



DCS: Flaming Cliffs 3

Installation and Activation guide

Health Warning

Please read before using this computer game or allowing your children to use it.

A very small proportion of people may experience a seizure or loss of consciousness when exposed to certain visual images, including flashing lights or light patterns that can occur in computer games. This may happen even with people who have no medical history of seizures, epilepsy, or "photosensitive epileptic seizures" while playing computer games.

These seizures have a variety of symptoms, including light-headedness, dizziness, disorientation, blurred vision, eye or face twitching, loss of consciousness or awareness even if momentarily.

Immediately stop playing and consult your doctor if you or your children experience any of the above symptoms

The risk of seizures can be reduced if the following precautions are taken, (as well as a general health advice for playing computer games):

- Do not play when you are drowsy or tired.
- Play in a well-lit room.
- Rest for at least 10 minutes per hour when playing the computer game.

Installation

DCS: Flaming Cliffs 3 installation you must have installed the DCS World as a base of FC3 from DCS Site: http://www.digitalcombatsimulator.com/en/downloads/world/dcs_world/

Run the automatic installer just double click at installer EXE file. Then follow the on-screen instructions.

Activation

Using the serial number provided, you will be required to activate your game purchase prior to playing. During the Activation process, the copy protection system will create a hardware profile of your system and compare that to your current system each time you start the game.

Each license has initial 10 activations plus AAA technology (described below).

If StarForce detects changes to your computer hardware/software as described below, an activation will be required.

An activation will be required if the hardware/software changes exceed 12 points as rated below:

CPU ID: 13

Windows PID: 3

Computer Name: 3

Hard drive volume serial number: 3

MAC address: 6

RAM amount: 6

If you just uninstall game and then reinstall it again on the same PC **without** reinstalling your operating system or changing hardware, the activation is saving.

StarForce ProActive AAA Technology

You will no longer have a fixed number of activations, but in an effort to prevent piracy the system does limit the number of activations per month. Your game serial number will initially have 10 activations and when they all are spent, 1 activation is added automatically once per 31 days (effectively "refilling" your serial number).

StarForce ProActive AAA Technology does not install any drivers on your PC. It works as an integrated part of the game files but has no special privileges in your system.

For further details on the copy protection system, please see the StarForce FAQ:

<http://www.star-force.com/support/users/group2.php>

In addition, a step-by-step (de)activation guide is available below and will also be included in the product documentation:

<http://www.star-force.com/support/users/group4.php#6>

AUTOMATIC ACTIVATION

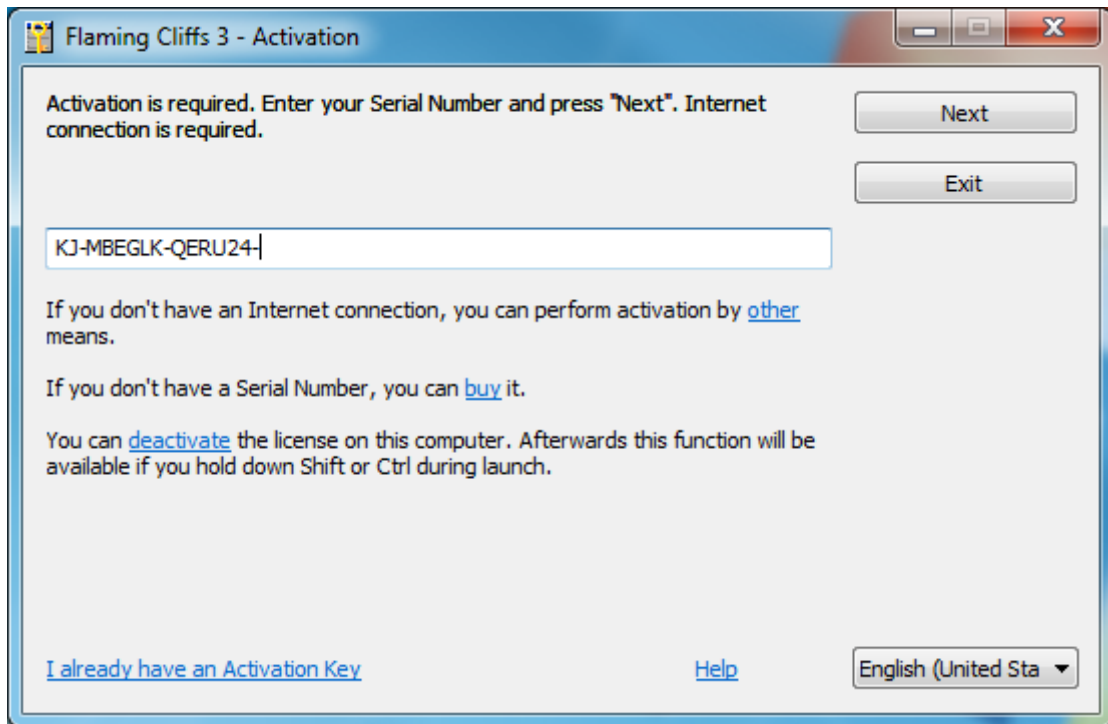
The Automatic Activation method is the preferred method, Internet connection is necessary.

