GAME BOY ADVANCE

AGB-B65E-USA

THREE-IN-ONE PACK
IT'S TRIPLE THE FUN!

SORRY!®
BRAND

aggravation®
BRAND

YOUR CHILD'S FIRST CROSSWORD GAME!

SCRABBLE® JUNIOR



DSI GAMES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ®

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up"or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)

EVERYONE
E
CONTENT RATED BY ESRB

Destination Software, Inc

DSI GAMES

LICENSED BY ATARI

Licensed by:
Hasbro™ Properties Group

Gi GRAVITY~i

LICENSED BY
Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

Introduction 4
Getting Started 5
Main Menu 5
Main Menu Controls 6

Sorry® 6
- Options 7
- Options menu controls 7
- The game 8
- The cards 8
- On screen information 12
- Controls 12

Aggravation® 13
- Options 13
- Options menu controls 14
- The game 14
- On screen information 17
- Controls 17

Scrabble® Junior 18
- Options 18
- Options menu controls 19
- The game 19
- On screen information 24
- Controls 25

Credits 26

INTRODUCTION

Your favorite family games are back! Three of the best known family game classics have been faithfully recreated for your Game Boy® Advance. Against the computer or against your friends, have hours of fun by playing Sorry®, Aggravation® and Scrabble Jr®!

Sorry® - Get all of your pawns home in this classic board game. With 'slides' and 'Safe Zones', how many times will you be saying Sorry® to your opponents??

Aggravation®- - In Aggravation®, be the first player to move all four of your colored marbles around the game board from Base to Home. You don't have to 'Aggravate' the other players to win, but it sure helps!

Scrabble Jr® - Cover the game board letters with matching letter tiles, and score points by completing words. Featuring both an Easy and an Advanced game, it will appeal to children of all ages.

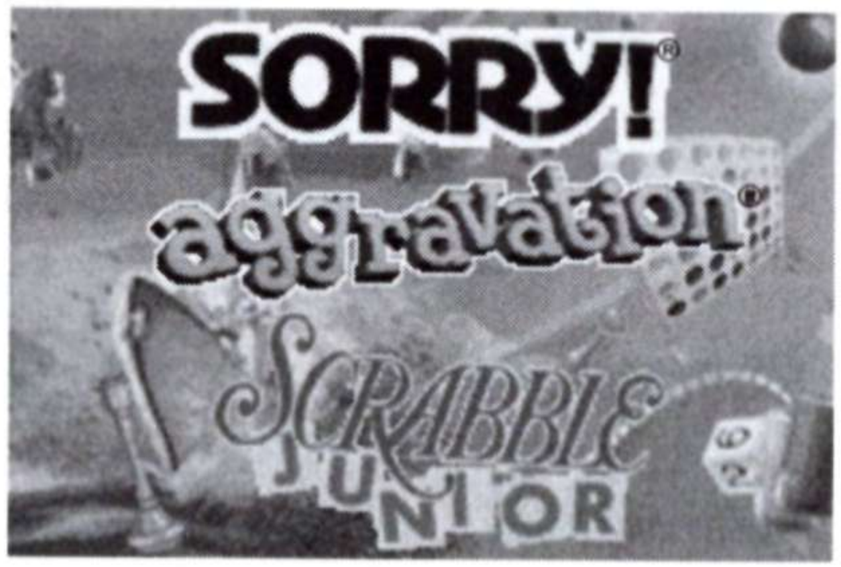
GETTING STARTED

Correctly insert the Sorry®, Aggravation® and Scrabble Jr® Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

MAIN MENU

Sorry®, Aggravation® and Scrabble Jr® are all readily accessible from the Main Menu by moving the flashing highlight.



Main Menu Controls

MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Select

Sorry®

Upon selection of Sorry® from the main menu, you are taken to the Sorry® title screen.



Press START to continue.

You are then presented with the Sorry® Main Menu. From here you can begin a new game, change the game options, or return to the Main Menu.



