



SILVERBALL



Software Manual Version 6



T A B

A U S T R I A

Industrie- und Unterhaltungs-
elektronik Gesellschaft m.b.H.



Thank you for having chosen the

SILVERBALL

from among the many game machines available on the market.

For greatest satisfaction in using the SilverBall, please read the operating instructions carefully.

Please keep this manual where you can find it quickly when necessary.

Our hotline is at your service for any further questions.

Call +43 / 72 29 / 78 0 40 - (ext.) 250

SilverBall Software Manual Version 6

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Although we have devoted great attention to composing the texts and illustrations, it is impossible to exclude all possibility or error.

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We welcome suggestions for improvement, and would appreciate having any errors brought to our attention.

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(C) 1996-2000 TAB-Austria
A-4052 Ansfelden, Haiderstraße 40
Tel. +43 / 72 29 / 78 0 40 - 0*, Fax +43 / 72 29 / 78 6 60

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Program Update

When changing to a new software version, the machine requires updating.

Contents of Update Kit:

Update hard disk in mobile rack
Programmed dongle for the required country and version
Software licence Win95 (only if you update 1 - 4 to version 6)
Update instructions

SilverBall Upright:

In the case of an update from versions 1 - 4 to version 6, please attach the enclosed Microsoft software licence to the back right side of the inside of the machine.

SilverBall Beetle:

In the case of an update from versions 1 - 4 to version 6, please attach the enclosed Microsoft software licence to the bottom of the inside of the machine.

Please note: We expressly would like to draw your attention to the Microsoft Licence Agreement on page 37 !





Updating the machine:

The SilverBall Software is located on the permanently installed hard disk in the machine's PC. During an update the hard disk in the mobile rack is copied to the installed hard disk.

Operating steps:

- Turn off the device
- Insert the update hard disk- into the mobile rack (SilverBall Upright)
- Plug update hard disk into the mobile rack printed board (SilverBall Beetle)
- Turn on the device
- Copying process is started automatically (duration app. 15-20 min.)
- Hard disk is checked and if necessary new set up. This can result in a reboot of the device.
- Copying of general data (GENERAL)
- Copying of language dependent data (e.g.: GERMAN, ENGLISH, FRENCH)
- Copying of configuration-dependent data and data for the advertisement function.
- Waiting for message "Switch of SilverBall, Remove update disk, and switch on".
- Turn off the device.
- Remove update hard disk from the mobile rack (SilverBall Upright).
- Remove update hard disk from the mobile rack printed board (SilverBall Beetle).
- Turn on the device.
- Checking process is started automatically (duration app. 3-6 min, process similar to copying process).
- Waiting for message "Hard disk ok, switch SilverBall off and on".
- Turn off the device.
- Turn on the device.
- Activate test mode and calibrate touch-screen.
- Activate all desired settings in the test mode.
- Deactivate test mode.

After copying the data, the hard disk automatically checks the contents the next time the machine is turned on.

Later on, the checking procedure can also be started manually (see Functions description on page 9).

After the update, the touch-screen has to be realigned and recalibrated (SilverBall Upright; see Functions description page 9).

In the case of the SilverBall Beetle, the touch-screen needs calibrating only.

Linearisation not possible!!





Brief operating instructions

The test switch is located on the left front side underneath the cover (SilverBall Upright).
The test switch is located on the right front side underneath the cover (SB Beetle).
Test functions are described in detail in the help menu.

Key options:

Turning on the test switch while at the same time pressing a specific key can call up the following programs:

- **Player 1A:** Touch-screen calibration
- **Player 1B:** Touch-screen test
- **Player 1C:** Testpicture

Immediately after turning on the machine, during the boot-sequence, you can enter the following program:

- **Player 2 all 3 buttons:** Hard disk check
- **Player 1A+2A:** In the case of an update, data is not saved and new reloaded

With switched test mode switch, during boot-sequence, you can enter the following program:

- **Player 2A:** Touch-screen linearisation with subsequent calibration
- **SilverBall Beetle** Linearisation not possible

InterLink:

InterLink offers the possibility of linking two SilverBall machines via a cable. This allows most games to be played directly against partner playing on the second machine.

Tournament mode:

The tournament game in SilverBall is a competition that permits the players to play over a certain time period for a prize (in form of product prizes).
Two games are played per tournament, and it is possible to set the same game twice. The tournament starts as soon as you press the tournament start button in the main menu.





ChampionsNet:

By installing our modem your SilverBall can be provided with the ChampionsNet mode. ChampionsNet is the world-wide SilverBall network.

For each game, there is a national and international high score list, whose entries are valid for 30 days.

Thus, you can measure yourself nationally and internationally in your favourite game.

The world's 10 best players of all time are listed in the "Hall of Fame" !

The high scores can also be consulted on the Internet under www.championsnet.net.

Email function:

In all SilverBall machines equipped with ChampionsNet, there is an additional e-mail function available enabling you to send e-mail messages directly from the SilverBall.

SilverBall-Internet Browser:

In all SilverBall machines equipped with ChampionsNet, you can additionally activate the SilverBall Internet Browser. This will allow you to surf the World Wide Web (WWW), chat and even send SMS`s and web mails straight from the SilverBall.





Functions description

In the following section, the individual settings and options that have partially already been mentioned in the Brief instructions are described once more in further detail.

Key options:

By switching the test mode and simultaneous pressing a certain button you are able to enter the following programs:

- **Player 1A:** Touch-screen calibration

If you press the key Player 1A when turning on the test switch, your SilverBall will automatically change to the Calibration mode.

Make sure to stand upright in front of the SilverBall and proceed with calibration procedure.

After confirmation, the SilverBall will carry out a restart.

- **Player 1B:** Touch-screen test

If you press the key Player 1B when turning on the test switch, your SilverBall will automatically change to the touch screen test mode.

In this mode, you can check horizontal and vertical lines by tracing them with your finger on the screen. The drawn lines must be parallel to existing ones.

After switching back the test switch, the SilverBall will carry out a restart.

- **Player 1C:** Testpicture

If you press key Player 1C when turning on the test switch, your SilverBall will automatically change to the test picture. By means of the control board installed on the right side inside the cabinet behind the coin acceptor, you can adjust the following image options:

Brightness
Contrast
Screen geometry

In the SilverBall Beetle you can only adjust brightness !

The setting option is located at the control board attached to the cover underneath the key 2B.

By switching back the test switch, the SilverBall will carry out a restart.

ATTENTION: Every time you adjust the image -geometry settings, the touch-screen needs to be recalibrated !





