists on Build Units. Its labor display will read 4/8.



Prioritize Your Factory's Tasks

Right now, new colonists placed on this Factory can work on any of the building's other tasks. Let's make sure that they will only help build up your military.

When a task is LOCKED, no new colonists can be put on this task.

Click the LOCK SWITCH button on the TRADE task. Any new colonists assigned to this building will only build units.

Manufacture a Military Unit

Good. We're all set to make your first military unit.

Your factory has a CONSTRUCTION QUEUE. Use this queue to set up a series of military units to manufacture.

First, select the BUILD UNITS task by Clicking on the ACTIVATE TASK SWITCH button of this task, then Click the ADD button and select a LASER SQUAD. Now Click the ADD UNIT button. The Laser Trooper is shown in your Construction Queue. It will take 3 turns to build. Click ACCEPT to close the unit list.

When you have finished this, Click the DONE button to return to your settlement.

Look at Prickletree Grove

Next we better see how the colonists in Prickletree Grove are doing.

Use the SATELLITE VIEW in the lower right hand corner to change the territory you are looking at.

Click on Prickletree Grove – the territory to the left of the one currently highlighted. Your view changes to this settlement's Territory View.

Build Up Prickletree Grove

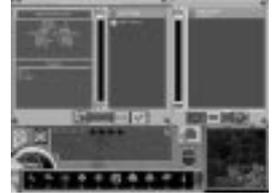
So far, these trailblazing colonists have built Housing. But you'll need more buildings than that in this territory.

Select the BUILDINGS button.

Food

Eventually you'll need food. So, build a Farm.

Choose the Farm.



Place Your Farm Carefully

Now place your farm on a fertile spot.



Unlike a Factory, it does matter where you place a Farm. Set it down on an area that produces the most food. Some squares have a food bonus icon – including one on this map. Place your farm over the food bonus, covering this bonus and the two other flat squares next to it.

Add Labor to the Farm

A colonist is automatically moved to this Farm's construction site.



Examine the Farm Site

Good. Now let's see how soon your Farm will be ready.

Right Click on your Farm's construction site to examine it. This screen says your Farm will be ready in 3 turns. Once you've gotten that information, press the Done button.

End of Turn Two!



Two territories, several new buildings – we're doing well! Let's go on to the next turn.

Press END TURN.

TURN THREE

Enough To Do

Your colonists are still busy carrying out your orders. They should keep on working, so let's end this turn as well.

Sometimes it takes a couple turns for your plans to develop. Close the Event Log, then press END TURN again.



TURN FOUR

HOLD IT! WAIT!

Your Event Log still has nothing major to report. Oh, wait, wait. What is going on in the Tarth colony? We'd better see.

Press ZOOM OUT to see the Planet View.



Spy on the Tarth

I'm sure the Tarth are planning on attacking us. Maybe we can zoom into their home territory to find out.

Double Click Tarth Landing. There is a chance this might not work – but we will soon see, won't we?

That Is Not Possible... Yet!

Oops. I guess I'm too anxious. We can't zoom into their territory yet.



Without units spying in or stationed nearby this territory, you can't see into it. You can buy intelligence information on a territory from the Skirineen. Contact them later using the BLACK MARKET button. Developing Orbital Surveillance technology also gives you information about all territories.

Ignore the Tarth

Well, we can't do anything about the Tarth right now. Let's go back to ChCh-t Landing.



Go back to ChCh-t Landing. Click on this territory, then hit the ZOOM IN button.

Your Colonists Grow!

Your population's growing! Now you can do even more in your settlement.



Your population grows a little bit every turn. Each colonist icon represents one hundred colonists. When you get one hundred colonists, a new icon appears on Housing. As your population grows, you can do more things at once.

Beware of Starvation

The more colonists you have, the more food you'll need. So, build another Farm.



Click your BUILDINGS button and choose the Farm. Then place it over the food bonus. Make sure its right-back edge touches your City Center and your Housing. Your new colonist is automatically transferred from Housing to the Farm construction site.

Turn Four Nears Its End

We're done for now, but, I still worry about what the Tarth are planning.



Press END TURN.

TURN FIVE

A New Unit and a Building Are Yours!



Congratulations! A new Farm and a Laser Squad are complete!

New units appear in stacks on the Territory or Planet Views. The number next to the icon shows how many units are in that stack.

Upgrading Buildings



Some of your buildings can upgrade into more advanced structures. Housing is one of these.

