



ML-1 Installation & Owner's Manual

**FOR TECHNICAL ASSISTANCE:
CONTACT YOUR LOCAL DISTRIBUTOR**

For a list of distributors, visit us on the Web at

www.amientertainment.com

Table of Contents

Megatouch Live Requirements	1	Control Panel—Games	22
Site Preparation	1	Game Setup Wizard	23
Initial Setup	2	Navigating the Game Setup Wizard	23
Game Description	5	Erotic Settings.....	23
Touchscreen Calibration	5	Category Setup	24
Credit Card Reader	5	Editing a Category	24
Operator Setup	6	Gameplay Settings	25
Home Page	6	Extended Play.....	25
Quick Access Panel	6	Control Panel—Menu	26
Navigating the Quick Access Panel	7	Player Settings	26
Quick Access Panel —Configure Network	8	Leaderboard Options	27
Quick Access Panel —Machine Settings	9	Control Panel —Machine Settings	28
Quick Access Panel —Collection and Fees	10	Set Machine Name	28
Control Panel	11	Set Machine Location	29
Navigating the Control Panel	12	Set Advanced Filters	29
Control Panel —Pricing and Costs	13	Restore Machine to Profile Defaults	29
Quick Pricing Wizard	14	Megatouch Live Player Features	30
Navigating the Quick Pricing Wizard	14	Moving Your Megatouch ML-1 From One Location to Another	31
Set Credit Value	14	Changing the Machine’s Profile	32
Set Money-In Capacity	15	Swapping Hard Drives	32
Channels Setup	15	General Care and Maintenance	33
Money-In Options	16	Monitor Adjustment	33
Set Individual Tier Costs	17	General Circuit Board Handling Information	33
Set Individual Game Costs	18	Cleaning the Cabinet	34
Credit Card Options	19	Cleaning the Touchscreen Monitor 34	
Manage Free Games	19	Cleaning the Fans and Vents	34
Control Panel —Collection and Fees	20	Watchdog Timer	34
Cash Settlement Setup	21	ML-1 Countertop Diagrams	35
Navigating Cash Settlement Setup	21	Replacement Parts List	37
Using Cash Settlement Setup.....	21	Connection Diagrams	38
		Video Machine Limited Warranty	40
		Software License Agreements	41

Welcome to Megatouch Live

Congratulations on the purchase of your Megatouch Live cabinet. While Megatouch Live gives you all the quality and earnings you've come to expect from the Megatouch brand, it also represents the next level in casual touchscreen gaming with incredible new graphics, a quicker and easier operator interface, local and global leaderboards, addictive player challenges and upgrades, and even links to social media sites like Facebook.

While there are many similarities with past Megatouch systems, there are many advancements as well. Please take the time to familiarize yourself with the great new features that Megatouch Live has to offer. Once you have, we're sure that you'll find it the quickest, easiest, and most customizable casual gaming system ever.

ATTENTION

Since Megatouch Live is dynamic, ever-changing software, this manual should be used purely as a guide for your system. If an advancement is appearing on your Megatouch Live machines that you're not seeing in these pages, please visit www.amientertainment.com to view an updated version of this manual.

Manage your ML-1 machines from anywhere at anytime by going to www.amioperator.com.

Megatouch Live Requirements

Your ML-1 requires a broadband Internet connection in order to function. Please be sure that the location has an active broadband Internet connection available.

NOTE: Wireless connections support WEP, WPA, and WPA2 encryption.

Additionally, your Megatouch Live system will not function unless you have completed a Megatouch Live Operator Agreement, returned this agreement to AMI, and have been given an AMI ID and password. This agreement only needs to be completed once, and the AMI ID and password you are issued can be used for all of your Megatouch Live systems.

NOTE: If you have not completed a Megatouch Live Operator Agreement, please contact AMI Tech Support at 800-523-2760.

Site Preparation

In determining the location for your Megatouch video game, consideration must be given to a suitable, grounded electrical outlet. Since the game is a computerized device, it should have a separate circuit, if at all possible. If a separate circuit is not available, care should be taken to provide a clean and constant voltage. As a basic guideline, never connect the unit to a circuit that also supplies power to freezers, coolers or other high power consuming and electrical noise generating equipment. Place the game in a location where nothing will interfere with proper ventilation. The game should not be exposed to any dripping or splashing liquids. Objects filled with liquid should not be placed on the unit.

Initial Setup

1. After removing the game from the carton, connect the power cord to the back of the machine near the ON/OFF switch (see Figure 1). Plug the game into a standard, grounded AC outlet. **Do not turn the game on at this point.**

IMPORTANT: Whenever you turn off your system, please wait 10 seconds before turning it back on. This allows all internal components to properly shut down.

2. At this point please ensure that the router is on and connected to the Internet. If you're connecting your system to a wired Internet connection or you need to configure a router, connect an Ethernet cable from one of the LAN ports on the router to the coupler on the rear of the machine. Fasten this cable to the security loop to prevent unnecessary strain on the cord (see Figure 1).
3. Turn the power switch at the back of the game to ON (see Figure 1 for location), and wait for it to go through its boot-up sequence. The game will display the Welcome Screen. This screen gives an overview of the initial setup process. Touch **SET UP MACHINE**.

NOTE: The initial setup process must be completed before the machine is operational.

4. On the next screen, select your time zone and touch **NEXT** to continue.
5. *If you're using a wired connection and have connected an Ethernet cable to your game:* In most instances the machine will automatically connect to the Internet. If this occurs, you'll see a screen with the heading "Internet Connection Detected". A green dot will be seen next to the connection method. Touch **USE THIS INTERNET CONNECTION** to confirm and use this wired connection. Skip to step 10.

NOTE: Wireless connections may also be recognized at this point if the machine has been set up in the past. If you wish to use a recognized wireless connection, simply touch USE THIS INTERNET CONNECTION and skip to step 10.

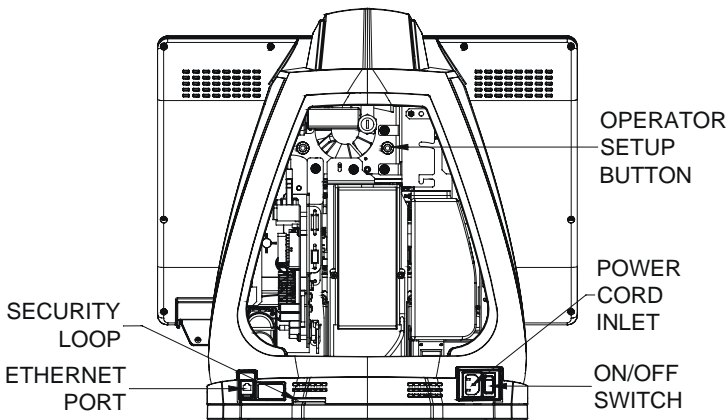


FIGURE 1 – REAR VIEW OF GAME WITH REAR DOOR REMOVED

6. *If an Internet connection has not been detected by your system, or you need to configure a router first:* You'll be taken to the Configure Your Network screen (see Figure 2). Touch the appropriate connection option.

A green dot under either **WIRED** or **WIRELESS** network indicates that the machine is currently connected to the Internet via that method. A red dot means that no connection exists for that method.

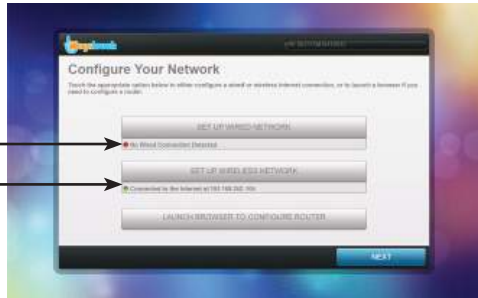


FIGURE 2 – CONFIGURE YOUR NETWORK SCREEN

7. **SET UP WIRED NETWORK:** This should only be used if your wired connection isn't automatically recognized by the system due to special router settings or Internet configuration. Touch this button to enter Windows setup and adjust these settings.
8. **SET UP WIRELESS NETWORK:** Touch this button to display a list of wireless networks that are recognized by the system. Touch the network you wish to connect to in order to highlight it. Touch **NEXT** to continue. Enter your network's security key using the on-screen keyboard (if necessary), and then touch **CONNECT**. When you obtain a successful connection, touch **OK** to continue. You'll return to the Configure Your Network screen. Confirm that there is a green dot under SET UP WIRELESS NETWORK, and then touch **NEXT** on the Configure Your Network screen.
9. **LAUNCH BROWSER TO CONFIGURE ROUTER:** A browser will open and connect to your router. Please follow the instructions for your individual router.

NOTE: This option uses the gateway to open a browser to the router. While this method is supported by the majority of routers, it may not be supported by yours.

10. After your Internet connection has been established, you'll be taken to the Log In screen where you'll need to enter your AMI ID and password. AMI will provide these to you upon receipt of your Megatouch Live Operator Agreement. After entering your AMI ID and password, touch **GO** to continue.
11. *If you're setting up a machine that has been registered before:* A screen will appear listing all of the machine's registration information. If this information is correct, touch **USE EXISTING REGISTRATION INFORMATION** and skip to step 17. Touch **RE-REGISTER MACHINE** to change any of this information.
12. You'll then be asked to select a location where the machine will be installed. This screen will provide a list of locations that have already been registered by you, but you can also create a new location (if necessary) by touching **CREATE A NEW LOCATION**. After selecting or setting up a new location, simply touch **NEXT** to continue.
13. The next screen will ask you to choose which business model the machine is operating under. Select a business model option from the drop-down list, and then touch **NEXT** to continue.
14. The Select a Machine Profile screen is next. A profile is essentially a list of settings for a particular machine. Some profiles are standard based on where your game is located, as different regions have different laws. You can also choose an alternate profile to use for your machine from the on-screen list. Touch **NEXT** to continue.

IMPORTANT: For legal reasons it is very important that you select the appropriate profile for your geographic location. You and you alone are responsible for selecting the proper profile for your system.

15. On the next screen, you'll be asked if you want to create a name for the machine. The game's serial number will be used by AMI for identification purposes, but this screen allows you to enter a secondary identifier if you have your own way of tracking your machines. Whether you've entered a name or not, touch **NEXT** to continue.

NOTE: This step is optional and the name you enter will be used solely by you.

16. The next screen will display a Machine Registration Summary. If any information is incorrect, touch **START OVER** to edit it. Touch **REGISTER YOUR MACHINE ONLY** if you wish to register the machine with the settings listed on screen.

IMPORTANT: Once you register your machine, its business model can only be changed by calling Technical Support at 1-800-523-2760. Please ensure that you've selected the correct business model before registering.

17. When your registration is complete you'll see a CONGRATULATIONS note on screen. Touch **OK** to continue. You **MUST** register successfully in order for your system to work properly. If you receive an error when trying to register, follow the on-screen instructions to address the issue.
18. There are many other custom settings available for this game system. To customize the settings, follow the software instructions in this manual.

