

STARCRAFT® II: WINGS OF LIBERTY™
QUICKSTART GUIDE



BLIZZARD®
ENTERTAINMENT

STAR CRAFT

WINGS OF LIBERTY™





GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS*

PC OS: Windows® XP/Windows Vista®/Windows® 7 [Latest Service Packs] with DirectX® 9.0c

Processor: 2.6 GHz Pentium® IV or equivalent AMD Athlon® Processor

Video: 128 MB PCIe NVIDIA® GeForce® 6600 GT or ATI Radeon® 9800 PRO video card or better

Mac® OS: Mac® OS X 10.5.8, 10.6.2 or newer

Processor: Intel® Processor

Video: NVIDIA® GeForce® 8600M GT or ATI Radeon® X1600 or better

ALL PLATFORMS

HD Space: 12 GB available HD space

Memory: 1 GB RAM [1.5 GB required for Windows Vista®/Windows® 7 users, 2 GB for Mac® users]

Drive: DVD-ROM drive

Internet: Broadband Internet connection

Display: 1024x720 minimum display resolution

* **Note:** Due to potential programming changes, the Minimum System Requirements for this game may change over time.

RECOMMENDED SPECIFICATIONS

PC OS: Windows Vista®/Windows® 7

Processor: Dual Core 2.4 GHz Processor

Memory: 2 GB RAM

Video: 512 MB NVIDIA® GeForce® 8800 GTX or ATI Radeon® HD 3870 or better

Mac® OS: Mac® OS X 10.5.8, 10.6.2 or newer

Processor: Intel® Core 2 Duo Processor

Memory: 4 GB system RAM

Video: NVIDIA® GeForce® 9600M GT or ATI Radeon® HD 4670 or better

PC INSTALLATION INSTRUCTIONS

Place the *StarCraft II* DVD into your DVD-ROM drive. If your computer has AutoPlay enabled, an installation window will automatically pop up on your Windows desktop. Left-click the "Install *StarCraft II*" button and follow the onscreen instructions to install *StarCraft II* on your hard drive. If the installation window does not appear, double-click the My Computer icon on your desktop, and then double-click the drive letter corresponding to your DVD-ROM drive to open its contents. Double-click the Install.exe icon in the DVD-ROM contents and follow the onscreen instructions to install *StarCraft II*.

BLIZZARD ENTERTAINMENT™

Blizzard Entertainment SAS
TSA 60 001
78143 Vélizy-Villacoublay Cedex
France

eu.blizzard.com - Regional Blizzard Website
eu.blizzard.com/support/webform.xml - Technical Support and Account Services



MAC INSTALLATION INSTRUCTIONS

Place the *StarCraft II* DVD into your DVD-ROM drive. Double-click the *StarCraft II* DVD icon, and then double-click the Installer application to copy the required game files to your hard drive.

SUPPORTED VIDEO HARDWARE

For a complete list of supported 3D video cards, please visit eu.blizzard.com/support/article/SC2supportedvideo.

TROUBLESHOOTING

If you experience any trouble running *StarCraft II* please visit the Blizzard Support website at eu.blizzard.com/support and select *StarCraft II*. The Blizzard Support site contains solutions to many common problems and also includes the Blizzard Support contact information if you require additional assistance. Your problem might already be listed there, along with possible solutions. Many errors can arise due to outdated drivers. Make sure that the drivers for all of your hardware are up to date before contacting Blizzard Entertainment for technical support.

GENERAL TROUBLESHOOTING (PC)

General Lockups/Video Problems

If your computer hard-locks without an error message, reboots during gameplay, will not start, or has distorted graphics of any sort, please make sure that you have the latest drivers for your video card. Contact your video card's hardware manufacturer to find the latest drivers available. You can check out our Technical Support website's Driver Update Information Page for links to the most common hardware vendors at eu.blizzard.com/support/article/driverupdates.

Sound Issues

If you are experiencing sound distortions, periodic loss of sound, loud squelches, whistles, or pops, make sure that you have the latest version of DirectX installed on your system, and verify that your sound drivers are compatible with the latest version of DirectX.

Contact your hardware manufacturer to find the latest drivers available. You can check out our Technical Support website's Driver Update Information Page for links to the most common hardware vendors at eu.blizzard.com/support/article/driverupdates.

Game Performance

If you encounter slow or choppy gameplay, there are several game options that you can adjust to improve your system's performance.

These options are accessible via the game menu.



GENERAL TROUBLESHOOTING (MAC)

Most lockups, video problems, and sound problems can be solved by installing the latest available software updates from Apple. You can update all of your video and sound drivers through the operating system: just go to the Apple menu and select "Software Update". You can find additional troubleshooting instructions at eu.blizzard.com/support.

BEFORE YOU BEGIN PLAYING STARCRAFT II

StarCraft II is a completely integrated online experience that allows you to earn achievements and stay connected with friends in both single-player and multi-player game modes through Blizzard's Battle.net service. Prior to beginning *StarCraft II*, you must create a free Battle.net account.

If you already have a Battle.net account, you must associate your Battle.net account with your copy of *StarCraft II* at eu.battle.net/login in order to begin playing.

You will be prompted to create or update your Battle.net account after installing *StarCraft II*, but you can also do so at any time by following the steps listed below under "Creating and Managing Your Battle.net Account."

Note: If you purchased *StarCraft II* through the Blizzard website your game key is already associated with the Battle.net account used to purchase the game.

WHAT IS A BATTLE.NET ACCOUNT?

Your Battle.net account is a system that allows you to manage all of your Blizzard games under a single login, download any titles you own, and take advantage of advanced social options.

In *StarCraft II*, your Battle.net account is used to help you connect with friends also playing the game, track your achievements in single- and multi-player, maintain a public profile, join up with other players for competitive play, and much more.

CREATING AND MANAGING YOUR BATTLE.NET ACCOUNT

To create a Battle.net account, you will need an active Internet connection and a valid e-mail address. For more information about Battle.net accounts, please visit eu.battle.net/faq.

To create or manage your Battle.net account, you must choose the option "Create or Manage a Battle.net account" from *StarCraft II*'s start-up screen, or, using your web browser, navigate to Battle.net's account Login page, located at eu.battle.net/login.

