

## VISA / Mastercard

The **FASTEST** way to register **SCREEN SCENES** is by **Credit Card**.

There are 4 ways that you can order by credit card:

1) Register online at our home page **24 hours a day!**

**<http://cmbsoftware.com>**

(100% SECURE registration form!)

2) Call **TOLL FREE @ 1-800-964-9223** or **817-280-9222**

3) Send an **EMAIL** order to **[orders@cmbsoftware.com](mailto:orders@cmbsoftware.com)**

4) **FAX** your order to **(630) 293-9621**.

Please include the following information with your order:

(All information is kept **STRICTLY** confidential!)

1) Name of Screen Scenes Module \_\_\_\_\_ ( Cats, Pups, Ocean, Golf, etc...)

2) Type of card \_\_\_\_\_ (VISA or MASTERCARD)

3) Number on card \_\_\_\_\_

4) Expiration date \_\_\_\_\_

5) Name on card \_\_\_\_\_

6) Daytime Phone Number \_\_\_\_\_

7) Mailing address of card (for card verification)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

8) E-mail Address \_\_\_\_\_

9) Fax Number (optional) \_\_\_\_\_

\$14.95 (US) will be charged to your account.

The day your order is recieved (usually within an hour) you will be sent an EMAIL with a registration code to enter on the configuration screen. This will allow SCREEN SCENES to run fully and without any restrictions.

To register SCREEN SCENES by **Postal Mail**, send \$14.95 (USA) to:

**CMB SOFTWARE**

PO Box 88163  
Carol Stream, IL  
USA 60188-8163

Please include the following information with your order:

1) Name of Screen Scenes Module \_\_\_\_\_ ( Cats, Pups, Ocean, Golf, etc...)

2) Name \_\_\_\_\_

3) E-Mail Address \_\_\_\_\_

4) Fax Number (optional) \_\_\_\_\_

5) Postal Address (If you don't have EMAIL or a Fax number)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

The day your order is recieved (usually within an hour) you will be sent an EMAIL with a registration code to enter on the configuration screen. This will allow SCREEN SCENES to run fully and without any restrictions.

If you have any further questions, please send an EMAIL to  
**support@cmbsoftware.com**