



# POSTAL<sup>2</sup>

# APOCALYPSE WEEKEND

Single Player Expansion

For more info and tech support (what there is, anyway), go to our website at:  
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# INSTALLATION

Insert the Postal 2: Apocalypse Weekend CD-Rom into the CD-ROM drive. The Setup program should appear. Follow the instructions after the Setup program starts.

**Note:** If the Setup program does not appear (i.e. your computer has autoplay disabled or you have Windows XP Service Pack 2 installed), you will need to go to "My Computer" and click on the Apocalypse Weekend CD-ROM icon. When the CD-ROM window opens, double-click Setup.exe to begin installation.

# INTRODUCTION

Welcome to Paradise. Again.

You are The Postal Dude, just your average Joe trying to survive in the harsh environment that is modern day society. Waking up in the Hospital after your brush with self-Inflicted death at the end of the last game, you find everything isn't exactly the way you left it. Your mobile home has been repossessed, your dog is in the City Pound, and your Hateful Wife has left you. At least the news isn't ALL bad...

Trying to rescue your home and dog would be challenging enough in this twisted reflection of the worst America has to offer. Unfortunately for you, the recurring effects of your head injury, some unethical cat experimentation and an outbreak of some unimaginably bizarre strain of MadCow disease will put an additional spin on it all.

This is a game of life. How will you play it?

# DEFAULT CONTROLS

Below are the default controls. The first column is called "Recommended" for a reason. If you choose to ignore the industry-standard "WADS" layout convention and attempt to do something silly like use the arrow keys for navigation, don't blame us when the game is really hard to play. Trust us, you'll like the fact that the keys for "Kick" and "Put Weapon Away" are right next to the navigation keys. But hey, if you want to hunt all over the keyboard for "End" and "Delete" be our guest, those will work too.

The **Outdated** column indicates the silly layout arrow-key aficionados will suffer with. Don't say we didn't warn you.

**Note:** You may alter the default controls at any time through the Options menus, should you be so bold.

	Recommended	Outdated
<b>Movement</b>		
Move Forward	W	↑
Strafe Left	A	↖
Strafe Right	D	↗
Move Backward	S	↓
Walk when moving	Shift	Shift
<b>Actions</b>		
Put away/Take out Weapon	E	End

	<b>Recommended</b>	<b>Outdated</b>
Duck	<b>C</b>	<b>NumPad 0</b>
Jump	<b>Space</b>	<b>Ctrl</b>
Kick	<b>Q</b>	<b>Del</b>
Zip/unzip Pants	<b>R</b>	<b>PgDn</b>
Urinate	<b>Left Mouse</b>	<b>Left Mouse</b>
Suicide	<b>K</b>	<b>K</b>
Yell “Get Down!”	<b>G</b>	<b>G</b>
<b>Weapons</b>		
Fire (primary)	<b>Left Mouse</b>	<b>Left Mouse</b>
Fire (secondary)	<b>Right Mouse</b>	<b>Right Mouse</b>
Sledge/Machete/Scythe	<b>1</b>	<b>1</b>
Pistol	<b>2</b>	<b>2</b>
Shotgun	<b>3</b>	<b>3</b>
Machine Gun	<b>4</b>	<b>4</b>
Gasoline/Matches	<b>5</b>	<b>5</b>
Grenade/Molotov/Scissors	<b>6</b>	<b>6</b>
Cow Head	<b>7</b>	<b>7</b>
Hunting Rifle	<b>8</b>	<b>8</b>
Rocket Launcher	<b>9</b>	<b>9</b>
Napalm Launcher	<b>0</b>	<b>0</b>
Previous Weapon	<b>Mouse Wheel</b>	<b>Mouse Wheel</b>
Next Weapon	<b>Mouse Wheel</b>	<b>/</b>
Sniper Scope Zoom	<b>Mouse Wheel</b> (After Right Mouse click when Sniper Rifle is equipped)	
Drop Weapon	<b>Z</b>	<b>Z</b>
<b>Inventory</b>		
Previous Item	<b>[</b>	<b>[</b>
Next Item	<b>]</b>	<b>]</b>
Use Item	<b>Enter</b>	<b>Enter</b>
Drop Item	<b>X</b>	<b>'</b>
Quick Health	<b>T</b>	<b>NumPad 1</b>
<b>Misc</b>		
Pause	<b>Esc or Pause</b>	<b>Esc or Pause</b>
Skip Cinematic / Screen	<b>Enter or Space</b>	<b>Enter or Space</b>
Game Over Restart	<b>Space</b>	<b>Space</b>