- To create your account, click "Create an Account" on the Account Login page. You'll be asked to input a valid e-mail address, account details, and contact information.
- Check the e-mail address you inputted in order to confirm your registration. You should receive an e-mail from noreply@battle.net that will enable you to complete the creation of your Battle.net account.



- To manage your account, input the e-mail address and password of your current Battle.net account, and click "Log In". You'll be taken to the Battle.net Account Home page.

- From the Battle.net Account Home page, you can associate your copy of *StarCraft II* with your Battle.net account by choosing the option "Add or Upgrade a Game" under the header "Manage My Games".

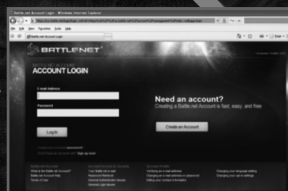


Fig. 1 - Battle.net Account Login Page

- Next locate your *StarCraft II* game key inside the retail box you purchased. Input the 26-digit game key and click the "Add Game" button.

Once you have completed these steps, you will be able to play *StarCraft II* wherever you are. You will also be able to download the *StarCraft II* client by returning to the Account Home page and choosing *StarCraft II* from the "Manage My Games" menu. You are now ready to play and take advantage of all of the features Battle.net has to offer!

TECHNICAL SUPPORT CONTACTS

WEB SUPPORT

Blizzard Entertainment's Technical Support website has solutions to the most common game questions and problems. Our Technical Support website is located at eu.blizzard.com/support.

EMAIL, FORUMS AND LIVE PHONE SUPPORT

Our European Account & Technical Support department can help you with any problems that are preventing you from being able to install or play *StarCraft II*. They can also assist you with any errors in-game, such as graphical or sound issues or any issues you may have concerning a Battle.net account or product. Phone support is provided in English, French, Spanish, German, Russian, Polish and Italian. We also provide support via our forums and by email. Information about how to reach Customer Support is available at eu.blizzard.com/support.

You can also contact our Customer Support Team through our webform at eu.blizzard.com/support/webform.xml.

NO GAMEPLAY HINTS WILL BE GIVEN BY TECHNICAL SUPPORT. Please be sure to consult the Troubleshooting section in this manual before calling Technical Support, and be near your computer if possible while calling.

Note: For updated information about protecting your computer and your Battle.net account, along with answers to commonly asked questions and additional troubleshooting material, go to eu.battle.net/security.

GAME HINTS

If you are seeking game tips or additional game information for *StarCraft II*, please visit eu.battle.net/sc2.

STARCRAFT II

IN THE BEGINNING...

RISE OF THE CONFEDERACY

Long ago four supercarriers loaded with political dissidents and convicts from Earth crash-landed on the distant planets of Tarsonis, Moria, and Umoja.

These hardy and resourceful terrans established colonies and eventually spread to other planets. In time the largest and most technologically advanced of the colonies, Tarsonis, founded a powerful yet oppressive government called the Terran Confederacy.



A bloody rebellion ignited against the Confederacy, led by an ambitious and charismatic ex-pro prospector named Arcturus Mengsk.

Yet as Mengsk and his Sons of Korhal strove to liberate their terran brethren from the yoke of oppression, a far greater conflict loomed on the horizon....

FIRST CONTACT

Humanity first learned that it was not alone in the universe when a gleaming fleet of protoss warships emerged over the Confederate planet of Chau Sara and incinerated its surface without warning.

On Chau Sara's sister planet, Mar Sara, Marshal Jim Raynor found evidence of a second alien presence. Attacks broke out across the planet,

and it took the Sons of Korhal to mount any kind of organized resistance to the aliens, which had now become known as the zerg.

Jim Raynor and the rebels evacuated as many people as possible from Mar Sara before the mysterious protoss fleet reappeared and incinerated the planet.

Thoroughly disillusioned with the Confederacy, Raynor joined the Sons of Korhal. On the planet of Antiga Prime, he worked with Mengsk's second-in-command, Sarah Kerrigan—formerly an elite assassin for the Confederacy—whom Mengsk had liberated from the government's neural conditioning. Despite a rocky start, Raynor and Kerrigan quickly formed an efficient partnership.

Mengsk stirred up a full-scale revolt against the Confederacy on Antiga Prime. He then employed a psi emitter—a Confederate-designed device that acted as a beacon for the zerg—to destroy the Confederacy's forces. Soon afterward the protoss incinerated Antiga Prime from orbit, just as they had done to Chau Sara and Mar Sara.



THE GREAT BETRAYAL

Next Mengsk struck at Tarsonis, the capital of the Confederacy. To Kerrigan's horror, he had psi emitters placed on the uninfested and densely populated planet. As the zerg descended on Tarsonis, Raynor began to question Mengsk's sanity: no measure seemed too extreme for Mengsk if it achieved his goals.

This time the protoss fleet's leader, Executor Tassadar, deployed ground forces in an effort to save the planet. Mengsk ordered Kerrigan to vanquish the protoss. Despite her misgivings, Kerrigan obeyed and ensured that the planet would fall to the zerg Swarm.



Surrounded by zerg, Kerrigan called for evac. However, in a shocking betrayal, Mengsk abandoned Kerrigan and her troops to their fate. Furious, Raynor rushed to Tarsonis in a desperate attempt to save his partner. Yet in spite of his best efforts, he arrived too late.

THE DOMINION AND THE QUEEN OF BLADES

With the destruction of Tarsonis and the collapse of the Confederacy, most terran survivors quickly pledged allegiance to the Sons of Korhal, which had become the primary military force opposing the alien invaders. As planet after planet appealed to the Sons of Korhal for aid, Mengsk announced that a new government, the Terran Dominion, was necessary to protect these worlds. Promising victory over the aliens, he declared himself emperor of the Dominion.

Meanwhile, Jim Raynor struggled with the loss of Sarah Kerrigan as he came to the full realization that he had begun to fall in love with her. Haunted by her death and the many other demons of his past, Raynor stole Mengsk's flagship, the *Hyperion*, and resolved to seek justice in Kerrigan's name.

What Raynor could not have known, was that Sarah Kerrigan was not dead.