Immediately after turning on the machine, during the boot-sequence, you can enter the hard disk check:

- **Player 2 all 3 buttons:** Hard disk check
- **Player 1A+2A:** In the case of an update, data is not saved and new reloaded

This can take several minutes. After the checking procedure is completed, the message „Hard disk OK, Switch SilverBall off and on“ will appear. After this, the machine will start normally and access the playing mode.

By turning the test switch on and pressing key Player 2A while starting up the machine, you can start the touch-screen linearisation procedure manually.

- **Player 2A:** Touch-screen linearisation
- **SilverBall Beetle:** Linearisation not possible

By turning the test switch on and pressing key Player 2A while starting up the machine, your SilverBall will automatically change to the 25-point touch-screen linearisation. After the linearisation procedure is finished, the machine continues in calibration mode. After calibration is finished your SilverBall will carry out a restart. In the case of the SilverBall Beetle linearisation is not possible !

Interlink:

InterLink offers the possibility of linking two SilverBall machines via a cable. This allows most games to be played directly against partner playing on the second machine.

Picture games:

Shift It Girls
Shift It Boys
Shift It
Swapper
Hot Swapper Girls
Hot Swapper Boys

Strategy games:

Blocks
Match Shanghai
Shanghai
Crazy Dice

Card games:

Fire Towers
Eleven
Twelve
Up_Down
Up_Down Around
Solitaire
Solitaire Pro
Set 3
Match 21
Stack Up
Get 21
Twenty One
Take Three
Match 11

In order to play InterLink, you need a commercially available computer cable, which you can obtain from TAB-AUSTRIA under item number 360.134-261 or from any computer





store. The machines automatically recognise the InterLink cable and activate the InterLink mode for the games available.

The definition is:

25 pole SUB-D serial cable (zero modem cable), with a jack at both ends.

Starting an InterLink game:

When two machines are connected with a cable, an additional button (2-player InterLink) appears under the start buttons 1-4 in each game, which has the InterLink capability. If they wish to start an InterLink game, both players must be in the same game. The 1st player presses the InterLink starting button and receives a message "Please Wait", while at the same time the 2nd player is invited to an InterLink game. If the 2nd player agrees to play an InterLink game, he must press the InterLink starting button too. However, if the 2nd player does not wish to play InterLink, he may at any time choose to play a normal individual game or another game.

Tournament mode:

The tournament game in SilverBall is a competition, which permits the players to play over a certain period for a prize (in the form of merchandise prizes). It is possible to set tournaments in advance. For the first tournament, one can set the exact end (date and time), for all following tournaments the duration.

1. Tournament	Solitaire / Twelve	from 1.4.01 - 8.4.01
2. Tournament	Crazy Dice / Blocks	from 8.4.01 - 15.4.01 (1week)
3. Tournament	Twenty One / Twenty One	from 15.4.01-22.4.01 (1week)
4. Tournament	Solitaire / Twelve	from 22.4.01-29.4.01 (1week)

Two games are played per tournament, and it is possible to set the same game twice.

The tournament screen:

The screenshot shows a tournament configuration interface. It includes radio buttons for selecting the current, next, or next-but-one tournament, each with associated game names and credit values. A 'Repeat' checkbox is present, along with a 'set games / price' button. Below this, there are fields for 'Tourn. end' (date and time) and 'Duration' (in weeks), with a 'Set' button. On the right side, a 'Status' section shows 'Tournament running' in green, with buttons for 'End tournament', 'Apply', 'Help', and 'Return'. At the bottom left, there are buttons for 'Statistic' and 'Winners' list'.





All the information, which is important for the player, will appear on the tournament screen. This will happen when you press the "tournament" button on the main menu. The tournament screen contains the following information:

Tournament games	the two games to be played
Tournament end	date and time when the tournament will end
High score list	current list of winners
Tournament start button	this button starts a tournament game
Tournament price	how much a tournament game costs

Tournament start / tournament game

A tournament game starts as soon as you press the tournament start button. Animations appear before each of the two games announcing the 1st and 2nd rounds. The games in the tournament are identical to the individual games (same time, same number of rounds).

High score entry after a tournament game

If, after a tournament game, a player has attained the tournament high score (or if he is among the first three), he must, after entering his name, also input a four-figure personal identification number (PIN). This PIN number is necessary for the prize payoff and should not be forgotten.

The winners of the tournament

The first three players in the high score list are the winners of the tournament.

Presenting the winnings

The winnings can be presented after the completion of each tournament by the supervisor to the player. To do so, the player must select his name on the winners` list (for a tournament in progress, press the winners` list button on the tournament screen; if no tournament is running, the winners` list button is on the main menu). The supervisor must now press on the **SilverBall-Logo**. A new screen appears in which first the supervisor and then the player must enter their PIN numbers. After the player has correctly input his PIN number, the supervisor can give him the prize and delete the name of the player from the winners` list.

Tournament settings

If one wishes to play a tournament, it is necessary to enter a number of settings in test mode (tournament). You will find an explanation on page 14.

ChampionsNet:

ChampionsNet is the world-wide SilverBall network.

For each game, there is a national and international high score list, whose entries are valid for 30 days.

Thus, you can measure yourself nationally and internationally in your favourite game. The world's 10 best players of all time are listed in the "Hall of Fame" !

Participation:

With every game you automatically participate in the ChampionsNet !
(no registration required)

If you have attained a high score in a game, you are asked to enter your name.





Then you are shown the place you have attained, and your name immediately appears on the national (and perhaps also the international) high score list.

The high scores can also be consulted on the Internet under www.championsnet.net.

Email function:

In all SilverBall machines equipped with ChampionsNet, there is an additional e-mail function available enabling you to send e-mail messages directly from the SilverBall. For writing Emails use the keyboard, if you have finished press the **Send** button. You can see the remaining time on the upper right on the screen next to the **Send** button.

FROM: Enter your own Email address and it appears as the sender. If you do not have your own Email address, simply enter your name.
TO: Enter the Email address of the addressee. *)
CC: Enter the Email address of the addressee who should receive a copy of the Email. *)
BCC: Enter the Email address of the addressee who should receive a blind copy of the Email. *)
RE: Enter the subject.
Text: Enter the text.

*) You can also indicate several Email addresses, separated by semicolons.

SilverBall Internet Browser:

In all SilverBall machines equipped with ChampionsNet, you can additionally activate the SilverBall Internet Browser. This will allow you to surf the World Wide Web (WWW), chat and even send SMS`s and web mails straight from the SilverBall.