Install game on your computer. Launch it, select mission and start the game.

The game Activation window will be displayed. Please, follow the directions.

Enter your Serial Number which is stored in your personal section on the DCS site <https://www.digitalcombatsimulator.com/en/personal/profile/> and was given to you via e-mail.

Press the **Next** button.



The Automatic Activation is now complete.

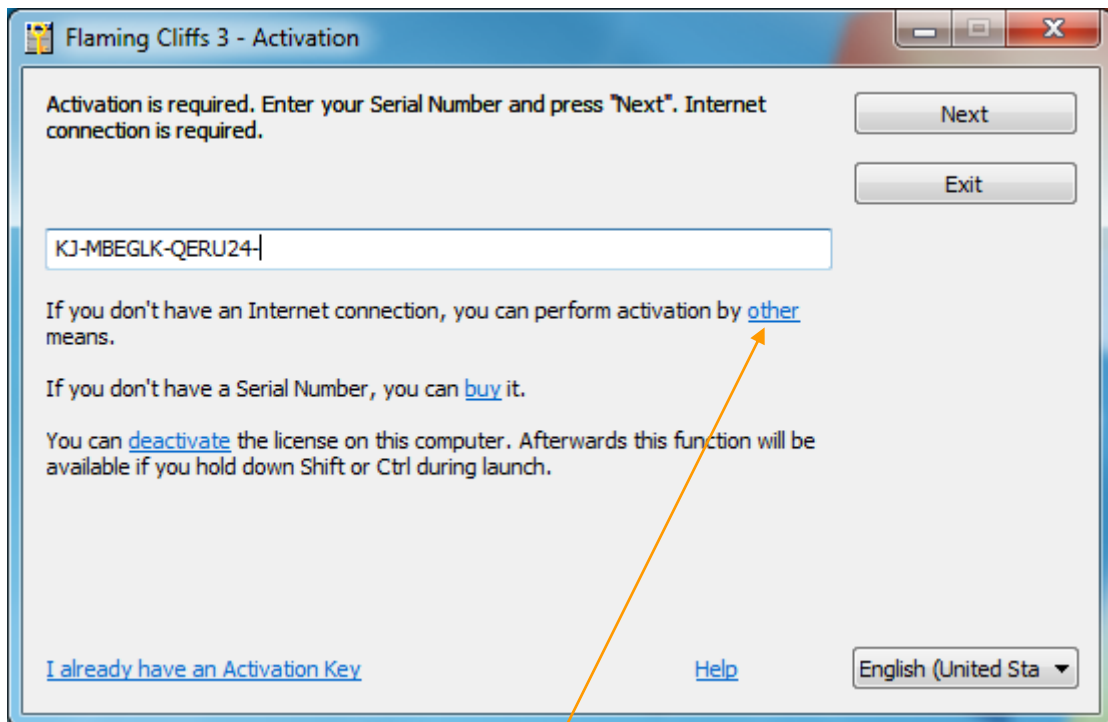
OTHER ACTIVATION MEANS

If that fails you may use one of two Activation means (Internet connection is necessary):

1. Activation via E-mail. Using activation, you will be provided a hardware code that can be sent to the provided e-mail address for activation.
2. Activation via ProActive Web-site. A hardware code will be entered into the ProActive Web-site for activation.