	<b>Recommended</b>	<b>Outdated</b>
Toggle Console	<b>Tab</b>	<b>Tab</b>
Easy Save	<b>F5</b>	<b>F5</b>
Easy Load	<b>F8</b>	<b>F8</b>
Take Screen Shot	<b>F9</b>	<b>F9</b>
<b>Display</b>		
Gamma	<b>F10</b>	<b>F10</b>
Brightness	<b>F11</b>	<b>F11</b>
More HUD	<b>+</b>	<b>+</b>
Less HUD	<b>-</b>	<b>-</b>
Toggle Hints	<b>J</b>	<b>J</b>

## MAIN MENU

### New Game

Click on New Game to start a new game.

### Load Game

Clicking Load Game will load a previously saved game.

### Multiplayer

Clicking Multiplayer will enter the Multiplayer portion of Postal 2. This option allows you to “Share the Pain” with players around the world.

### Options

Click on Options will let you change all sorts of settings including controls, performance, display, audio, and more. (See **Improving** Performance to speed up the game, lower load times, etc.)

### Exit

Clicking Exit will exit Postal 2 and return you to your desktop.

## PLAYING THE GAME

### Your Goal

The goal of the game is to survive whatever crap that's thrown at you as you attempt to liberate your rancid trailer home and your somewhat faithful dog Champ.

## Getting Started

Unlike the original Postal 2, this add-on is pretty much completely linear, so just follow your nose and watch out for Demonic Gary Coleman Hallucinations. Warez knuckleheads, various concerned organizations and other equally annoying parties made sure we only had a tiny budget for producing this masterpiece, so we decided that rather than making a very small free-roaming environment, we would instead follow a classically-styled linear design model instead. It's "old school", yo.

Other differences from the previous game include the lack of a Map (trust us, you don't need it this time) or the trusty yellow sticky notes with your errands scrawled on them. This time it's generally pretty obvious what you're supposed to do. -Unless your attention span is so short that you forget to watch the oh-so-witty cinema sequences, you're playing with the sound off, or you can't be bothered to figure out what that new HUD Icon with the number next to it represents.

## PICKING UP & SELECTING ITEMS

### WEAPONS

Along your journeys you will find many weapons. To pick them up, you simply need walk over them. Duh.



This undecipherable blob of crap is a deranged attempt at showing you the HUD icon that you will find located on the upper right side of your screen. It shows the weapon you currently have equipped. The number underneath it indicates the remaining ammo/gasoline/fuel for that weapon.

You can press the number keys or use the mouse wheel to select your weapon of choice. You can change the weapon controls from the Options menu (Main Menu → Options → Controls → Weapons). But I wouldn't recommend it.

## ABSOLUTELY THE COOLEST WEAPONS YOU'LL EVER SEE IN A VIDEOGAME.

**Note:** All three of these weapons are found under the same weapon hotkey.



The **Sledgehammer**, though not THE coolest weapon you'll ever see in a videogame, is still pretty seriously cool. Not only can you use it to mash your enemy's heads like cantaloupes, but you can also hurl it long distances by alt-firing with the Right Mouse Button. Just be careful which end of the cow you throw it at...



The **Machete** however, *IS* absolutely THE coolest weapon you'll ever see in a videogame. Ever. What's so cool about it? Well, any game will let you hack the limbs off your enemies, but the brilliance of the patented RWS design is in the alt-fire. Our Machete not only slices and dices, but it also ricochets and BOOMERANGS!! That's right, you can THROW this sucker, and it'll whiz around causing untold havok before returning to you! -Bank it around corners! Just give it a try so I can say "I told you so"...