Retrieve the information you are looking for with the SilverBall search engine.

Use these buttons:

BROWSE: to enter an address (e.g.: www.tab.at).
REFRESH: to re-display the latest version of the page.
HOME: to return to the homepage.
STOP: to discontinue further downloading from the webpage.
BACK: to return to view a previously visited page.
FORWARD: to move a page further.
EXIT: To close down the Silverball browser.
KEYBOARD: to input a text (e.g.: in the case of search engines).





Test mode

You can access the SilverBall test mode by switching the test switch (on the left, inside the cabinet) at the same time as the main Menu 8games selection) is displayed on the screen. You can quit the test mode by switching back the test switch.

In the test mode, all settings can be adjusted that are necessary for the operation of the games.

On the test mode start page, you can look up your particular version and the exact name of your dongle.

The test mode offers the following options:

General:

- Test image:** In this mode a test picture is displayed according to which you can check the image settings (contrast, geometry, focus,...).
- Calibration:** This is where you can recalibrate the touch-screen after an update or whenever necessary.
- Test:** Subsequent calibration procedure test.
- Adjust volume:** Intended for setting music volume during play and stand-by time.
- Erase credits:** Existing credits are deleted.
- Erase high scores:** All high score entries are deleted.
- Master reset:** By pressing Master reset, all game data (credit, bookkeeping, high scores, statistics) are reset to a default setting.
- Test credit:** A test credit is given.

Machine tests:

- Coins:** Coin slot test for proper recognition and assignment of coins.
- Bank notes:** Banknote slot test for proper recognition and assignment of bank notes.
- Bonus card:** Bonus card test.
- Last impulses:** This is where the appropriate recognition of coins and banknotes is displayed.
- Button press:** Key check on function and proper assignment.





Meters: Test and check of counting impulse. After pressing the „Total in“ button, 10 impulses must have been counted on the meter.

Bookkeeping:

Display of data concerning takings, bonus credits, test credits, running times and playing times. In Bookkeeping 2, the total brought-in sum, the operation times and the booked test credits are shown. Both bookkeeping systems can be deleted separately. Setting whether bookkeeping should be visible in the Supervisory Test Menu.

Games:

Setting for all or for individual games
Turn game on or off
Permit erotic sound
Difficulty levels easy/medium/difficult
Costs of game (credits)
Statistics for all or for individual games
Delete statistics

Advertising text - input:

Enter advertisement pages that are shown during stand-by operation for the set period of time.

Background images, texts and ClipArt's can be used to design the advertisement page. Time setting for the length of display during stand-by operation.

Additionally there is the possibility to add new backgrounds and cliparts:

Backgrounds: Directory: \\Silver\PromData\BackGnd
2 pictures per background with the following resolutions for:

Upright: - Windows BMP (24 bit) 161 x 141 pixel
- JPG (24 bit) 640 x 480 pixel

Beetle: - Windows BMP (24 bit) 209 x 178 pixel
- JPG (24 bit) 800 x 600 pixel

Cliparts: Directory: \\Silver\PromData\Icon
Same resolution for both machine types:

- Windows BMP (24-bit) 150 x 150 pixel





ChampionsNet:

Settings for operation in ChampionsNet.

- Machine/set-up site:** Enter the data of the site here.
The name of the site, the city and the country will be shown in the high score list.
- Connection:** Here the data of the internet account and the daily transmission are entered. For dialling-breaks you can enter commas (e.g.: 0,,07327765).
- Test connection:** By pressing this button the telephone line and the connection to the internet is tested. By doing that you find out whether the modem is working, whether the number can be dialled, whether a connection can be established and whether the data of the internet account were entered correctly.
- Test ChampionsNet:** The connection to the ChampionsNet server is being tested.
- Register:** Here the entered or changed data of the site are sent to the ChampionsNet server or the already registered data are picked up. The machine has to be registered in order to participate in the ChampionsNet.
- Receive high scores:** Here new data are sent to the ChampionsNet server and the new high score lists are being received.
- Protocol:** Here the automatic connections to the ChampionsNet server are registered.
- Email:** Activation or deactivation of the Email function, price settings and statistics of the sent Emails.
Settings for the time available for writing an Email.
- WWW:** Activation or deactivation of the SilverBall Internet Browser for the use of the internet, price settings for the online time and statistics of the online time.

Basic settings:

- Date and time:** Setting date and clock.
- Basic language:** Settings for basic language of game and test mode.





- Erotic:** Main activation or deactivation of erotic games.
Activation of erotica for a certain period (e.g.: 20:00 to 24:00 hrs).
Activation of erotic background images for games.
- Delete high scores:** Settings for deleting high score entries.
Never or in a certain set time interval.

Hardware settings:

- Coins:** Setting for coin acceptance (channel, value).
- Bank notes:** Setting for banknote acceptance (channel, value).
- Meter impulse:** Setting for value of meter impulse.
- Currency:** Settings for the programmed currency for displaying during playing mode.
- VDAl:** Settings for the VDAI read-out device.

Game price settings

Setting for the price of game, credit value, bonus credit levels and freeplay mode.

Tournament settings

The tournament mode is not available in some country versions.

- Current tournament:** This field must be activated in order, via the **Set games / price** button, to enter the tournament settings for current tournament.
- Next tournament:** This field must be activated in order, via the **Set games / price** button, to enter the tournament settings for the next tournament.
- Next but one tournament:** This field must be activated in order, via the **Set games / price** button, to enter the tournament settings for the next but one tournament.
- Repeat:** If Repeat is marked, the sequence of the tournaments is repeated, e.g. when the current tournament has ended, both the next and the next but on tournament move one place higher, while the former current one goes to the bottom of the list. If only one tournament has been set, it is repeated.





- Set games/price:** If you choose a tournament (current, next but one) and then press the **Set games / price** button, you can enter the settings for this tournament (the two tournament games and the tournament game price).
- Tournament end:** Shows the exact end of the current tournament.
- Tournament duration:** Shows the total duration of the further tournaments, which after the first tournament are started automatically (if they are set or **Repeat** is activated).
- Set:** If you press the **Set** button, a new screen page appears in which you can enter tournament end, tournament duration and price settings.
- Status:** This field gives you information about the current tournament status ("tournament in progress" or "tournament ended").
- Start tournament:** If you have set a tournament and wish to start it, you must first save the modified data by pressing the **Apply** button. Then the button **Start tournament** is activated (the tournament can be started).
- Tournament end:** If you press this button the current tournament is ended and no further tournament is started.
- Winners list:** If you press this button, a new screen page appears, in which you can delete the winner from the winners list (after payoff of the prizes).
- Apply:** Press this button in order to save and activate.