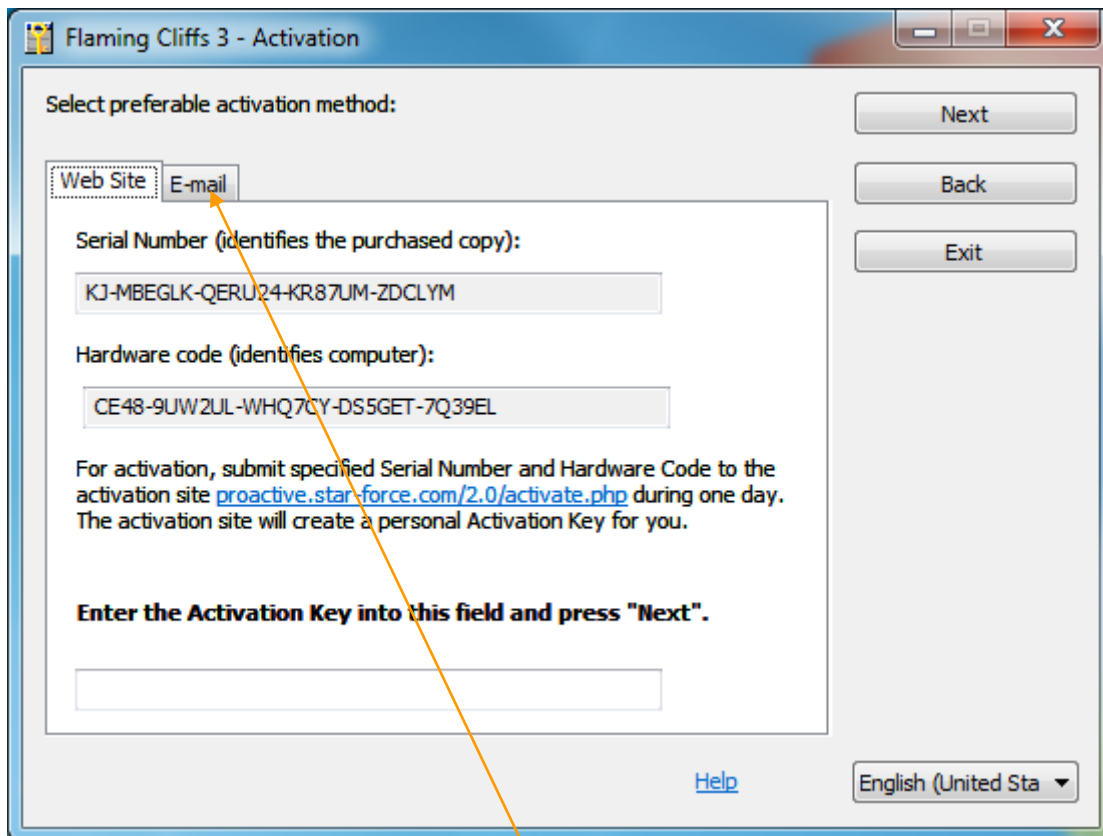
Activation via E-mail

If the automatic activation fails, press the **Other** link just below the edit-box.



Press the **Other** link

Press the **E-mail** tab in the Information window.



The image shows a software activation window titled "Flaming Cliffs 3 - Activation". It features a tabbed interface with "Web Site" and "E-mail" tabs. The "E-mail" tab is selected, and an orange arrow points to it from a callout box. The window contains fields for a Serial Number (KJ-MBEGLK-QERU24-KR87UM-ZDCLYM) and a Hardware code (CE48-9UW2UL-WHQ7CY-DS5GET-7Q39EL). It also includes instructions to submit these codes to a specific website and a field for an activation key. Navigation buttons (Next, Back, Exit) are on the right, and a language dropdown is at the bottom right.

Flaming Cliffs 3 - Activation

Select preferable activation method:

Web Site E-mail

Serial Number (identifies the purchased copy):

KJ-MBEGLK-QERU24-KR87UM-ZDCLYM

Hardware code (identifies computer):

CE48-9UW2UL-WHQ7CY-DS5GET-7Q39EL

For activation, submit specified Serial Number and Hardware Code to the activation site proactive.star-force.com/2.0/activate.php during one day. The activation site will create a personal Activation Key for you.

Enter the Activation Key into this field and press "Next".

