

# Backyard SKATEBOARDING™

Featuring Pros as Kids!



ANDY MACDONALD



ATARI

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## FIRST THINGS FIRST

### System Requirements

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® III 600 MHz or higher (Pentium® III 800 MHz recommended)
Memory:	128 MB RAM (256 MB for 2000/XP)
Hard Disk Space:	600 MB Free
CD-ROM Drive:	8X Speed or faster
Video:	16 MB Windows® 98/98SE/Me/2000/XP-compatible 3D video card*
Sound:	DirectX® 9.0-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

\* Indicates device should be compatible with DirectX® version 9.0 or higher.

### The ReadMe File

The *Backyard Skateboarding*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Backyard Skateboarding* directory found on your hard drive (usually C:\Program Files\Atari\Backyard Skateboarding). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Backyard Skateboarding*, and then on the ReadMe file.

## SETUP AND INSTALLATION

1. Start Windows® 98/98SE/Me/2000/XP.
2. Insert the *Backyard Skateboarding* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Backyard Skateboarding* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Backyard Skateboarding/Backyard Skateboarding to start the game.

**Note:** You must have the *Backyard Skateboarding* game disc in your CD-ROM drive to play.

### Installation of DirectX®

The *Backyard Skateboarding* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

## WELCOME TO BACKYARD SKATEBOARDING™

The Backyard Kids' neighborhood skatepark is in bad shape! Get ready to enter the Backyard Skate Tour and take on pro skater challenges in the neighborhood, Boardwalk and Castle. It's your turn to try and win the Ultimate Skatepark for your town!

## GAMEPLAY CONTROLS

### Keyboard Controls

CONTROL	ACTION
Spacebar	Crouch / Ollie / Accept challenge
Up Arrow	Push (when on ground) / Exit bowl
Down Arrow	Slow / Double-tap to stop
Left Arrow	Steer left
Right Arrow	Steer right
C	Flip trick / Decline challenge
V	Grab trick / Lip Trick / Skitch / Talk to a character
B	Grind trick
Ctrl key	Spin left (in midair) / Switch (on ground)
0 key on Numpad	Spin right (in midair) / Switch (on ground)
Backspace	Restart challenge / Reset skater
Spacebar or ESC	Skip intro
ESC	Pause game / Access the Pause Menu
1, 2 and 3 keys	Change camera angle

### Gamepad Controls

CONTROL	ACTION
Control Pad Up	Move skater forward / Exit bowl
Control Pad Down	Slow (Hold) / Stop (Double tap)
Control Pad Left	Steer left
Control Pad Right	Steer right
Control Pad Down + Left	Tight left turn
Control Pad Down + Right	Tight right turn
Button 1	Flip trick
Button 2	Grind trick
Button 3	Crouch / Ollie
Button 4	Grab trick
Button 5	Spin left (in midair) / Switch (on ground)
Button 6	Spin right (in midair) / Switch (on ground)

## Alternate Configurations

The keyboard controls listed in the previous page are the default settings. Once a Tour is loaded, you can select from three keyboard configurations in the Settings Menu under CONTROLS (see page 10).

## SAVING AND LOADING

Saving in *Backyard Skateboarding* is quite easy — when you complete any challenge, the game saves automatically.

To resume a Tour in progress, just click CONTINUE GAME in the Main Menu and then click on the Tour you wish to load.

## MAIN MENU

The Main Menu is the starting point for all of the *Backyard Skateboarding* action. You can choose from the following options:

### New Game

Start a new Backyard Skate Tour and try to win your town a new skatepark. Complete challenges to unlock new skaters, levels and pro equipment.

### Continue Game

Load a Tour already in progress.

### Hall of Fame

Take a stroll down memory lane as you look up your high score, best trick string and other accomplishments.

### Options

Delete a Tour and view game credits. **Note:** See Settings on page 10 for additional options.

### Quit

Quit the *Backyard Skateboarding* game.



## OPTIONS

Access the following by selecting OPTIONS from the Main Menu:

### Delete Tour

Delete any Tours that you no longer play. Highlight the Tour you want to delete, and then click on it to display the Tour deletion box. Click OK to permanently delete the selected Tour. **Note:** If you delete a Tour that contains a custom skater, that custom skater will no longer be available.

### Credits

See a list of the people who contributed to making *Backyard Skateboarding*.

## PAUSE MENU

Need to take a break, or view your challenges? Press the **ESC** key to pause the game and choose from the following menu options:

### Continue

Resume playing the game.

### Restart Challenge

Force the challenge to restart. You can also press **Backspace** to restart a challenge.