The Overmind—the supreme consciousness who controlled the zerg—had altered Kerrigan by infecting her with the zerg hyperevolutionary virus. Her subsequent evolution unlocked incredible strength and immeasurably potent psionic abilities. Ultimately she emerged as the Queen of Blades: the Overmind's loyal servant, an extraordinary entity stripped of human ethics and morality and ruthlessly dedicated to the survival of the Swarm.

Yet the Overmind had suffered a terrible blow: Zeratul, a leader among the protoss' estranged brethren, the dark templar, killed one of the Overmind's cerebrates. The zerg brood formerly controlled by the slain lieutenant ran amok and turned against the rest of the Swarm, which was forced to obliterate them.

All was not lost for the zerg, however. When Zeratul killed the cerebrate, he made fleeting telepathic contact with the Overmind. In that moment, the Overmind discovered the location of the protoss homeworld of Aiur. The zerg assaulted Aiur, and although the protoss resisted valiantly, the zerg established a foothold, and the Overmind embedded itself in the planet's surface.



Joining forces with Jim Raynor, Tassadar rallied the flagging protoss for one final push against their foes, yet protoss forces only weakened the zerg while sustaining heavy losses themselves. In a last desperate gamble, Tassadar channeled the energies of the Aiur protoss, and the outlawed energies of the dark templar through the hull of his ship, the *Gantrithor*, and steered the vessel on a collision course with the monstrous Overmind.

Tassadar's brave sacrifice resulted in an explosion that killed the Overmind and threw its minions on Aiur into disarray. The protoss had little cause to rejoice, though, for much of Aiur was left in ruins. Furthermore, the Swarm as a whole was undefeated. Far away on the planet Char, Kerrigan sensed the Overmind's death and finally grasped the true purpose of her creation. The reign of the Queen of Blades was about to begin.

THE BROOD WAR

AN UNLIKELY ALLY

Even without the Overmind, there was little doubt that the zerg would overrun the remaining protoss on Aiur. The Aiur protoss' only hope for survival lay in escaping to the dark templar homeworld of Shakuras, where Zeratul offered to shelter the protoss refugees. It was there that the protoss were confronted by Kerrigan, who demanded to speak with the dark templar matriarch, Raszagal.

Kerrigan swore that she was no longer a merciless killer, and notified the protoss that several zerg cerebrates had merged to create a new Overmind. If this Overmind matured and gained control of the Swarm, Kerrigan warned that she would revert to the savage and cruel creature she had been. In order to prevent that from happening, Kerrigan volunteered to help the protoss fight the zerg and the new Overmind. Raszagal accepted Kerrigan's proposition despite the reservations of Zeratul and others.

In the course of executing their plan, the protoss grew suspicious of Kerrigan. They learned too late that their alliance with her had only helped the Queen of Blades achieve her true goal: eliminating a challenge to her rule over the Swarm. Due to the dark templar's assistance, several dissident cerebrates were destroyed.

Kerrigan departed from Shakuras even as the horrified protoss concluded that they had no choice but to finish what they had started. Utilizing the power of an ancient xel'naga temple, the protoss successfully obliterated the zerg on Shakuras. Even so, they paid a terrible price, for the cataclysmic explosion left Shakuras a wasteland of sand dunes and shattered ruins.

THE UNITED EARTH DIRECTORATE

Unbeknownst to the terrans in the Koprulu sector, Earth had kept a long and silent watch over its far-flung colonial planets. The frightening discovery of hostile aliens managed to unite Earth as never before, leading to the formation of a new government called the United Earth Directorate (UED). When it became clear that the Koprulu colonies were losing strength, the UED's ruling council considered it the perfect time to establish control over its distant cousins.

After monitoring zerg and protoss activity for several months, the UED was confident that it could control the zerg. By this time the UED had received word that a new Overmind had formed on the planet Char. Confident of victory, the UED dispatched an expeditionary fleet to enslave the young Overmind and use the Swarm to overthrow the Terran Dominion.

The fleet moved to secure the planet Braxis as a staging point, assaulting its capital city. The city was well defended, and progress was slow, but UED forces made contact with fighters from the Confederate Resistance Forces. Their leader, Samir Duran, explained that they had sworn to overthrow the Terran Dominion and Emperor Mengsk. These fighters volunteered to become new recruits of the UED.

With Duran's aid, the UED soon had access to the Dominion's primary datanet—specifically, its weapons diagnostics and other top-secret material. The UED moved on to the Dylarian shipyards, where the bulk of the Dominion's battlecruisers were docked. Striking swiftly, the soldiers commandeered the ships for their own use and conscripted the remnants of the Dylarian defenders.



UED forces bolstered their strength further and headed to Korhal IV, capital world of the Dominion. After a fierce battle, Directorate forces laid siege to Korhal's capital city, Augustgrad, forcing Emperor Arcturus Mengsk to contact the UED fleet requesting a parley.

The emperor's small fleet was surrounded, but while UED forces were preparing to take Mengsk into custody, Jim Raynor arrived in Mengsk's old battlecruiser, the *Hyperion*, along with a small protoss fleet. Raynor angrily made it clear that he was rescuing Mengsk only because a mutual acquaintance wanted Mengsk alive. Moments later, Raynor, his protoss allies, and Mengsk had escaped.



The UED persisted in its campaign, moving on to Char to capture the developing Overmind and, through it, seize control of the zerg. Directorate forces overcame the Overmind's defenses and soon specially trained medics began administering powerful neurostimulants to pacify the organism. By then Duran had been revealed as a spy working with Kerrigan, but that discovery made little difference: the Overmind was firmly under Directorate control.

DESTRUCTION OF THE PSI DISRUPTER

The UED's control over the new Overmind and the broods on Char gave the Directorate a decisive advantage over Kerrigan, for a weapon known as the psi disrupter prevented the Queen of Blades from controlling the zerg broods that were not yet under the Overmind's control. Fortunately for Kerrigan, however, she had foreseen this difficulty and had acted accordingly.