Game Description

The ML-1 Countertop has one lock located on the back of the unit. To open the cabinet, unlock this lock and remove the rear door.

All of the machine's major components are located inside the cabinet. These components include the motherboard, I/O board, power supply, hard drive, coin mech, and bill acceptor.

Pressing the red operator setup button inside the rear of the cabinet will take you to the Operator Setup Home Screen (see Figure 1 for button location). Using this screen as a jumping off point, you can then navigate through all the options on the system and adjust these options to best suit your particular needs. For more information see the "Operator Setup" section of this manual.

Touchscreen Calibration

The ML-1 features touchscreen technology that completely eliminates the need for any kind of manual touchscreen calibration.

Credit Card Reader

The game also features a built-in credit card reader. This card reader is not only used for credit card purchases, but players can also use the card reader as a quick way to log in to their Megatouch Live account. For details about Megatouch Live, please see the "Megatouch Live Player Features" section of this manual.

Credit card purchases can be disabled on your ML-1 system if desired. Even if credit purchases are disabled, players can still use the card reader to log in to their accounts. For details on how to do so, please see the section "Credit Card Options" later in this manual.

Operator Setup

To enter Operator Setup, unlock and remove the rear door and press the operator setup button (see Figure 1 for the location of the red operator setup button). When you enter Operator Setup, you'll see the Home Page.

Home Page



FIGURE 3 – OPERATOR SETUP HOME PAGE

The Home Page is the starting navigation point for your system. The most commonly used features and settings can be reached easily through the Quick Access Panel. All other features and settings can be accessed by entering the Control Panel.

Quick Access Panel

NOTE: The machine does not need an active Internet connection to access Quick Access Panel features and settings.

The options in the Quick Access Panel are shown in the chart below.

OPTION	DESCRIPTION
CONFIGURE NETWORK	<ul style="list-style-type: none"> Configure the network connection. View the Connection Log. This log displays a line item for every change in connection status (i.e. online to offline or vice versa).
MACHINE SETTINGS	Adjust the volume settings, clear local leaderboards, and view the machine log.
COLLECTION AND FEES	View Total Cash Revenue, Total Credit Card Revenue, Fees, Balance to Split, Fee Details, and also allows you to Clear a Collection.

Navigating the Quick Access Panel

When you enter any section of the Quick Access Panel, you can still easily navigate to other sections by using the buttons on the left side of the screen.



Touch this button at any time to enter the **Configure Network** screens.



Touch this button at any time to enter the **Machine Settings** screens.



Touch this button at any time to enter the **Collection and Fees** screens.



Touch this button at any time to enter the **Control Panel**.
NOTE: The Control Panel can only be accessed on systems with an active Internet connection.



Touch this button at any time to return to the **Operator Setup Home Page**.



Touch this button to toggle the **keyboard** on or off (if needed).



Touch this button to open the **Quick Access Panel help screens**.



Touch this button to force a **sync** of your system with the settings stored on the server. This is only necessary if moving the machine to a different location, changing its profile, or swapping its hard drive.



Touch this button to **exit** Operator Setup.

Quick Access Panel—Configure Network



FIGURE 4 – CONFIGURE NETWORK OPTIONS SCREEN

When you touch the **CONFIGURE NETWORK** button, you'll be taken to a screen offering two options: CONFIGURE NETWORK and VIEW CONNECTION LOG (see Figure 4).

If you wish to view your system's connection status changes (i.e. online to offline/offline to online), touch **VIEW CONNECTION LOG**.

If you wish to make changes to the system's network settings, touch **CONFIGURE NETWORK** to access the Configure Network screen (see Figure 5). A green dot will appear indicating your current Internet connection. A red dot indicates that the method above it is not being used to access the Internet.



FIGURE 5 – CONFIGURE NETWORK SCREEN

To make changes to your Internet connection, please see steps 7 through 9 under “Initial Setup” earlier in this manual.

NOTE: If you are switching from a wireless connection to a wired one, you should clear the wireless settings first. To do so, touch SETUP WIRELESS NETWORK and touch **CLEAR ALL WIRELESS SETTINGS** on the next page.

NOTE: An easy way to tell if your machine is connected is to look at the Megatouch logo on the upper left corner of the Player Menu. If this logo is in color, the machine is connected. If this logo is grayed out, the machine is not connected.

Quick Access Panel—Machine Settings



FIGURE 6 – MACHINE SETTINGS OPTIONS SCREEN

From the Machine Settings section of the Quick Access Panel you can adjust the volume of the system, clear the local leaderboards, and view the machine log (which is a list of any system errors). Simply touch your choice of action. Keep in mind that this is the only place where you can set the volume for the system.

NOTE: You can set up your system to auto-clear local leaderboards at set intervals by entering the Control Panel, touching MENU, SETTINGS, and then LEADERBOARD OPTIONS.

Quick Access Panel—Collection and Fees

When you touch the **COLLECTION AND FEES** button on the Quick Access Panel, you'll be taken to the section's main screen (see Figure 7).

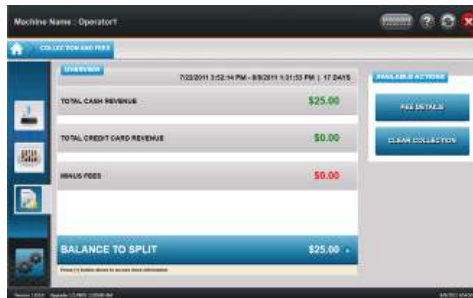


FIGURE 7 – COLLECTION AND FEES MAIN SCREEN

From this screen you can quickly view the total cash revenue, the total credit card revenue (if applicable), the fee deductions, and the balance to split. Touching the **+** symbol next to **BALANCE TO SPLIT** will show more information about this balance.

Touch **FEE DETAILS** on the left side of the screen to view the list of fees, their settings, and current collection information regarding these fees.

NOTE: To adjust fee settings, enter the Control Panel and use the Collection and Fees screens located there. Please see the “Control Panel—Collection and Fees” section of this manual for more details.

Touch **CLEAR COLLECTION** to clear all the collection information from the system after you have physically performed a collection.

Control Panel



FIGURE 8 – CONTROL PANEL MAIN SCREEN

Inside the Control Panel you will find all of the options that are available for your machine (except for those that are featured on the Quick Access Panel). An Internet connection is required to access the Control Panel.

Please see the chart below for an overview of the Control Panel options. See each option's section in this manual for a more detailed look at that option.

CONTROL PANEL OPTION	FEATURES
NETWORK	<p>OVERVIEW</p> <ul style="list-style-type: none"> View Machine ID View MAC Address
PRICING AND COSTS	<p>OVERVIEW</p> <ul style="list-style-type: none"> View Credit Value View Token Value View Number of Awarded Free Games <p>SETTINGS</p> <ul style="list-style-type: none"> Quick Pricing Wizard <ul style="list-style-type: none"> Set Credit Value Set Money-In Capacity Channels Setup Money-In Options Set Individual Tier Costs Set Individual Game Costs Credit Card Options <ul style="list-style-type: none"> Enable/Disable Credit Card Payment Pulse Hard Meter for Credit Card Purchases <p>ACTIONS</p> <ul style="list-style-type: none"> Manage Free Games
COLLECTION AND FEES	<p>OVERVIEW</p> <ul style="list-style-type: none"> View Balance to Split View Number of Days Since Last Collection View Split Percentage View Money Capacity <p>SETTINGS</p> <ul style="list-style-type: none"> Run Cash Settlement Setup <ul style="list-style-type: none"> Show Operator Cut Adjust Location Split Percentage Adjust Fees

GAMES	OVERVIEW <ul style="list-style-type: none"> • View Enabled Advanced Filters SETTINGS <ul style="list-style-type: none"> • Game Setup Wizard <ul style="list-style-type: none"> ○ Erotic Settings ○ Category Setup ○ Gameplay Settings • Gameplay Settings <ul style="list-style-type: none"> ○ Allow Game Continue ○ Allow Auto-Continue ○ Display Card Fanning ○ Show Correct Answer in Trivia Games ○ Enable Extended Play Games
MENU	SETTINGS <ul style="list-style-type: none"> • Player Settings <ul style="list-style-type: none"> ○ Allow Facebook Avatars to Be Displayed • Leaderboard Options <ul style="list-style-type: none"> ○ Set Auto-Clear of Local Leaderboards ○ Display Name in Local Leaderboards
MACHINE SETTINGS	OVERVIEW <ul style="list-style-type: none"> • View Location Information SETTINGS <ul style="list-style-type: none"> • Set Machine Name • Set Machine Location • Set Advanced Filters • Restore Machine Profile Defaults

Navigating the Control Panel

When you first enter the Control Panel, you'll see the screen shown in Figure 8. Touch any button to enter that section of the Control Panel. When you do so, you'll notice that the blue navigation bar at the top of the screen will expand. You can touch any tab on this bar that ends with an arrow point and you'll be taken directly to that screen.

NOTE: Touching the Home icon at the beginning of the navigation bar will take you out of the Control Panel and back to the Operator Setup Home Page.

Once you're in a particular section of the Control Panel (e.g. Pricing and Costs, Games), touch any of the buttons on the left side of the screen to access those options. The navigation bar at the top of the screen will again expand, and again, you can touch any tab that ends in an arrow to go back to that particular screen.

For a detailed description of any option, touch the green ? next to the option. Touch the **HELP** button at the bottom left of a screen for an overview of the screen and its features.

Touch the **X** at the top corner of the screen at any time to exit Operator Setup.

Control Panel—Pricing and Costs



FIGURE 9 – CONTROL PANEL PRICING AND COSTS OVERVIEW SCREEN

When you first enter the Pricing and Costs screens, you'll see the Overview. This will give a brief description of what can be found in these screens, and it will also show you the credit value, token value, and how many awarded free games are on the system.

Touch **SETTINGS** on the left side of the screen to access the Quick Pricing Wizard or to set credit card options. Touch **ACTIONS** to manage free games.

PRICING AND COSTS	
OVERVIEW	VIEW CREDIT VALUE VIEW TOKEN VALUE VIEW NUMBER OF AWARDED FREE GAMES
SETTINGS	QUICK PRICING WIZARD <ul style="list-style-type: none"> • Set Credit Value • Set Money-In Capacity • Channels Setup • Change Currency • Money-In Options • Set Individual Tier Costs • Set Individual Game Costs CREDIT CARD OPTIONS <ul style="list-style-type: none"> • Enable/Disable Credit Card Payment • Pulse Hard Meter for Credit Card Purchase
ACTIONS	MANAGE FREE GAMES <ul style="list-style-type: none"> • Award/Subtract Free Games • View Maximum Number of Free Games Allowed • View Current Number of Free Games on Machine

Quick Pricing Wizard

The Quick Pricing Wizard will walk you through all the pricing options on the system. To access the Quick Pricing Wizard, touch **PRICING AND COSTS** on the Control Panel, touch **SETTINGS**, and then touch **RUN QUICK PRICING WIZARD**.