PIN setting:

- PIN for supervisor** Here you can enter a PIN code (Personal Identification Number) for 3 supervisors. The PIN is necessary for supervision so that tournament prizes can be awarded and the winner can be deleted from the winner list afterwards.
- PIN for test mode:** Here you can enter a PIN code without which you cannot effect any settings or modifications in test mode.
- PIN for bookkeeping 2:** Here you can enter a PIN code without which you cannot access Bookkeeping 2.



Description of the games

The following section describes SilverBall's current games:

Card Games:

Fire Towers:



The object of this game is to clear the cards from the screen in the shortest time possible. To do this you must touch a card on the screen, which is the next value higher or lower than the card appearing on the top of the deck. Jokers are wild and can hold any value you wish. If you are unable to find a card which fits you must take another card from the deck.

ACE-2-3-4-5-6-7-8-9-10-J-Q-K-ACE-2-ACE-...

Solitaire:



The object of Solitaire is to use all the cards in the deck to build up the four suit stacks from Ace to King. Playing Solitaire involves the following procedures; to move a card from the deck or a stack, touch card on the deck and next touch the place where you want it. Or, to move more than one card from a stack, touch the uppermost card you want to move, and then touch the place where you want to place the cards. You can also move a card from a row stack to a suit stack by touching the card and then.

Eleven:



The object of the game is to clear the cards from the screen. To do so you must select cards which when added together equal 11 points. The quicker you do it the more points you receive. If you successfully use all the cards of the screen, you receive a point's bonus.

Set Three:



Try, faster than your opponent, to lay all the cards of the two piles in the lower fields. The cards can be laid on top of one another in increasing or decreasing order. The colour plays no role. After the king comes the ace and vice versa. One can place any number of cards in the interim storage area and then take them out in the reverse order. When the interim storage area and the two piles are empty, the game has been won and bother players come to the next level. Try to lay more cards than your opponent!

Cellitaire:



Try as quickly as possible with all cards to form 4 piles, which are ordered by colour and from ace to king. An ace can immediately be laid on one of the 4 target fields. Use the fields in the upper left as a place holder. In order to reveal the cards, at the end of the lower series you can move cards in declining order and alternating colour. The last card movement can be reversed. A partly covered card can be clearly revealed by touching it.

Get 21:



Try to form as many piles as possible with the card sum of 21. Cards you do not need can be moved into the interim storage area (on the right side next to the card pile). When you lay a card sum greater than 21, the respective pile field disappears and you thus have one less pile field. If you attain the required number of piles with the sum of 21, you ascend to the next level. The joker counts as 1 or 11.

Up & Down Around:



The object of this game is to clear the cards from the screen in the shortest time possible. To do this you must touch a card on the screen which is the next value higher or lower than the card appearing on the top of the deck. Jokers are wild and can hold any value you wish. If you are unable to find a card which fits you must take another card from the deck.

ACE-2-3-4-5-6-7-8-9-10-J-Q-K-ACE-2-ACE-...

Solitaire Pro:



The object of Solitaire is to use all the cards in the deck to build up the four suit stacks from Ace to King. Playing Solitaire involves the following procedures; to move a card from the deck or a stack, touch card on the deck and next touch the place where you want it. Or, to move more than one card from a stack, touch the uppermost card you want to move, and then touch the place where you want to place the cards. You can also move a card from a row stack to a suit stack by touching the card and then the stack where you wish to place it.

Twenty One:



Try to form piles where the cards add up to 21. How many piles you need to advance to the next level can be seen in the window at the upper right. Cards which you don't need can be discarded to the right of the pile. The joker counts as either 1 or 11.

Take 3:



Clear away the cards as quickly as possible. After you have marked 3 similar cards (i.e. 3 with the same suit or 3 with the same number) they will disappear.

One:



Try to clear all your own cards. For this, lay a card of the same colour, number or the same symbol on the card pile. Press "ONE" if only one more card is left, otherwise you receive more cards. With card +3 you can select the opponent who receives the 3 cards. You reach the next level when you get rid of all your cards faster than your opponent.

Match 11:



Get rid of the cards as fast as possible. They disappear after you have marked cards adding up to the sum of 11. When you make 3 cards disappear from the playing field, the first goes over to your opponent. With 4 cards, the first 2 go over to him; with 5 cards, the first 3. In this way, you can impede your opponent from clearing all his cards.

Stack Up Match:



Try, faster than your opponent, to lay all the cards of the two piles in the lower fields. The cards can be laid on top of one another in increasing or decreasing order. The colour plays no role. After the king comes the ace and vice versa. One can place any number of cards in the interim storage area and then take them out in the reverse order. When the interim storage area and the two piles are empty, the game has been won and both players come to the next level. Try to lay more cards than your opponent!

Twelve:



The object of the game is to clear the cards from the screen. To do so you must select cards which when added together equal 12 points, (Aces have a value of either 1 or 11). The quicker you do it the more points you receive. If you successfully use all the cards of the screen, you receive a points bonus.

Up & Down:



The object of this game is to clear the cards from the screen in the shortest time possible. To do this you must touch a card on the screen which is the next value higher or lower than the card appearing on the top of the deck. Jokers are wild and can hold any value you wish. If you are unable to find a card which fits you must take another card from the deck.

ACE-2-3-4-5-6-7-8-9-10-J-Q-K

Triple Up:



Put the cards at the bottom on to the top three piles as quickly as possible. You can either put cards of the same suit or the same value on top of each other. A card of the same suit gives you the points shown above the pile. A card of the same value changes the suit, and the points value above the pile increases before you receive it.

Swim:



The purpose is to obtain 3 cards of the same colour, making a total of 31. The ace scores 11, picture cards score 10 and the remaining cards correspond to their individually designated values. The same three cards score 30.5 points. Is it your move? You may exchange a card or all three cards from the middle of the pack. If you click on "Move", you may exchange again in the next round. If you click on "Match" you may exchange with the other players only one more time. The loser must abandon his dinghy. If you have lost three times you have to swim. If you lose one more time, you are eliminated.

Monte Carlo:

Find all adjacent cards of the same value, disregarding the suits. When selected the two cards disappear; the key at the bottom right cancels this operation. By clicking on the card pile at the top left, the remaining cards move up and the vacant spaces are filled by cards taken from the pile. When no moves are possible and the pile is used up, you go to the next level.

