



Megatouch Ion Hard Drive Replacement

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PM0795-01 Rev A

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Megatouch Ion Hard Drive Replacement

IMPORTANT!

Since we have upgraded to SATA hard drives, this installation will differ depending on your cabinet type. If you are installing a SATA drive for the first time into any eVo, Elite Edge, eVo Wallette/Entertainer, or Fusion game, you must know what type of motherboard, and in some instances, what version of software is in your game in order to correctly install the drive. If you are installing a SATA drive for the first time into any standard Aurora game, you must know what version of software you are running.

Games with ECS motherboards at any software level, and games with ASUS motherboards running Ion 2009 software or earlier, require a SATA to PATA adapter (part number SB0679-01 for Fusion and Aurora games, and SB0676-01 for all other games). Widescreen Aurora, Rx, or games that already have SATA drives, do not need any additional parts. Use the chart and motherboard diagrams below to help determine what parts are needed.

MOTHERBOARD CABINET	eVo, Elite Edge, Wallette, or Entertainer	Fusion	Standard Aurora	Aurora Widescreen and Rx
ECS	Requires SB0676-01 (Figure 5)	Requires SB0679-01 (Figure 6)		
ASUS running 2009 software or earlier	Requires SB0676-01 (Figure 5)	Requires SB0679-01 (Figure 6)	Requires SB0679-01 (Figure 6)	
ASUS running 2009.5 software or later	No additional parts needed. (Figure 4)	No additional parts needed. (Figure 4)	No additional parts needed. (Figure 4)	
Little Falls				No additional parts needed. (Figure 4)



FIGURE 1 - ION ECS MOTHERBOARD

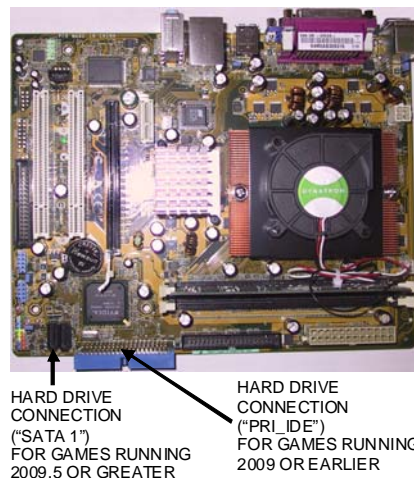


FIGURE 2 - ION ASUS MOTHERBOARD

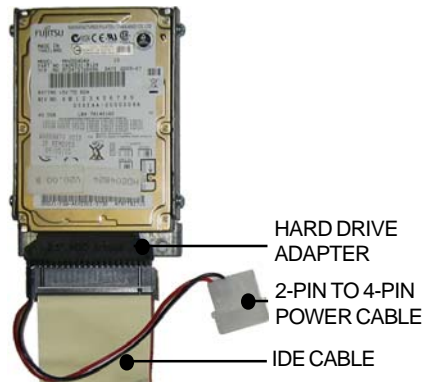


FIGURE 3 - OLD **PATA** HARD DRIVE ASSEMBLY

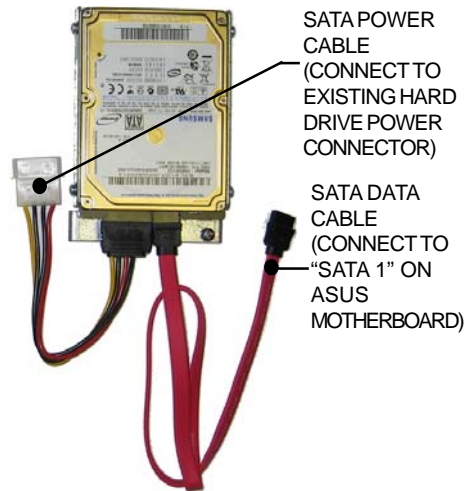


FIGURE 4 - NEW **SATA** HARD DRIVE ASSEMBLY FOR GAMES WITH **ASUS MOTHERBOARDS** RUNNING **2009.5 SOFTWARE OR LATER**, AND FOR **WIDESCREEN AURORAS & RX GAMES**