Kerrigan had contacted Jim Raynor from her fortress on the planet Tarsonis. Raynor cared for her before she joined the Swarm, and she knew that on some level he still had feelings for her, even though he distrusted her. Contacting him had therefore involved minimal risk to Kerrigan, and Raynor had made the perfect ambassador between her and the protoss on Shakuras, who had not forgotten Kerrigan's past manipulations. Once Raynor and the protoss had been willing to listen, she had asked them to rescue Emperor Mengsk and the battle-scarred remnants of the Dominion fleet from the UED's assault. Galvanized by the threat of an emergent Overmind in the hands of the UED, Raynor had temporarily put aside his hatred of Mengsk and agreed to Kerrigan's plan.

Once Raynor had rescued Mengsk, Kerrigan assured the emperor that she had no intention of killing him, for she was no longer angry at his betrayal. Victory over the UED, she maintained, was more important than petty grudges.



Kerrigan explained that she wanted to use Mengsk's psi emitters to reclaim control of additional zerg forces. She would then be able to tear down the psi disrupter, at which point she would finally stand a chance of beating the Directorate fleet. In return, she offered to help Mengsk reclaim the planet Korhal from the UED. Mengsk was free to refuse her offer, of course, but if he did, she would imprison him for the rest of his life.

Mengsk could see no other alternative, and he was enticed by the prospect of reclaiming Korhal, so he loaned Kerrigan the psi emitters. Kerrigan's plan worked perfectly, and she destroyed the psi disrupter on Braxis.

Once Kerrigan had gained control over a greater number of zerg and built up sufficient resources, she and her reluctant allies launched an assault on Korhal. The UED forces occupying the planet were overwhelmed, and Mengsk was jubilant as he retook possession of the planet. Declaring himself the emperor of the Terran Dominion once again, he set up a base of operations in Augustgrad.

BROKEN ALLIANCE

Kerrigan, having rebuilt her zerg forces and driven the UED from its primary seat of power in the Koprulu sector, decided that her allies had outlived their usefulness. Duran pointed out that if she struck now, her erstwhile allies would not be expecting an attack.

Without warning Kerrigan sent multitudes of her minions against the terran encampments. Mengsk denounced Kerrigan for her treachery. She responded that her actions were well-justified revenge, given the suffering she had undergone due to Mengsk's betrayal on Tarsonis. As for Mengsk, she would permit him to live: she wanted him to watch her ascend to ultimate power and know that he had helped shape her into the deadly Queen of Blades.

Raynor fought courageously, but he knew a hopeless fight when he saw one. As he escaped from Korhal, he promised Kerrigan that she would pay for the lives she had taken: one day, Raynor swore, he would kill her.

FREING RASZAGAL

Kerrigan remained determined to crush the UED forces and their enslaved Overmind. To that end, she traveled to the planet Shakuras and kidnapped the dark templar matriarch, Raszagal.

Using Raszagal as leverage, Kerrigan laid out her demands. Because only Zeratul and his people could destroy the Overmind and its cerebrates, Kerrigan made them an offer: if the dark templar killed these renegade zerg, Kerrigan would permit Raszagal to return to Shakuras.

Despite Zeratul's reservations, Raszagal convinced him that, for the sake of all protoss, he must do as Kerrigan demanded. In the end, Zeratul obeyed. The dark templar assaulted the UED forces on Char and managed to slay the Overmind along with its cerebrates. As a result, all zerg in the Koprulu sector became subject to Kerrigan's will once more.

When the mission was completed, Kerrigan asked Raszagal if she wanted to return to her people, but the matriarch said that her only wish was to serve Kerrigan. In that moment, Zeratul realized that Kerrigan had long ago enslaved and corrupted Raszagal's mind.

After their defeat, the remains of the Directorate fleet had fled from the planet Char. Zeratul and the other dark templar circumvented Kerrigan's defenses and rescued their matriarch. They had yet to realize that Raszagal's mental enslavement could not be undone.

Before the dark templar could escape with Raszagal, the zerg surrounded Zeratul's base and attacked. As Kerrigan and her minions closed in, Zeratul cursed Kerrigan bitterly and, rather than let the zerg recapture Raszagal, dealt the matriarch a mortal blow. In her last moments, she thanked him for freeing her from Kerrigan's influence.

Ravaged by grief and guilt, Zeratul vowed he would avenge the matriarch's fall.

A FAR GREATER POWER

Upon leaving Char, Zeratul and the dark templar investigated protoss power signatures on an uncharted moon nearby. There they found several stasis cells containing protoss and zerg. Further investigation revealed that Samir Duran was using genetic manipulation in an unholy attempt to create the hybrid: creatures with mixed zerg and protoss DNA.

Most disturbing of all, however, was the fact that Duran's attempts were proving successful.



Unmoved by Zeratul's disgust, Duran revealed that he served a power far greater than Kerrigan and that the creation of the hybrid was the last step in a vast cycle that was approaching its end. Duran claimed that the hybrid, who were scattered on a thousand different worlds, were on the verge of completing their development, and they would change the universe forever when they awoke.

KERRIGAN'S ASCENSION

For a brief time thereafter, Kerrigan was sorely challenged. Duran had inconveniently disappeared; the orbital platform from which she watched over Char was under attack; and most of her forces were still on the planet surface. Arcturus Mengsk had scraped together a new fleet, and a gleaming armada of protoss ships from Shakuras had warped in as well. Last but not least, Directorate forces were stubbornly intent upon defeating the woman who had manipulated and humiliated them.

Yet the Queen of Blades proved to be too powerful a foe as she unleashed her full wrath upon her enemies. Facing imminent defeat, Mengsk withdrew early in the battle. He told Kerrigan to watch her back because he would be lying in wait for her, ready to strike when she inevitably made a mistake.

Nor did the forces composed of Aiur protoss and dark templar retreat without a parting word, declaring that they would never forget the death of Raszagal. They too would be watching Kerrigan.

At last it became clear that the UED fleet could not hope to overcome Kerrigan at her full strength. For her amusement, Kerrigan allowed the fleet to flee in the direction of Earth, giving it a reasonable head start before she sent the Swarm after them.

Kerrigan's forces soon overtook the UED fleet and tore it apart. Not one of the fleet's ships would reach Earth to report the events that had taken place in the Koprulu sector.



AFTERMATH

The Queen of Blades has not grown complacent in the wake of her victory. She continues to keep watch over the Swarm from Char. The Brood War showed her to be more powerful than anyone could have imagined: she is truly the dominant force in the Koprulu sector. However, for the last four years the Swarm's initial, merciless expansion has been replaced with a foreboding silence.