### End Current Challenge

Can't find a way to finish the challenge you've accepted? Choose this option to end the challenge and move on.

### View Tour

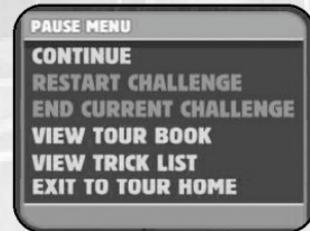
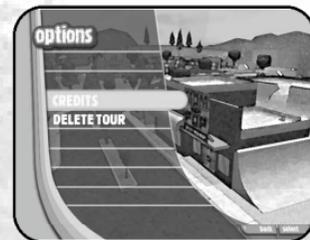
View all of the challenges and tokens you've found in the current level.

### View Trick List

View all of the tricks your skater can currently perform.

### Quit Game

Exit the game.



## NEW GAME

### Enter Skater Name

Select New Game from the Main Menu to begin a new career on the Backyard Skate Tour. At the prompt, enter a name for your tour. Your tour name can be up to 10 characters long.

### Tour Home Screen

Once you have entered a name for your skater, the Tour Home screen appears. You can choose from the following options:

#### Play Game

Get out there and skate.

#### Select Level

Choose a level such as Neighborhood, Boardwalk and Castle. As you advance in the game, and complete challenges, more levels will become available.

#### Select Skater

Choose the Kid that you want to play as. Click on a Kid's portrait to display background info and skill ratings. Click on the TALK icon to hear the stories that each Kid has to tell!

#### Skill Ratings

- Air** Overall hang-time and ollie distance
- Speed** Maximum speed at which the Kid can skate
- Flip** How fast the Kid can flip the board
- Spin** How fast the Kid can spin in mid-air
- Balance** Overall lip, manual and rail balance

#### Create a Custom Kid

In the *Backyard Skateboarding* game, you can create your own custom skater. Just click on the custom skater icon (the black silhouette) to get started (see next page for details on customizing skaters).



## Customize Skater

Change your skater's appearance, board graphics, wheels and other options. Play and complete pro level challenges to earn more points for customizing your skater.

- Info** Enter your skater's name, and choose a nickname, birthday, theme song and more.
- Looks** Choose your Kid's body, face, skin hair color and hair style.
- Gear** Customize your skater's helmet, graphics, shirt, pants, shoes and more.
- Board** Customize your brand of board, graphics, griptape and wheels.
- Skills** Customize your Kid's abilities.



## Tour Summary

View your skater's progress through the current Tour. View all of the challenges you've played and completed. You can also view your current sponsors and Trick List.

- Tour Book** View all of the challenges that your skater has completed and how many tokens he or she has collected.
- Trick List** Check out all of the tricks that your skater has completed and how to perform them.
- Sponsors** View how many total sponsors have signed your skater. You can also view how many Ultimate Skatepark sponsors have signed your skater.
- Goodies** You can unlock secret skaters and levels, movies, equipment and more! Check out how many of the 36 total goodies that your skater has unlocked.
- Settings** Configure audio and video settings as well as gameplay options (see next page).
- Exit to Main Menu** Return to the Main Menu.

## SETTINGS

### Controls

You can choose from three keyboard controls layouts and one gamepad layout. Click the left and right arrow icons to see more options.

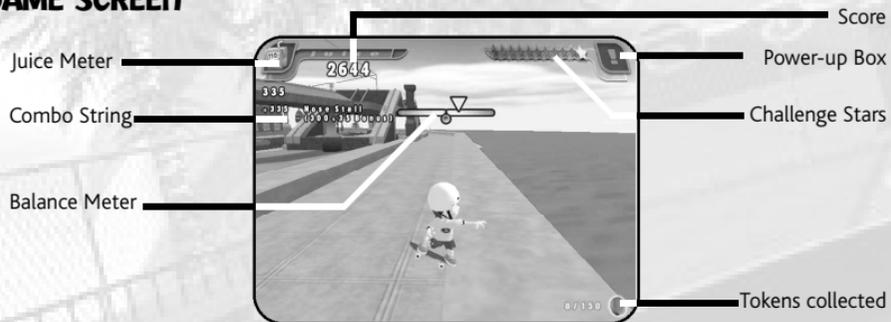
### Display

Select the display settings best suited to your computer. Changing display settings to LOW or OFF may increase game performance on some older computers. **Note:** Please refer to the game's ReadMe file for additional details on configuring display settings.

### Sound

Adjust the volume levels of the game music, commentary, crowd chatter and more. Click the arrow icons to increase and decrease the settings.

## GAME SCREEN



### Score

7745

Every time you land a trick correctly, you earn points, and the score appears on the screen. If you bail, you will see the amount of points you could have won, with a red "X" through the score.

