



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 game play.

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. Utilising the control unit buttons, users can quickly switch between channels and smaller player groups.
- Game Voice is equipped with pre-built word sets for popular games, which can be customised 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 recognise 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
- 32MB of RAM for computers running Windows 98; 64MB 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

The information contained in this preview sheet relates to a prerelease product that may be substantially modified before its first commercial release. Accordingly, the information may not accurately describe or reflect the product when first commercially released. This preview sheet is provided for informational purposes only, and Microsoft makes no warranties, express or implied, with respect to the preview sheet or the information contained in it.

Founded in 1975, Microsoft (Nasdaq "MSFT") is the worldwide leader in software, services and Internet technologies for personal and business computing. The company offers a wide range of products and services designed to empower people through great software -- any time, any place and on any device.

Microsoft, SideWinder, DirectPlay and MSN are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.