The **Scythe** isn't *quite* as cool as the Machete, which is saying that it is *merely* SEVERELY cool. It's much more powerful than the Machete, great for those really big jobs. You can throw it, but like the Sledgehammer, it won't come back to you, you'll have to get off your lazy ass and go pick it up.

...And then there are the classics from the past...

### Throwing Weapons



The **Scissors** can be thrown at enemies who are in relatively close range. To be sure they have an effect, make sure to aim carefully, 'cause they're really small. You can also use the secondary fire option with this weapon, causing them to ricochet off of walls. This weapon is especially handy because the scissors can be retrieved if they stick in a wall. Be careful not to poke out your eye.



The **Molotov Cocktail** will ignite its target upon impact. The longer you hold down the fire key before releasing it, the further the Molotov will be thrown. This is a medium to long range weapon, so be sure to move out of the way after tossing it. It also has a secondary fire option, allowing you to place it down safely, which gives you time to run for cover before it ignites. You'll want to run fast, however, for if you catch on fire, it will take time for you to burn out -- unless you can think of another way to douse the flames... Hmm... what might *that* be?



The **Grenade** can be used to create small explosions. The longer you hold down the fire key before releasing it, the further the Grenade will be thrown. This weapon also has a secondary fire option, allowing you to place them down safely without triggering the fuse. Then, you may fire at them with the pistol or other weapons from a safe distance to detonate them. Walk back over them to simply pick them back up. For other people around you though, the unarmed grenade will act like an anti-personnel mine and detonate on contact. This is great for setting up traps! Not that this is recommended or encouraged, but hey, they call it "free will" for a reason.

## Firearms



The **Pistol** is your standard firearm. It does a moderate amount of damage but is very accurate.



The **Shotgun** is a useful firearm in that it does more damage than the pistol. It takes more time to fire, however. It is also much less effective at long-range.



The **Machine Gun** is the basic rapid-fire gun. Holding down the fire key will cause The Postal Dude to fire repeatedly. Yee-hah.



The **Hunting Rifle** does a MUCH larger amount of damage than the pistol, but takes longer to fire. It is useful in hunting targets at long distances. You may find that it's less accurate when fired "from the hip". To maximize the rifle's effectiveness, you need to use the secondary fire key to bring up the scope. Once the scope is up, you can use the mouse wheel to zoom in and out, then use the fire key as normal to shoot. You will find that this will greatly increase the rifle's precision.



The **Napalm Launcher** need not hit the target directly since it results in massive amounts of apocalyptic flames and all. It can fire relatively long distances, and is not recommended inside closed spaces unless you happen to be a Tibetan monk. Primary fire will cause a canister to be launched straight ahead, leaking napalm all the way. The canister will explode on first contact and

ignite the napalm stream left behind it. Secondary fire will cause a canister to be launched that will bounce around wildly, probably right at your face, spewing out napalm after the first bounce. The canister will explode after coming to rest, igniting the trail of napalm it just laid. It's Fun!



The **Rocket Launcher** is another weapon that need not hit the target directly to have an effect – it imparts a considerable amount of damage when the rocket explodes. Keep in mind that this weapon requires time to fuel before firing. The longer you fuel the rocket (by holding down primary fire) the farther it will be able to travel. If a rocket runs out of fuel during flight, it will fall to the ground and detonate on impact. If you fuel a rocket completely, as indicated by the fuel meter, you will hear a confirmation that “seeking mode” is engaged. The rocket will “lock on” to whatever target the crosshairs are over when the fire key is released and will tirelessly attempt to hunt down that target. Secondary fire is similar to primary fire except it allows you to fully fuel a rocket without engaging seeking mode. Such a rocket will travel extremely far before running out of fuel.