Match 12:

Get rid of the cards as fast as possible. They disappear after you have marked cards adding up to the sum of 12. When you make 3 cards disappear from the playing field, the first goes to your opponent. With 4 cards the first 2 go over to him, with 5 cards the first 3. In this way you can impede your opponent from clearing all his cards. An ace counts either 1 or 11.

Picture Games:**Stix:**

Try to uncover the concealed picture with little rectangles. You can draw these rectangles with the small yellow arrow. The arrow is controlled with the TouchScreen (touch a point on the screen, which with reference to the arrow is located in the direction you want). You must also watch out that none of the objects flying around touches you!

Find It:

On the screen you will find two identical pictures. However, the picture on the right has been altered in 5 places. You must correctly locate the 5 differences before the time runs out. If you incorrectly guess the location of a change the clock speeds up. Find all the mistakes, and you will move on to the next picture.

Shift It:

Move the picture pieces which the computer has jumbled up and put them back together to form one complete picture. The numbers on the individual pieces should help you (1 = upper left). To move a piece, you only need to touch it (it is also possible to move several pieces at once).

Match It:

The computer briefly shows you various picture pairs. Try to match these pairs as quickly as possible. If you mark two different pictures, time is deducted.

Swapper:

By exchanging, put the picture parts (which have been mixed up by the computer) back together into a complete picture. In order to exchange two parts, you must touch both one after the other. Touching a piece a second time cancels the selection.

Musix:

Try to imitate all of the notes played for you in the right sequence. First a single note is played for you, then two, etc., until you rise to a higher level.

Find Uli Stein:

On the screen you will find two identical pictures. However, the picture on the right has been altered in 5 places. You must correctly locate the 5 differences before the time runs out. If you incorrectly guess the location of a change the clock speeds up. Find all the mistakes, and you will move on to the next picture.

Trivia:

Road Quiz:

Throw a number and solve the task, which is posed to you on the field. Move fields forward or backward, answer quiz questions, attribute concepts and solve the task posed to you at the end of the street. When you have collected enough points, you ascend to the next level. With two you play against one another.

The World:

Demonstrate your knowledge of the world's countries and capitals! On a map section you are shown a country or a capital and you must choose among 5 possibilities. For a wrong answer you lose one life.

Drivers Quiz:

Demonstrate your road traffic knowledge by answering (in the given order) the driver's permit questions as quickly as possible! If you score 75 percent or more, thus passing the driver's permit test, you receive the bonus round.

Words:

Try to guess the covered words. If you choose a letter, which is contained in the word, it is displayed. If the word does not contain that letter, time is deducted. When you believe you recognise the word being sought, press the "SOLVE" button and then all the still-missing letters. Furthermore, you have the possibility of receiving assistance 3 times.

Quizard Mix:

A picture will appear on the screen with a question. Under the question are 3 possible answers. Using the buttons located on the cabinet you must select the correct answer. The faster you answer the question the more points you will receive. A wrong answer and you lose 1 of your 3 lives. Answer some questions correctly and you move onto the bonus round.

Quizard Sport:

A picture will appear on the screen with a question. Under the question are 3 possible answers. Using the buttons located on the cabinet you must select the correct answer. The faster you answer the question the more points you will receive. A wrong answer and you lose 1 of your 3 lives. Answer some questions correctly and you move onto the bonus round.

Quizard Geo:

A picture will appear on the screen with a question. Under the question are 3 possible answers. Using the buttons located on the cabinet you must select the correct answer. The faster you answer the question the more points you will receive. A wrong answer and you lose 1 of your 3 lives. Answer some questions correctly and you move onto the bonus round.

Quizard Nature:

A picture will appear on the screen with a question. Under the question are 3 possible answers. Using the buttons located on the cabinet you must select the correct answer. The faster you answer the question the more points you will receive. A wrong answer and you lose 1 of your 3 lives. Answer some questions correctly and you move onto the bonus round.

Quizard Technic:

A picture will appear on the screen with a question. Under the question are 3 possible answers. Using the buttons located on the cabinet you must select the correct answer. The faster you answer the question the more points you will receive. A wrong answer and you lose 1 of your 3 lives. Answer some questions correctly and you move onto the bonus round.

**Quizard
Formula:**



In this quiz game, you will be shown one question and 3 possible answers. Try to press the right answer as quickly as possible (with the buttons on the machine). Answer some questions correctly and you move onto the bonus round.

Time Machine:



Demonstrate your knowledge of the history of the earth. You can fly in a time machine through the various epochs of history. For each epoch you must answer three to five questions. In the case of an incorrect response, there is a reduction in your plasma life count. If you answer all the questions correctly you will receive additional plasma. If your plasma count is full you receive a Time warp. This enables you to jump over a time period. If you have completed all ten epochs, you enter the bonus round.

Geo Master:



Demonstrate your knowledge of the earth's geography. Move the spaceship as close as possible to the target. The closer to the target you are the more points you receive. Move the spaceship around the screen with the aid of the already provided panels. If you think that you have found the exact location, click on the panel 'Ready'.

Formula 2000:



You will then be shown a succession of questions with three possible answers. You must attempt to provide the correct answer as fast as possible by clicking on the mouse (if you are playing in pairs, use the keys). If you select an incorrect answer, you forfeit a life. If you have answered several questions correctly, you qualify for the bonus round and thereby the next level.

**The World
Expert:**



Demonstrate your knowledge of the countries, capital cities, towns, oceans and rivers of the earth! A cross-section of a map, a country, a capital city, a lake or river will appear in front of you. You must choose between 5 possibilities. With an incorrect answer you lose a life.

Strategy:

Same Blocks:



Clear the playing field with strategy! Adjacent blocks of the same colour disappear when they have been touched twice. If any blocks remain, you can destroy them with the bombs.

Shanghai:

Clear away all the playing pieces as quickly as possible. They will disappear after you have marked 2 identical pieces or 2 pieces of one symbol group. You can use all playing pieces which are free to the left or right, and on which no other piece stands. (Symbol group = same symbol, different colours)

Blocks:

Clear away all the playing pieces as quickly as possible. They will disappear after you have marked 2 identical pieces or 2 pieces of one symbol group. You can use all playing pieces which are free to the left or right, and on which no other piece stands. (Symbol group = same symbol, different colours)

Marbles:

The goal is to make the marbles disappear as quickly as possible. For this, three or more in the middle row must have the same colour. In order to move a column, it is first marked and then the direction is indicated by pressing above or below. You can move the middle row by pressing on the yellow arrow. When all the marbles are located within the two red lines, the level is won.