Next

Back

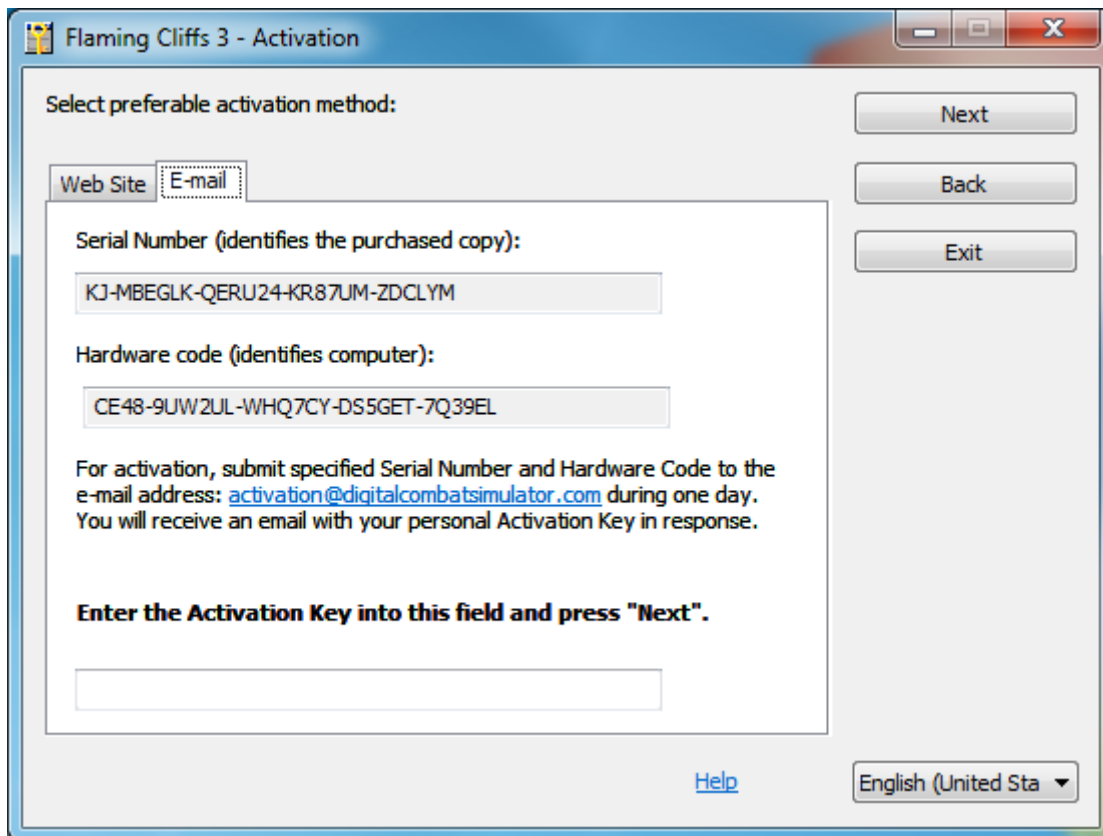
Exit

[Help](#)

English (United Sta ▾)

Press the **E-mail** tab

If you cannot send an e-mail now, copy your Serial Number, Hardware Code, and e-mail address shown in the Information window.



The image shows a software activation window titled "Flaming Cliffs 3 - Activation". It features a tabbed interface with "Web Site" and "E-mail" tabs. The "E-mail" tab is selected. The window contains fields for "Serial Number" and "Hardware code", both of which are pre-filled with alphanumeric strings. Below these fields, there is a paragraph of instructions about sending the codes to a specific email address. A bold instruction asks the user to enter an activation key into a provided field and press the "Next" button. On the right side, there are three buttons: "Next", "Back", and "Exit". At the bottom right, there is a language dropdown menu set to "English (United Sta)".

Flaming Cliffs 3 - Activation

Select preferable activation method:

Web Site E-mail

Serial Number (identifies the purchased copy):

KJ-MBGLK-QERU24-KR87UM-ZDCLYM

Hardware code (identifies computer):

CE48-9UW2UL-WHQ7CY-DS5GET-7Q39EL

For activation, submit specified Serial Number and Hardware Code to the e-mail address: activation@digitalcombatsimulator.com during one day. You will receive an email with your personal Activation Key in response.

Enter the Activation Key into this field and press "Next".

Next

Back

Exit

Help

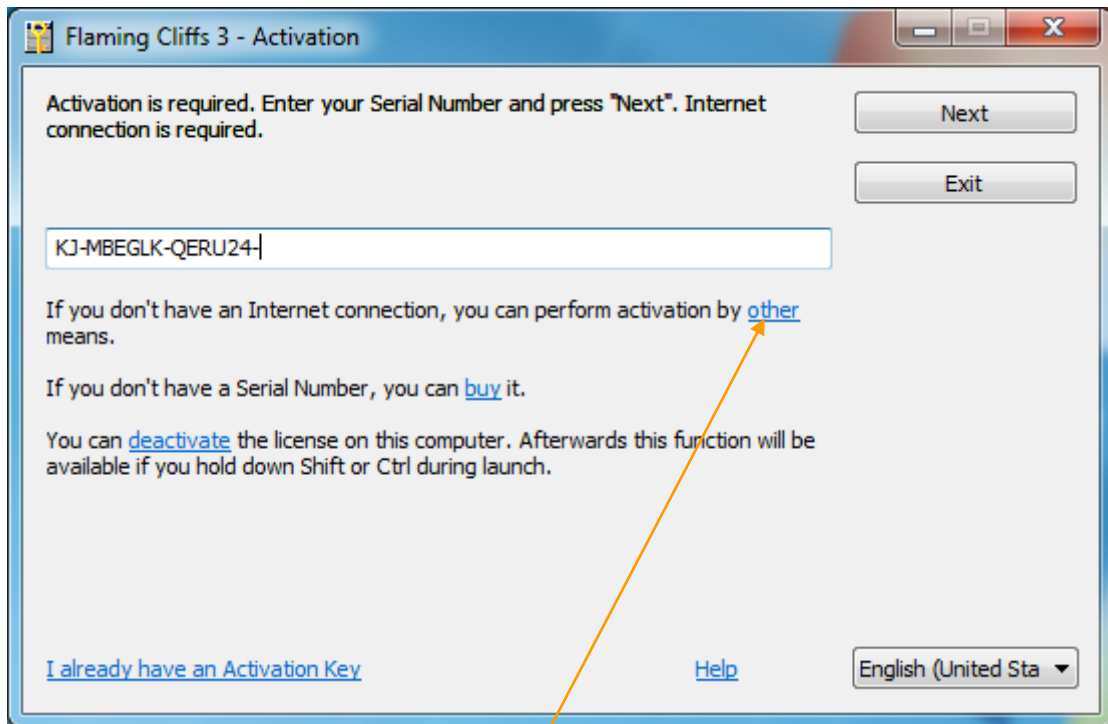
English (United Sta)