Sorry®: Options

By selecting Options from the Sorry® main menu, you can set the difficulty of the computer player and turn on or off the music and sound effects.



Sorry®: Options Menu Controls

The options screen controls are as follows:

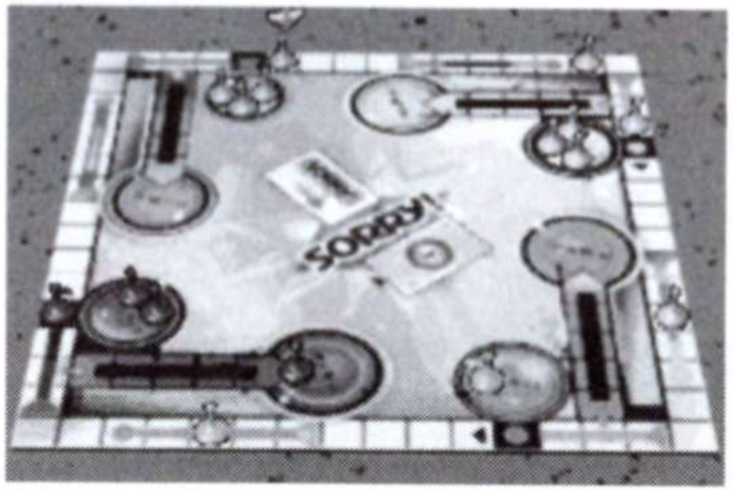
OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

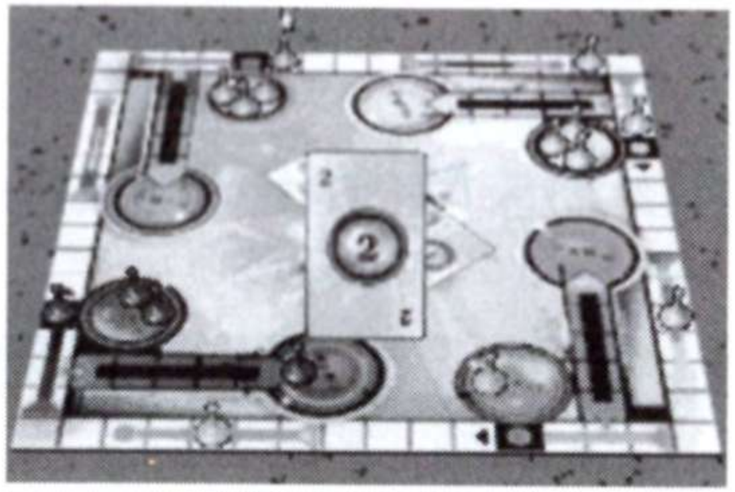
After setting your options, selecting 'Back' returns you to the Main Menu.

To start a new game, select 'Play Game' from the Sorry® main menu.

Sorry®: The Game

When playing Sorry®, each turn consists of drawing a card, and if possible, a move. Before each game can start, the cards are 'shuffled' and placed on the game board.





Sorry®: The Cards

Each card is numbered, and the player's pieces are moved using the rules shown below.

1 Card: Either start a pawn out
OR move one pawn forward 1 space.

2 Card: Either start a pawn out
OR move one pawn forward 2 spaces. Then draw another card.

3 Card: Move one pawn forward 3 spaces.

4 Card: Move one pawn backward 4 spaces.

5 Card: Move one pawn forward 5 spaces.

7 Card: Either move one pawn forward 7 spaces
OR split the forward move between any two pawns.
You cannot use 7 to start a pawn. If you use part of the 7 to get a pawn HOME, you must be able to use the remaining moves for another pawn.

8 Card: Move one pawn forward 8 spaces.

10 Card: Either move one pawn forward 10 spaces
OR move one pawn backward 1 space.

11 Card: Move one pawn forward 11 spaces
OR switch any one of your pawns with one of any opponent's. You may forfeit your move if you do not wish to change places. It is impossible to move forward 11 spaces. You may only use 11 for pawns in play on the open track-not at START, HOME or in a SAFETY ZONE. If your switch landed you on a triangle at the beginning of another player's slide, slide to the end!