### Combo Strings

1128

+550 BS Boneless  
(550+0 Bonus)  
+578 BS Boneless  
(550+28 Bonus)

If you string together two or more tricks in a row, you'll start to see points racking up on the left side of the game screen. The more tricks you can string together and land, the more points you will earn. Do a series of unique tricks to earn the most points!

### Juice Meter



Fill up your Juice Meter by successfully landing a variety of tricks. Once the Juice Meter is full, you can attempt special tricks that you cannot do at any other time. Be careful though, if you bail while the meter is partially full, it goes back to zero and you'll have to fill it up all over again.

### Ollie Meter



Each time you start an ollie, the ollie meter starts to fill up. The longer you press and hold the ollie button (see Gameplay Controls on page 5), the higher the ollie will be once you release it.

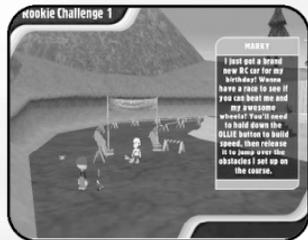
### Balance Meter



Every time you ollie and grind on an object, start a manual or perform a lip trick, a balance meter appears on the game screen. The grind and lip balance meter is horizontal and displays above your skater's head, while the manual balance meter is vertical and displays on your skater's left side. Use the arrow keys to balance the meter as close to the middle as possible. If the bar goes too far to the left or right, your skater will bail and you'll lose any points you accumulated up until that point in the trick string. Each skater has a different balance rating, so choose accordingly!

## Challenges

Some challenges involve collecting a certain number of objects, while others involve racing against another skater. Listen carefully to the challenge instructions and read the information in the pop-up challenge window.



## Challenge Stars

When you start a Backyard Skate Tour on the Neighborhood level, there are 11 empty Challenge Stars in the upper upper-right corner of the game screen. To access the next level, you must fill in at least six of the empty stars. Skate around and talk to the various characters to find out which challenges you can attempt. For some challenges, you may need to come back and play at a later time, once you have completed certain requirements.

When you pick up a crazy power-up like Spin Cycle, Super Ollie or Balance Booster (see page 17), its icon appears in the Power-Up box to the right of the Challenge Stars. The icon disappears after the power-up runs out.



## Tokens

Throughout each level, there are a certain number of Tokens that can be collected to earn some cool stuff.

What is the cool stuff? If we told you, that wouldn't be as much fun, would it?

## SIGNATURE TRICK LIST

### Andy

Category	Trick Name	Controls
Flatland	Step Off Shove-It	C, V, B
Grind	One-Foot Grind	Down Arrow, C + B
Lip	Fingerflip Gymnast Plant	Left Arrow + C
Flip	Double Kickflip	Down Arrow, Up Arrow + C
Grab	The Mummy	Up Arrow, Down Arrow + V
Double-Tap Grab	Lien Air Rodeo	Left Arrow, Up Arrow + V, V

### Achmed

Category	Trick Name	Controls
Flatland	Duckwalk	C, V, B
Grind	Knee Slide Power Chord	Down Arrow, C + B
Lip	Windmill King	Left Arrow + C
Flip	Zed Zed Flip	Down Arrow, Up Arrow + C
Grab	Upside the Head	Up Arrow, Down Arrow + V
Double-Tap Grab	Big Air Guitar Solo	Left Arrow, Up Arrow + V, V

### Annie

Category	Trick Name	Controls
Flatland	Flower Child	C, V, B
Grind	Dandelion of Love	Down Arrow, C + B
Lip	Headstand to Peace Sign	Left Arrow + C
Flip	Tiptoe Thru the Tulips	Down Arrow, Up Arrow + C
Grab	Peace to You	Up Arrow, Down Arrow + V
Double-Tap Grab	Condor to Big Hug	Left Arrow, Up Arrow + V, V

## Dante

Category	Trick Name	Controls
Flatland	The Spatula Master	C, V, B
Grind	Fro Fluff	Down Arrow, C + B
Lip	Sweet Tooth	Left Arrow + C
Flip	Kickflip to Headspin	Down Arrow, Up Arrow + C
Grab	Peel the Wrapper	Up Arrow, Down Arrow + V
Double-Tap Grab	Board on the Cob	Left Arrow, Up Arrow + V, V

## Dmitri

Category	Trick Name	Controls
Flatland	Mr. Fix-it	C, V, B
Grind	Orion's Belt	Down Arrow, C + B
Lip	The Thinker	Left Arrow + C
Flip	Atom Smasher	Down Arrow, Up Arrow + C
Grab	The Big Brain	Up Arrow, Down Arrow + V
Double-Tap Grab	The Calculator	Left Arrow, Up Arrow + V, V