FIGURE 5 - NEW **SATA** HARD DRIVE ASSEMBLY FOR **EVO, EDGE, & WALLETT/ ENTERTAINER** WITH **ECS MOTHERBOARDS**, OR WITH **ASUS MOTHERBOARDS** RUNNING **2009 SOFTWARE OR EARLIER**



FIGURE 6 - NEW **SATA** HARD DRIVE ASSEMBLY FOR **FUSION GAMES** WITH **ECS MOTHERBOARDS** AND **FUSION & AURORA GAMES** RUNNING **2009 SOFTWARE OR EARLIER** (SEE FIGURES 9 & 12 FOR DETAIL)

eVo, eVo Wallete / Entertainer and Elite Edge Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the CPU section.
4. Using Figures 3-5, determine which hard drive assembly you currently have in your game. If you have a SATA hard drive, continue with step 5; if you have a PATA drive, continue with step 6.
5. If you already have a SATA hard drive in your game, simply disconnect the board and/or cabling from the old hard drive. Remove the screw securing the hard drive to the mounting plate, and slide the old hard drive down and off the plate. Slide the new hard drive onto the plate and secure it with the same screw that secured the old drive. Connect the existing board and/or cabling to the new drive. Continue with step 10.
6. Disconnect the hard drive adapter (with its attached cabling) from the hard drive (see Figures 3 and 7).
7. Use Figures 1-2 to determine what kind of motherboard is in your game. For all ECS motherboards, and for ASUS motherboards running 2009 software or earlier, continue with step 8, for ASUS motherboards running 2009.5 software or later, continue with 9.

ALL ECS motherboards, and ASUS motherboards running 2009 or earlier ONLY:

- 8a. Disconnect and remove the hard drive adapter and the 2-pin to 4-pin power cable from the IDE cable, leaving the other end of the IDE cable connected to the motherboard (see Figure 3). The hard drive adapter and 2-pin to 4-pin power cable will not be reused.
- 8b. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 7). Remove the hard drive from its mounting plate by sliding the assembly down and off the plate.
- 8c. Locate the 4-pin connection from the Centronics upgrade connector inside the game (see Figure 7). Disconnect this 4-pin connection and connect each of the mating connectors on the provided EC0391 harness to these two 4-pin connectors (see Figure 5).
- 8d. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Align the hole in the mounting bracket with the hole on the mounting plate and secure the assembly with the supplied screw.
- 8e. Referring to Figure 5, connect the mating connector on the EC0391 harness to the provided SATA to PATA adapter board. Connect the free end of the IDE cable inside the game to the SATA to PATA adapter board. Then, connect the provided SATA to PATA adapter board to the hard drive.
- 8f. Continue with step 10.

ASUS motherboards running 2009.5 or later ONLY:

- 9a. Disconnect and remove the 2-pin to 4-pin power cable and the IDE cable; they will not be reused (see Figure 3). Connect one end of the provided SATA power cable to this now-free 4-pin connector in the game (see Figure 4).
- 9b. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 7). Remove the hard drive from its mounting plate by sliding the assembly down and off the plate.
- 9c. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Align the hole in the mounting bracket with the hole on the mounting plate, and secure the assembly with the supplied screw.
- 9d. Connect the free end of the SATA power cable to the hard drive as shown in Figure 4. Connect the provided SATA data cable to the hard drive as shown in Figure 4 and connect the other end of this cable to the "SATA 1" header on the motherboard (see Figure 2). Continue with step 10.
10. If you are installing a security key, locate the key (the button-shaped disc with the handle) on the OSD board (see Figure 7). Remove the existing security key from the OSD board by sliding it out of place. Slide the new security key into place.
11. Close and lock the CPU section.
12. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touch-screen calibration.
13. If you are connected to MegaNet, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, make the initial call into the server, and then perform two **Updates From Server**. Refer to the MegaNet manual for information on how to perform these functions.