Navigating the Quick Pricing Wizard

Changes made in the Quick Pricing Wizard are stored as soon as they are changed on screen. However, you can touch **RESET PAGE** to return the settings to what they were when you entered the screen (before any changes were made). You can also touch **USE DEFAULTS** to revert to the factory default settings for that screen. Touch **NEXT** to continue with the Quick Pricing Wizard, or **BACK** to return to the previous screen.

Touch the arrow icon next to any screen name (such as SET CREDIT VALUE or SET MONEY-IN CAPACITY) to quickly jump to any screen in the Quick Pricing Wizard.

Set Credit Value



FIGURE 10 – SET CREDIT VALUE SCREEN

The first page in the Quick Pricing Wizard is where you can quickly set the base credit value for your machine.

IMPORTANT: Changing the base credit value will affect ALL pricing options on the system, including individual tier cost, individual game cost, and credit card pricing. This should be set prior to making any other pricing changes.

Touch what you want the base credit value to be, and then touch **NEXT** to continue with the Quick Pricing Wizard.

Set Money-In Capacity



FIGURE 11 – SET MONEY-IN CAPACITY SCREEN

Use the drop-down menus to change the size settings for your coin box and/or your bill acceptor (if needed). These should be set according to your hardware.

NOTE: Larger coin boxes are only available on systems without bill acceptors.

IMPORTANT: Having the wrong settings on this page can cause faulty “Full Capacity” notices on your system.

When you are finished with this page, touch **NEXT** to continue with the Quick Pricing Wizard.

Channels Setup



FIGURE 12 – CHANNELS SETUP SCREEN

The channels are pre-set by your profile (which is based on your coin mech, bill acceptor, and country). These amounts can be viewed on this page, along with what type of currency the machine is enabled to accept (e.g. U.S. dollars, Canadian dollars).

The meter pulse, which is the highest common divisor of all the monetary values of the channels, is independent of the credits and only tracks the smallest unit of currency accepted by the system. You can use this number to determine the amount of money earned on a game by multiplying the meter pulse by the reading on the hard meter.

When you are finished with this page, touch **NEXT** to continue with the Quick Pricing Wizard.

Money-In Options



FIGURE 13 – MONEY-IN OPTIONS SCREEN

This screen is used to set how many credits are given for each purchase price, both for cash and credit card purchases (where applicable). The values on this screen will automatically be populated based on what is set on the Set Credit Value screen of the Quick Pricing Wizard (please see the “Set Credit Value” section of this manual for details). Touch the pencil icon to edit the CASH-IN amount. Use the plus and minus buttons to adjust the number of credits that will be given for each of the prices shown. Touch a circle under DISPLAY AS DEFAULT next to any value to have it displayed as the default price that players will see on screen.

If you have credit card purchases enabled on your system, touch **CREDIT** to set credit card purchase values. Credit card purchases must be a minimum of 5 dollars and a maximum of 15 dollars, though they can be set for any three purchase prices in between those amounts.

When you are finished with this page, touch **NEXT** to continue with the Quick Pricing Wizard.

Set Individual Tier Costs



FIGURE 14 – SET INDIVIDUAL TIER COSTS SCREEN

Pricing tiers give you the ability to set the pricing for an entire group of games in one easy step (instead of adjusting them individually). Use the plus and minus buttons to change the credit cost and the cost to continue for the top three pricing tiers, which are the tiers common to every Megatouch Live system. These tiers are:

- **Standard:** Typical games that average about three minutes of gameplay or less.
- **Premium:** Games that have an average playtime over three minutes.
- **Head-to-Head:** Head-to-head two-player games.

NOTE: The Head-to-Head price shown on this screen is the per player cost, so the actual price of the game will double, as there must be two players to play these games.

There are also three custom pricing tiers that are empty by default, but they can be configured to set your own unique pricing tiers (as needed). Set the pricing for whatever custom tier you want to create, then assign games to them on the Set Individual Game Costs screen.

For details on how to assign games to a particular pricing tier, please see the next section of this manual: “Set Individual Game Costs”.

When you are finished with this page, touch **NEXT** to continue with the Quick Pricing Wizard.

Set Individual Game Costs



FIGURE 15 – SET INDIVIDUAL GAME COSTS SCREEN

On this screen you can view all the games on the system and place them in whatever pricing tier you wish. If you change the pricing tier for any game, the values under COST and CONTINUE will change to reflect that tier's pricing (as set on the Set Individual Tier Costs screen). Simply use the drop-down menu next to a game to change its pricing tier.

To manually set an individual game's pricing, set its tier to NONE, and then use the plus and minus buttons to adjust the costs.

Game titles can be sorted alphabetically in ascending or descending fashion by touching the arrow next to the GAME heading. They can also be sorted by pricing tier by touching the arrow next to the TIER heading. You can scroll through more games by touching either a page number or one of the arrow buttons near the bottom of the screen.

When you are finished with this page, touch **NEXT** to exit the Quick Pricing Wizard and return to the Pricing and Costs Settings screen.

Credit Card Options

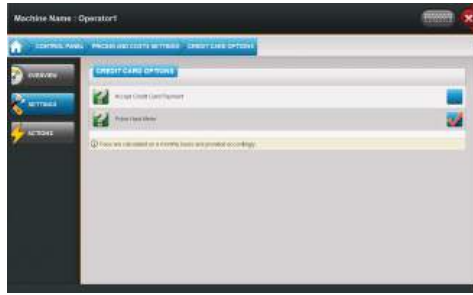


FIGURE 16 – CREDIT CARD OPTIONS SCREEN

To access Credit Card Options, touch **PRICING AND COSTS** on the Control Panel, touch **SETTINGS** on the left side of the screen, and then touch **CREDIT CARD OPTIONS**.

A check in the box next to “Accept Credit Card Payment” enables credit card payment on the system. To stop your machine from accepting credit card payments, touch the box and ensure that there is no check mark next to this option.

A check next to “Pulse Hard Meter” indicates that a credit card purchase will pulse the machine’s hard meter.

Manage Free Games

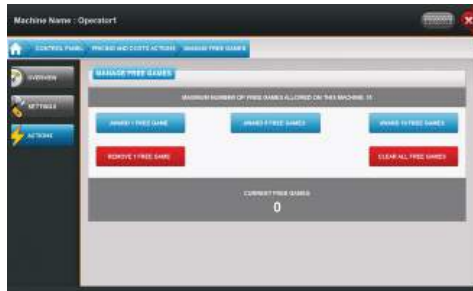


FIGURE 17 – MANAGE FREE GAMES SCREEN

To manage free games on the system, touch **PRICING AND COSTS** on the Control Panel, touch **ACTIONS** on the left side of the screen, and then touch **MANAGE FREE GAMES**.

On the Manage Free Games screen, you can see the maximum number of free games allowed on the machine, and how many free games are currently on the system. Touch a button on the page to perform the indicated action.

Control Panel—Collection and Fees



FIGURE 18 – CONTROL PANEL COLLECTION AND FEES OVERVIEW SCREEN

IMPORTANT: Collection information cannot be cleared from the CONTROL PANEL—Collection and Fees Screens. To clear and compete a collection, access the Collection and Fees section of the QUICK ACCESS PANEL. Please see the “Quick Access Panel—Collection and Fees” section earlier in this manual for details.

When you first enter the Collection and Fees screens, you’ll see the Overview screen. This will give a brief description of what can be found in these screens, and it will also show you the balance to split, the number of days since last collection, the split percentage, and how full both the bill acceptor and coin box are.

Touch **SETTINGS** on the left side of the screen to run Cash Settlement Setup.

COLLECTION AND FEES	
OVERVIEW	VIEW BALANCE TO SPLIT VIEW NUMBER OF DAYS SINCE LAST COLLECTION VIEW SPLIT PERCENTAGE VIEW PERCENTAGE OF BILL ACCEPTOR FILLED VIEW PERCENTAGE OF COIN BOX FILLED
SETTINGS	RUN CASH SETTLEMENT SETUP <ul style="list-style-type: none"> • Enable/Disable Show Operator Cut to Location • Set Location Split Percentage • View Revenue Share Percentage • View Credit Card Fee Percentage • View/Adjust Tax Percentage • View/Set Optional Fees

Cash Settlement Setup

In Cash Settlement Setup you can turn on/off the location's ability to see the operator's cut of the earnings. You can also set the location split percentage, view the revenue share and credit card fee percentages, and adjust the tax percentage and other fees.

NOTE: This is the only place where you can actually adjust fees on the system. You can view all fees through the Quick Access Panel—Collection and Fees screens. Please see that section of the manual for more details.

Navigating Cash Settlement Setup

Changes made in Cash Settlement Setup are stored as soon as they are changed on screen. However, you can touch **RESET PAGE** to return the settings to what they were when you entered the screen (before any changes were made). You can also touch **USE DEFAULTS** to revert to the factory default settings for that screen. Touch **NEXT** to continue with Cash Settlement Setup, or **BACK** to return to the previous screen.

Using Cash Settlement Setup



FIGURE 19 – CASH SETTLEMENT LOCATION SCREEN

On the LOCATION screen: A check in the box next to “Show Operator Cut” will allow the location to see the operator’s cut of the earnings on the Collection and Fees screen when you touch **Balance to Split**. Use the plus and minus buttons to adjust the Location Split Percentage.



FIGURE 20 – CASH SETTLEMENT FEES SCREEN

On the FEES screen: Any editable fee has a pencil icon next to it. Touch this icon to edit the fee.

Control Panel—Games

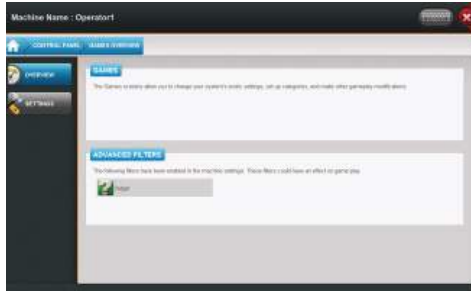


FIGURE 21 – CONTROL PANEL GAMES OVERVIEW SCREEN

When you first enter the Games screens, you'll see the Overview screen. This will give a brief description of what can be found in these screens, and it will also show you what (if any) advanced filters are enabled on the machine.

Touch **SETTINGS** on the left side of the screen to access the Game Setup Wizard. Touching GAMEPLAY SETTINGS will take you directly to the Gameplay Settings screen in the Game Setup Wizard; this button is simply a shortcut.

GAMES	
OVERVIEW	VIEW ENABLED ADVANCED FILTERS
SETTINGS	GAME SETUP WIZARD <ul style="list-style-type: none"> • Enable Erotic • Change Erotic Settings • Enable Erotic Based on Time of Day • Category Setup • Enable Game Continue • Enable Auto-Continue • Enable Card Fanning Before Games • Enable Show Correct Answer in Trivia Games • Enable Extended Play GAMEPLAY SETTINGS <ul style="list-style-type: none"> • This button is a shortcut to the Gameplay Settings screen of the Game Setup Wizard

Game Setup Wizard

The Game Setup Wizard will walk you through all the game options on the system. This includes the enabling and configuring of erotic content on the system, setting up the categories that the players will see on screen, and fine-tuning the gameplay settings.