12 Card: Move one pawn forward 12 spaces.

SORRY! Card: Take one pawn from your START, place it on any space that is occupied by any opponent, and bump that opponent's pawn back to its START. If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit your move.

At the beginning of your turn, press the A Button to draw a card then select which pawn you wish to move. If the card drawn is a 7, you must decide if you want to split the move between two of your pawns or not.

Once you have selected a pawn, it is moved automatically along with, if applicable, any opponents pawns that are 'Bumped'.

To move a piece from the Start area and onto the playing track, you must draw either a 1 or 2. If you already have a pawn in the Start hole, you cannot move another pawn out until the Start hole has been emptied. If you can move, you can select which pawn you wish to move by moving the highlight on your pawns.

If you end your move on the triangle symbol at the beginning of a slide that is NOT your own color, your pawn will slide ahead to the end of the slide and bump any pawns in their way, including your own, back to their Start spaces. If you land on a slide of your own color, your pawn will not slide. Instead, it will stay on the triangle until your next move.

When moving along the outside track, a player may not move their pawn forwards past their own Safety Zone Entry space. However, they may pass it on a backwards move, as the result of a 'Sorry' card or as a result of a 'Switch' card.

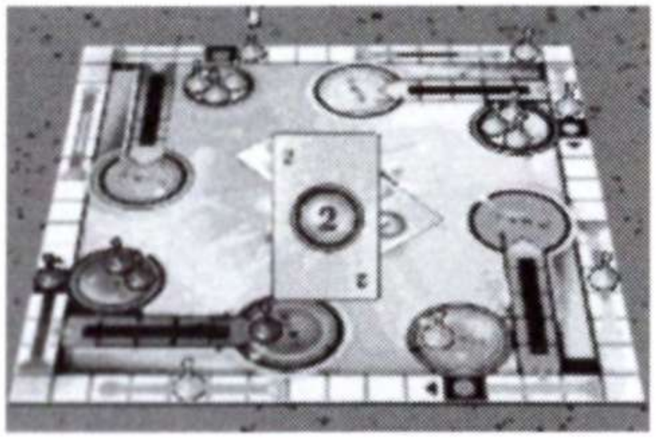
If your pawn ends your move on a space that already has an opponents pawn in it, the opponents pawn is 'Bumped' back to its Start space. You cannot land on one of your own pawns. If the only possible move would land your pawn on a space already occupied by another of your pawns, then your turn is forfeited and play passes to the next player.

When a pawn has moved once around the game board, it enters its matching color Safety Zone. A pawn cannot go around the game board more than once.

Players may only enter the Safety Zones of their own color and only when moving forwards. A pawn can only enter the Safety Zone if the exact number required to get into one of the spaces is drawn. Pawns may move out of a safety zone by using a backward move.

The first player to move all 4 pawns of their color from Start to the Safety Zone is the winner!

Sorry®: Onscreen Information



Information displayed onscreen is as follows:

·The card that has been drawn is shown in the middle of the screen

Sorry®: Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Change Card Action
Control Pad Down	Change Card Action
Control Pad Left	Choose Next Movable Piece
Control Pad Right	Choose Previous Movable Piece
A Button	Draw Card Or Select Piece
B Button	Not Available
L Button	Select Opponent's Piece To Bump
R Button	Select Opponent's Piece To Bump
START	Pause Game
Select	Quit Game

Aggravation®

Upon selection of of Aggravation®, you are taken to the of Aggravation® title screen.

Press START to continue.



Aggravation®: Options

By selecting Options from the main menu, you can set the number of human players playing the game, and turn on or off the music and sound effects.



Aggravation®: Options MENU CONTROLS

The Options Menu screen controls are as follows:

OPTONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting the starting your options, you're ready to attempt Aggravation®.



Aggravation®: The Game

Each turn consists of one roll of the die and, if possible, a move. Press the A Button to roll the die, and then select which marble you wish to move. The marble is moved automatically along with, if applicable, any opponents marbles that are sent 'Home'. If a number 6 is rolled, you may have an additional die roll and move.