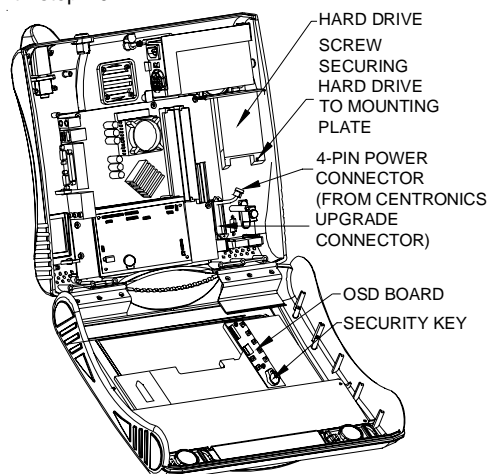


FIGURE 7 - EVO, EVO WALLETTTE/ENTERTAINER, AND ELITE EDGE OPENED CPU SECTION

Fusion Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the front bezel.
4. Using Figures 3 & 6, determine which hard drive assembly you currently have in your game. If you have a SATA hard drive, continue with step 5; if you have a PATA drive, continue with step 6.
5. If you already have a SATA hard drive in your game, disconnect the cabling from the old hard drive. Remove the screw securing the hard drive assembly to the electronics box (see Figure 8) and slide the hard drive assembly off of the box. Detach the fan assembly from the old hard drive by removing the one or two nuts (see Figure 8). Reattach the fan assembly to the new hard drive with the same nut(s). Slide the new drive onto the electronics box cover, and secure it with the same screw that secured the old drive. Connect the existing cabling to the new drive. Continue with step 11.
6. Remove the screw securing the hard drive support bracket (this bracket and screw will not be reused). See Figure 8. Then, disconnect the hard drive adapter (with its attached cabling) from the hard drive (see Figure 3). Remove the screw securing the hard drive assembly to the electronics box (see Figure 8) and remove the hard drive assembly. Route the hard drive cabling into the electronics box through the access hole to the left of the now-absent hard drive.
7. To remove the electronics box cover, disconnect the two or three fan connections on the face of the electronics box. Also, disconnect the two OSD board connections and route the wires back into the electronics box through the access hole to the right of the hard drive (see Figure 8). Remove the two screws securing the electronics box cover and carefully remove the cover (see Figure 8).
8. Use Figures 1-2 to determine what kind of motherboard is in your game. For all ECS motherboards, and for ASUS motherboards running 2009 software or earlier, continue with step 9; for ASUS motherboards running 2009.5 software or later, continue with step 10.

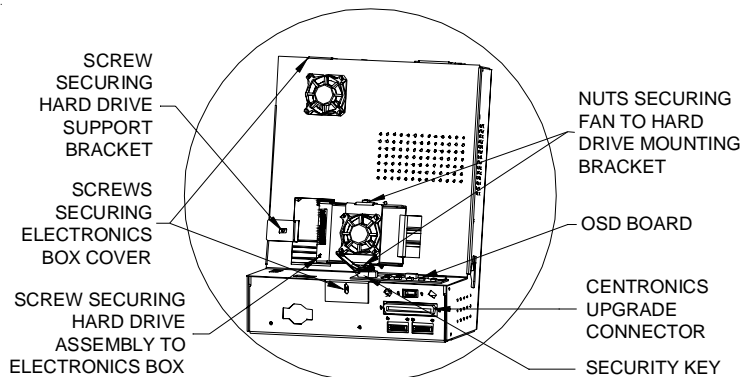


FIGURE 8 - FUSION ELECTRONICS BOX

ALL ECS motherboards, and ASUS motherboards running 2009 or earlier ONLY:

- 9a. Disconnect the 4-pin power cable (currently attached to the IDE cable) from its connection inside the electronics box and connect this 4-pin connector to the provided EC0359 SATA power cable. See Figure 9.
- 9b. Connect the provided EC0391-01 harness and the SATA data cable to the provided adapter board as shown in Figure 9.
- 9c. Disconnect and remove the IDE cable from the motherboard (this cable, along with the 2-pin to 4-pin power cable will not be reused). Connect the mating connector on the provided adapter board to the "IDE1" header on the motherboard (where the IDE cable was previously connected). See Figures 1 and 9.
- 9d. Locate the 4-pin connection coming from the Centronics upgrade connector inside the electronics box (see Figure 8). Disconnect this 4-pin connection and connect each of the mating connectors on the EC0391 harness to these two 4-pin connectors (see Figure 9). Hold the electronics box cover up to the electronics box and route the free end of the SATA data cable and the EC0359 harness through the access hole in the electronics box cover to the left of the absent hard drive (see Figure 8). Route the two OSD board connectors through the access hole to the right of the absent hard drive.
- 9e. Separate the CPU fan mounting plate from the old hard drive by removing the one or two nuts. Reattach the CPU fan assembly to the new hard drive with the same nut(s).
- 9f. Connect the free ends of the EC0359 (SATA power cable) and the SATA data cable to the new hard drive as shown in Figure 9.
- 9g. Slide the new hard drive assembly into place on the electronics box cover. Align the hole in the mounting bracket with the hole on the mounting plate, and then secure it with the supplied screw.
- 9h. Replace the cover on the electronics box and secure it with the two screws. Reconnect the two or three fan connections you removed. Reconnect the two OSD board connections (see Figure 8). Continue with step 11.