### Other Weapons



By itself, the **Gasoline** is almost harmless. By holding down the fire key, you can pour it out and create a giant puddle. And you can pour it while moving to create a trail. And you can get it to drip off edges and run down hills. All of which leads to the secondary fire key, which strikes a match and tosses it. You have an infinite supply of matches, so toss as many as you want. But work quickly as gasoline tends to evaporate over time...



The rotting, festering, anthrax-infected **Cow Head** can be tossed using the primary fire key or laid down gently on the ground using the secondary fire key. How does it work and what does it do? You figure it out, Sherlock, I'll be over here enjoying the damn Machete...

## OTHER PLAYER ACTIONS



### Urinating

Press **R** to unzip your pants. Press it again to zip your pants back up. When you unzip your pants, both hands will be... occupied, so you can't hold a weapon with your pants unzipped. Press **MOUSE BUTTON 1** to urinate. If the ammo number listed by the picture of the zipper is 0, you're out of urine. Wait a few moments, and the Postal Dude will muster up some more fluid. Walking around with your pants down in public may cause humiliation and embarrassment.

### Kicking

Even if you're armed with nothing but your matches and edgy one-liners you can still kick! Press **Q** to kick. Kick people out of the way, or just for the fun of it. Try kicking doors open as a faster way to open them if you're in a hurry. You can also jump/kick your way through windows to avoid being injured by the breaking glass. If you're *really* talented, you can drop-kick grenades at people. Gosh, kicking is just so useful! -At least it is when you're not trying to play the game using the arrow keys...

## **Suicide**

Press **K** to end it all. This puts you in an irrevocable situation. Once this sequence starts, it's time to think about all the good times you had (think really quick) and say goodbye to all your friends (yeah, right). Once in this mode, you won't be able to move, but you can use the mouse wheel to zoom the camera in and out to check out the situation. Don't worry about ammo --you've always got a secret grenade saved up just for this occasion. Press Fire when you've had enough and you'll probably take anyone nearby with you....

# **HEALTH**



On the right side of the screen below the weapon icon, this area shows your health and any body armor you are wearing. (Oh, just squint, it's a heart I swear!)

### **Heart**

The beating heart represents your health. Watch for irregularities that may result from certain actions. The number tells you exactly how much health you have remaining. To prevent The Postal Dude from losing health in the first place, you can always avoid acting like a violent, psychotic jackass. Just sayin'.

### **Kevlar and Body Armor**

An additional number will appear when you are wearing body armor. This number goes down as it absorbs damage, until it reaches 0, when you're back to just your lily-white skin and bad attitude to protect you.

### **Damage**

You will notice The Postal Dude grunting in pain if he takes a hit. You will also see the edges of your screen light up red. This will indicate the direction from which the attack is coming. As the damage becomes more critical, you'll start to see a skull becoming visible. OOOOh! Scary! Note: this is a BAD thing. (You can turn red flashes off in the Options menu if you're some kind of epileptic wuss or are allergic to red flashes.)

### **Acquiring more health**

There are a number of ways to regain lost health. However, some have pros and cons, and should not be taken lightly.



One method of restoring health is by using the "**Health Pipe**". These are indigenous to Paradise and the actual contents are a closely guarded secret. (Hey, if Raccoon City can have freakin' "Green Herb", we can have "Health Pipes") Smoking it not only returns some life, but it also will temporarily strengthen The Postal Dude beyond his normal capacity. Because the Health Pipe has addictive qualities the Postal Dude will need to smoke again soon or he will take some damage after coming down from his... um... "health trip".

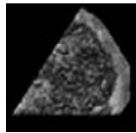
After a few minutes he will begin to complain about feeling bad from smoking. As he continues to whine annoyingly, you can see that the Dude's heart (in the HUD) will be beating faster and

more erratically. Eventually if he doesn't smoke another Health Pipe, he'll take some damage from going Cold Turkey and then return to normal (completely losing his craving along with a chunk of his health).