To move your marble out of the Base area and into the Start hole, you must roll either a 1 or 6. If you already have a marble in the Start hole, you cannot move another marble out until the Start hole has been emptied.

If you do not roll a 1 or 6 on your first turn, you cannot move and must wait until your next turn to try again.

If you roll a 1 or 6, you may select which of your marbles you wish to move into Start by moving a highlight on the marbles on the board. Pressing the A button moves the selected marble into the Start hole.

The die is then rolled again and the player may move the marble in Start on the playing track for the number of spaces that are shown on the die. If you roll a 1 or 6, you can choose to either move a new marble out to Start as long as you do not already have a marble in the Start hole, or move a marble already in the playing track by selecting the marble you wish to move.

If you land on a space that already has an opponents marble in it, the opponents marble is 'Aggravated' and returns to its Base where it must start all over again.

If another player's marble is in your Start space when you roll a 1 or 6 and you want to move a marble out of your Base, the opponent players marble is sent back to Base and you can move your marble into Start.

If your own marble is in your Start space when you roll a 1 or 6, you cannot bring a new marble out onto the playing track. You must use the number rolled to move a marble already in the playing track. You cannot land on one of your own marbles.

When playing the game, there are two shortcuts that you can use to shorten their journey.

These are:

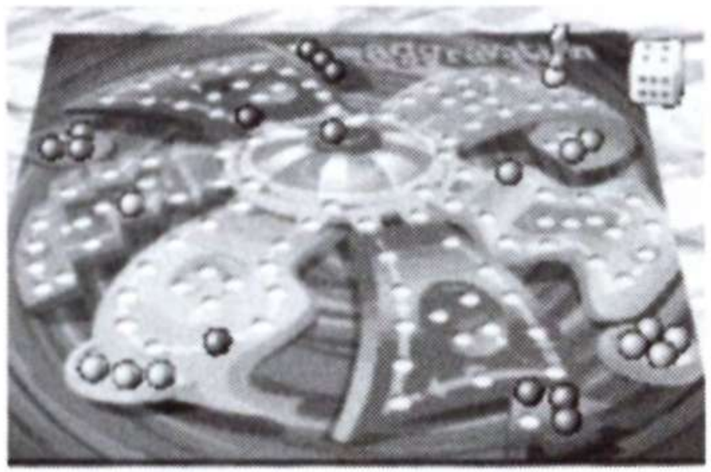
Star Hole Shortcut: Whenever a marble lands in a Star Hole by exact count, it can be moved clockwise around the Star Holes on your next turn. When you reach the path that leads to your Home area, you can move out of the Star holes and continue down the path to your Home area.

Center Hole Shortcut: The hole in the center of the game board is a super shortcut. You can only move into the center hole by exact count of the die. Once you are in the center hole, the only way to move out is by rolling a 1 on a future turn. Then you can exit the center hole onto the Star Hole closest to the path that leads to their Home.

When a marble has moved once around the game board, it enters its matching color Home. A marble cannot go around the game board more than once. A marble can only enter Home if the exact number required to get into one of the Finish spaces is rolled.

The first player to move all 4 marbles of their color from Base to Home is the winner.





Aggravation®: Onscreen Information

Information displayed onscreen is as follows:

- The dice for each player is shown beside their colored area.
- An indicator is displayed above the currently selected marble.

Aggravation®: Controls

The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Choose Next Movable Piece
Control Pad Right	Choose Previous Movable Piece
A Button	Roll Dice or Select Piece
B Button	Not Available
L Button	Select Previous 'Move To' Location
R Button	Select Next 'Move To' Location
START	Pause Game
Select	Quit Game

Scrabble® Junior

Upon selection of Scrabble® Junior , you are taken to the Scrabble ® Junior title screen.