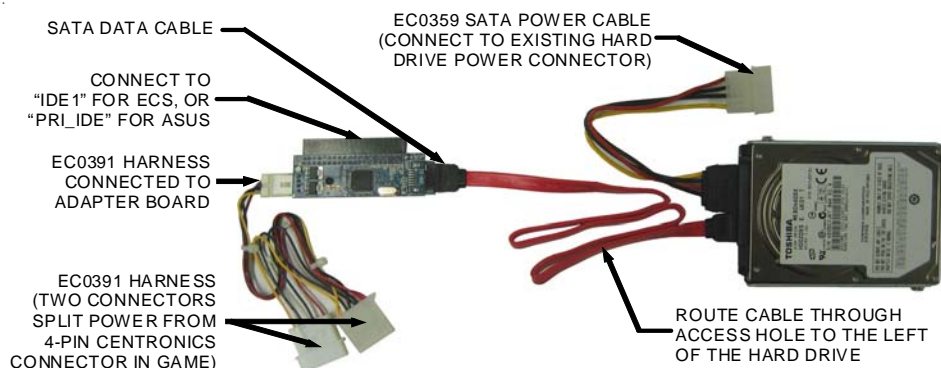


FIGURE 9 - SATA TO PATA ADAPTER BOARD AND CABLING FOR FUSION GAMES

ASUS motherboards running 2009.5 or later ONLY:

- 10a. Disconnect the 2-pin to 4-pin power cable and the IDE cable and remove them from the game (they will not be reused). Connect one end of the provided SATA power cable to this now free 4-pin power connector in the game (see Figures 3 and 4).
- 10b. Connect one end of the provided SATA data cable to the "SATA 1" header on the motherboard (see Figure 2). Hold the electronics box cover up to the electronics box and route the free ends of the SATA power cable and SATA data cable through the access hole to the left of the hard drive. Also route the two OSD board connections through the access hole to the right of the hard drive.
- 10c. Separate the CPU fan mounting plate from the hard drive mounting bracket by removing the one or two nuts (see Figure 8). Reattach the CPU fan mounting plate to the provided hard drive assembly with the nut(s).
- 10d. Slide the new hard drive assembly into place on the electronics box cover. Align the hole in the mounting bracket with the hole on the mounting plate, and then secure it with the supplied screw.
- 10e. Connect the hard drive cables to the hard drive as shown in Figure 4.
- 10f. Replace the cover on the electronics box and secure it with the two screws. Reconnect the two or three fan connections that you removed. Reconnect the two OSD board connections. See Figure 8.
- 10g. Continue with step 11.
11. If you are installing a security key, locate the key (the button-shaped disc with the handle) on the OSD board (see Figure 8). Remove the existing security key from the OSD board by sliding it out of place, and replace it with the supplied security key.
12. Close and lock the bezel.
13. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touch-screen calibration.
14. If you are connected to MegaNet, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, make the initial call into the server, and then perform two **Updates From Server**. Refer to the MegaNet manual for information on how to perform these functions.