Back Gammon:

The goal is first to get all 15 playing pieces into one's own area, and then to clear them from the playing field. The numbers of the dice can be used either for moving an individual piece or for moving two different ones. If two equal dice are rolled, the player must move not twice, but four times. A single opposing piece can be captured. Who gets to start is determined by a roll of the dice.

Mill:

Set the 9 pieces on any free place on the playing board and in so doing try to place 3 pieces on a line (mill). When all the pieces are set, one step is taken each time. If you have a mill of your own, any piece of the opponent may be removed, except from an already existing mill. If you or your opponent has lost all but three pieces, one can jump. You win when the opponent cannot form any more mills.

Checkers:

Try to eliminate all opposing pieces. For this, move your own pieces in a diagonal forward direction. If there is an empty field behind an opposing piece, the opposing piece can be eliminated by jumping over it into the empty field. If one doesn't see the possibility of jumping over an opposing piece, one's own piece disappears. If a piece reaches the top row of the opponent, it is transformed into a king. This piece can then move in all diagonal directions over any number of free fields. If the opponent can no longer move any piece, you win!

Bombs:



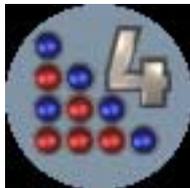
The objective is to find all the bombs hidden in the playing field. If the uncovered field contains a number, this tells you how many fields with a bomb are adjacent to this one. It should thus be possible for you to find all the bombs. (In order to mark a concealed bomb, press the button on the left side of the screen or hold down a key on the machine)

Tangram:



On the screen is an outline of a shape. You must correctly position all of the geometric symbols within the outline as quickly as possible. To select a shape simply touch it. To move a shape touch and drag it into the desired position. To rotate a shape press the rotate button in the lower left hand corner of the screen. Position all the shapes correctly and you advance to the next puzzle.

Get 4:



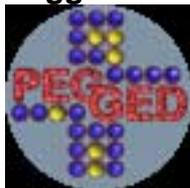
The object of the game is to connect 4 of your markers in a straight line (horizontally, vertically or diagonally) while preventing your opponent from doing the same. If you choose the 1 player game format you play against the computer, in 2 player game format you can play against an opponent. Get 4 is played best of 3 games. If after two games the game ends in stalemate. The player with the most points is the winner.

Power Brain:



You are given 4 coloured markers and 3 columns. The object is to arrange the coloured markers in the correct order as quickly as possible. When you have the 3 markers positioned, the computer will tell you how many coloured markers are correctly positioned and how many colours are correct. A white circle to the right of the column means the colour is correct, a black circle means that the colour is correct and in the right position.

Pegged:



Clear the field to the last piece. A piece disappears when you jump over it with another piece. You can jump horizontally and vertically to the respective facing free position. No free fields can be jumped over, and never more than a single piece can be jumped over. There is a bonus if the last piece is left standing in the middle! If you do not succeed and you still have enough time, you can try again or allow yourself to be given a new version. After the field is cleared to the last piece, you come to the next level.

Logic Wheels:



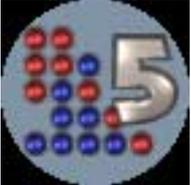
Try to fill all movable wheels with 4 balls of the required colours, which are indicated on the right edge of the row. If a wheel is correctly filled, the balls disappear and a mark appears in the middle. The wheel moves when one touches it in the middle. A ball moves when one touches it and draws it in the desired direction. A filter allows only balls of the corresponding colour through. If a ball moves through the transformer, it takes on its colour. If all wheels are marked, you reach the next level.

Match Shanghai:



Get rid of all playing pieces faster than your opponent. They disappear when you have marked 2 identical pieces or 2 pieces of one symbol group. These pieces then also disappear from your opponent! You can use all playing pieces which are free to the left or right and on which no other piece is standing. (Symbol group = same symbol, different colours) Try to find more pieces than your opponent!

Get 5:



The object of the game is to connect 5 of your markers in a straight line (horizontally, vertically or diagonally) while preventing your opponent from doing the same. If you choose the 1 player game format you play against the computer, in 2 player game format you can play against an opponent. Get 5 is played best of 3 games. If after two games the game ends in stalemate. The player with the most points is the winner.

Power Brain Pro:



You are given 6 coloured markers and 4 columns. The object is to arrange the coloured markers in the correct order as quickly as possible. When you have the 4 markers positioned, the computer will tell you how many coloured markers are correctly positioned and how many colours are correct. A white circle to the right of the column means the colour is correct, a black circle means that the colour is correct and in the right position.

Crazy Dice:



As quickly as possible, try to knock over a maximum number of pieces. The pieces which you turn over must correspond to the number of dots on the dice (either one piece per die or the sum of the two dice for one piece). The window above the playing field tells you how many pieces you need in order to advance to the next level. You can use the piece with the star as a joker for one or for two pieces.

Shanghai Classic:



Remove all Playstones in the shortest possible time! They disappear when you indicate correctly, in each case, two identical stones i.e. two stones from the same symbol group. You can utilise all the Playstones that are available on the left or right of the screen and on which lie no other stones (Symbol group = same group but different colour)

Shanghai Action:



Remove all Playstones in the shortest possible time! They disappear when you indicate correctly, in each case, two identical stones i.e. two stones from the same symbol group. You can utilise all the Playstones that are available on the left or right of the screen and on which lie no other stones (Symbol group = same group but different colour). There are ACTION- stones which have distinct functions. In addition the computer releases stones in intervals

Action:

Tennis:



Outplay your opponent as well as possible by skilful left-right combinations, and win as many games as possible! By tapping lightly above and below or slightly to the side of the ball, you set its direction, by tapping and pulling it is cut.

Space Attack:



Shoot down all enemy invaders as quickly as possible! After you have finished with one level, you come to the next with even more invaders. Play with the keys: With the red and yellow keys you move left and right; with the green key you fire.

Asteroid:



Fire at the asteroids until they have all disappeared! Play with the keys: Left keys: with red and yellow you turn left and right; with green you fire. Right keys: with green you move forward, with red you activate a protective shield and with yellow you can change your position.

Power Line:



Try to avoid being touched by the balls advancing on the spiral! Balls of the same colour disappear when you hit at least 2 of them. If you hit ones with different colours, your ball is inserted between them. Play with the keys: With the red and yellow keys you turn the ball canon to the left and right; with the green key the ball is fired.