There is only speculation about what Kerrigan has been doing for the last four years, as no scouting expeditions to zerg-occupied planets have lived to report what they witnessed. Many believe that the zerg are building their strength and engineering new organisms before going on the offensive again. Some contend that Kerrigan is staying her hand due to some lingering shred of humanity, but those who have encountered the savage fury of the Queen of Blades suspect that this is merely wishful thinking.

The Aiur protoss have been struggling to recover from the loss of their homeworld, while attempting to reunify their society with the dark templar living on Shakuras. It has been a difficult transition for both sides, and the name of Raszagal has been invoked more than once to keep the peace. Interacting with the dark templar and the xel'naga technology on Shakuras has also led to many new developments as the protoss prepare themselves for continuing the war with the zerg.

Memories of Raszagal have plagued Zeratul, and he was deeply disturbed by his encounter with Samir Duran. For years he kept to himself, racked with guilt and sorrow, until a valiant terran archaeologist in need of Zeratul's aid sought him out and convinced him to emerge from his self-imposed exile. Since then, Zeratul has uncovered a revelation somehow related to the xel'naga, creators of both the zerg and the protoss. He has been seeking additional clues to unravel the mystery.

Arcturus Mengsk and his forces initially returned to Korhal to regroup. His first order of business was to rebuild the Terran Dominion. In Kerrigan he has found a new target for revenge. The Dominion has risen once again to become the most powerful force among the terran factions, having taken over almost all of the original Confederate worlds.

The UED expeditionary fleet was shattered during the Brood War and now only a few isolated pockets of survivors remain hidden in the Koprulu sector.

Jim Raynor has led a resistance movement known as Raynor's Raiders against the spreading power of the Dominion, but over the years it has been a losing battle. Arcturus Mengsk has used his greatest weapons—the media and propaganda—to marginalize Raynor's efforts. Now Raynor seems to be losing faith, drinking heavily and haunted by the ghosts of his past.

Those who know Jim Raynor best have been saying that there is one part of him that won't rest until Sarah Kerrigan is dead...

...and another part of him that refuses to let her go.

STARCRRAFT® II: WINGS OF LIBERTY™
END USER LICENSE AGREEMENT

IMPORTANT! PLEASE READ CAREFULLY.

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. THIS SOFTWARE PROGRAM IS LICENSED, NOT SOLD, BY INSTALLING, COPYING OR OTHERWISE USING THE GAME (DEFINED BELOW). YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO INSTALL OR USE THE GAME. IF YOU REJECT THE TERMS OF THIS AGREEMENT WITHIN THIRTY (30) DAYS AFTER YOUR PURCHASE, YOU MAY ARRANGE TO RETURN THE GAME TO YOUR RETAILER, OR YOU MAY CONTACT BLIZZARD BY EMAIL AT WOWBILLING@BLIZZARD.COM TO REQUEST A FULL REFUND OF THE PURCHASE PRICE, AND YOU SHOULD DELETE THE SOFTWARE PROGRAM IMMEDIATELY.

The StarCraft® II: Wings of Liberty™ software program, and all files that are delivered to you by Blizzard Entertainment, Inc. (via on-line transmission or otherwise) to "patch," update or otherwise modify the software program, as well as all printed materials and electronic documentation (the "Manual"), together with any and all copies and derivative works of such software program and Manual (collectively, the "Game") is the copyrighted work of Blizzard Entertainment, Inc. ("Blizzard Entertainment"), who has licensed its rights to exploit the Game in the European Union to Blizzard Entertainment International ("Blizzard"), a division of Cooperatie Activision Blizzard International U.A. Blizzard is your contractual partner. Any and all uses of the Game are governed by the terms of this End User License Agreement (the "License Agreement" or "Agreement"). The Game may only be played by obtaining access to Blizzard's Battle.net® game service (the "Service"), which is subject to a separate Terms of Use agreement (the "Terms of Use") available at eu.blizzard.com/en-gb/company/about/termsofuse.html and incorporated into this Agreement by this reference. Before playing the Game, you must: (i) obtain an authorization code from a "box" copy of the Game or through the Service; (ii) register for and login using an authorized Battle.net® account with the Service (the "Account") and (iii) agree to the terms of this License Agreement and to the Terms of Use. Note that in order to establish an Account, you must be a "Natural Person," who is the age of majority in the country where you are a citizen. Corporations, Limited Liability Companies, partnerships, or any other form of legal entity other than that of a "natural person" may not establish an account, and by accepting this Agreement, you hereby represent and warrant that you meet these eligibility requirements. The Game is distributed solely for use by authorized end users according to the terms of this License Agreement. Any use, reproduction, modification or distribution of the Game not expressly authorized by the terms of this License Agreement is expressly prohibited.

1. Grant of a Limited Use License. Subject to your agreement to and continuing compliance with this License Agreement, Blizzard hereby grants, and you hereby accept, a limited, revocable, non-transferable, non-sublicensable, non-exclusive license to (a) install the Game on one or more computers owned by you or under your legitimate control, (b) use the Game in conjunction with the Service for your non-commercial entertainment purposes only, subject to the terms of Section 2c below; and (c) to make and distribute copies of the Game to other potential users free of any charge for use solely on the Service. All use of the Game, or any copy of the Game, is subject to this License Agreement and to the Terms of Use, both of which must be accepted before the Game can be played. In the event of a conflict between the terms of this Agreement and the Terms of Use, this Agreement shall govern and supersede the Terms of Use.