Rx Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock the game and open it by pulling the rear of the top bezel forward.
4. Disconnect the hard drive data cable and hard drive power cable from the hard drive (see Figure 10).
5. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 10). Remove the hard drive from its mounting plate by sliding the assembly toward the front of the system.
6. Reattach the hard drive data and power cables to the new hard drive (see Figure 10).
7. Slide the hard drive assembly back onto the mounting plate and secure in place with the supplied screw (see Figure 10).
8. If you are replacing the security key, locate the key (the button-shaped disc with the handle) on the I/O board (see Figure 10). Remove the existing key from the I/O board by sliding it out of place. Slide the new security key into place.
9. Press the button on the monitor support arm to release the arm, then close and lock the top bezel.
10. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touchscreen calibration.
11. If you are connected to MegaNet, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, make the initial call into the server and then perform two **Updates From Server**. Refer to the MegaNet manual for information on how to perform these functions.

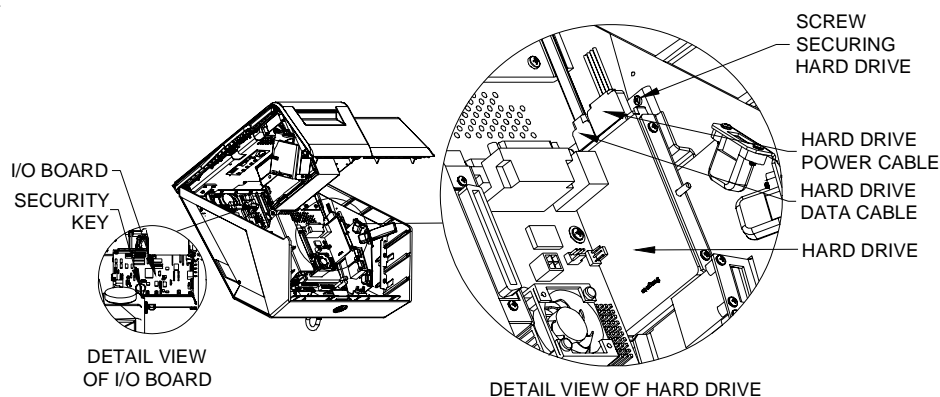


FIGURE 10 - OPENED RX CABINET

Standard Aurora Games

(for Widescreen games, skip to page 12)

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and remove/open the rear door.
4. Using Figures 3-4, determine which hard drive assembly you currently have in your game. If you have a SATA hard drive, continue with step 5; if you have a PATA drive, continue with step 6.
5. If you already have a SATA hard drive in your game, simply disconnect the cabling from the old hard drive. Remove the screw securing the hard drive to the mounting plate, and slide the old hard drive off the plate. Slide the new hard drive onto the plate, and secure it with the same screw that secured the old drive. Connect the existing cabling to the new drive. Continue with step 13.
6. Reach under the center cover to locate the rotary draw latch (see Figure 11). Turn the latch counterclockwise to disengage.
7. Unscrew the thumbscrew located in the center of the bottom of the cover (see Figure 11). Slowly lift the cover and disconnect the ground wire.
8. Remove the electronics tray by unscrewing the thumbscrew located in the middle of the rear of the tray (see Figure 11) and sliding the tray out. You may have to disconnect some harnesses in order to pull the tray out. Keep track of any disconnections you make.
9. Disconnect the hard drive adapter (with its attached cabling) from the hard drive (see Figures 3 and 11).
10. For games running 2009 software or earlier, continue with step 11; for games running 2009.5 software or later, continue with step 12.

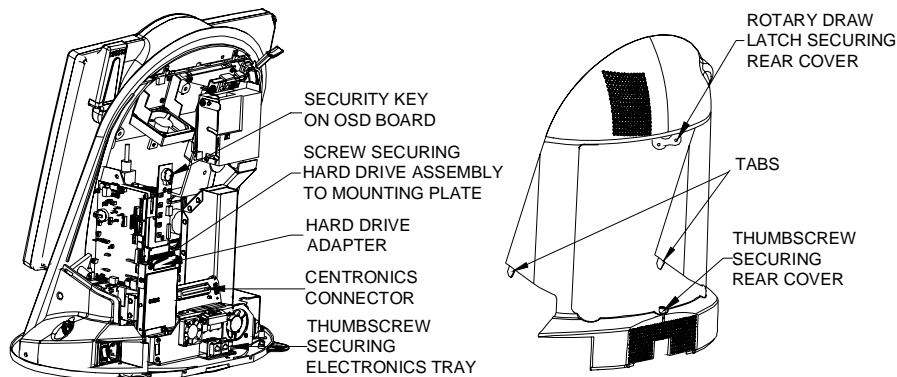


FIGURE 11 - REAR VIEW OF AURORA GAME (WITH COVER AND REAR DOOR REMOVED)