Bubbles II:

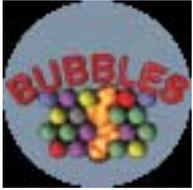


Clear all the balls from the playing field as quickly as possible. They disappear as soon as 3 balls of one colour touch. Using the arrow, which you control via the buttons on the machine, try placing the next ball so that as many balls as possible disappear.

Minigolf:



Play as many mini-golf holes as possible; for this, you have a certain number of balls at your disposal. First you must place the ball in the tee-off area, then you give it the direction and choose the striking force. There is a maximum of 6 tries per hole.

Bubbles:

Clear all the balls from the playing field as quickly as possible. They disappear as soon as 3 balls of one colour touch. Using the arrow, which you control via the buttons on the machine, try placing the next ball so that as many balls as possible disappear.

Arkanoid:

Try to clear the playing field (the upper blocks) with the flying ball. With the bar which can be seen at the bottom of the screen you can control the ball. The bar is controlled via the buttons on the machine. If you hit certain pieces, various symbol pieces fall down. These could help you during the game.

Trix:

Try to lay down the pieces in such a way that as many solid lines as possible emerge (one solid line disappears from the playing field). Play with the keys: Left key: moves the piece to the left Middle key: moves the piece to the right. Right key pressed briefly: turns the piece Right key pressed longer: accelerates the piece.

Munchman:

Try to eat up all the green dots. If a colourful ghost touches you, you lose a life. When you eat a large piece, you can also eat the ghosts, which have turned grey. When there are no more dots left, you reach the next level.

Snake:

There are 2 different types of level, which alternative with one another:
1.: Try to eat up as many numbers as possible without colliding into a wall or yourself. When the bar on the right is fully lit up, you have reached the level!
2.: Eat all the red pieces in the Labyrinth, without colliding with yourself.

Trix Combat:

Try to lay down the pieces in such a way that as many solid lines as possible emerge (one solid line disappears from the playing field). Play with the keys: Left key: moves the piece to the left, Middle key: moves the piece to the right, Right key pressed briefly: turns the piece, Right key pressed longer: accelerates the piece.

Columns:

If horizontal, vertical and diagonal rows of at least three figures are formed, these figures disappear. Now try as quickly as possible to get rid of the number of figures shown with a percentage. You go left with the red key and right with the yellow one; a short tap on the green key shuffles the figures, and if this key is held down, the whole row is moved downwards.

More Ducks:

Shoot down as many ducks as possible. When all the ducks have been hit you go to the next level. You lose points for missed ducks or hitting balloons. The viewfinder is controlled by touching the small area in the middle. If this is moved over the side edge, you can go to the right or left. The red key is used to fire and the green key to reload.

Peng:

The purpose is to destroy all the spheres as quickly as possible. To achieve this, you can utilise various features such as shots or shields. When you have destroyed all the spheres, then you qualify for the next level. Experiment with the keys! Click on red for left and yellow for right, and green is to shoot. Caution! The spheres appear increasingly faster.

SB Rally:

Compete in the Silverball rally and beat your opponent. At every level the last competitor is eliminated. When you have defeated all your opponents, the route alternates. Steer the vehicle by using the keys. To turn left select red and to turn right select yellow; the green button to brake. Go for Victory!

Erotic games:

Qiuzard Erotic:

A picture will appear on the screen with a question. Under the question are 3 possible answers. Using the buttons located on the cabinet you must select the correct answer. The faster you answer the question the more points you will receive. A wrong answer and you lose 1 of your 3 lives. Answer some questions correctly and you move onto the bonus round.

Striptease:

The goal of this game is to strip the selected girl. Always try to hold onto your best cards and thus to have a better hand than the girl.
5 of a kind = 1100, royal flush = 1000, straight flush = 900, four of a kind = 800, full house = 700, flush = 600, straight = 500, 3 of a kind = 400, 2 pairs = 300, 1 pair = 200.

Striptease Boys:

The goal of this game is to undress the selected man. Always try to hold onto your best cards, and thus have a better card combination than your male opponent.
5 of a kind = 1100, royal flush = 1000, straight flush = 900, four of a kind = 800, full house = 700, flush = 600, straight = 500, 3 of a kind = 400, 2 pairs = 300, 1 pair = 200.

Find It Girls:

On the screen you will find two identical pictures. However; the picture on the right has been altered in 5 places. You must correctly locate the 5 differences before the time runs out. If you incorrectly guess the location of a change the clock speeds up. Find all the mistakes, and you will move on to the next picture.

Find It Boys:

On the screen you will find two identical pictures. However; the picture on the right has been altered in 5 places. You must correctly locate the 5 differences before the time runs out. If you incorrectly guess the location of a change the clock speeds up. Find all the mistakes, and you will move on to the next picture.

Stix Girls:

Try to uncover the concealed picture with little rectangles. You can draw these rectangles with the small yellow arrow. The arrow is controlled with the TouchScreen (touch a point on the screen, which with reference to the arrow is located in the direction you want). You must also watch out that none of the objects flying around touches you!

Stix Boys:

Try to uncover the concealed picture with little rectangles. You can draw these rectangles with the small yellow arrow. The arrow is controlled with the TouchScreen (touch a point on the screen, which with reference to the arrow is located in the direction you want). You must also watch out that none of the objects flying around touches you!

Hot Swapper Girls:

By exchanging, put the picture parts (which have been mixed up by the computer) back together into a complete picture. In order to exchange two parts, you must touch both one after the other. Touching a piece a second time cancels the selection.

Hot Swapper Boys:

By exchanging, put the picture parts (which have been mixed up by the computer) back together into a complete picture. In order to exchange two parts, you must touch both one after the other. Touching a piece a second time cancels the selection.

Match It Girls:

The computer briefly shows you various picture pairs. Try to match these pairs as quickly as possible. If you mark two different pictures, time is deducted.

Match It Boys:

The computer briefly shows you various picture pairs. Try to match these pairs as quickly as possible. If you mark two different pictures, time is deducted.

Shift It Girls:

Move the picture pieces which the computer has jumbled up and put them back together to form one complete picture. The numbers on the individual pieces should help you (1 = upper left). To move a piece, you only need to touch it (it is also possible to move several pieces at once).

Shift it Boys:

Move the picture pieces which the computer has jumbled up and put them back together to form one complete picture. The numbers on the individual pieces should help you (1 = upper left). To move a piece, you only need to touch it (it is also possible to move several pieces at once).

