



Microsoft SideWinder Game Voice

October 2000

What: Microsoft® SideWinder® Game Voice is a gaming headset and control unit that enables both voice commands and voice chat over the Internet or LAN during game play.

Publisher: Microsoft Corp.

Format: The Microsoft Windows® 98 operating system or later. Hardware connects directly to a Universal Serial Bus (USB) port.

Price: AUD\$99.00 (includes GST)
NZ\$129.00 (includes GST)

Product Availability: Late October 2000

Product Overview: The SideWinder Game Voice brings a new sensory dimension to PC gaming by allowing players to communicate within games (over the Internet or LAN) and to take advantage of voice activation of game commands via a stereo headset connected to an eight-button control unit. With the Game Voice, online gamers can easily choose between broadcasting their voice to the entire group or directing their communications to private team channels.

While online or offline, players can take advantage of Game Voice's voice command functionality. To activate this feature, a gamer needs only to press a button and then speak commands such as "change weapons," "attack," "jam radar," or "eject" to respond swiftly and intuitively to any situation they might find themselves in during gameplay.

This combination of voice command and voice chat is facilitated by the control unit, which has buttons for activating command and control, selecting team or all players channels, and volume controls.

Features:

Cutting-edge features and functions of Sidewinder Game Voice include the following:

- An eight-button control unit eliminates menu navigation by giving users direct access to commands with the touch of a button. With the control unit, users can adjust headset volume, access command and control functionality, and manage voice communication features such as channel selection and mute.
- Based on the DirectPlay Voice, part of the DirectPlay® API, Game Voice's voice communication technology delivers clear, robust sound through nearly all Internet connections, from 33.6Kbps modems to cable modems to ADSL.
- Because Game Voice allows up to 64 players to conference in a single chat session, channels enable the user to create smaller, more manageable groups. Utilizing the control unit buttons, users can quickly switch between channels and smaller player groups.
- Game Voice is equipped with prebuilt word sets for popular games, which can be customized by users adding their own commands. Command lists will be available for download on the SideWinder Web site, and users are free to publish their own command sets.
- The software for Game Voice will support multiple international languages and can be trained to recognize accents.
- As a USB device, Game Voice delivers a smooth performance by taking advantage of the latest technology innovations afforded by the Windows operating system.

Top-Line System Requirements:

The following components are required for the SideWinder Game Voice:

- Pentium II 233 MHz or higher microprocessor with MMX
- Windows 98 or later
- 32 MB of RAM for computers running Windows 98; 64 MB of RAM for computers running Windows 2000
- CD-ROM drive
- 640x480 pixel resolution
- 33.6 Kbps modem
- USB port and functional line out/microphone ports
- Voice Chat requires a TCP/IP LAN or Internet dial up and an ISP. Voice Chat (incorporated into installation process), MSN™ Messenger and Passport accounts required for presence.

Optional System Requirements:

The following components are recommended for the SideWinder Game Voice:

- Microsoft Internet Explorer version 5.0 or later, or other frames-compatible browser software for use of online tutorial

- 800x600 pixel resolution
- 56Kbps modem

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