Navigating the Game Setup Wizard

Changes made in the Game Setup Wizard are stored as soon as they are changed on screen. However, you can touch **RESET PAGE** to return the settings to what they were when you entered the screen (before any changes were made). You can also touch **USE DEFAULTS** to revert to the factory default settings for that screen. Touch **NEXT** to continue with Game Setup, or **BACK** to return to the previous screen.

NOTE: Touching GAMEPLAY SETTINGS on the SETTINGS screen will take you to that page in the Game Setup Wizard, so navigation of this page will behave just as it does in the Wizard.

Erotic Settings



FIGURE 22 – EROTIC SETTINGS SCREEN

A check in the box next to “Enable Erotic” indicates that erotic content (including erotic games and idle screens) will appear on the system. After enabling erotic, select a rating level by using the “LEVEL” drop-down. Touch a block of time to change the erotic settings for that time of the day, or use the drop-down menus to quickly change large blocks of time.

Please see the screen’s help text for detailed information about the erotic ratings.

When you are finished with this screen, touch **NEXT** to continue with the Game Setup Wizard.

Category Setup



FIGURE 23 – CATEGORY SETUP SCREEN

On this screen you can select which categories the player will be able to choose games from. A check in the box next to a category's name indicates that it is active and players will see it on screen. You can also edit which games appear in a particular category. Do so by touching the pencil icon next to a category's name.

Editing a Category



FIGURE 24 – CATEGORY EDIT SCREEN

After touching a pencil icon next to a category on the Category Setup screen, you'll be able to edit the games in that particular category and the order that these games appear on screen. The name of the category you're editing (CARDS, PUZZLES, etc.) will appear listed above the heading AVAILABLE GAMES.

NOTE: Touching the arrow next to the category name will allow you to jump quickly between categories.

Touch the arrow next to the name of any game to add it to the category (the name of the game will move from the left side of the screen to the right side). Touch the X next to any game to remove it from that category. Both of these actions can also be done by touching a game and dragging it where you want.

Touch the arrows at the bottom of the AVAILABLE GAMES window to cycle through games that are not assigned to the category you're editing. Touch the arrows at the bottom of the PAGE window to cycle through games currently assigned to the category. If a game is listed under the heading PAGE 1, it will appear on that category's first page of game listings. If it's listed under PAGE 2, it'll be on that category's second page, and

so on. You can also drag and drop games between pages so that the games are laid out on screen exactly as you want them to be.

Touch **AUTO-FILL ALL GAMES** to place every available game into a category. Touch **CLEAR ALL** to remove all games from a category.

Touching NEXT or BACK on this screen takes you to the Category Setup screen.

Gameplay Settings



FIGURE 25 – GAMEPLAY SETTINGS SCREEN

On this screen you can enable/disable any of the gameplay settings listed. Touch the green help ? next to any option to read about that option. A check in a box next to an option means that it is enabled on the system. Touching the pencil icon next to any option allows you to enable it for certain games. A check next to any game name (after touching the pencil icon) indicates that the option is enabled for that game.

NOTE: Touching the GAMEPLAY SETTINGS button on the GAMES > SETTINGS screen takes you to this screen. The button on the SETTINGS screen is merely a shortcut here.

Extended Play



FIGURE 26 – EXTENDED PLAY SCREEN

On the Gameplay Settings screen, you can enable Extended Play games. This feature extends the length of gameplay, though only certain games have Extended Play available. Touch the pencil icon next to “EXTENDED PLAY” on the Gameplay Settings screen to go to the Extended Play screen. On this screen, a check in the box next to any game indicates that it is in Extended Play mode. Touching the green ? next to any game will tell you what this means for each individual game. You can also change the pricing for these games on this screen by assigning them to a pricing tier or manually adjusting the price.

Control Panel—Menu

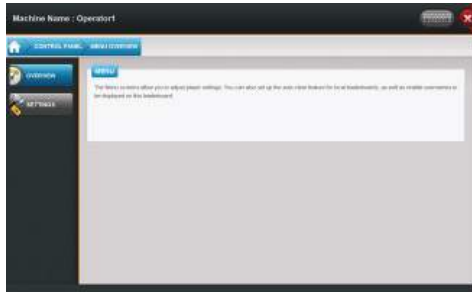


FIGURE 27 – CONTROL PANEL MENU OVERVIEW SCREEN

When you first enter the Menu screens, you'll see the Overview screen. This will give a brief description of what can be found in these screens.

Touch **SETTINGS** on the left side of the screen to access Player and Leaderboard settings.

MENU	
SETTINGS	<p>PLAYER SETTINGS</p> <ul style="list-style-type: none"> • Allow Facebook Avatars to Be Displayed <p>LEADERBOARD OPTIONS</p> <ul style="list-style-type: none"> • Enable and Set Auto-Clear of Local Leaderboards • Enable/Disable Displaying Usernames in Local Leaderboards

Player Settings



FIGURE 28 – PLAYER SETTINGS SCREEN

Touch the green ? next to any option to read about that option. A check in the box next to an option means that it is enabled on the system. Touch **RESET PAGE** to return the settings to what they were when you entered the screen (before any changes were made). You can also touch **USE DEFAULTS** to revert back to the factory default settings for this screen.

Leaderboard Options



FIGURE 29 – LEADERBOARD OPTIONS SCREEN

On this screen you can choose to have the system automatically clear the local leaderboards after a set amount of time. A check in the box next to “AUTO-CLEAR LOCAL LEADERBOARDS” shows that this option is enabled. If this is enabled, please select how often you want the leaderboards to auto-clear by touching one of the on-screen options.

A check in the box next to “DISPLAY NAME IN LOCAL LEADERBOARDS” will do just that—display names on the local leaderboards. If this box is not checked, names will not appear on local leaderboards.

Control Panel—Machine Settings

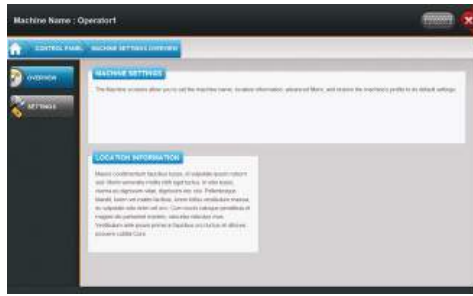


FIGURE 30 – CONTROL PANEL MACHINE SETTINGS OVERVIEW SCREEN

When you first enter the Machine Settings screens, you'll see the Overview screen. This will give a brief description of what can be found in these screens, and lists the location information associated with the machine.

Touch **SETTINGS** on the left side of the screen to set the machine name, set the machine location, set advanced filters, or restore the machine to its default settings

MACHINE SETTINGS	
OVERVIEW	VIEW LOCATION INFORMATION
SETTINGS	SET MACHINE NAME SET MACHINE LOCATION SET ADVANCED FILTERS RESTORE MACHINE PROFILE DEFAULTS

Set Machine Name

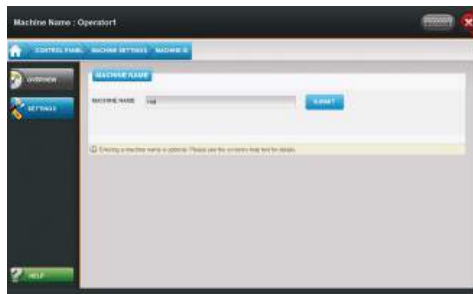


FIGURE 31 – MACHINE NAME SCREEN

During initial setup of your system, you were given the opportunity to set a machine name. AMI will use the game's serial number for identification purposes, so this would merely be a secondary name used solely by you (if you have your own way of tracking machines).

Touch **SET MACHINE NAME** from the SETTINGS screen to either change the name that's associated with the system, or to enter a new name if one hasn't been set before.

NOTE: Be sure to touch **SUBMIT** if you enter a new machine name.

Set Machine Location

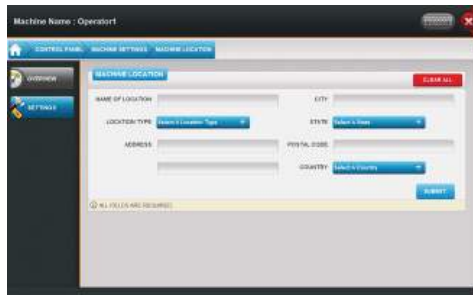


FIGURE 32 – SET MACHINE LOCATION SCREEN

Touch **SET MACHINE LOCATION** to change the location information associated with the machine. After touching this button, you can either use the drop-down menu to choose from any of your existing locations, or you can touch **CREATE NEW LOCATION** to enter information for a new location.

NOTE: Be sure to touch **SUBMIT** if you want to enter new location information.

Set Advanced Filters



FIGURE 33 – SET ADVANCED FILTERS SCREEN

A check in the box next to a filter indicates that the filter is enabled. Touch the green ? next to a filter to read its description. Touch **RESET PAGE** to return the settings to what they were when you entered the screen (before any changes were made). You can also touch **USE DEFAULTS** to revert back to the factory default settings for this screen.

Restore Machine to Profile Defaults

Your machine profile is essentially a list of settings for the system. The profile was set during the initial setup of the system. Touch **RESTORE MACHINE TO PROFILE DEFAULTS** to clear all edited settings from the machine and revert ALL settings to the profile's configuration.

IMPORTANT: This will clear ALL of the settings you changed on the entire system. Proceed ONLY if you wish to clear ALL of the changes you made.

Megatouch Live Player Features

In addition to the great new games, enhanced gameplay, and cutting-edge graphics, Megatouch Live systems offer players whole new ways to experience their favorite casual gaming system. What follows in this section is a brief overview of these features so that you, the operator, will know all the ins and outs of the player experience.

Getting a Megatouch Live Account

Players can get a Megatouch Live account for free right at the machine. All they need to do is follow the simple on-screen instructions. After they have their account set up, they can access the following features:

Tokens

Credits purchased by the player can be traded for tokens. These tokens are used to get in-game upgrades.

Upgrades

Upgrades are special gameplay features that the player can unlock by trading in their tokens. There are three different upgrades available for each game, though players can only use one upgrade per game.

Challenges and Megatouch Live Points

Challenges are objectives that a player can achieve while playing a single game or over the course of multiple games. When players fulfill these challenges, they will have points added to their Megatouch Live Score. The more difficult the challenge is to achieve, the more points the player will be awarded. They can then compare their Megatouch Live Score with other Megatouch Live players all over the country.

Global Leaderboards

In addition to a global Megatouch Live Leaderboards, players with a Megatouch Live account can view global leaderboards for the highest game and Battle Arena scores (Battle Arena is also known as Head-to-Head). These leaderboards also have different listings for Standard and Extended Play, as well as monthly and all-time bests.