Findt It Girls II:

The purpose of this game is to recognise five inconsistencies in the right picture and to indicate this with a motion of the finger. When you have identified all five errors you progress to a further round.



Correcting errors

Malfunction	Cause of error	Remedy
Touch-screen functions only partially.	Connection cable from the touch-screen to the PC is defective (the part plugged in at the PC). Faulty machine earthing.	Replace connection cable. Check machine earthing, or earth the machine.
Upon start-up, message generated: MEMORY TEST FAIL	Memory defective.	Replace PC.
Upon start-up, message generated: NO SOUND CARD FOUND!!!	Possible bad contact with the sound card.	Replace PC.
White screen.	Graphic card defective.	Replace PC.
After PC replacement touch-screen doesn't work.	Possibly totally de-calibrated.	Calibrate touch-screen.
Upon start-up message generated: DISK BOOT FAILURE, INSERT...	Keyswitch on the mobile rack not locked.	Lock keyswitch on the hard disk mobile rack.
Touch-screen doesn't function and/or LED on the touch-screen controller is blinking.	Touch-screen controller or touch-screen cable defective.	Check cable connection between touch-screen and controller or replace defective controller or PC.
Monitor displays horizontal lines after the warm-up phase.	Wrong sync. settings on the monitor.	Set sync controller on the monitor chassis (upper left on the chassis).
No function.	Mains plug isn't plugged in. Mains switch not turned on. Mains fuse burned through.	Plug in mains plug. Turn on mains switch. Install new fuse.
No image.	Mains cable not plugged in at monitor. Video line not plugged in. Monitor defective.	Check power supply of the monitor and plug connections. Plug in video line. Replace monitor.
No sound.	Volume control not opened. Audio cable not plugged in. Speaker defective.	Open volume control. Plug in audio line. Replace speaker.
One or more buttons don't function.	Fast On plug not plugged in. Button not correctly assembled or defective.	Check plug connections. Check or replace button.
Coin is counted wrongly.	Wrong values programmed.	Check program settings.
Inserted coins fall through.	No voltage to the coin acceptor. Coin acceptor dirty. Coin channel not occupied. Coin acceptor defective.	Check power supply. Clean coin acceptor. Change programming. Replace coin acceptor.
Poor coin acceptance.	Coin acceptor dirty.	Clean coin acceptor.
Meter doesn't work.	Meter defective.	Replace meter.





Errors during copying process:

Different error messages may appear during the copying routine. Below is a list of possible messages:

HARDLOCK DONGLE NOT CONNECTED

The Donegal must be connected for copying. Check the Donegal connection.

WRONG DONGLE CONNECTED

Wrong Donegal connected.

UNKNOWN CONFIGURATION

The update hard disk does not support the unit configuration, please have this checked by TAB.

OVERWRITE PROTECTION

Check the hard disk configuration, otherwise please have this checked by TAB.

PARTITION ERROR

The hard disk that is being updated cannot be partitioned. There is a fault on either the hard disk or the hard disk cable.

NO TOUCHSCREENPROGRAMM

The program for the 25 point-calibration of the touch-screen was not found. Please make an update.

TOUCHSCREENCALIBRATION FAILED

The 25 point-calibration failed. Please check the touch-screen controller or replace the controller.

MASTERDISK ERROR

An error has occurred while reading the update hard disk. There is a fault on either the update hard disk or, possibly, the mobile rack and associated hard disk cable.

SLAVEDISK ERROR

An error has occurred while reading the hard disk that is being updated. There is a fault on either the hard disk or the hard disk cable.

MASTER COPY FILES ERROR

An error has occurred while reading the update hard disk. There is a fault on either the update hard disk or, possibly, the mobile rack and associated hard disk cable.

SLAVE COPY FILES ERROR

An error has occurred while reading the hard disk that is being updated. There is a fault on either the hard disk or the hard disk cable.





NOT COMPLETELY UPDATED

The update procedure was not completely executed. Please repeat the update procedure.

CHECK FILES ERROR

The content of the hard disk is not as specified. Execute the update procedure to rectify this. If the error occurs immediately after an update routine, there is a fault on either the hard disk or the hard disk cable.





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Should you have any questions concerning this EULA, please contact the Manufacturer.





In case of any irregularities in the unit, check all voltages and plug connections!

If an error still isn't corrected, please call our hotline.

+43 / 72 29 / 78 0 40 - (ext.) 250





Warranty and Liability

1. Complaints concerning new machines delivered by us must be communicated to the seller in writing at the latest within eight days after receipt of the product.
2. With regard to concealed defects, complaints may only be raised immediately after their discovery, however no later than three months after receipt of the product.
3. The TFT LCD display is made up of over 1,000,000 thin-film transistors (TFT`s). A small number of missing black or luminous dots is characteristic of TFT LCD technology. However, the TFT LCD display should be changed if more than 15 black or luminous dots are missing.
4. If a third party repairs or tries to repair the delivered good, all complaints are excluded; the same applies if the customer has undertaken unqualified interventions on the delivered good. If the stickers or seals on machine parts are removed or damaged, the warranty expires for this part.
5. Complaints must be raised in writing or by fax. All warranty claims are excluded if TAB is not informed about any defects in the product in a timely manner in accordance with the provisions contained in the preceding points.
6. With regard to justified complaints, the customer is first entitled to repair of the defects. The customer must send the defective product back to TAB. Instead of performing the repair, TAB is entitled to deliver a replacement unit. If, in the event of a justified complaint, the product is not repaired within 4 weeks after receipt of the product at TAB and if the repair product or the replacement unit is not within the same time period transferred to the transporter for sending to the customer (at TAB's expense), the customer is entitled, at his option, to demand a reduction of the purchase price or to rescind the contract.
7. The preceding paragraphs contain the entire warranty for the product and all other warranty claims of any kind are excluded. This does not apply for damage claims from characteristic assurances, which should guarantee the customer against the risk of consequential damages caused by defects.
8. Damages based on impossibility of performance, positive breach of an obligation, culpa in contrahendo and unlawful act are excluded both against ourselves and against our vicarious agents, in the absence of intentional or grossly negligent acts.





9. No warranty claims of the customer are transferable.

10. Used devices are sold under the exclusion of all warranty claims.

11. "TAB" is a registered company name. TAB holds the copyright on the products delivered by TAB. The customer may use and resell these products only within the framework of an orderly business establishment.

12. All recourse claims, as these are understood in section 12 PHG, as well as any disclaimer of liability in accordance with section 8 fig. 3 PHG, are excluded.





Memos