Many buildings are upgradable. Housing and Cultural Centers can be automatically upgraded. Other buildings need special technologies to be improved. If a building can be improved, an Upgrade Arrow appears over it.

Move the four colonists from the Factory to your Housing. They will start to Upgrade your Housing into an Apartment Complex. Notice that the Upgrade arrow turns green.

Check on the Upgrade

How long it will be until your Housing becomes an Apartment Complex? Right Click your Housing.

You will see that your Housing will be upgraded in three turns. After you have seen this, press the DONE button.

Research Technology



Your colony won't last long if you don't gain new technology. Build a University to start your research.

Universities are the first research facilities you can build. Later on you can build better facilities. These allow you to research new technologies.

Click your BUILDINGS button and choose the University. Place it over the back four squares of your settlement – those are the squares closest to the top of your screen.



Your Hive Grows!



The ChCh-t Queen hatched more colonists this turn.

Your new colonist from Housing has moved to the University's construction site. It should take four turns to build this facility.

A Hot Tip...

Here's a hot tip on how to quickly move between your settlements.

Use the "TAB" key to quickly switch between Territory Views. This jumps you to the next territory. SHIFT+TAB takes you back to the territory you were just in.

Hit your TAB key to see your settlement at Prickletree Grove.

Select Your Farm



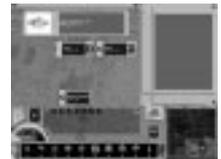
Colonists stay happy when they aren't starving.

Farms make both food and wood. Food feeds both your colony and your military units. Wood is used for a number of buildings.

Let's change this Farm's production so it only makes food. Right Click your Farm.

Change the Farm's Production

Make food production the Priority of your Farm.



Click the LOCK SWITCH on the WOOD task button. Now all colonists placed in this Farm will make food.

Once you've finished, press the DONE button to return to the Territory View.

Turn Five Ends

Now your colonists won't starve. Looks like we're ready for the next turn.

Press End Turn.



TURN SIX



Plan an Attack!

I'm sorry, but I'm sure the TARTH will invade us soon. Let's launch an attack against them first.

Click the ZOOM OUT icon to return to the Planet View. From there, we will mount our attack!

Head for Bu Savanna



Start your offensive in Bu Savanna. Click on the Infantry icon and drag it to Bu Savanna.

The Offensive Begins



You're on the march! Won't the TARTH be surprised.

Press END TURN.

TURN SEVEN

A Surprise!

What good fortune, Hive Imperius! Your Laser Squad uncovered a Hidden Shrine! You only need one more to win. In addition, the Shrine had a bonus cache of Iron, adding to your Iron stockpile.



Hidden Shrines can only be found by units that actually enter a territory. They each give you a resource bonus.

A Shrine is yours while your unit is in this territory. If the unit moves away, the Shrine becomes unclaimed again.

Spy on TARTH Landing

Now that your Laser Squad is close enough, it can look in on TARTH Landing.

When a military unit borders an enemy territory, you can see almost everything in that territory – both in the Planet and Territory View.

Double Click TARTH Landing to see their settlement.

Very Interesting...

Funny. They don't seem that strong. ZOOM OUT and launch your attack.



Charge!

Click on your Infantry stack and drag it into Tarth Landing.



Give a Battle Order

Now let's give your unit a battle order.

Right Click the stack to bring up its ARMY BOX.



Tell the Laser Squad How to Attack

You give specific orders to your Laser Squad from here.

The Army Box shows you all the units that are in a territory. From here, individual units can be given missions and battle orders. They can also be moved to different territories.

Right Click the Laser Squad to make sure it is set to the ATTACK UNITS ONLY battle order. Once you are finished, Click the ACCEPT button, then the DONE button to return to the Planet View.

Your invasion of the Tarth begins! Next turn you'll see the battle.

Look Over Your Home Territory

We haven't been to ChCh-t Landing for awhile. I'm sure your drones are anxious to see you again.

Double Click ChCh-t Landing in the Satellite View.

Your Colonists Keep Growing

More ChCh-t colonists have hatched!

Drag a colonist from the Housing to the University construction site. It will help finish this building faster.



Energy

When your University is finished, it will start using energy. You need a Nuclear Plant to produce the energy it needs.



Click the BUILDINGS button and choose the Nuclear Plant. Set the Nuclear Plant over the energy bonus (the atom) icon that sits on the left side of your territory. This will give you an energy production bonus.