Linking with Facebook

Megatouch Live players will have the ability to link their account with their Facebook account. By doing so, players can post things like challenges completed, high scores, and Battle Arena wins directly from the game to their Facebook page. Players can also add comments to their Megatouch Live Facebook posts (200 character limit), or “check in” from any Megatouch location.

Player Cards

Once players have a Megatouch Live account, they can then link a card to their account to make logging in even easier. Players can use a credit card or any other unique swipeable card with enough information on it for the system to recognize. The ML-1 comes with a pack of branded Megatouch Live player cards that can be given to players. Additional packs of 10 cards are available (part number: PM0803-01).

Moving Your Megatouch ML-1 From One Location to Another

It is recommended that you perform a collection on your ML-1 before moving it to a new location. For details on performing a collection, please see the “Quick Access Panel—Collection and Fees” section of this manual.

It is also recommended that you sync your system with the server so that no information is lost. To sync your system, go to the Operator Home Page and touch the sync button near the top-right part of the screen (see Figure 34).



FIGURE 34 – SYNC BUTTON

After you move your ML-1 to its new location, you will need to re-establish its Internet connection. If you are connecting the machine using a Ethernet cable, this should be detected by the machine and automatically connect.

If you are wirelessly connecting the machine, or you need to configure a router, enter Operator Setup and refer to the “Initial Setup” section of this manual for details on how to connect.

NOTE: An easy way to tell if your machine is connected is to look at the Megatouch logo on the upper left corner of the Player Menu. If this logo is in color, the machine is connected. If this logo is grayed out, the machine is not connected.

IMPORTANT: *If your machine isn't connected for an extended period of time, it will become non-functional. If this occurs, enter Operator Setup and configure your connection.*

After moving your machine, the new location information must be stored on your system. To change the machine's location information, please refer to the “Control Panel—Machine Settings” section of this manual.

IMPORTANT: *If you move a machine to a different state or country, in addition to these steps, you will also need to change the machine's profile. Please see the next section of this manual for details on how to do so.*

If a Megatouch unit that accepts credit cards is moved between the U.S. and Canada, Customer Service must be notified two business days before activating the credit card feature in the new country. Failure to notify Customer Service will put the operator in violation of card processing regulations, for which the operator assumes full responsibility. Furthermore, players who pay by credit card in the new country will be surprised with currency exchange fees, which will likely lead them to call their credit card company, dispute the charge, and obtain a charge reversal. The net result will be a credit card payment refund to the players, which will hurt revenue.

Changing the Machine's Profile

It is recommended that you perform a collection on your ML-1 before changing its profile. For details on performing a collection, please see the “Quick Access Panel—Collection and Fees” section of this manual.

It is also recommended that you sync your system with the server so that no information is lost. To sync your system, go to the Operator Home Page and touch the sync button near the top-right part of the screen (see Figure 34).

The only way to change the machine's profile is to perform the factory restore process on the machine. A factory restore will clear all network connection information, the connection log, volume settings, all local leaderboards, and all collection and fee data.

NOTE: The machine will not function in any way after a factory restore if it does not have an active broadband connection to the Internet.

To change the machine's profile:

1. With the machine off, unlock and remove the rear door of the cabinet.
2. Power the machine on. When the screen appears with a note at the bottom reading “SEARCHING FOR OPERATOR INPUT”, press and hold the red operator setup button inside the rear of the cabinet. (See Figure 1 for button location.) Once the SETUP MENU screen appears, you can release the button.
3. Touch **FACTORY RESTORE** and then touch **YES** to begin this process. The machine will reboot.
4. Once this process completes and the machine boots up, you'll have to re-perform the initial setup for the machine. This is where you can reset your machine profile. Follow the steps described in the “Initial Setup” section of this manual.
5. Replace and lock the rear door.

Swapping Hard Drives

It is recommended that you perform a collection on your ML-1 systems before swapping hard drives. For details on performing a collection, please see the “Quick Access Panel—Collection and Fees” section of this manual.

It is also recommended that you sync your systems with the server so that no information is lost. To sync a system, go to the Operator Home Page and touch the sync button near the top-right part of the screen (see Figure 34).

When a new hard drive is detected on an ML-1, the system will recognize the new hard drive during boot up and prompt you to perform a factory restore. By continuing, you are beginning a factory restore on the machine.

After the factory restore is complete, you'll have to re-perform the initial setup for the machine. Follow the steps described in the “Initial Setup” section of this manual.

General Care and Maintenance

IMPORTANT: *This game MUST only be serviced by qualified service personnel.*

CAUTION: THERE ARE HIGH-VOLTAGE PARTS IN THIS GAME. BE CAREFUL WHEN SERVICING THE INSIDE OF THE GAME. THE GAME SHOULD ALWAYS BE UNPLUGGED BEFORE SERVICING.

Monitor Adjustment

The monitor has been factory set and should not need to be adjusted; however, if you want to adjust the settings for any reason, remove the eight screws on the back of the monitor bezel (see Figure 36). You can then access the monitor controls, which are located on the rear of the LCD.

General Circuit Board Handling Information

Before handling any boards, observe the following procedures:

Prevent Electro-Static Discharge by:

1. Storing the boards in the anti-static bags in which they are shipped.
2. Removing any static charge from your body before handling the boards.
3. Using a ground strap when handling the boards.

When plugging in connectors to the board, make sure the connector is inserted straight onto the header and that the connector covers all header pins. Most connectors are keyed to ensure proper insertion.

Do not connect any peripheral device to the board if the power is still connected to the peripheral, or if power is already applied to the board.

CAUTION: BE EXTREMELY CAREFUL WHEN REPLACING THE LITHIUM BATTERY ON THE MOTHERBOARD. THERE IS A DANGER OF EXPLOSION IF THE BATTERY ON THE MOTHERBOARD IS INCORRECTLY REPLACED. ONLY REPLACE THE BATTERY WITH THE SAME TYPE RECOMMENDED BY THE MANUFACTURER. DISPOSE OF USED BATTERIES ACCORDING TO THE MANUFACTURER'S INSTRUCTIONS.

Cleaning the Cabinet

The cabinet should be cleaned with a damp cloth and mild detergent. Always apply the cleaner to the cloth and not directly on the game. Liquids could enter the cabinet and damage electronics inside.

Cleaning the Touchscreen Monitor

The touchscreen glass should be cleaned with a damp cloth and isopropyl alcohol or a *non-ammonia* cleanser.

CAUTION: DO NOT USE ANY ABRASIVE SOLVENTS, ACID OR VINEGAR-BASED CLEANSERS ON THE MONITOR OR DECALS. OVER TIME SUCH CLEANSERS COULD HARM THE TOUCHSCREEN AND ERASE THE DECALS. BE CAREFUL NOT TO USE COMMERCIAL CLEANERS CONTAINING ANY OF THESE SUBSTANCES.

Cleaning the Fans and Vents

The fans and vents should be cleaned of any dust and grime on a regular basis to ensure proper ventilation of the game.

To ensure proper operation of the game, it is important that all fans are operating correctly and that the airflow is unobstructed. Make sure nothing is placed inside the cabinet or next to the fan vents that would inhibit the flow of air. Also, if any fans are not operating, it is important that they be replaced.

Watchdog Timer

This game has been equipped with a feature that allows it to automatically reboot if it encounters a problem. The watchdog timer will reboot the machine within 5 minutes after a failure, allowing the game to automatically reset itself if a problem arises without needing a technician present.