When convenient, open your e-mail and send your Serial Number and Hardware Code to the indicated e-mail address. You will be sent an Activation Key shortly afterwards.

Enter your Activation Key to the Activation field and press the **Next** button. Activation by e-mail will now be complete.

Activation via ProActive Web-site

If the automatic activation fails, press the **Other** link in the Activation window.



Press the **Other** link

Your Hardware Code is then displayed in the Activation window. Copy the Serial number and Hardware Code and save them to a safe location.

proactive.star-force.com/2.0/activate.php during one day. The activation site will create a personal Activation Key for you.' Below this is a bold instruction: 'Enter the Activation Key into this field and press "Next".' followed by an empty text box. On the right side, there are three buttons: 'Next', 'Back', and 'Exit'. At the bottom right, there is a 'Help' link and a language dropdown menu set to 'English (United Sta)'. Two orange arrows point from external boxes to the window: one from 'Copy the Serial number and Hardware Code' to the Serial Number and Hardware Code text boxes, and another from 'Press the link' to the activation site link."/>

Flaming Cliffs 3 - Activation

Select preferable activation method:

Web Site E-mail

Serial Number (identifies the purchased copy):

KJ-MBEGLK-QERU24-KR87UM-ZDCLYM

Hardware code (identifies computer):

CE48-9UW2UL-WHQ7CY-DS5GET-7Q39EL

For activation, submit specified Serial Number and Hardware Code to the activation site proactive.star-force.com/2.0/activate.php during one day. The activation site will create a personal Activation Key for you.

Enter the Activation Key into this field and press "Next".

Next

Back

Exit

Help

English (United Sta)

Copy the Serial number and Hardware Code

Press the link

Press the proactive.star-force.com/2.0/activate.php link in the Activation window. In case your computer is not connected to the Internet, you can save your Serial Number and Hardware Code and go to the link using another computer.

Enter the Serial Number and the Hardware Code to the corresponding fields of the ProActive Web-site and press the **Get Activation Key** button.

Enter the Serial Number

Enter the Hardware Code

ProActive//Product activation - Windows Internet Explorer

http://proactive.star-force.com/2.0/activate.php

ProActive//Product activation

Choose language: Go

STAR FORCE ProActive

Product activation

Obtain an Activation Key to run and use the product on your computer. To obtain the key, you will need a Serial Number for the product and a Hardware Code generated automatically by the application at startup. To restore the deactivated product license, specify additionally a Deactivation Code obtained during deactivation of the product. If you have any questions, please contact the product technical support.

Serial Number:
Enter your Serial Number for the product. D5-5SUM3P-JMBB8K-89AXP3-ZRFJU3
[Serial Number parameters](#)

Hardware Code:
Enter a Hardware Code. VMQL-UML8ZU-TVR7FF-SARGA2-V2S4WN

☐ **Deactivation Code:**
To reactivate the product on your computer, enable this field and enter a Deactivation Code obtained during deactivation of the product.

Get Activation Key

Secured by thawte
2010-03-12

Copyright © Protection Technology, 2003-2009. All rights reserved.

Internet | Protected Mode: Off

Press the button

You will then be provided your Activation Key. Copy it to a safe location.