Games running 2009 software or earlier ONLY:

- 11a. Disconnect the 4-pin power cable (currently attached to the hard drive adapter—see Figure 3) from its connection inside game. Reconnect the 4-pin connector inside the game to the provided EC0359 SATA power cable (see Figure 12).
- 11b. Connect the provided EC0391-01 harness and the SATA data cable to the provided adapter board as shown in Figure 12.
- 11c. Disconnect and remove the IDE cable from the motherboard (this cable, along with the hard drive adapter and 2-pin to 4-pin power cable will not be re-used). Connect the mating connector on the provided adapter board to the "PRI_IDE" header on the motherboard (where the IDE cable was previously connected). See Figure 12.
- 11d. Locate the 4-pin connection coming from the Centronics connector inside game (see Figure 11). Disconnect this 4-pin connection and connect each of the mating connectors on the EC0391 harness to these two 4-pin connectors (see Figure 12). Route the free end of the SATA data cable and the SATA power cable (EC0359) to the absent hard drive.
- 11e. Connect the free ends of the EC0359 (SATA power cable) and the SATA data cable to the new hard drive as shown in Figure 12.
- 11f. Slide the new hard drive assembly into place on the bracket. Align the holes in the mounting brackets and then secure it with the supplied screw.
- 11g. Continue with step 13.

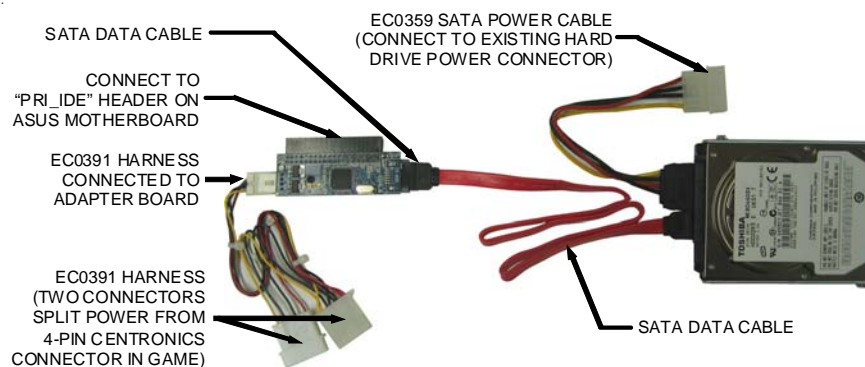


FIGURE 12 - SATA TO PATA ADAPTER BOARD AND CABLING
(ONLY FOR AURORA GAMES RUNNING 2009 SOFTWARE OR EARLIER)

Games running 2009.5 software or later ONLY:

- 12a. Disconnect and remove the IDE cable and the 2-pin to 4-pin power cable from the game (they will not be re-used). Connect one end of the provided SATA power cable to this now free 4-pin power connector in the game.
- 12b. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 11) and slide the hard drive up and off the mounting plate.
- 12c. Install the new hard drive onto the mounting plate and secure it with the provided screw.
- 12d. Connect the free end of the SATA power cable (installed in step 7) to the hard drive as shown in Figure 4. Connect the provided SATA data cable to the hard drive (see Figure 4) and connect the other end of this cable to the "SATA 1" header on the motherboard (see Figure 2).
- 12e. Continue with step 13.
13. If you are replacing the security key, locate the key (the button-shaped disc with the handle) on the OSD board (see Figure 11). Remove the existing security key from the OSD board by sliding it out of place. Replace it with the supplied security key.
14. If you disconnected any harnesses to remove the electronics tray, reconnect them now. Slide the electronics tray back into the game and secure it with the thumbscrew. See Figure 11.
15. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the two tabs on the cover with the two mating holes on the sides of the game. Be sure the plastic lip on the bottom of the rear cover is behind the metal base. See Figure 11.
16. Tighten the screw securing the bottom of the door, then turn the wing on the draw latch clockwise to engage the latch. See Figure 11.
17. Close (or reattach) and lock the rear door.
18. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touch-screen calibration.
19. If you are connected to TournaMAXX or TournaCHAMP, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, make the initial call into the server, and then perform two **Updates From Server**. Refer to the MegaNet manual for information on how to perform these functions.