ML-1 Countertop Diagrams

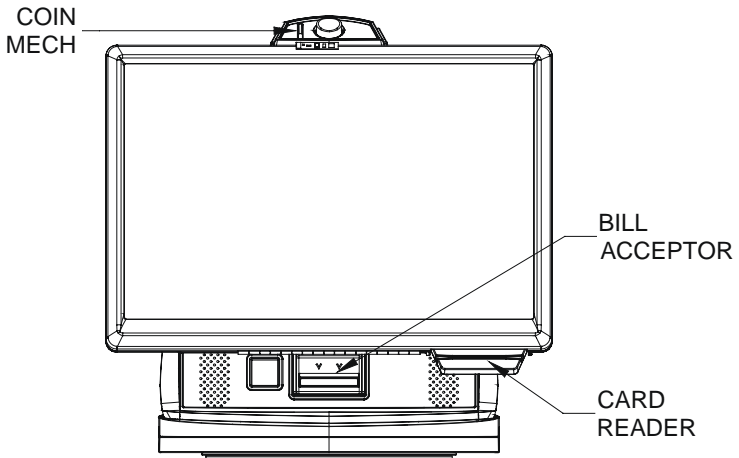


FIGURE 35 – FRONT VIEW OF THE ML-1 COUNTERTOP

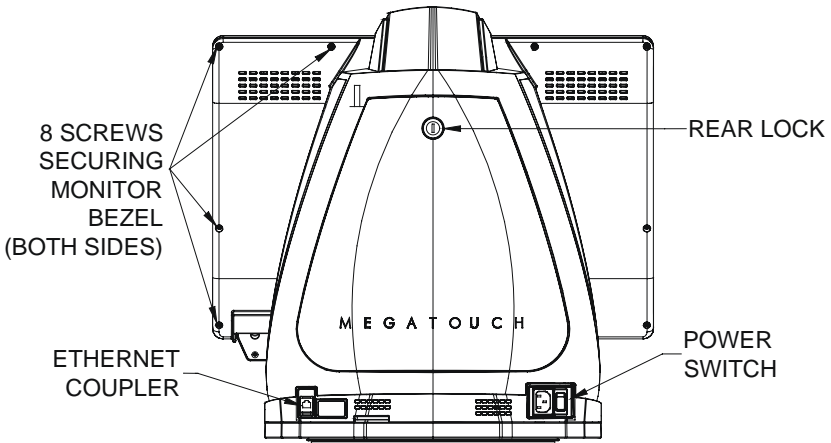


FIGURE 36 – REAR VIEW OF THE ML-1 COUNTERTOP

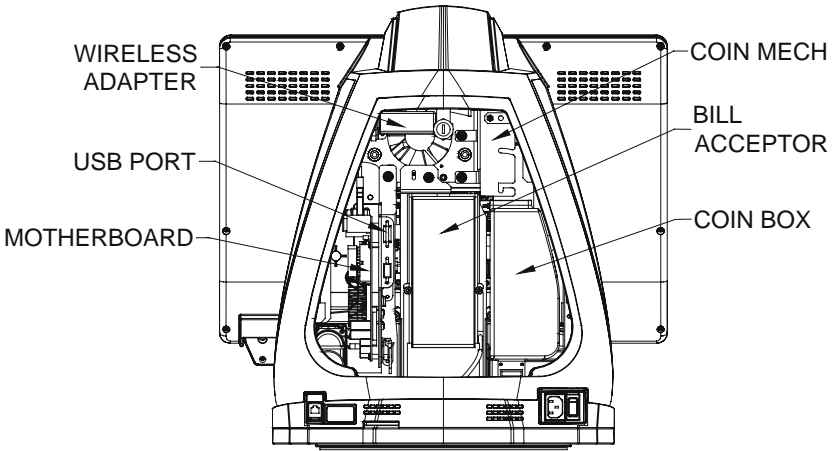


FIGURE 37 – REAR VIEW OF AN OPEN ML-1 COUNTERTOP

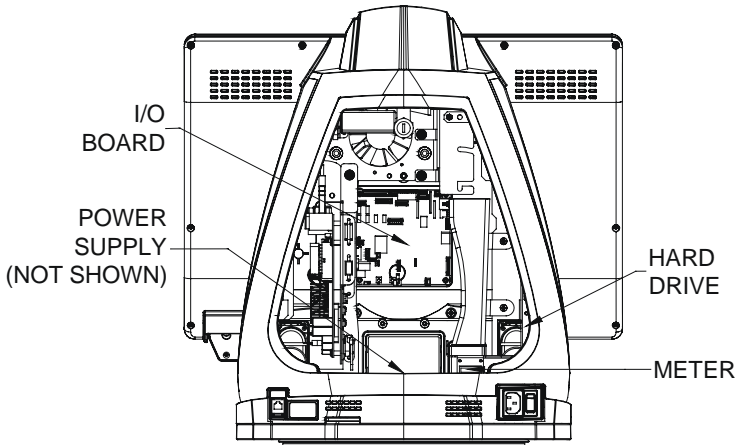


FIGURE 38 – REAR VIEW OF AN OPEN ML-1 COUNTERTOP WITH BILL ACCEPTOR AND COIN BOX REMOVED

ML-1 Countertop Replacement Parts List

REPLACEMENT COMPONENTS ML-1 COUNTERTOP	
PART NUMBER	DESCRIPTION
SA10091-02	MOTHERBOARD
EC9791-03 EC9786-01 EC9703-XX	MEI BILL ACCEPTOR, \$1/2/5, 700 STACKER COINCO BILL ACCEPTOR, \$1/5/10/20, 700 STACKER SMILEY BILL ACCEPTOR, 300 STACKER
HW8337-XX HW8317-XX	MECHANICAL COIN MECH ELECTRONIC COIN MECH
EC7538-12	POWER SUPPLY
EC9858-01	WIDESCREEN TOUCHSCREEN OVERLAY
SA0645-01	22" WIDESCREEN LCD
SA10089-XX	I/O BOARD

For a complete list of replacement parts go to
www.amientertainment.com
Support > Megatouch Support Center > Parts Information.

NOTE: The parts in your game may vary. When calling for replacement parts, please have your serial number available to ensure the accuracy of your order.

For additional assistance, after contacting your distributor, contact:

Product Support and Services

U.S. and Canada call toll-free:

1-800-445-9353

Outside the U.S. and Canada call:

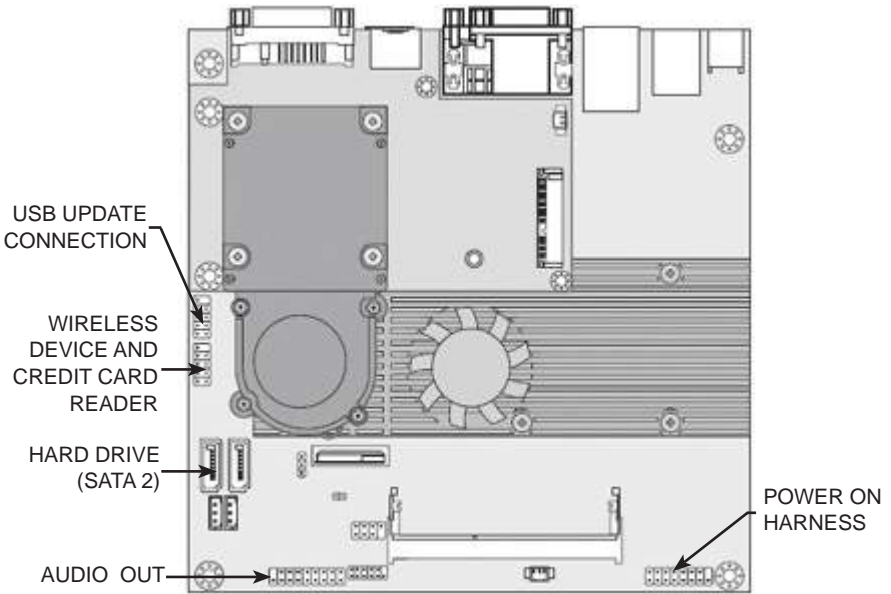
(215) 826-1400

FAX: (215) 826-1401

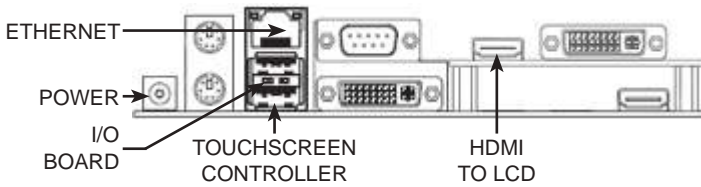
You can also visit our Web site

www.amientertainment.com

Connection Diagrams



TOP VIEW OF MOTHERBOARD



CONNECTOR SIDE VIEW OF MOTHERBOARD

FIGURE 39 – MOTHERBOARD DRAWING

Connection Diagrams

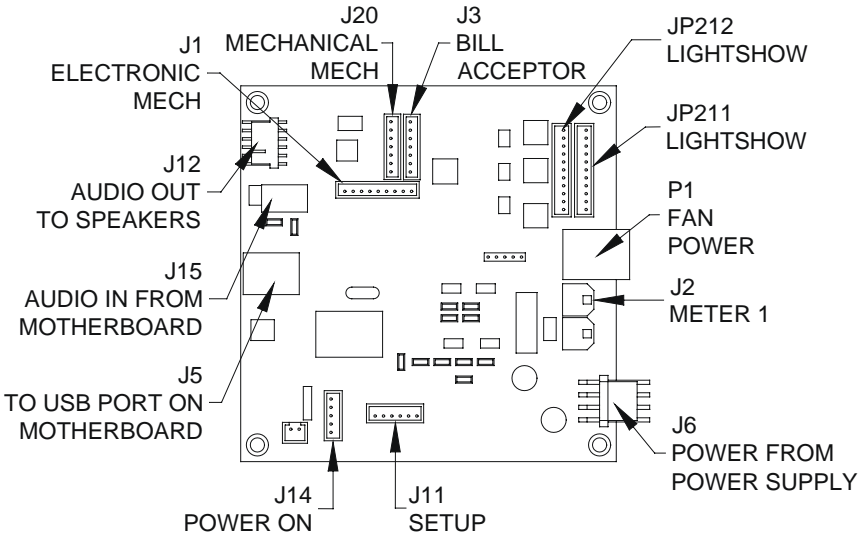


FIGURE 40 – I/O BOARD DRAWING

Video Machine Limited Warranty

AMI Entertainment Network, Inc. warrants this video machine to be free from defects in material and workmanship for a period of three years from the date of purchase. The warranty covers all electrical components (except fuses and light bulbs).

Failure due to misuse, vandalism, excessive or intentional abuse, operation outside specified conditions (including, but not limited to, improper electrical power source), fire, water damage, acts of God, acts of war and civil unrest are specifically excluded.

AMI products are carefully inspected and thoroughly tested prior to packing and shipment. Any damage discovered upon receipt of goods, whether obvious or concealed, must be reported immediately to the delivering carrier and claims made directly to them. AMI assumes no responsibility for damages once the product has left its facilities and any disputes regarding transportation damage must be resolved with the shipping company(s).

AMI will repair or replace, at its option, any component, part or assembly that fails under warranty, provided that the failed item is returned, shipping charges prepaid, to AMI's repair facility, and AMI is notified of the failure within the warranty period. AMI reserves the right to request the serial numbers of the item and/or game which has failed, and copies of sales invoices, bills of lading or other documents as required to determine the validity of the warranty coverage. AMI will return or replace warranty items, as specified above, shipping charges prepaid, by ground transportation.

AMI's obligation shall be limited to repair or replacement as stated above, and shall specifically exclude any liability for consequential damages or loss of earnings.

AMI may, at its discretion, provide replacement parts under warranty prior to receiving defective items, without incurring any ongoing obligation to extend such accommodations.

In certain instances, due to geographical or other considerations, AMI may offer PCB warranty service on an extended time basis as follows:

- (a) User notifies AMI in writing (or FAX) of PCB failure, providing dates of failure, serial numbers, and a brief description of failure symptoms.
- (b) Failed PCBs are accumulated for a time period or quantity accumulation, as designated by AMI and sent in one shipment to save shipping expenses.
- (c) AMI honors warranty as per dates of failure notification.

The above terms and conditions constitute the sole obligation, written or implied, of AMI under its warranty coverage.

AMI Entertainment Network, Inc. Software License Agreement

AMI Entertainment Network, Inc. ("Licensor") is willing to license the enclosed software to you only if you accept all of the terms in this license agreement ("Agreement").

Ownership of the Software

1. The enclosed Megatouch® product, which may include but is not limited to the Megatouch software program ("Software") and the accompanying written materials, are owned by Licensor and are protected by United States copyright laws, patent laws and other intellectual property laws, by laws of other nations, and by international treaties.

Restrictions on Use and Transfer

2. If this Software package contains multiple media types (such as CDs, flash cards, hard drives, etc), then you may use only the type of media appropriate for your Machine. You may not use the other media types on another Machine, or transfer, or assign them to another user except as part of the permanent transfer of the Software and all written materials (as provided for below in paragraph 4).
3. You may make one copy of the software for backup purposes only. You may not copy or make backup copies of any software security key or software security device under any circumstances.
4. You may permanently transfer the right to use the Software and accompanying written materials (including the most recent update and all prior versions) if you retain no copies and the transferee agrees in writing to be bound by the terms of this Agreement. Such a transfer of this license to another party immediately terminates your license. You may not otherwise transfer or assign the right to use the Software, except as stated in this paragraph.
5. You may not operate or allow the operation of the Software at locations where the operation of such Software does not comply with all local, state, and other governmental body laws and regulations. You agree to not use or permit the use of the Software in violation of any U.S. Federal, state, or local laws or regulations or any foreign law or regulation, including laws regarding gaming, gambling or intellectual property rights in or concerning the Software.
6. You may not modify, adapt, translate, reverse engineer, decompile, disassemble the Software or create derivative works from the Software or any component thereof; nor may you remove, modify or hide or otherwise make unreadable or non-viewable any notice, legend, advice, watermark or other designation contained on the Software, component thereof, or output therefrom.
7. You agree that the Software and the authorship, systems, ideas, inventions methods of operation, documentation and other information contained therein, and all versions, modifications and adaptations thereto are proprietary intellectual properties of Licensor and are protected by civil and criminal law, and by copyright, trade secret, trademark and the patent laws of the United States and other countries.