ProActive://Product activation - Windows Internet Explorer




http://proactive.star-force.com/2.0/activate.php?lang=en

ProActive://Product activation


STAR FORCE[®] ProActive


Choose language:


End users

-  Product activation
-  Product deactivation
-  Information

Publishers

-  Log in

 2010-03-12

 **Product activation**

The Activation Key has been successfully generated. Write it down or save to a file for further input when running the application. Activation Key: **4UQ-4LAXQ6-2HVC9D-HQFWT9**

License parameters:
Activations left: 7

If you have questions regarding product activation/deactivation, refer to the "Information" section or contact product technical support.

Copyright © Protection Technology, 2003-2009. All rights reserved.

Internet | Protected Mode: Off 100%

Enter the Activation Key to the Activation field and press the **Next** button.

proactive.star-force.com/2.0/activate.php during one day. The activation site will create a personal Activation Key for you.' Below this paragraph, it says 'Enter the Activation Key into this field and press "Next".' followed by a text input field containing the activation key '3DV-F78CCX-UQSHCU-G5FCHU-TACN7C-78ZRH8-KCBUQ2'. An orange arrow points from a text box at the bottom to this field. The text box says 'Enter the Activation Key to the Activation field'. At the bottom right, there is a 'Help' link and a language dropdown menu set to 'English (United Sta)'."/>

Flaming Cliffs 3 - Activation

Select preferable activation method:

Web Site E-mail

Serial Number (identifies the purchased copy):

KJ-MBGLK-QERU24-KR87UM-ZDCLYM

Hardware code (identifies computer):

CE48-9UW2UL-WHQ7CY-DS5GET-7Q39EL

For activation, submit specified Serial Number and Hardware Code to the activation site proactive.star-force.com/2.0/activate.php during one day. The activation site will create a personal Activation Key for you.

Enter the Activation Key into this field and press "Next".

3DV-F78CCX-UQSHCU-G5FCHU-TACN7C-78ZRH8-KCBUQ2

Help English (United Sta ▼)

Enter the Activation Key to the Activation field

Activation via ProActive Web-site is now complete.

If restrictions on game usage have been implemented, the Activation window will display the details. Press Ok to launch the game.

NOTE: In the case of losing 4 Starforce activations in a week it is necessary to contact user support service support@star-force.com to solve the problem which caused this, otherwise the serial number will not be replaced. Thank you for understanding!

END-USER LICENCE AGREEMENT

IMPORTANT - YOU SHOULD CAREFULLY READ THE FOLLOWING BEFORE INSTALLING THE SOFTWARE.

USE OF THE SOFTWARE IS SUBJECT TO THE LICENCE TERMS SET FORTH BELOW. THIS LICENCE AGREEMENT ("LICENCE") IS A LEGAL DOCUMENT BETWEEN YOU ("LICENSEE" OR "YOU") AND THE FIGHTER COLLECTION LIMITED OF C/O IMPERIAL WAR MUSEUM, DUXFORD AIRFIELD, CAMBRIDGE, CB2 4QR, ENGLAND ("TFC" OR "WE") FOR "FLAMING CLIFFS 3" (an add-on to LOCK ON MODERN AIR COMBAT) SOFTWARE PRODUCT ("PROGRAM"), WHICH INCLUDES ALL SOFTWARE INCLUDED WITH THIS LICENCE, THE ASSOCIATED MEDIA, THE DATA SUPPLIED WITH IT, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION ("DOCUMENTATION") AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS AND ARE THE COPYRIGHTED WORK.

BY INSTALLING THE PROGRAM YOU ACCEPT THE TERMS OF THIS LICENCE WITH TFC WHICH WILL BIND YOU. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENCE, WE ARE UNWILLING TO LICENCE THE PROGRAM TO YOU AND YOU MUST NOT INSTALL THE PROGRAM. IN THIS CASE, IF YOU OBTAINED THE PROGRAM FROM A RETAILER YOU MUST RETURN THE MEDIUM ON WHICH THE PROGRAM IS STORED AND ALL ACCOMPANYING DOCUMENTATION TO THE RETAILER FROM WHOM YOU PURCHASED THEM, TOGETHER WITH PROOF OF PAYMENT.

TO INSTALL AND OPERATE THIS SOFTWARE YOU MUST HAVE FIRST PURCHASED "LOCK ON MODERN AIR COMBAT", PUBLISHED BY UBISOFT.

1. LIMITED USE LICENCE

In consideration of you agreeing to abide by the terms of this Licence, TFC hereby grants to you a non-exclusive, non-transferable, limited right and licence to install and use one copy of the Program and the Documentation solely and exclusively for your personal use on the terms of this Licence. All rights not specifically granted under this Licence are reserved by TFC and, as applicable, TFC's licensors. You may not network the Program or otherwise install it or use it on more than one computer at a time, except if expressly authorized otherwise in the Documentation. . GOVERNMENT AND COMMERCIAL ENTITIES MAY NOT USE THIS SOFTWARE UNDER THIS EULA. Government and commercial entities wishing to use this software in conjunction with training or demonstrator applications must obtain a license directly from TFC under a separate pricing structure and terms of use.