2. Additional License Limitations. The license granted to you in Section 1 above is subject to the limitations set forth in Sections 1 and 2 (collectively, the "License Limitations"). Any use of the Game in violation of the License Limitations will be regarded as an infringement of Blizzard's copyrights in and to the Game. You agree that you will not, under any circumstances:

- In whole or in part, copy or reproduce (except as provided herein), translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Game, or remove any proprietary notices or labels from the Game unless explicitly allowed by the provisions under Art. 6 of Council Directive 91/250/EEC of 14 May 1991 on the legal protection of computer programs; notwithstanding the foregoing you may make one (1) backup copy of the Software Program and the Manuals;
- Use cheats, automation software (bots), hacks, or any other unauthorized third-party software designed to modify the Game experience, including without limitation mods that violate the terms of this License Agreement or the Terms of Use;
- Exploit the Game or any of its parts, for any commercial purpose without Blizzard's express permission, with the sole exception that you may use the Game, or copies of the Game, on the Service at a cyber cafe, computer gaming center or any other location-based site to play on your own Account;
- Use any unauthorized third-party software that intercepts, "mines", or otherwise collects information from or through the Game or the Service, including without limitation any software that reads areas of RAM used by the Game to store information; provided, however, that Blizzard may, at its sole and absolute discretion, allow the use of certain third party user interfaces;
- Modify or cause to be modified any files that are a part of the Game in any way not expressly authorized by Blizzard;
- Host, provide or develop matchmaking services for the Game or intercept, emulate or redirect the communication protocols used by Blizzard in any way, for any purpose, including without limitation unauthorized play over the internet, network play (except as expressly authorized by Blizzard), or as part of content aggregation networks;
- Facilitate, create or maintain any unauthorized connection to the Game or the Service, including without limitation (a) any connection to any unauthorized server that emulates, or attempts to emulate, the Service; and (b) any connection using third party programs or tools; or
- Attempt to sell, license, sublicense, rent, lease, lend, grant a security interest in or otherwise transfer any copy of the Game or your rights to the Game to any other party in any way not expressly authorized herein or let any other third person use the Game and/or the Account.
- Use the Map Editor (defined below in Section 3) to access or edit anything other than content included in an authorized copy of STARCRRAFT® II licensed to you.

3. Map Editor. The Game includes a program that allows you to create custom levels, maps, scenarios or other materials for use in connection with the Game (the "Map Editor"). The following terms are specific to the Map Editor:

a. Map Content. You understand that the Map Editor and any content required to create or modify STARCRRAFT® II Modified Maps (as defined below) is included in the Game, and that the Map Editor and all such content is owned by Blizzard Entertainment, Inc. and governed by this Agreement. YOU ACKNOWLEDGE AND AGREE THAT ALL MAPS, LEVELS AND OTHER CONTENT CREATED OR MODIFIED USING THE MAP EDITOR (COLLECTIVELY, "MODIFIED MAPS") ARE AND SHALL REMAIN THE SOLE AND EXCLUSIVE PROPERTY OF BLIZZARD, WITHOUT LIMITING THE FOREGOING, YOU HEREBY ASSIGN TO BLIZZARD ALL OF YOUR RIGHTS, TITLE AND INTEREST IN AND TO ALL MODIFIED MAPS AS SOON AS SUCH RIGHT ARISES, AND AGREE THAT YOU WILL EXECUTE FUTURE ASSIGNMENTS PROMPTLY UPON RECEIVING SUCH A REQUEST FROM BLIZZARD. As far as an assignment is not possible or is not possible on a worldwide basis, you hereby grant to Blizzard an exclusive, irrevocable, royalty-free, assignable and sublicensable, temporally and geographically unlimited right to use the Modified Maps for any purpose and in any way. This granting of rights includes, but is not limited to, the right to reproduce, distribute and publish the Modified Maps and to make the Modified Maps available to the public, in particular through the Service with the possibility of third parties to use, edit or modify the Modified Maps. The right to use the Modified Maps includes all types of uses unknown at the time of granting the rights. It is granted for an indefinite period of time and without any territorial restrictions. The right may be assigned or sublicensed to third parties without any restrictions.

b. User Content Restrictions. You represent and warrant that neither the content you use to create any Modified Maps, nor the compilation, arrangement or display of such content (collectively, the "User Content"), infringes or will infringe any copyright, trademark, patent, trade secret or other intellectual property right of any third party. You further represent and warrant that you will not use or contribute User Content that is unlawful, tortious, defamatory, derogatory, obscene, invasive of the privacy of another person, threatening, harassing, abusive, hateful, racist or otherwise objectionable or inappropriate. Blizzard reserves the right to delete any User Content which is offensive, derogatory, infringes third party rights or which Blizzard in its sole discretion deems to be unlawful.

4. Service and Terms of Use. As mentioned above, you must accept the Terms of Use in order to access the Service to play the Game. The Terms of Use agreement governs all aspects of game play. If you do not agree with the Terms of Use, then (a) you may not register for an Account to play the Game, and (b) you may arrange to return the Game to the place where you purchased it within thirty (30) days of the original purchase. Once you accept the License Agreement and the Terms of Use, you will no longer be eligible for a refund.

5. Ownership. All title, ownership rights and intellectual property rights in and to the Game and all copies thereof (including without limitation any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, structural or landscape designs, animations, sounds, musical compositions and recordings, audio-visual effects, storylines, character likenesses, methods of operation, moral rights, and any related documentation) are owned or licensed by Blizzard Entertainment or Blizzard. The Game is protected by the copyright laws of the United States, international treaties and conventions, and other laws. The Game may contain materials licensed by third parties, and the licensors of those materials may enforce their rights in the event of any violation of this License Agreement. . You have no interest, monetary or otherwise, in any feature or content contained in the Game or associated with the Account.

6. Pre-Loaded Software. The media on which the Game is distributed may contain additional software and/or content that requires a separate license before it can be used ("Additional Software"). You agree that Blizzard may install this Additional Software on your hard drive as part of the Game installation process. You also agree that you will not access, use, distribute, copy, display, reverse engineer, derive source code from, modify, disassemble, decompile or create derivative works based on this Additional Software until and unless you receive a license to use it along with a valid alphanumeric key with which to activate all or portions of the Additional Software. You can get access to and use the Additional Software if you (i) purchase or otherwise legally obtain a valid license and (ii) accept the End User License Agreement(s) for this Additional Software (the "Additional Software EULA"). The terms of the Additional Software EULA displayed during the installation or activation of the Additional Software will replace and supersede this Agreement, but only with regard to the Additional Software and those portions of the Additional Software for which you receive a license. Notwithstanding anything to the contrary herein, you may make one (1) backup copy of the Additional Software.