Start the Plant's Construction

Click and drag the colonist off your Farm onto the Nuclear Plant's construction site.



A Turn Ends and a Battle Begins!



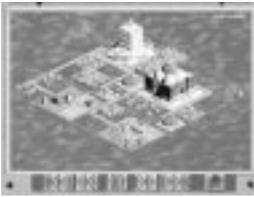
Okay. Are you ready? Next turn we attack the Tarth.

Press End Turn.

TURN EIGHT

The Battle

There was definitely a battle. Let's see what happened.



All battles are viewed in your Event Log. The Event Log lists all the battles you've fought this turn. When you Click on a battle, the Combat Screen appears and plays it out. These controls are also displayed:

These buttons bring you to the beginning or end of the current battle.



Using these controls, you can jump ahead to the next battle, or revisit a previous one.



This freezes the battle.



Click this button to exit the Combat Screen.



Oops!

Sorry, I guess I'm not much of a military advisor. Next time we should send in more troops.

Colonists defend a settlement by becoming Militia. While individually not strong, Militia have the advantage of great numbers. Unfortunately a dead Militia unit also means 100 dead colonists. By building a CIVILIAN DEFENSE BUNKER, you can keep your colonists out of combat, leaving the battle to your regular units.

Click DONE in the Event Log to return to your settlement.

Research a Technology

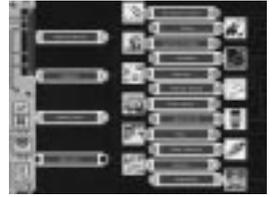
At least your University's done. Let's give your scientists a technology to research.



Press this button to see the TECHNOLOGY TREE.

The Technology Tree

From here, you give your scientists a series of technologies to study.



The branches of the tree display which technologies grow from the ones before them. A higher level technology cannot be researched until all the technologies leading up to it are studied.

Find the ELECTRONICS technology button and Click it. The switch will turn into a number 1 – as this technology is first in your RESEARCH QUEUE. Other technologies can be selected after this one, but we won't do that right now.

Click the ACCEPT button after you've selected Electronics technology.

Your Housing is Upgraded!

The ChCh-t hive keeps on growing! Your Housing has been upgraded to an Apartment Complex!

Your colonists only grow if there is enough Housing structures for them all. HOUSING holds 5 (500) colonists, an APARTMENT COMPLEX makes room for 10, and LUXURY HOUSING supports 15 colonists. Note that because you are the ChCh-t, you can have twice as many colonists in these buildings – so your Apartment Complex actually holds 20 ChCh-t colonists. Other races do not have this advantage.

Only Housing can be built first – the advanced housing buildings are only available through upgrading. A settlement's maximum population is 50 (5000) colonists.

Iron

Oh-oh. Your iron is starting to run low. Let's build a mine.

A Surface Mine gathers iron. Once you have researched ENDURIUM MINING technology, Surface Mines can gather endurium – a valuable metal.



Select the BUILDINGS button and Click on the Surface Mine.

Place Your Mine

Set your mine down on the iron bonus.



Just like Farms and Nuclear Plants, mines produce best when they are placed over their bonus icons. A gray metal icon means that it is an iron bonus, while a green metal icon is an endurium bonus.

Put the Surface Mine over the gray iron bonus. This puts it on the left side of your University.

Keep Everybody Happy

Oh, we can't forget to keep your colonists happy. Otherwise, they may rebel against you.



Cultural Centers are places your colonists go to relax and get away from the hardships of colonial life. These buildings create CULTURE, which helps offset problems like increased taxes and over population. A Cultural Center can later be upgraded to the more effective Museum.

Press the BUILDINGS button again, and choose the Cultural Center.

Culture Centers Go Anywhere

Cultural Centers can be placed anywhere.



Cultural Centers do not use bonus squares, so place this building on a square between your City Center and the Factory.

Maximize Your Labor

Look at all these buildings. Let's rearrange your colonists so they work on most of them.



Put 3 colonists on the Surface Mine site. Place 2 on the Cultural Center site. Then put 1 colonist on the City Center, 1 colonist on the University, and leave 1 colonist on the Nuclear Plant.

Death and Taxes

Guess what? You're running out of money, so you better raise taxes. Now you'll be popular.



Click your TAX button. This button displays your current tax rate.

