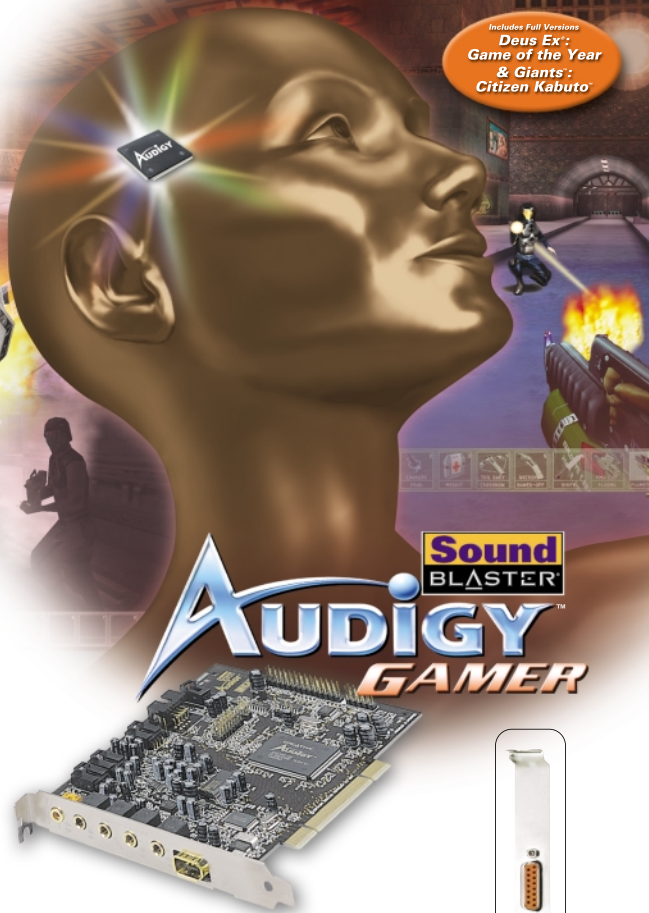


Revel in the Unprecedented Gaming Power of Audigy™ ADVANCED HD™

Conquer a new generation of gaming with Sound Blaster® Audigy Gamer. Delivering 4x more effects processing from the Audigy chip, and stunning 24-bit multi-channel playback, you'll experience unsurpassed power and audio clarity in gaming. Taking advantage of that power, EAX® ADVANCED HD™ technology is able to produce high definition multi-environment effects and more, for the most realistic sound ever experienced. Highly optimized for the Sound Blaster Audigy Gamer, the new 3D audio engine provides the most accurate 3D audio rendering, allowing you to locate and frag your opponents faster than ever before. The on-board SB1394™ port (IEEE® 1394 compatible) provides easy PC-to-PC connectivity for low latency multi-player gameplay surpassing traditional LAN solutions. Sound Blaster Audigy Gamer also includes two of today's hottest, full-version game titles, preparing you for the most intense gaming experience imaginable.

For unmatched high definition sound quality, unprecedented connectivity, and unlimited power in gaming, get Sound Blaster Audigy Gamer. It's reality gaming at its best!

- Stunning 24-bit multi-channel playback, and incredible 100dB SNR high definition audio in games
- Unmatched power of the Audigy™ chip delivers 4x more effects processing for high intensity gaming
- Innovative EAX® ADVANCED HD™ technology provides ultra realistic acoustics for high definition audio environments
- Fully integrated SB1394™ (IEEE® 1394 compliant) enables high speed PC-to-PC connectivity with low latency multi-player gameplay for the ultimate frag fest



Includes Full Versions
Deus Ex®
Game of the Year
& Giants®
Citizen Kabuto®

Featured Applications

- Creative PlayCenter™ 3
- Unibrain S.A.'s FireNet™ 2.0

Included Games

- Eidos® Interactive's Deus Ex®: Game of the Year
- Interplay's Giants: Citizen Kabuto™

MIDI / Joystick
Extension Bracket
Included



Sound Blaster® Audigy™ Gamer



Technical Specifications

32-bit Professional Quality Effects Engine

- Creative's Audigy™ patented effects processor
- Support for real time digital effects like reverb, chorus, normalizer, pitch shifter, or distortion across any audio source
- Capable of processing, mixing and positioning audio streams using up to 131 available hardware channels
- Full 32-bit digital mixer maintains all sound mixing in the digital domain, eliminating noise from the signal
- Customizable Plug-In Effects Architecture allows new audio effects to be downloaded from the Web via CreativeWare™

High Definition Audio Quality

- Playback of 64 audio channels, each with its own independent sample rate
- 24-bit Analog-to-Digital conversion of analog inputs at 48kHz sample rate
- 24-bit Digital-to-Analog conversion of digital sources at 48kHz to analog 5.1 speaker output
- 16-bit recording with sampling rates of 8, 11,025, 16, 22,025, 24, 32, 44.1 and 48kHz
- Supports Sony® / Philips® Digital Interface (SPDIF) format input signal of up to 24-bit/96kHz quality
- SPDIF output up to 24-bit resolution at selectable sampling rate of 44.1, 48 or 96kHz
- Low latency multi-track recording with ASIO™ support