## Erik

Category	Trick Name	Controls
Flatland	Riding the Nose	C, V, B
Grind	Taking a Nap	Down Arrow, C + B
Lip	The Crane	Left Arrow + C
Flip	Karate Kickflip	Down Arrow, Up Arrow + C
Grab	Soooo Awesome	Up Arrow, Down Arrow + V
Double-Tap Grab	The Propeller	Left Arrow, Up Arrow + V, V

## Jocinda

Category	Trick Name	Controls
Flatland	Showboat	C, V, B
Grind	Raise the Roof	Down Arrow, C + B
Lip	The Big J	Left Arrow + C
Flip	The Blender	Down Arrow, Up Arrow + C
Grab	Globe Traveler	Up Arrow, Down Arrow + V
Double-Tap Grab	End Zone Dance	Left Arrow, Up Arrow + V, V

## Keisha

Category	Trick Name	Controls
Flatland	The Greatest	C, V, B
Grind	Pop & Lock Replay	Down Arrow, C + B
Lip	One-Handed Pushup	Left Arrow + C
Flip	Mission Unimpossible	Down Arrow, Up Arrow + C
Grab	Cannonball	Up Arrow, Down Arrow + V
Double-Tap Grab	Keishamania Running Wild	Left Arrow, Up Arrow + V, V

## Pablo

Category	Trick Name	Controls
Flatland	Belly Button Lint	C, V, B
Grind	Rey Del Mundo	Down Arrow, C + B
Lip	Boneless Lean Plant	Left Arrow + C
Flip	Belly Flip	Down Arrow, Up Arrow + C
Grab	Helicopter	Up Arrow, Down Arrow + V
Double-Tap Grab	1080° Method	Left Arrow, Up Arrow + V, V

## Pete

Category	Trick Name	Controls
Flatland	Wrong Way Manual	C, V, B
Grind	The Edge	Down Arrow, C + B
Lip	Diving Board	Left Arrow + C
Flip	Logroller	Down Arrow, Up Arrow + C
Grab	Air Run	Up Arrow, Down Arrow + V
Double-Tap Grab	Duck & Cover	Left Arrow, Up Arrow + V, V

## Reese

Category	Trick Name	Controls
Flatland	360° Cheese Cutter	C, V, B
Grind	Wiggle It	Down Arrow, C + B
Lip	Darkside Stall	Left Arrow + C
Flip	The Inhaler	Down Arrow, Up Arrow + C
Grab	Vertigo-Go	Up Arrow, Down Arrow + V
Double-Tap Grab	Yo-Yo Grab	Left Arrow, Up Arrow + V, V

## Ricky

Category	Trick Name	Controls
Flatland	Shine Head Spin	C, V, B
Grind	Trolley Rider	Down Arrow, C + B
Lip	Shake and Bake	Left Arrow + C
Flip	Half-Flip-Un-Flip	Down Arrow, Up Arrow + C
Grab	No Hands Juggle	Up Arrow, Down Arrow + V
Double Tap-Grab	Bring Tha Cardboard	Left Arrow, Up Arrow + V, V

## POWER-UPS



### Molasses Time

Slows you down when you're in mid-air, allowing you to perform more tricks before landing.



### Super Ollie

Gives you the power to ollie one and a half times your normal height.



### Mega Ollie

Gives you the power to ollie two times your normal height.



### Balance Booster

Automatically centers your balance meter for 10 seconds.



### Super Speed

Increases your maximum speed for 10 seconds.



### Spin Cycle

Increases your spinning speed to two times its normal speed for 10 seconds.



## HALL OF FAME

View some cool accomplishments, including high scores, best trick strings and more.

**NOTES:**



**NOTES:**

## CREDITS

### Humongous Entertainment

Rafael Calonzo  
*Lead Designer*

Susan Merrill  
*Producer*

Craig Hardin  
*Lead Artist*

Dan Chang  
*Lead Programmer*

Chris Miller  
*Lead Level Designer*

Kyle Shold  
Chris Miller  
Mark Lautenbach  
*Environment Concepts*

Mark Lautenbach  
Cisco Martinez  
Adrian Bourne  
Paul Wesberry  
*Environment Artists*

David Choi  
Marcus Ghally  
*Character Artists*

Jay Prochaska  
Tom Witte  
*Animation*

Tom Witte  
Jenny Neuburger  
*Interface Artists*

Josh Carlson  
Greg Chudecke

Ben Young  
Kristen Hebenstreit  
Brady Houck  
Neal Josephson  
*Programmers*

Ken DeRoche  
Todd Heckel  
Bill Petro  
Peggy Wiltz  
Sam Baker  
Ben Crane  
Dean Dretske  
David Galloway  
Chris Marvin  
*Additional Programmers*