Limited Warranty

8. Licensor warrants, solely for your benefit, that the Software will function in material conformity, with its accompanying documentation for a period outlined in Licensor's standard product warranty period after your receipt of the Software.

Licensor's Obligations Under Warranty

9. Licensor's sole obligation under the aforesaid warranty shall be to utilize commercially reasonable efforts to correct or modify such portion of the Software as to make it materially conform with the applicable documentation.

Grant Of License

10. Licensor grants to you a limited, non-exclusive license to distribute and/or use one copy of the Software on a single Megatouch ("Machine") accompanied by a single licensor factory authorized security key. Licensor reserves the right to update versions of the software and the content to the Machine as deemed appropriate by the Licensor. You are entrusted to maintain and protect your single licensor factory authorized security key, password, or other identification from being utilized by any third party, and you agree to be responsible for any use of the Software provided herein by a third party utilizing your identification. Licensor maintains the right to immediately terminate your License for reasons related to misuse or other non-conformity with the rules expressed herein. While Licensor does not routinely inspect Machines, Licensor also reserves the right to inspect or audit the Software from time to time in Licensor's sole discretion. To the extent that Licensor's access to the Software requires that Licensor also gain access to a Machine in which the Software is installed, you agree to promptly provide Licensor, when requested, with permission and aid in Licensor gaining access to the Machine.

Disclaimers

11. EXCEPT AS PROVIDED IN THE SECTION ENTITLED "LIMITED WARRANTY", LICENSOR MAKES NO OTHER PROMISES, REPRESENTATIONS OR WARRANTIES, WHETHER EXPRESSED OR IMPLIED, REGARDING OR RELATING TO THE SOFTWARE OR CONTENT THEREIN OR TO ANY OTHER MATERIAL FURNISHED OR PROVIDED TO YOU PURSUANT TO THIS AGREEMENT OR OTHERWISE AND LICENSOR SPECIFICALLY DISCLAIMS ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE WITH RESPECT TO SAID MATERIALS OR THE USE THEREOF. TO THE MAXIMUM EXTENT ALLOWABLE BY LAW THE UNIFORM COMMERCIAL CODE OR OTHER UNIFORM LAWS SHALL NOT APPLY TO THIS AGREEMENT.

Limitation on Liability

12. IN NO EVENT SHALL LICENSOR BE LIABLE UNDER ANY CLAIM, DEMAND OR ACTION ARISING OUT OF OR RELATING TO THE SOFTWARE, ITS USE, INSTALLATION OR LICENSOR'S PERFORMANCE OR LACK THEREOF UNDER THIS AGREEMENT FOR ANY SPECIAL, INDIRECT, INCIDENTAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH CLAIM, DEMAND OR ACTION. IN ADDITION, WITHOUT LIMITING THE FOREGOING, IN ALL EVENTS THE REMEDIES AVAILABLE TO YOU SHALL BE LIMITED TO THE AMOUNT PAID BY YOU TO LICENSOR FOR THE SOFTWARE.
13. IN NO EVENT WILL LICENSOR BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY LOSS OF PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF YOUR USE, MISUSE, BREACH OF THIS AGREEMENT OR INABILITY TO USE THE SOFTWARE.

General

14. The validity and construction of this Agreement and of the rights and obligations herein shall be determined and governed by the laws of the State of New York. By accepting the terms of this Agreement, you acknowledge and accept that the courts of New York, New York shall have exclusive jurisdiction and venue regarding any disputes arising with regard to this Agreement or arising out of activity or misuse of the Software.
15. AMI Entertainment Network, Inc. in its sole discretion, may assign this agreement or any of its rights and obligations hereunder.
16. If you have any questions concerning this Agreement or wish to contact Licensor for any reason, please write: AMI Entertainment Network, Inc., 155 Rittenhouse Circle, Bristol, PA 19007, USA.

Contrat de licence de logiciel de AMI Entertainment Network, Inc.

AMI Entertainment Network, Inc. (ci-après le "Concédant") est disposé à vous accorder la licence d'utilisation du logiciel ci-inclus, à condition que vous vous engagiez à respecter tous les termes, clauses et conditions du présent contrat de licence (Contrat).

Droit de Propriété

1. Le produit Megatouch® ci-joint contenant, mais ne s'y limitant pas, le logiciel Megatouch (ci-après le "logiciel") et toute la documentation écrite, restent la propriété du Concédant et sont protégés par : les lois de droits d'auteur des Etats-Unis, les lois s'appliquant aux brevets déposés et à la propriété intellectuelle, ainsi que par celles des autres pays et les traités internationaux.

Restriction d'Utilisation et Transfert

2. Si le présent logiciel comprend plusieurs types de composants (tels que CD-ROM, cartes flash, disques durs, etc), vous ne pouvez utiliser que ceux qui conviennent à votre appareil. Il est strictement interdit de les utiliser sur un autre appareil, les transférer -ou les céder à un autre utilisateur, sauf en cas de transfert permanent du logiciel et de toute la documentation écrite (comme indiqué ci-dessous au paragraphe 4).
3. Il est interdit de copier le logiciel, à l'exception d'une copie de sauvegarde. Il est aussi interdit de reproduire -ou faire des copies de sauvegarde des programmes de clé de sécurité ou autres fichiers de sécurité, quelles que soient les circonstances.
4. Vous pouvez céder en permanence à un tiers -le droit d'utiliser le LOGICIEL et toute la documentation écrite l'accompagnant, (ainsi que la plus récente mise à jour et toutes autres anciennes versions) seulement si vous n'en gardez aucune copie, et si le cessionnaire s'engage, par écrit, à respecter les termes, clauses et conditions du présent Contrat. Cette cession à un tiers met fin à votre licence immédiatement. Autrement, vous n'avez pas la permission de transférer ou d'accorder à un tiers le droit d'utiliser le présent logiciel, excepté que tel que décrit dans le présent paragraphe.
5. Il est interdit d'utiliser le présent logiciel ou de permettre son utilisation dans des emplacements où l'utilisation du présent logiciel n'est pas conforme aux lois et réglementations locales, nationales ou réglementations d'autres organismes gouvernementaux. Vous acceptez de ne pas utiliser ou d'autoriser l'utilisation du logiciel d'une manière enfreignant les lois ou réglementations s'appliquant à la propriété intellectuelle et au jeu, en vigueur aux Etats-Unis ou dans les autres pays du monde, y compris les lois de l'ensemble du logiciel.
6. Il est interdit de modifier, adapter, traduire, démonter, décompiler, désassembler le logiciel ou créer du matériel dérivé du logiciel ou de tout composant de celui-ci ; vous ne pouvez pas enlever, modifier ou cacher ou rendre illisible ou non-visible toute instruction, légende, information ou filigrane ou autre désignation qui apparaît dans le logiciel, composant dudit logiciel ou résultant dudit logiciel.
7. Vous convenez que le logiciel et les droits d'auteur, les systèmes, les idées, les inventions, les méthodes d'utilisation, la documentation et autre information incluse, ainsi que toutes les versions, modifications et adaptations qui s'y rattachent sont les propriétés intellectuelles du Concédant et sont protégées par le droit civil et pénal et par le droit d'auteur, le secret commercial, la marque déposée et le brevet aux Etats-Unis et dans les autres pays du monde.

Limite de Garantie

8. Le Concédant garantit seulement à votre intention, que le logiciel permettra une utilisation conforme, avec la documentation l'accompagnant, pendant la période de temps indiquée dans la période de garantie du produit standard du Concédant, à compter de la date de livraison du logiciel.

Responsabilité du Concédant aux termes de la Garantie

9. La seule obligation du Concédant aux termes de la garantie susmentionnée sera de faire tous les efforts commercialement raisonnables pour corriger ou modifier la partie du logiciel pour le rendre matériellement conforme aux spécifications de la documentation.

Concession de Licence

10. Le Concedant vous accorde le droit d'utiliser une seule copie par appareil Megatouch (ci-après "Appareil") accompagné d'une seule clé de sécurité autorisée en usine et fournie par le Concedant. Le Concedant se réserve le droit de mise à jour des versions du logiciel et du contenu de l'Appareil, quand il juge nécessaire de le faire. Il vous appartient également d'empêcher que les mots de passe ou autres codes et la clé de sécurité soient utilisés par un tiers. Vous acceptez d'assumer la responsabilité dans le cas de l'utilisation du logiciel par un tiers. Le Concedant se réserve le droit de résilier votre contrat de licence à tout moment dans l'éventualité d'une utilisation non-conforme aux clauses stipulées. Bien que le Concedant ne contrôle pas les appareils périodiquement, il se réserve toutefois le droit de contrôler le logiciel à tout moment et sans préavis de sa part. De surcroît, dans l'éventualité où le logiciel n'est accessible qu'à travers la machine dans laquelle il est installé, le licencié s'engage à donner libre accès au Concedant, ou ses représentants, à la machine et dans les plus brefs délais.

Exclusion de toute autre garantie

11. EXCEPTÉ COMME PREVU DANS LA SECTION INTITULEE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET A QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ECHEANT, TOUT SUPPORT OU MATERIEL FOURNI CONFORMEMENT AU PRESENT CONTRAT EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OU CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRESENT CONTRAT.

Limite de Responsabilité

12. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DE TOUTE RECLAMATION, DEMANDE OU ACTION RESULTANT DE OU EN RAPPORT AVEC LE LOGICIEL, SON UTILISATION OU SON INSTALLATION, OU LA PERFORMANCE OU MANQUE DE PERFORMANCE DU CONCEDANT EN VERTU DU PRESENT CONTRAT POUR TOUS DOMMAGES D'UNE NATURE QUI N'EST PAS PRESUMEE PAR LA LOI ET QUI DOIVENT ETRE EXPRESSEMENT PROUVES, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ETE AVISE OU NON DE LA POSSIBILITE D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRECEDE, LES DEDOMMAGEMENTS A VOTRE DISPOSITION SERONT LIMITES AU MONTANT QUE VOUS AUREZ PAYE AU CONCEDANT POUR LE LOGICIEL.
13. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE : D'UNE RUPTURE DE CONTRAT, DES DOMMAGES, Y COMPRIS TOUTE PERTE DE PROFIT, PERTES D'ECONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DECOULANT DE LA MAUVAISE UTILISATION OU DE L'IMPOSSIBILITE D'UTILISATION DU LOGICIEL.