EAX®, EAX ADVANCED HD™, Advanced Audio and 3D Audio Technology

- Hardware acceleration of EAX ADVANCED HD for games
- User-selectable EAX ADVANCED HD music presets, pre-configurable DSP modes simulating various acoustic environments
- Advanced time-scaling
- Audio Clean-Up
- Upgradeable 3D audio architecture for future improvements
- Dolby® Digital audio decoding to 5.1 speaker channels in both analog and digital modes
- Optimized user-selectable settings for headphones, two, four or six speakers and external A/V amplifiers
- Creative Multi Speaker Surround™ (CMSS) technology places any mono or stereo source in a 360° audio space

SB1394™ Connectivity

- High speed connection to IEEE® 1394 enabled devices with up to 400Mbps transfer rate
- Hot-plug support for ease of connecting or disconnecting external devices
- Interconnection of up to 63 devices for peer-to-peer communication
- SB1394 Certification Program thoroughly tests and certifies participating vendors' IEEE 1394-enabled devices with Sound Blaster Audigy for optimal performance and ease of use

Realistic Wave-Table Synthesis

- Creative's Audigy music synthesis engine
- 64-voice hardware polyphony with E-mu® Systems, Inc.'s patented 8-point interpolation technology that reduces distortion to inaudible levels
- Uses SoundFont® technology for user-definable wave-table sample sets
- Unlimited sample size can be loaded into host memory for professional music reproduction (limited to available system memory size)
- Scalable PCI wave-table synthesis architecture with multi-timbre capability
- 48 MIDI channels with 128 GM & GS compatible instruments and 10 drum kits

MIDI Interface/Joystick Port

- Support for analog and digital or DirectInput™ game devices
- Support for two simultaneous MIDI devices with Sound Blaster Audigy Drive (upgrade option)

Sound Blaster Audigy Gamer On-Board Connectors

- Analog / Digital Out (Analog Center & Subwoofer / 6-channel SPDIF Output)
- Line in
- Microphone in
- Line level out (Rear)
- SB1394 port
- Analog CD Audio in
- Digital CD Audio in
- Telephone Answering Device in
- Line level out (Front) / Headphone out
- Expansion header to an external 15-pin MIDI / Joystick port
- Internal SB1394 header to Sound Blaster Audigy drive (upgrade option)
- Expansion header to the Sound Blaster Audigy drive (upgrade option)

Works with the Following Standards

- Plug and Play
- Sound Blaster PCI
- EAX
- EAX ADVANCED HD
- PCI 2.1 compliant
- AC '97 compliant
- Dolby® Digital
- ASIO™
- Sound Blaster MIDI and General MIDI
- Windows® 98, 98SE, NT® 4.0, 2000 and Me
- Microsoft® DirectSound®, DirectSound3D & derivatives

Sound Blaster Audigy Audio Performance

- Signal-to-Noise Ratio (A-Weighted) > 100 dB
- Crosstalk (Left/Right and vice versa) = -100 dB
- Total Harmonic Distortion + Noise at 1kHz (A-Weighted) = 0.004 %
- Frequency Response at -3 dB = <10 Hz to 22 kHz

Specifications are based on digital-to-analog audio playback (e.g. CDDA, WAV, MP3, Dolby Digital)

All hardware contents are covered by a limited hardware warranty.

Technical Support

Automated technical support and information is available at www.americas.creative.com/support/ 24 hours a day, seven days a week.

Minimum System Requirements

- Genuine Intel® Pentium® 266MHz, AMD® K6 300MHz or faster processor
- Intel®, AMD or 100% compatible motherboard chipset
- 64MB system RAM (128MB Highly Recommended)
- 800MB of free hard disk space
- Windows® 98, 98 SE, NT® 4.0, 2000, Me, or XP
- Available half-length PCI 2.1 compliant slot for Sound Blaster® Audigy™ card
- Available adjacent slot for Joystick/MIDI bracket (optional)
- Headphones or amplified speakers (available separately)
- CD-ROM drive required for software installation

Additional Requirements

- CPU: Genuine Intel® Pentium® II 350 MHz / MMX or AMD® 450 MHz / 3DNow! for SB1394 applications or Games
- SB1394: Works only on Windows 98 SE, 2000, Me, or XP. IEEE® 1394 cable (available separately). Certain features or functionality such as SB1394 applications are not supported by Windows 98 First Edition. We recommend that you upgrade to Windows 98 Second Edition (SE) or later versions.
- DV Camcorder Editing: 128MB recommended for capture and editing. Ultra DMA hard disk with 1GB workspace (ATA-100, 7,200rpm with 6GB recommended).
- Games: 128MB system memory recommended, a 3D accelerator with at least 8MB of texture RAM, available 300-500MB disk space. Games may not work optimally under Windows 2000. Check out latest driver updates from www.soundblaster.com.
- DVD: At least a 2nd generation DVD-ROM drive with these recommended soft-DVD players: Intervideo's WinDVD™ 2000 or CyberLink's PowerDVD™ 2000 and above
- Internet Radio: Requires at least a 56Kbps modem and an active Internet connection before running the application. Setup under Windows 98 SE requires the original Microsoft Windows 98 SE Installation CD.

Setup under Windows 98 SE requires the original Microsoft Windows 98 SE Installation CD. Certain applications do not work with Dual Processor support under Windows NT 4.0 or Windows 2000. Included applications may need higher system requirements or microphone for basic functionality. Refer to individual applications' documentation for details.

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