Raise Taxes in Single Territories

Higher taxes bring in more money – but make your colonists unhappy. So be prepared, we are about to make your ChCh-t colonists mad. Later on we'll figure out how to get them happy again.

You can raise taxes on just a single territory – the territory that can most afford it. This eases the blow.



Set the TAX ADJUSTMENT for ChCh-t Landing to INCREASED. After you have changed your taxes, press the ACCEPT button.

End of Turn Eight



Taxes are definitely higher now in ChCh-t Landing. Let's see what that does.

Press END TURN.

TURN NINE



Morale Problems

Well, your colonists are not pleased with the tax increase. Select your MORALE INDICATOR button.

Every settlement has its own MORALE. Morale can be lowered through taxation, over population, and Skirineen scandals. Unhappy colonists return to their homes and do not work. Colonists begin to rebel when morale drops below 90%.

Why Morale Is Dropping

This tells you more details about the morale drop in ChCh-t Landing.



Your current morale is 95%. Because of your tax increase, it will drop to 90% next turn. Since the drop is small, we don't need to worry about the morale in ChCh-t Landing yet.

Press the ACCEPT button to return to the Territory View.

Some Cultural Enrichment

Giving each settlement a Cultural Center will help keep morale stable — and let you increase taxes. City Centers can also provide a small amount of Culture. Since your Cultural Center is not yet finished, we'll have to use your City Center to Produce the Culture needed.

Right Click on your City Center. Click on the LOCK SWITCH of the CULTURE task to unlock it. It should turn from red to green. Now move a colonist from TRADE to CULTURE. This should make your colonists a bit happier.

Morale Still Dropping

Now let's see what your colonists think of your new tax plan. Press the MORALE INDICATOR button again.

Your morale will drop to 92%, next turn. That's still okay — you are above 90%. Get below 90% and your colonists start to rebel.



Press ACCEPT when you've finished looking at your morale.

End This Risky Turn

It's too bad your morale is dropping, but right now you need that money.

Press END TURN and watch your treasury increase!



TURN TEN

Contentment Grows...

Move your colonists from the Surface Mine to the Cultural Center. You will then have 3 colonists making Culture.



Make Culture Happen

It's important to make this center give us enough culture.

Right Click on your Cultural Center.

Give Culture the Priority

Set your Cultural Center to only improve morale.



First, make sure all your colonists are on the CULTURE task. Next, Click the LOCK SWITCH on the UPGRADE task. Now any new colonists placed on the Culture Center can only go to the CULTURE task.

When you are finished, press DONE.

Are Your Colonists Happy?

That should keep your colonists happy. You should check on them, though.

Click your MORALE INDICATOR button.



Happiness Is Yours!

Yes, much better.



Your morale is moving up! Next turn it will go from 96% to 99%. Your new Culture Center made the difference! Press ACCEPT to go on.

The Colony Assistant

You have so many buildings to manage. The COLONY ASSISTANT makes running them easier.



Use the Colony Assistant when your settlement becomes large. It lets you to move colonists from task to task without right Clicking each individual building. You can also manufacture military units from this screen!

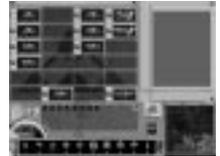
Note that new buildings must still be selected and placed down in the Territory View.

Click on your COLONY ASSISTANT button.

Colonists and Their Tasks

The Colony Assistant has different task buttons.

Press the HOUSE POPULACE task. This displays all the colonists currently in Housing. These colonists appear in the LABOR POOL window at the bottom of the screen.



Increase Your Research

Let's speed up your research rate.

Click on all the HOUSE POPULACE workers from the Labor Pool below, then drag them onto the RESEARCH task.

Moving More Colonists Than Needed



If you assign more colonists to a task than it can handle, the extra colonists go back to where they were before.

Press the DONE button. When you return to the Territory View, there will be more colonists on your University.

The Research Bar

The Research Bar shows you the progress you've made, and will make, on a new technology.



The Research Bar measures your technological research. The green area is what you have done so far. The yellow portion is how much research you'll do next turn. Building more Universities and upgrading them increases your research rate.

End of Tutorial



And so there you are! You know all the basics. Should you have any questions, just ask me.

Contact me whenever you need. Clicking the HELP button lets you see all my information. I can also give you detailed information on a particular item. Click on the item on which you need assistance.

Good-bye for Now!

Good luck, colony leader! The quest for Xythra awaits!



LEGAL MUMBO JUMBO

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