7. No Transfer or Sublicense. THE GAME IS LICENSED, NOT SOLD. NEITHER THE GAME NOR THE LICENSE GRANTED IN SECTION 1 MAY BE SUBLICENSSED OR TRANSFERRED TO ANY OTHER PERSON OR ENTITY, AND ANY ATTEMPT TO DO SO SHALL BE NULL AND VOID.

8. Consent to Monitor. DURING YOUR REGISTRATION FOR THE BATTLE.NET ACCOUNT YOU GRANT YOUR CONSENT TO THE FOLLOWING: WHEN RUNNING THE GAME MAY MONITOR YOUR COMPUTER'S RANDOM ACCESS MEMORY (RAM) FOR UNAUTHORIZED THIRD PARTY PROGRAMS RUNNING CONCURRENTLY WITH THE GAME, AN "UNAUTHORIZED THIRD PARTY PROGRAM" AS USED HEREIN SHALL BE DEFINED AS ANY THIRD PARTY SOFTWARE PROHIBITED BY SECTION 2. IN THE EVENT THAT THE GAME DETECTS AN UNAUTHORIZED THIRD PARTY PROGRAM, THE GAME MAY (a) COMMUNICATE INFORMATION BACK TO BLIZZARD, INCLUDING WITHOUT LIMITATION YOUR ACCOUNT NAME, DETAILS ABOUT THE UNAUTHORIZED THIRD PARTY PROGRAM DETECTED, AND THE TIME AND DATE, AND/OR (b) EXERCISE ANY OR ALL OF ITS RIGHTS UNDER THIS AGREEMENT, WITH OR WITHOUT PRIOR NOTICE TO THE USER.

9. Termination. This License Agreement is effective until terminated. Upon termination for any reason, all licenses granted herein as well as licenses for Additional Software shall immediately terminate and you may terminate the License Agreement at any time by cumulatively (i) destroying the Game; and (ii) removing the Game Client from your hard drive; and (iii) notifying Blizzard by mail of your intention to terminate this License Agreement to the following address: Blizzard Entertainment International, c/o Blizzard Entertainment S.A.S., TSA 60 001, 78143 Vélizy-Villacoublay Cedex, France. Blizzard reserves the right to terminate this License Agreement without notice if you fail to comply with any terms and conditions contained herein and/or the terms and conditions contained in the Terms of Use. In case of minor violations of these rules Blizzard will provide you with a prior warning of your non-compliance prior to terminating the Agreement. If, however, your behavior is utterly unacceptable, Blizzard is not required to provide you with such prior warning. A behavior is considered utterly unacceptable in case of a serious violation of important provisions of this Agreement and/or the Terms of Use. Important provisions include a violation of Section 2, 3 b and 6 above. In such event, you must immediately destroy the Game and remove the Game Client from your hard drive.

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

11. Patches and Updates. Blizzard Entertainment and/or Blizzard may deploy or provide patches, updates and modifications to the Game that must be installed for the user to continue to play the Game. Blizzard Entertainment and/or Blizzard may update the Game remotely, including without limitation the Game residing on the user's machine, without the knowledge of the user, and you hereby grant to Blizzard Entertainment and/or Blizzard your consent to deploy and apply such patches, updates and modifications.

12. Duration of the "On-line" Component of the Game. This Game is playable "on-line," and must connect to the Internet through the Service, as provided by Blizzard, before it can be used. It is your entire responsibility to secure an Internet connection and all fees related thereto shall be at your own charge. Blizzard will use reasonable efforts to provide the Service all day, every day. However, Blizzard reserves the right to temporarily suspend the Service for maintenance, testing, replacement and repair of the telecommunications equipment related to the Game, as well as for transmission interruption or any other operational needs of the system.

Blizzard can neither guarantee that you will always be able to communicate with other users, nor that you can communicate without disruptions, delays or communication-related flaws. Blizzard is not liable for any such disruptions, delays or other omissions in any communication during your use of the Voice Client.

Blizzard agrees to provide the servers and software necessary to access the Service until such time as the Game is "Out of Publication." The Game shall be considered "Out of Publication" following the date that the Game is no longer manufactured and/or distributed by Blizzard, or its affiliates. Thereafter, Blizzard may, in its sole and absolute discretion, continue to provide the Service or license to third parties the right to provide the Service. However, nothing contained herein shall be construed so as to place an obligation upon Blizzard to provide the Service beyond the time that the Game is Out of Publication. In the event that Blizzard determines that it is in its best interest to cease providing the Service, or license to a third party the right to provide the Service, Blizzard shall provide you with no less than three (3) months prior notice. Neither the Service nor Blizzard's agreement to provide access to the Service shall be considered a rental or lease of time or capacity of Blizzard's servers or other technology.

13. Additional Manufacturer's Guarantee for the Game. In the event that tangible media (e.g. CD-ROMs or DVDs) containing the Game were purchased in the European Union and they prove to be defective and provided you inform Blizzard of such defect within (i) two (2) months from the day you detected such defect and (ii) within two (2) years from the date of the purchase of the Game, Blizzard will, upon presentation to Blizzard of proof of purchase of the defective media and the media itself, at its sole discretion (1) correct any defect, (2) replace the Game, or (3) refund your money. This guarantee does not affect or restrict the statutory warranty claims that you may have against the retailer of the Game.

14. Limitation of Liability. As regards the online service provided by Blizzard, for damages or compensation of unavailing expenditures, whatever the legal basis including tort may be, the following rules apply: Blizzard may only be liable in cases of where it is adjudged that Blizzard: (i) engaged in intentionally damaging conduct; (ii) was grossly negligent; and/or (iii) is in breach of the requirements of the Product Liability Act according to statutory law. If you acquired the media containing the Game Client in Germany or Austria or if you access Blizzard's servers, including Blizzard's Battle.net servers, from the territory of Germany or Austria or in such other countries where local laws would apply, Blizzard may also be liable in case of death or personal or physical injury according to statutory law where Blizzard is adjudged to be responsible for such death or personal or physical injury.

Blizzard shall not be liable for slight negligence. However, if you acquired the media containing the Game Client in Germany or Austria or if you access Blizzard's servers, including Blizzard's Battle.net servers, from the territory of Germany or Austria, Blizzard may also be liable for slight negligence if Blizzard is adjudged to be in breach of such contractual obligation hereunder, the fulfillment of which is required for the due performance under this Agreement, the breach of which would endanger the purpose of this Agreement and the compliance with which you may constantly trust in. In such cases, Blizzard's liability is limited to typical and foreseeable damages. In other cases Blizzard shall not be liable for slight negligence.

15. Rights on Breach. The Game, as well as the trademarks and copyrighted content contained therein and associated with the Game are the copyrighted property of Blizzard Entertainment, and, through the efforts of Blizzard Entertainment, has established substantial goodwill and recognition. In the event of a significant breach of the terms of this Agreement, Blizzard Entertainment reserves its right to take all legal actions which may be available to a licensor of intellectual property under the law to protect its rights in its property. In the event that Blizzard Entertainment is the prevailing party in any such actions, Blizzard Entertainment shall see any and all rights that may be available to Blizzard Entertainment under the law to recover damages, costs of suit and its attorneys fees.

16. Changes to the Agreement. Blizzard may, from time to time change, modify, add to, supplement or delete this Agreement. Those changes will be effective upon prior notice as follows: Blizzard will post notification of any such changes to this Agreement on the website located at www.battle.net and will post any revised version of this Agreement in this location, and may provide other notice which may include by email, postal mail or pop-up screen. If any future changes to this Agreement are unacceptable to you or cause you to no longer be in compliance with this Agreement, you may cease to use the Game and terminate this Agreement in accordance with Section 9 herein. After expiry of one (1) month following the notification the continued use of the Game and Service by you will mean you accept any and all such changes. With the notification, Blizzard will remind you that your continued use after the expiration of one (1) month following the notification means that you accept any and all changes. The modified version of the Agreement shall enter into force at the beginning of the second month following the notification, unless Blizzard has received a notification of termination from you by that time.

17. Miscellaneous. This Agreement shall be governed by and construed in accordance with the laws applicable in your country of residence. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable and/or invalid, the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements; provided however, that this License Agreement shall coexist with the Terms of Use, and in the event of a conflict between this License and the Terms of Use, the terms of this License Agreement shall govern and supersede the Terms of Use.

Sections 5, 12, 13, 15, 16 and 17 hereof shall survive the termination of this Agreement.

LIMITED WARRANTY

THE LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM, EDITOR, AND MANUAL(S). THE PROGRAM, EDITOR AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT.

The entire risk arising out of use or performance of the Program, Editor and Manual(s) 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 2 (two) years from the date of your purchase of the Program.

In the event that the media proves to be defective during that time period please directly contact your retailer.

In order to enforce the above-mentioned warranty retailer should be informed of the defect at the latest 2 (two) months following its discovery.

Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

This Limited Warranty does not affect the application of any legal warranty provided by the applicable laws and regulations.

WARNING-SEIZURES

A small percentage of people may experience a seizure or blackout triggered by light patterns, flashing lights, or other images that appear in computer games. If you have an epileptic condition, consult your physician before installing or playing this game.

Even people who have no history of epilepsy may experience a seizure while viewing a computer game. A seizure can be accompanied by any of the following symptoms: altered vision, convulsions, disorientation, eye or muscle twitching, involuntary movements, or loss of movement. If you experience any of these symptoms, immediately stop playing and consult a doctor. Parents or guardians of children playing this game should monitor their children closely. If your child suffers any of these symptoms stop playing the game immediately and consult a doctor.

© 2010 Blizzard Entertainment, Inc. All rights reserved. Wings of Liberty is a trademark, and StarCraft, Battle.net, Blizzard Entertainment and Blizzard are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. and/or other countries. Windows, DirectX and Windows Vista are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. Macintosh is a registered trademark of Apple, Inc. Pentium is a registered trademark of Intel Corporation. Dolby Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks referenced herein are the properties of their respective owners. Uses Scaleform GfX © 2010 Scaleform *Corporation. All rights reserved. StarCraft® II: Wings of Liberty™ uses Havok®. ©Copyright 1999 - 2010 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details.

NOTES

The PEGI age rating system:

Le système de classification par âge PEGI :
El sistema de clasificación por edades PEGI:

Il sistema di classificazione PEGI

Das PEGI Alterseinstufungssystem

Age Rating categories:

Les catégories de classe d'âge :

Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note : Il peut y avoir quelques variations en fonction du pays !

Nota: Variará en función del país!

Nota: Può variare a seconda del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu :

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
LANGAGE GROSSIER
LENGUAJE SOEZ
LINGUAGGIO SCURRILE
SCHIMPFWÖRTER



FEAR
PEUR
MIEDO
PAURA
ANGST



DRUGS
DROGUE
DROGAS
DROGHE
DROGEN



GAMBLING
JEUX DE HASARD
JUEGO
GIOCO D'AZZARDO
GLÜCKSSPIEL



DISCRIMINATION
DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG



SEX
SEXE
SEXO
SESSO
SEX



VIOLENCE
VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT



ONLINE GAMEPLAY
PEGI ONLINE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant le système de classification PEGI (Pan European Game Information, système européen d'information sur les jeux), vous pouvez consulter :

Para obtener más información acerca del sistema de clasificación por edades de Información Paneuropea sobre Juegos (PEGI), visite:

Per ulteriori informazioni sul sistema europea di valutazione delle Informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen-Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



The logo for StarCraft: Wings of Liberty. It features the word "STAR" in a stylized, metallic font, followed by a large, glowing blue and white "II" that resembles a pair of wings or a stylized "3". To the right of the "II" is the word "CRAFT" in the same metallic font. Below this, the words "WINGS OF LIBERTY" are written in a smaller, simpler font, flanked by two horizontal lines.

STAR^{II}CRAFT[®]

WINGS OF LIBERTY™

© 2010 Blizzard Entertainment, Inc. All rights reserved. Wings of Liberty is a trademark, and StarCraft, Battle.net, Blizzard Entertainment and Blizzard are trademarks or registered trademarks of Blizzard Entertainment, Inc., in the U.S. and/or other countries. Windows, DirectX and Windows Vista are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. Macintosh is a registered trademark of Apple, Inc. Pentium is a registered trademark of Intel Corporation. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. All other trademarks referenced herein are the properties of their respective owners.

S2286903