Aurora Widescreen Games

1. If you are connected to MegaNet, you must perform an **Update From Server** before removing the hard drive so that no information is deleted.
2. Turn off and unplug the game.
3. Unlock and open the rear door.
4. Remove the screw securing the hard drive mounting bracket to its mounting plate (see Figure 13). This screw will not be reused.
5. Remove the hard drive from its mounting plate by sliding the assembly up and off the mounting plate. Disconnect the data cable and power cable from the hard drive (see Figure 4).
6. Attach the hard drive data cable and hard drive power cable in the game to the new hard drive. See Figure 4.
7. Slide the new hard drive assembly onto the game's mounting plate. Be sure that the hard drive is flush to the mounting plate when doing so. Align the hole in the mounting bracket with the hole on the mounting plate, then secure the hard drive assembly with the provided screw.
8. If you are replacing the security key, locate the key (the button-shaped disc with the handle) on the OSD board (see Figure 13). Remove the existing security key by sliding it out of place. Replace it with the supplied key.
9. Close and lock the rear door.
10. Plug in and turn on the game. The game will reboot twice to configure the hardware. When prompted, perform a touch-screen calibration.
11. If you are connected to MegaNet, you must re-enter the dial-in settings after completing the software upgrade. After entering the settings, make the initial call into the server, and then perform two **Updates From Server**. Refer to the MegaNet manual for information on how to perform these functions.

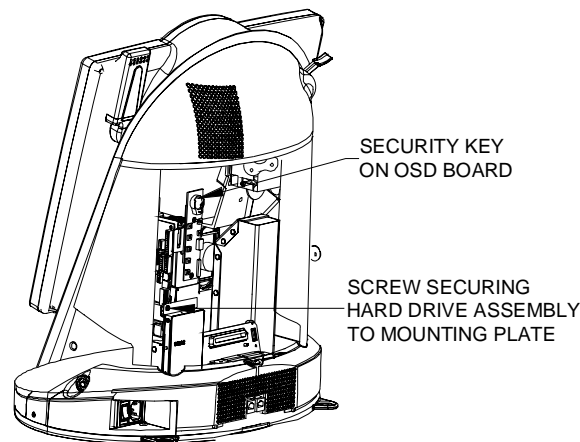


FIGURE 13 - REAR VIEW OF AURORA WIDESCREEN GAME
(WITH REAR DOOR REMOVED)

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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 Concédant 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 Concédant. Le Concédant 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 Concédant 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 Concédant 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 Concédant, ou ses représentants, à la machine et dans les plus brefs délais.

Exclusion de toute autre garantie

11. EXCEPTÉ COMME PREVU DANS LA SECTION INTITULÉE "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 ÉCHEANT, 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 PRESUMÉE PAR LA LOI ET QUI DOIVENT ÊTRE EXPRESSEMENT PROUVÉS, DOMMAGE INDIRECTS, DOMMAGES-INTERETS POUR PREJUDICE MORAL, QUE LE CONCEDANT AIT ÉTÉ AVISÉ OU NON DE LA POSSIBILITÉ D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRÉCÈDE, LES DÉDOMMAGEMENTS À VOTRE DISPOSITION SERONT LIMITÉS AU MONTANT QUE VOUS AUREZ PAYÉ 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'ÉCONOMIE OU TOUS AUTRES DOMMAGES INDIRECTS OU DOMMAGES-INTERETS ACCESSOIRES DÉCOULANT DE LA MAUVAISE UTILISATION OU DE L'IMPOSSIBILITÉ 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. 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 Concédant pour une raison quelconque, veuillez écrire à : AMI Entertainment Network, Inc., 155 Rittenhouse Circle, Bristol, PA 19007, États-Unis.

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Beschränkungen

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13. DER LIZENZGEBER HAT IN KEINEM FALLE 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 GEBRAUCHS UNFÄHIGKEIT DER SOFTWARE ENTSTEHEN.

Allgemein

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This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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