2. OWNERSHIP

2.1 The Program is licensed, not sold, for your use. This Licence confers no title or ownership in the Program and should not be construed as a sale of any rights in the Program. This Licence shall also apply to any patches or updates you may obtain from TFC for the Program.

- 2.2 All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, narrative, locations, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, any related documentation, and add-ons incorporated into the Program now or in the future) are owned by TFC, affiliates of TFC or TFC's licensors.
- 2.3 You acknowledge that you have no right to have access to the Program in source code form or in unlocked coding or with comments.
- 2.4 All rights are reserved. This Program contains certain licensed materials and TFC's licensors may protect their rights in the event of any violation of this Agreement.

3. LICENCE CONDITIONS

- 3.1 Except as expressly set out in this Licence or in clauses 4.1 and 4.2 below, or as permitted by any local law, you undertake to use the Program for your own personal use, and you shall not:
- (a) use the Program, or permit use of the Program, on more than one computer, computer terminal, or workstation at the same time;
 - (b) make copies of the Program or any part thereof, or make copies of the materials accompanying this Program except where such copying is incidental to normal use of the Program or where it is necessary for the purpose of back-up or security;
 - (c) use the Program, or permit use of the Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by the Program;
 - (d) sell, rent, lease, sub-license, distribute, loan, translate, merge, adapt, vary, modify or otherwise transfer the Program, or any copies of the Program, without the express prior written consent of TFC;
 - (e) not to make alterations to, or modifications of, the whole or any part of the Program nor permit the Program or any part of it to be combined with, or become incorporated in, any other programs;
 - (f) not to disassemble, decompile, reverse engineer or create derivative works based on the whole, or any part, of the Program nor attempt to do any such things except to the extent that (by virtue of section 296A of the Copyright, Designs and Patents Act 1988) such actions cannot be prohibited because they are essential for the purpose of achieving inter-operability of the Program with another software program, and provided that the information obtained by you during such activities:
 - (i) **is used only for the purpose of achieving inter-operability of the Program with another software program; and**
 - (ii) **is not unnecessarily disclosed or communicated to any third party without the TFC's prior written consent; and**
 - (iii) **is not used to create any software which is substantially similar to the Program.**

- (g) remove any proprietary notices or labels from the Program or otherwise modify the Program without the prior written consent of the TFC; and
 - (h) exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. TFC may offer a separate Site Licence Agreement to permit you to make the Program available for commercial use; please refer to the contact information below.
- 3.2 You acknowledge that the Program has not been developed to meet your individual requirements and that it is therefore your responsibility to ensure that the facilities and functions of the Program as described in the Documentation meet your requirements.
- 3.3 You acknowledge that the Program may not be free of errors or bugs and you agree that the existence of any minor errors shall not constitute a breach of this Licence.
4. PROGRAM UTILITIES
- 4.1 This Program may contain certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new missions, campaigns, skins, terrain and other related materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional licence restrictions:
- (a) you agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform TFC in writing of any instances of your receipt of any such proposal or offer;
 - (b) if you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge, unless with prior approval from TFC;
 - (c) New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product;
 - (d) New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licences granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties;
 - (e) All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen:
 - (a) the name and E-mail address of the New Game Materials' creator(s) and

- (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY TFC.";
 - (f) all New Game Materials created by you shall be exclusively owned by TFC and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and TFC and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.
- 4.2 With permission from TFC, in certain circumstances, you may be authorised to publish and distribute New Game Materials for gain. In this event you should first contact TFC to seek permission, and obtain the details of the terms and conditions at TFC Imperial War Museum, Duxford Airfield, Cambridge, CB2 4QR, England, UK. Attn. Business and Legal Affairs

5. WARRANTY

The entire risk arising out of use or performance of the Program remains with you. However it is warranted that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of 90 (ninety) days from the date of your purchase of the Program.

6. LIMITATION OF LIABILITY

- 6.1 **SUBJECT TO CLAUSE Ошибка! Источник ссылки не найден.,** NEITHER TFC, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, INCLUDING BUT NOT LIMITED TO LOSS OF GOODWILL, LOSS OF INCOME, LOSS OF BUSINESS PROFITS OR CONTRACTS, BUSINESS INTERRUPTION, LOSS OF THE USE OF MONEY OR ANTICIPATED SAVINGS, LOSS OF INFORMATION, LOSS OF OPPORTUNITY, LOSS OF, DAMAGE TO OR CORRUPTION OF DATA, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR OTHER COMMERCIAL DAMAGE OR LOSSES OR ANY INDIRECT OR CONSEQUENTIAL LOSS OR DAMAGE OF ANY KIND HOWSOEVER ARISING WHETHER CAUSED BY TORT (INCLUDING NEGLIGENCE), BREACH OF CONTRACT OR OTHERWISE. EVEN IF TFC HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TFC'S LIABILITY UNDER OR IN CONNECTION WITH THIS LICENCE, OR ANY COLLATERAL CONTRACT, WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE, SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENCE TO USE THE PROGRAM.
- 6.2 Nothing in this Licence shall exclude or in any way limit the Licensor's liability for fraud, or for death and personal injury caused by its negligence, or any other liability to the extent the same may not be excluded or limited as a matter of law.

6.3 Subject to clauses **Ошибка! Источник ссылки не найден.** and **Ошибка! Источник ссылки не найден.**, TFC's liability for infringement of third party intellectual property rights shall be limited to breaches of rights subsisting in the United Kingdom.

6.4 THIS LICENCE SETS OUT THE FULL EXTENT OF TFC'S OBLIGATIONS AND LIABILITIES IN RESPECT OF THE SUPPLY OF THE PROGRAM AND DOCUMENTATION. IN PARTICULAR, THERE ARE NO CONDITIONS, WARRANTIES, REPRESENTATIONS OR OTHER TERMS, EXPRESS OR IMPLIED, THAT ARE BINDING ON TFC EXCEPT AS SPECIFICALLY STATED IN THIS LICENCE. ANY CONDITION, WARRANTY, REPRESENTATION OR OTHER TERM CONCERNING THE SUPPLY OF THE PROGRAM AND DOCUMENTATION WHICH MIGHT OTHERWISE BE IMPLIED INTO OR INCORPORATED IN THIS LICENCE, OR ANY COLLATERAL CONTRACT, WHETHER BY STATUTE, COMMON LAW OR OTHERWISE, IS HEREBY EXCLUDED TO THE FULLEST EXTENT PERMITTED BY LAW.

7. INDEMNITY

You agree to indemnify, defend and hold TFC, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

8. TERMINATION

8.1 You may terminate the Licence at any time by destroying the Program and any New Material.

8.2 TFC may, at its discretion, terminate this Licence in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.

8.3 Upon termination of this Licence for whatever reason:

- (a) all rights granted hereunder shall automatically cease;
- (b) you forthwith must cease all activity authorised by this Licence; and
- (c) you must immediately delete or remove the Program from all computer equipment in your possession and immediately destroy or return to the TFC (at TFC's) option all copies of the Program then in your possession, custody or control and, in the case of destruction, certify to TFC that you have done so.

9. LICENCE TRANSFER

9.1 You may permanently transfer all of your rights under this Licence to the recipient, provided that the recipient agrees to the terms of this Licence and you remove the Program from your computer.

9.2 TFC may transfer, assign, charge, sub-contract or otherwise dispose of this Licence, or any of our rights or obligations arising under it, at any time during the term of this Licence.

10. MISCELLANEOUS

10.1 The Licensor will not be liable or responsible for any failure to perform, or delay in performance of, any of his obligations under this Licence that is caused by an event outside its reasonable control.

10.2 This Licence and any document expressly referred to in it represents the entire agreement between TFC and you to the licensing of the Program and Documentation and supersedes any prior agreement, understanding or arrangement between us, whether oral or in writing.

10.3 This Licence shall be deemed to have been made and executed in England, and any dispute arising out of or in connection with it or its subject matter shall be governed by and construed in accordance with English law. The parties hereby agree that the English courts shall have exclusive jurisdiction to settle any dispute or claim that arises out of or in connection with this Licence or its subject matter.

Copyright 2010 The Fighter Collection Ltd. All rights reserved.

Copyright (c) 2002, Xiph.org Foundation

Copyright (c) 2002, Industrial Light & Magic, a division of Lucas Digital Ltd. LLC

Copyright © 2003-2008 Tecgraf, PUC-Rio.

Copyright c 2003 Kepler Project.

Copyright c 2003-2006 The Kepler Project.

(c) 2007 The FreeType Project

Copyright (C) 2001-3 Henry Maddocks

If you have any questions concerning this licence, you may contact TFC at Imperial War Museum, Duxford Airfield, Cambridge, CB2 4QR, England, UK. Attn. Business and Legal Affairs

The Fighter Collection Ltd, Imperial War Museum, Duxford Airfield, Cambridge, CB2 4QR,
England, UK

(C) 2014 The Fighter Collection.