Dispositions Générales

14. La validité et la construction du présent Contrat et les droits et obligations ci-inclus seront déterminés et régis par les lois de l'état de New York aux États-Unis. En acceptant les dispositions du présent contrat, vous acceptez également que tous litiges ou revendications relatives seront réglés par voie d'arbitrage par un tribunal de l'état de New York, aux États-Unis.
15. AMI Entertainment Network, Inc. se réserve le droit de transférer le présent Contrat à un tiers ainsi que ses droits et obligations ci-après.
16. Pour toutes questions concernant le présent Contrat -ou si vous désirez contacter le Concedant pour une raison quelconque, veuillez écrire à : AMI Entertainment Network, Inc., 155 Rittenhouse Circle, Bristol, PA 19007, États-Unis.

AMI Entertainment Network, Inc. Softwarelizenzabkommen

AMI Entertainment Network, Inc. („Lizenzgeber“) ist nur dann bereit Ihnen eine Lizenz für die beiliegende Software zu erteilen, wenn Sie alle Bestimmungen dieses Lizenzabkommens („Abkommen“) akzeptieren.

Eigentumsvorbehalt der Software

1. Das beiliegende Megatouch®-Produkt, welches das Megatouch Softwareprogramm („Software“) beinhalten kann, aber nicht darauf beschränkt ist, und die schriftlichen Unterlagen sind Eigentum des Lizenzgebers und sind durch die Gesetze der Vereinigten Staaten und anderer Länder und durch internationale Verträge urheberrechtlich geschützt.

Beschränkungen im Gebrauch und Transfer

2. Sollte diese Softwarelieferung mehrere Medien enthalten (z.B. CD, Karten, Festplatten usw.), dürfen Sie nur die für Ihre Maschine angebrachte Medienart verwenden. Die anderen Medienarten dürfen nicht auf anderen Maschinen verwendet werden oder an Dritte übergeben werden, abgesehen von einem endgültigen Transfer der Software und aller schriftlichen Unterlagen (wie im untenstehenden Paragraphen 4 beschrieben).
3. Sie dürfen nur eine Sicherungskopie der Software herstellen. Unter keinen Umständen dürfen Sie einen Softwaresicherungsschlüssel oder Sicherungsmaßnahmen kopieren oder davon Sicherungskopien herstellen.
4. Sie dürfen das Nutzungsrecht für die Software und die schriftlichen Unterlagen (einschließlich der aktuellen Version und aller vorhergehenden Versionen) an Dritte übertragen, wenn Sie keine Kopie behalten und wenn der Empfänger die Bestimmungen dieses Abkommens in schriftlicher Form akzeptiert. Bei einem solchen Transfer der Lizenz an Dritte erlischt Ihre Lizenz umgehend. Abgesehen von den Bestimmungen dieses Paragraphen sind alle anderen Transfers oder Übertragungen der Nutzungsrechte für diese Software unerlaubt.
5. Sie dürfen die Software nicht benutzen oder eine Nutzung gestatten, wenn eine solche Nutzung der Software irgendwelche Gesetze und Verordnungen der kommunalen oder staatlichen Behörden verletzen würde. Sie verpflichten sich die Software nicht so zu nutzen oder nutzen zu lassen, dass sie damit gegen staatliche, Bundes- oder Lokalgesetze oder Bestimmungen der USA oder gegen ausländische Gesetze oder Bestimmungen, einschliesslich aller Gesetze bezüglich Glücksspiels, Spielens oder geistigen Eigentumsrechts der Software, verstossen.
6. Es ist Ihnen nicht gestattet, die Software abzuändern, zu verändern, zu übersetzen, rückumzuwandeln, zu dekompileieren oder zu zerlegen, oder aus der Software oder eines Teils davon andere Werke abzuleiten. Sie dürfen auch aus der Software, einem Bestandteil der Software oder aus den Datenausgaben der Software keine Hinweise, Bemerkungen, Ratschläge, Wasserzeichen oder andere Markierungen entfernen, verändern, verbergen oder auf andere Art unlesbar machen.
7. Sie akzeptieren, dass die Software und die Urheberschaft, die Systeme, die Ideen, Erfindungen, die Arbeitsweisen, die Dokumentation und alle anderen darin enthaltenen Informationen und alle Versionen, Veränderungen, und Bearbeitungen davon das geistige Eigentum des Lizenzgebers sind, und dass sie durch Straf- und Zivilgesetzgebung und durch die Copyright-, Geschäftsgeheimnis-, Warenzeichen- und die Patentgesetze der Vereinigten Staaten und anderer Länder geschützt sind.

Beschränkte Garantie

8. Der Lizenzgeber garantiert zu Ihren Gunsten, dass die Software für die angegebene normale Garanzzeit des Lizenzgebers nach Ihrer Annahme der Software in erheblicher Übereinstimmung mit der beiliegenden Dokumentation laufen wird.

Verpflichtung des Lizenzgebers im Rahmen der Garantie

9. Die ausschließliche Pflicht des Lizenzgebers im Rahmen der vorstehenden Garantie besteht darin, alle geschäftlich vertretbaren Schritte zu unternehmen, um Teile der Software zu berichtigen oder abzuändern, bis sie mit der beiliegenden Dokumentation erheblich übereinstimmen.

Übertragung der Lizenz

10. Der Lizenzgeber gewährt Ihnen eine beschränkte, nicht-ausschliessbare Lizenz zur Verteilung und/oder Benutzung einer Kopie der Software auf einem einzelnen Megatouch („Gerät“) mit einem einzelnen werksmässig gestatteten Sicherheitsschlüssel. Der Lizenzgeber behält sich das Recht vor, nach eigenem Ermessen die Software und den Inhalt der Maschine zu verbessern. Sie sind dafür verantwortlich ihren individuellen, vom Lizenzgeber werksmässig gestatteten Sicherheitsschlüssel, ihr Passwort oder anderweitigen Identifikationsmechanismus instandzuhalten und abzusichern gegen die Nutzung durch eine dritte Partei, und sie akzeptieren die Verantwortung für jegliche Nutzung der besagten Software durch eine dritte Partei mithilfe ihres Identifikationsmechanismus. Obwohl der Lizenzgeber nicht regelmässig Maschinen inspiziert, behält sich der Lizenzgeber das Recht vor, ihre Lizenz umgehend zu kündigen aus Gründen des Missbrauchs oder bei Nichtbefolgung der Bestimmungen in diesem Vertrag. Der Lizenzgeber behält sich ebenfalls das Recht vor, die Software von Zeit zu Zeit nach eigenem Ermessen zu inspizieren oder zu überprüfen. Im Falle, dass der Lizenzgeber Zugang zu dem Gerät wünscht, in dem besagte Software installiert ist, erklären Sie sich bereit, dass sie dem Lizenzgeber, wenn nötig, Erlaubnis und Hilfe beim Zugang zum Gerät verschaffen.

Beschränkungen

11. ABGESEHEN VON DEN BESTIMMUNGEN DES PARAGRAPHEN „BESCHRÄNKTE GARANTIE“ GIBT DER LIZENZGEBER KEINE SONSTIGEN VERSPRECHEN, VERPFLICHTUNGEN ODER GARANTIE, OB AUSDRÜCKLICH ODER STILLSCHWEIGEND, FÜR DIE SOFTWARE ODER IHRE BESTANDTEILE ODER FÜR ALLE ANDEREN MATERIALIEN, DIE IHNEN IM RAHMEN DIESES ABKOMMENS ZUR VERFÜGUNG GESTELLT ODER ÜBERLASSEN WERDEN, UND DER LIZENZGEBER LEHNT AUSDRÜCKLICH ALLE ANSPRÜCHE AUF MARKTFÄHIGKEIT UND EIGNUNG DER BESAGTEN MATERIALIEN FÜR DEN GEWÖHNLICHEN GEBRAUCH AB. SOWEIT GESETZSMÄSSIG ZUGELASSEN, SOLLEN DIE HANDELSRECHTLICHE GESETZGEBUNG AUS DEM UNIFORM COMMERCIAL CODE ODER ANDERE GESETZE AUF DIESES ABKOMMEN NICHT ANWENDBAR SEIN.

Haftungsbeschränkung

12. DER LIZENZGEBER HAT KEINERLEI HAFTUNG BEI EINEM ANSPRUCH, EINER FORDERUNG ODER EINER KLAGE, DIE AUF NUTZUNG DER SOFTWARE, DEREN INSTALLIERUNG, DER LEISTUNG DES LIZENZGEBERS ODER DESSEN VERSAGEN IM RAHMEN DIESES ABKOMMENS FÜR JEGLICHE FOLGE-, INDIREKTE, SONDER- ODER NEBENSCHÄDEN BERUHEN, SELBST WENN DER LIZENZGEBER AUF DIE MÖGLICHKEIT EINES SOLCHEN ANSPRUCHES, EINER FORDERUNG ODER EINER KLAGE HINGEWIESEN WURDE. WEITERHIN UND OHNE BESCHRÄNKUNG DES LETZTEN SATZES, DÜRFEN IN ALLEN FÄLLEN DIE IHNEN ZUR VERFÜGUNG STEHENDEN ABHILFEN DIE VON IHNEN FÜR DIE SOFTWARE AN DEN LIZENZGEBER GEZAHLTE SUMME NICHT ÜBERSCHREITEN.
13. DER LIZENZGEBER HAT IN KEINEM FALL EINE HAFTUNG IHNEN GEGENÜBER FÜR SCHÄDEN, EINSCHLIESSLICH ETWAIGER GEWINNVERLUSTE, NICHT REALISierter EINSPARUNGEN ODER ANDERER NEBEN- ODER FOLGESCHÄDEN, DIE AUS IHRER VERWENDUNG, MISSBRAUCH, VERLETZUNG DIESES ABKOMMENS ODER GEBRAUCHSUNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

Allgemein

14. Die Rechtsgültigkeit und Provisionen dieses Abkommens und der darin enthaltenen Rechte und Pflichten werden durch die Gesetze des Staates von New York bestimmt. Sollten sie diese Vereinbarungen annehmen, dann akzeptieren Sie, dass der ausschliessliche Erfüllungsort und Gerichtsstand bei den Gerichten von New York im Staat New York liegen hinsichtlich aller Streitigkeiten, die diesen Vertrag betreffen, oder die durch Leistung oder Missbrauch der besagten Software entstehen.
15. AMI Entertainment Network, Inc. kann nach eigenem Ermessen dieses Abkommen oder jedes der darin enthaltenen Rechte und Pflichten an Dritte abtreten.
16. Bei Rückfragen über dieses Abkommen oder wenn Sie den Lizenzgeber aus einem anderen Grund kontaktieren wollen, bitte schreiben an: AMI Entertainment Network, Inc., 155 Rittenhouse Circle, Bristol, PA 19007, USA.

Please read the enclosed license agreement. Operation of this game constitutes acceptance of the AMI Software License Agreement.

Veillez lire le contrat de licence d'utilisation ci-inclus. Si vous utilisez ce jeu, vous vous engagez à respecter les termes et conditions du contrat de licence d'utilisation du logiciel de AMI.

Bitte beiliegendes Lizenzabkommen durchlesen. Das AMI Software Lizenzabkommen tritt in Kraft, sobald dieses Spiel verwendet wird.