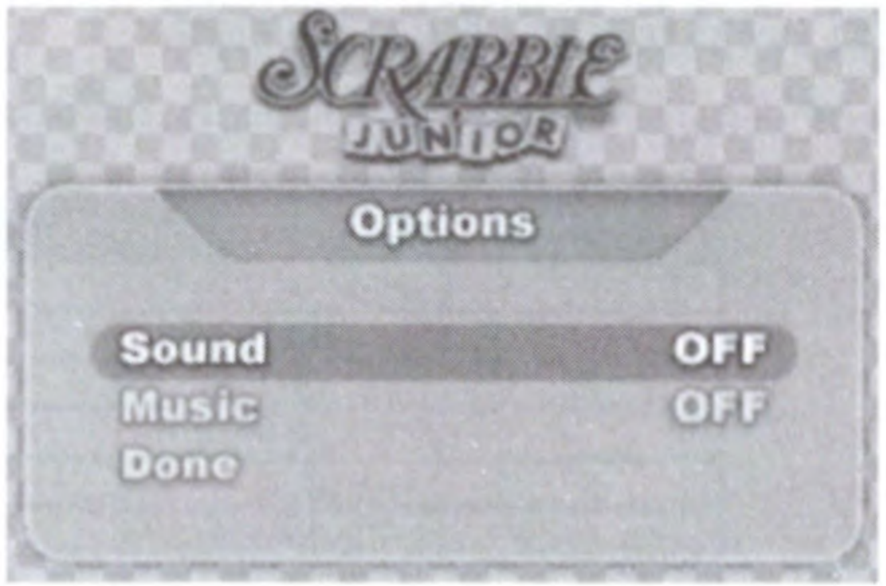
Press START to continue.



Scrabble® Junior : Options

By selecting Options from the main menu, you can set the number of players between 1 and 4, and turn on or off the music and sound effects.





Scrabble® Junior : Options Menu Controls

The starting score screen controls are as follows:

OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting your options, you're ready to play Scrabble® Junior.

Scrabble® Junior : The Game

In Scrabble ® Junior, you must make words by using the letter tiles that you are given at the beginning of the game. There are two different types of game that you can play: - Easy and Advanced.

Easy Game

Before starting the game, you must choose the number of players. This is done by setting the type of player to one of the following: Human, Easy AI (Computer), Medium AI (Computer), Hard AI (Computer) and Off. As you must have at least two players, only Player 3 and Player 4 can be turned off.



Selecting Done and pressing the A Button begins the game.

Each player is given 7 randomly chosen letter tiles from a set of 101 tiles, which are placed in the players 'racks'. Taking it in turns, each player must place two of their tiles on the board so that they either start one of the words on the board, or are the next available letter in a word that has already been started. To place a letter, use the Control Pad to select where you wish to place a letter and press the A Button to place it.



For example, if the letters J & A are chosen, the player may choose to place the J at the beginning of JACKET and the A at the beginning of ARM, or they may place both the J & A at the beginning of JACKET. If the next player then chooses to play a B & C, they could either start the word BOY with the B and place the C as the 3rd letter in JACKET, or they could instead use the C to begin the word CANDY.

Players increase their score by completing words. If a player, by placing a tile, completes a word, they are given 1 point. If the player completes two words simultaneously, they receive 2 points.

When you are ready to finish your turn, pressing START or the L and R Buttons will display the End Of Turn menu.



From this menu, you may select from six options by pressing Control Pad Left and Right or the L and R Buttons to highlight each option. These are:



Return to the game.



End current turn.



Exchange tiles. (Advanced Game only!)