Another way to refill your health is buying food. The following foods can be found, purchased (or stolen if you're some kind of criminal lowlife) and eaten:



**Doughnuts** are slightly effective for regaining health. They are not as effective as the other foods.



**Pizza** can be used to cure light wounds. Apparently, the local cheese has unique properties...



**Fast Food** is the most effective food item for restoring lost life, but may result in increased risk of heart disease later in life. -But don't try to sue the restaurant unless you're a complete ass.



The best way to regain health, however, is using the **First Aid Kits** that can be found around the city. Apparently the townsfolk of Paradise are very accident-prone and these things are just lying around everywhere...

## SAVING AND LOADING

To save your current game, press **Esc** to bring up the menu then click on **Save** and choose a slot. This will save your current progress, so in the future you can load from that slot and resume playing from that point in the game. Because that's what "Saving" means. idiot.

If you're too lazy to deal with menus and complicated junk like that, you can also save and load at any time by pressing **F5** for "easy save" and **F8** for "easy load". These shortcut keys make it easier to save or load your progress during a game. Thus the word "easy" being used in their descriptions. That's funny, I don't *feel* sarcastic...

## IMPROVING PERFORMANCE

No, this isn't a pitch for Viagra, PeeWee. POSTAL 2 is ready for the computers of tomorrow -- but you can play it today! Wee! If the game is too slow or the level loads are too long, here are some changes you can make to speed things up. On the flip side, if you happen to be the proud

owner of a Jet-Powered Super Computer, then feel free to crank the Fog End up, and the fire effects, and make the bodies stay around forever, etc.

Most of the settings that will affect your game speed and such can be found here:

#### **Main Menu → Options → Performance...**

- To decrease load times, lower World detail, Texture detail, Character detail, Lightmap detail. You could lower only one or two of these to preserve the graphic quality of the game, but if you need to speed up the load times a lot and don't mind the loss of graphic quality, you can lower them all a notch.
- Set the Fog End closer. By bringing in the Fog End, you will make things be 'clipped' sooner, causing them not be drawn. This will speed up the game. Sniper Fog is only used when you are looking through the scope of the Hunting Rifle. Usually it's good to leave this high, to make use of the scope mode.
- Lower the Smoke and Fire sliders (slide them to the left) to decrease the effects for gasoline and napalm fire.
- Lower Decal stay time to make the bullet holes on the wall (and blood splats) go away faster. This will speed up gunfights somewhat.
- Upgrade your freakin' machine!

## **CREDITS**

### **Running With Scissors Team**

**Vince Desiderio:** Executive Producer **Mike Riedel:** Producer **Steve Wik:** Game Concept, Design Lead, Level Design, Textures, Script, Bad Attitude **Nathan Fouts:** AI & FX Programming, Design **Bryan Dillow:** Level Design, Object Models, Textures, in-game cinematics **Josh Leichliter:** Texture Lead, Character Models, Object Models Pre-rendered Cinematics (Modelling & Texturing) **Geoff Neale:** Animation Lead, Pre-rendered Cinematics (Animation and compositing) **Chris Kellerman:** Programming, In-Game Cinematics **Patrick Blank:** Level Design, Object Models, textures **Mike Jaret-Schachter:** Marketing, Testing **Phil Murphy:** Marketing, Weapons Consultant, Armoror

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### **Special Guest**

**Gary Coleman** as himself

### **Motion Capture Talent:**

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**Print/Marketing Art:** Josh Leichliter **Testing:** Steve "Reaper-X" Moore, Marc Rousere, Mike Jaret-Schachter **Manual Writers:** Steve Wik & Nathan Fouts

### **Special Thanks**

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## **HELP & TECHNICAL SUPPORT**

- Read this manual thoroughly for information about gameplay and installation.
- Look at the "Read Me" file on the CD. It contains technical information along with late-breaking information about gameplay. Unless we forgot to include it.
- Check out all the latest info about the game at the official web site: [www.GoPostal.com](http://www.GoPostal.com)

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7. Do not run, use, or install the Program if you reside in a country to which the use or installation of the Program would violate U.S. export laws or regulations, and do not distribute the Program in violation of such laws or regulations. The Program may not be transferred or otherwise exported or re-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 list of Specially Designated Nationals or the U.S. Commerce Department's Table of Deny Orders. If you do not meet these criteria or are not sure, do not run or install the software and destroy any copies in your possession. If you live in such a country, no license is granted hereunder.
8. To the maximum extent allowed by law, Company, its licensors and subcontractors do not warrant any connection to, transmission over, or results or use of, any network connection or facilities provided (or failed to be provided) through the Program. You are responsible for assessing your own computer needs and, if applicable, transmission network needs, and the results to be obtained therefrom. YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION. EXCEPT WITH RESPECT TO THE LIMITED CD-ROM WARRANTY AS SET FORTH IN SECTION 9 BELOW, COMPANY AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM. COMPANY AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM DELAYS, NON-DELIVERIES, ERRORS, CAUSED BY COMPANY, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OWN ERRORS AND/OR OMISSIONS. Company and its Licensors make no warranty with respect to any related software or hardware used or provided by Company in connection with the Program except as expressly set forth above.
9. LIMITED CD-ROM WARRANTY. Notwithstanding anything to the contrary contained herein, and solely with respect to Programs distributed on CD-ROM, Company warrants to the original consumer purchaser of this Program on CD-ROM that the recording medium on

which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, you may return the Program and all accompanying materials along with your original receipt to the place you obtained it for a full refund or replacement, subject to such retailers return policy. This warranty is limited to the recording medium containing the Program as originally provided by Company and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90day period described above.

10. LIMITATION OF LIABILITY. YOU ACKNOWLEDGE AND AGREE THAT COMPANY AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY COMPANY OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. COMPANY AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. EXCEPT AS EXPRESSLY PROVIDED HEREIN, COMPANY'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS AGREEMENT IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES COMPANY'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.

11. INJUNCTION. Because Company would be irreparably damaged if the terms of this License Agreement were not specifically enforced, you agree that Company shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Company may otherwise have under applicable laws.

12. INDEMNITY. At Company's request, you agree to defend, indemnify and hold harmless Company, its affiliates, contractors, officers, directors, employees, agents, licensors, licensees, distributors, content providers, and other users of the Program, from all damages, losses, liabilities, claims and expenses, including attorneys' fees, arisingdirectly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this License Agreement or any breach of this License Agreement by you. Company reserves the right, at its own expense, to assume the exclusive defense and control of any matter otherwise subject to indemnification by you hereunder, and in such event, you shall have no further obligation to provide indemnification for such matter.

13. U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor / Manufacturer is RWS, Inc. PO 64309, Tucson, AZ 85728.

14. TERMINATION. Without prejudice to any other rights of Company, this License Agreement and your right to use the Program may automatically terminate without notice from Company if you fail to comply with any provision of this Agreement, or any terms and conditions associated with the Program. In such event, you must destroy all copies of this Program and all of its component parts.

15. GENERAL PROVISIONS. You may not use, copy, modify, sublicense, rent, sell, assign or transfer the rights or obligations granted to you in this Agreement, except as expressly provided in this Agreement. Any assignment in violation of this Agreement is void, except that you may transfer your Program to another person provided that person accepts the terms of this License Agreement. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable, and such decision shall not affect the enforceability of: (i) such provision under other circumstances, or (ii) the remaining provisions hereof under all circumstances. Company's failure to enforce at any time any of the provisions of this Agreement shall in no way be construed to be a present or future waiver of such provisions, nor in any way affect the right of any party to enforce each and every such provision thereafter. The express waiver by Company of any provision, condition or requirement of this Agreement shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement. Notwithstanding anything else in this Agreement, no default, delay or failure to perform on the part of Company shall be considered a breach of this Agreement if such default, delay or failure to perform is shown to be due to causes beyond the reasonable control of Company. This Agreement shall be governed by the laws of the State of Arizona and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Pima County, Arizona. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Agreement. This Agreement represents the complete agreement concerning this License Agreement between you and Company.