Ron Goodfellow  
Erik Haldi  
James McMillan  
Casey Burpee  
*Additional Artists*

Daylon Walden  
*Audio Recording, Editing and Sound Design*

Bob Givnin  
Jenny Neuburger  
Melissa Segall  
Robert Ochs  
*Associate Producers*

Greg Barnes  
Andrew Pate  
*Internal Testers*

Bob Lenth  
Jeff Ault  
Kody Dickerson  
*Information Technology*

Paul Merrill  
*Script Writer*

Baltazar Soto  
*Spanish Language Dialogue*

Brenda Arellano  
Amy Broomhall  
Rebecca Davis  
Tim Evans  
Amber Hubert  
Laurie Jerger Johnson  
Samantha Kelley  
Dex Manley  
Michelle Thorsen  
Adam Watson  
*Voice Talent*

Dramatic Artists Agency  
*Voice Talent Agency*

Skip Saling  
*Executive Producer*

Henrik Steen  
*Director of Technology*

Brad Carlton  
Rich Moe  
*Director of Design*

Bill Petro  
*VP of Development*

Andy Hieke  
*Senior V.P./G.M.*

Nathan Rosenberg  
John DeBorde  
*Original Music*

### Special Thanks

Chelsea Wilber  
Michael Furukawa  
Peter Fries  
Pat Wylie  
Erik Haldi  
Sandy Spangler

### Atari

Melanee Hannock  
*Senior Brand Manager*

Paul Hellier  
*Director of Technology*

Tom Nichols  
*Director of Marketing*

Chris Munson  
*Licensing Specialist*

Steve Martin  
*Director of Creative Services*

Liz Mackney  
*Director of Editorial & Documentation Services*

Kristine Meier  
*Art Director*

Melissa Caccavaro  
*Graphic Designer*

Ross Edmond  
*Documentation Specialist*

Norm Schragner  
*Copywriter*

Michael Gilmartin  
*Director of Publishing Support*

Bill Carroll  
Chuck Nunez  
*Q.A. Managers*

Ken Ford  
*I.T. Manager/Western Region*

Michael Vetsch  
*Manager of Technical Support*

Jason Cordero  
*Q.A. Testing Supervisor*

Pepe Juaregui  
*Lead Tester*

Leonard Trac  
*Assistant Lead Tester*

Kenny Yan  
Alvaro Melara  
Darren Krommenhock  
Dennis Chan  
Andrew Blomquist  
Eduardo Toribio  
*Testers*

Dave Strang  
*Compatibility Lab Supervisor*

Chris McQuinn  
*Compatibility Test Lead*

Randy Buchholz  
Jason Cordero  
Mark Florentino  
Chris McQuinn  
Cuong Vu  
Scotte Kramer  
*Compatibility Analysts*

Ken Edwards  
*Engineering Services Specialist*

Eugene Lai  
*Engineering Services Technician*

Jon Nelson  
*Director, Global Web Services*

Scott Lynch  
*Producer, Online*

Gerald "Monkey" Burns  
*Senior Programmer, Online*

Richard Leighton  
*Senior Web Designer, Online*

Sarah Horton  
*Online Marketing Manager*

Todd Curtis  
*Vice President, Operations*

Eddie Pritchard  
*Director of Manufacturing*

Lisa Leon  
*Lead Senior Buyer*

Gardnor Wong  
*Senior Buyer*

Tara Moretti  
*Buyer*

Janet Sieler  
*Materials Planner*

Nichole Mackey  
*Process Planner*

**Special Thanks**  
Andy Macdonald

**Additional Special Thanks**  
Emily D'Aurora

## ATARI WEB SITES

To get the most out of your new game, visit us at:

[atari.com/us/genre/kids](http://atari.com/us/genre/kids)

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

[ataricomunity.com](http://ataricomunity.com)

**Kids, check with your parent or guardian before visiting any web site.**

**Chat Messages:** Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

[atari.com/us/tos](http://atari.com/us/tos)

## TECHNICAL SUPPORT (U.S. & CANADA)

### Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

[www.atarisupport.com](http://www.atarisupport.com)

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note:** In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

### Help Via Telephone in the United States & Canada

For phone assistance, call Atari Technical Support at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take

you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).

**Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows<sup>®</sup> 98; Windows<sup>®</sup> Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

### Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

### Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

## END-USER LICENSE AGREEMENT

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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.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

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