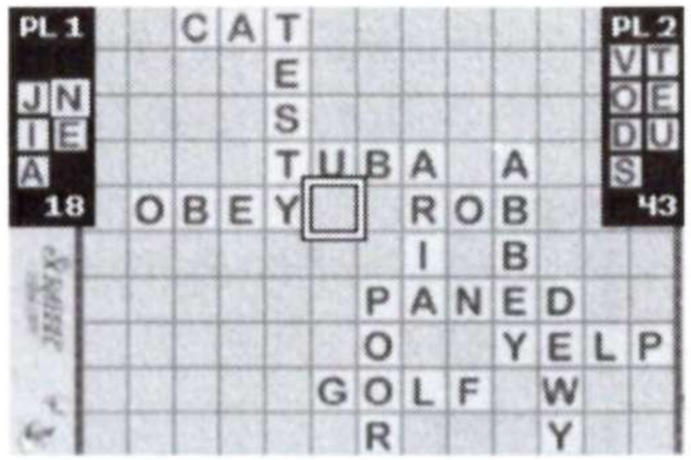
Return placed tiles back in rack.



Miss turn. (Advanced Game only!)

NOTE: In the Easy game, only the 'End Turn', 'Return Tiles' and 'Return To Game' icons appear. Once you have finished your turn, you are given the same number of tiles as you have placed and play passes to the next player. Once all 101 letter tiles have been placed, the player with the most points is declared the winner.

Advanced Game



As when starting the Easy game, you must choose the number of players before starting the game. See the Easy game section for more details. Each player is given 7 randomly chosen letter tiles which are placed in the players racks.

Taking it in turns, each player must place their tiles on the game board in order to make a complete word. Words are checked against an internal dictionary for spelling. The first player must make a word so that it covers the center Star square and all words must be placed either horizontally or vertically, never diagonally.

Subsequent words must use at least one letter from word already on the game board.

The letter tiles are placed by using the B Button to select which letter from your rack that you wish to place on the board. Using the Control Pad, select where you would like to place the letter. Pressing the A Button then places the letter. Alternatively, you may use the Control Pad to select where you wish to place a letter tile. By repeatedly pressing the A Button, you can cycle through the tiles in your rack until you reach the one you wish to place. When you are happy with the placement of your tiles, pressing START or the L and R Buttons will display the End Of Turn menu. For details of this menu's options, please refer to the Easy game section.

When you end your turn, the points won on that turn are added up and the tiles used on that turn are replaced. Points are scored by counting the number of letters contained in any word, or words that you have created on that turn. For example, if you create a 6-letter word, you will score 6 points. If you create a 5 letter and a 3-letter word, you will score 8 points in total on that turn.

Ending the game

The game ends when all of the tiles have been used up, or when there are no more moves possible.

The player with the highest score is declared the winner.



Scrabble® Junior : Onscreen Information

Information displayed onscreen is as follows:

·The player's tile racks are shown at the left and right sides of the screen.



Scrabble® Junior : Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Move Tile Placing Highlight Up
Control Pad Down	Move Tile Placing Highlight Down
Control Pad Left	Move Tile Placing Highlight Left / Previous Menu Item
Control Pad Right	Move Tile Placing Highlight Right / Next Menu Item
A Button	Place Tile / Select Menu Option
B Button	Move Letter Highlight
L Button	Not Available
R Button	Not Available
START	End Of Turn Menu
Select	Not Available

Credits

DEVELOPED BY
Gravity-I Ltd

PROGRAMMERS
Nigel Speight
Jamie Woodhouse
Byron Nilsson

GRAPHIC ARTISTS
Greg Harris
Pete Tattersall

DESIGN / CO-ORDINATION
Pete Frith

MUSIC AND SOUND EFFECTS
Mark Cooksey

PUBLISHED BY
Destination Software Inc

VP DEVELOPMENT
Paul Tresise

SENIOR DEVELOPMENT DIRECTOR
Gareth Luke

Credits

LICENSED BY ATARI

Licensed by:

Hasbro™ Properties Group

SCRABBLE is a trademark of Hasbro in the US and CANADA and is used with permission. HASBRO and its logo, AGGRAVATION and SORRY! are trademarks of Hasbro and are used with permission. © 2005 Hasbro. All Rights Reserved. Licensed by Atari Interactive, Inc. Software code © 2005 Atari Interactive, Inc. All rights reserved.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded Is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com
DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

END-USER LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Destination Software, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSABLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISIDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Notes

Notes

Notes

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA