Monster Sound®

Killer Sound for Awesome 3D Gaming!

- Surrounds You with Heart-pounding Sound!

- Accelerates DirectSound 3D in Windows® 95

- Sounds Outstanding with 2 or 4 Speakers, or Headphones

- Includes 32-voice Advanced Hardware Wavetable
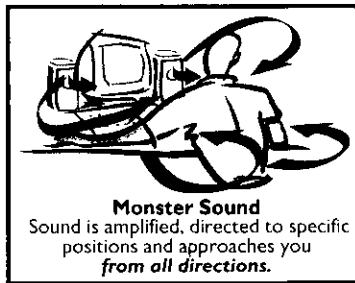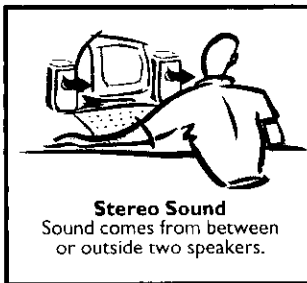
- Works with Your Existing Sound Card

It doesn't just surround you. ***It swallows you.*** It's behind you, around you, on top of you, inside you. It's exploding across your field of vision, creeping over the horizon, lancing through your skull. It's the most all encompassing, heart-pounding, realer-than-real 3D sound you've ever heard...and it will revolutionize your gaming experience. Monster Sound, using **A3D Interactive** audio technology from Aureal initially developed for NASA's Virtual Reality Simulators, delivers the next generation of *mind-blowing* PC audio.

DIAMOND
M U L T I M E D I A

www.diamondmm.com

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WHAT MONSTER SOUND DOES

For years, advancements in PC audio have been scarce. PC sound stagnated with stereo sound that did not truly deliver compelling audio. Monster Sound gives you a completely new immersive audio experience.

Stereo Sound	**Monster Sound**
Sound comes from between or outside two speakers.	Sound is amplified, directed to specific positions and approaches you *from all directions.*

DIRECTSOUND IN WINDOWS 95

The New Standard for PC Audio
DirectSound is the new Microsoft audio standard for PC computing, much like SoundBlaster® technology has been the audio standard for DOS. DirectSound will revolutionize PC audio in Windows 95. It allows for the simulation of 3D audio effects, such as the ability to hear opponents creep up behind you and helicopters flying over head before either is visible on screen. Monster Sound, using **A3D Interactive** audio technology from Aureal, accelerates and radically improves the quality of DirectSound in Windows 95.

HOW MONSTER SOUND WORKS

Monster Sound is the first true 3D sound card specifically designed to accelerate and enhance DirectSound, the new Microsoft audio standard. Using the fast PCI bus, it processes all Windows 95 audio on-board, eliminating the burden on your PC. Monster Sound works as a stand-alone sound card for Windows 95. It can also work as a companion to your existing sound card by processing all audio in Windows 95, allowing your existing sound card to handle older legacy DOS software.

MONSTER KEY FEATURES

- **Positional 3D Audio**—Hear sounds above you, below you, and approaching you from every direction. Sounds move independently on X, Y, and Z axes for all-encompassing audio that reacts to your every game move.
- **Accelerates DirectSound and DirectSound 3D in Windows 95**
- **32-voice Advanced Hardware Wavetable**—a high quality wavetable synthesizer which supports 32 voices and effects, includes 2MB ROM
- **Supports up to 4 Speakers**—for even more powerful home theater-like sound
- **Joystick Acceleration**—Enjoy better joystick and game performance because Monster Sound processes all game port signals, relieving the burden on your PC
- **Greater than 80 db Signal to Noise Ratio**—for a "best of class" audio experience
- **Easy Installation**—with Windows 95 Plug and Play

TECHNICAL SPECIFICATIONS

Product Specifications

PCI Controller:
- Diamond Freedom 5600

Digital Signal Processor:
- Analog Devices 2181

Quad CODEC:
- Analog Devices 1843

Hardware Wavetable

32-voice Advanced Hardware Wavetable:
- Includes 2MB ROM

Sample Rates:
- Up to 48 KHz

Input:
- Microphone jack

- Line in jack
- CD Audio connector
- Modem in connector
- AUX connector

Output:
- 2 Stereo line out jacks
- Greater than 80dB S/N ratio

Connectors:
- MIDI
- Accelerated Game Port

Windows 95 Acceleration for:
- DirectSound
- DirectSound 3D
- Direct Input (Joystick)

WHAT YOU NEED

Minimum:
- Microsoft Windows 95
- Pentium PC 90 MHz or higher
- 8MB RAM (16MB RAM recommended for optimum performance)
- 12MB minimum free hard disk space for installation
- CD-ROM drive for installation and bundled software
- Existing sound card for older DOS software support
- 1 available PCI slot
- Powered speakers or headphones

FREE SOFTWARE FEATURING 3D AUDIO*

- **Outlaws™** by Lucas Arts®, published by Interplay*
- **SimCopter™** by Maxis*
- **TigerShark™** by N-Space, published by GT Interactive*
- **Rocket Jockey™** by Rocket Science*, published by SegaSoft
- **WorldView VRML 2.0 Browser™** by InterVista*

  *Full versions of software included

STRONG INDUSTRY SUPPORT

The new standard for PC audio is DirectSound in Windows 95. A large number of software publishers, including Lucas Arts®, Activision*, Interplay®, Broderbund® and Electronic Arts® are shipping Windows 95 software titles that support DirectSound and DirectSound 3D. Look for these logos and trademarks on games, graphics programs, and Internet browsers. For a complete catalog of products check out our web site at **www.diamondmm.com.**

Monster Sound features A3D, interactive 3D audio technology by Aureal

Microsoft* DirectSound® & DirectSound® 3D

BUILT TO LAST

Warranty and Service: Diamond's Monster Sound is backed by a 3 year parts and labor warranty. Technical assistance is available six days a week by phone and through our 24-hour BBS. Diamond also maintains an Internet Web Server and FTP site at **www.diamondmm.com.**