

# GAME BLASTER

## PC MUSIC BOARD

### Stereo Music Synthesizer

## INSTALLATION NOTES

(Include : Installing C/MS Music Drivers for Sierra's Games)

### Quick Instructions :

1. Install the Music board into a free slot of your computer and connect the speakers or your home stereo to the RCA jacks or headphone jack.
2. Boot your computer and put Game Blaster Demo Disk in A:
3. Type : A> demo
4. If your computer starts to play music, you are set ! You may ignore the " Installation Notes" on the following 2 pages.
5. This demo shows you some of the other nice things your Game Blaster can do using the C/MS software. You may stop the demo by <Ctrl> + <End>
6. Proceed to the back page if you wish to install the music drivers for some of your Sierra's games.



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*If your Music Board is not playing Music, Please read this section first.*

## GAME BLASTER INSTALLATION NOTES

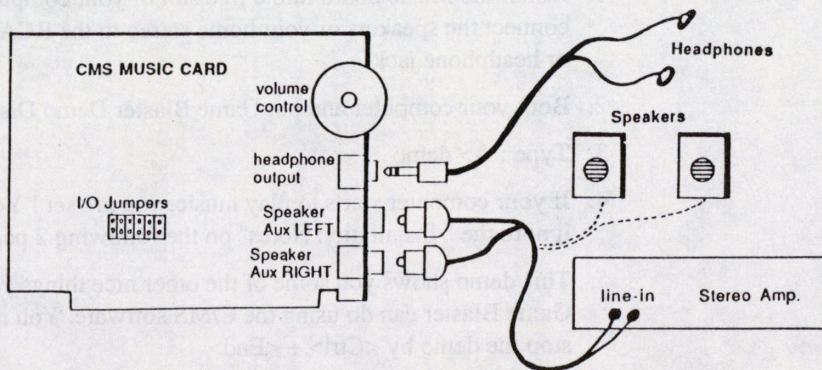
### CONNECTING THE GAME BLASTER MUSIC BOARD

The GAME BLASTER music board can be used on all PC/XTs, ATs and compatibles.

1. Switch off the power of the computer and remove its top-cover.
2. Plug the GAME BLASTER into any of the free slots in the computer.
3. Refer to the diagram below to connect the GAME BLASTER to the speakers of the Stereo Amplifier (a portable home Hi-Fi set will be just fine).

You will need a pair of stereo cables for connecting the GAME BLASTER to the Hi-Fi set.

If you are connecting speakers directly to the Game Blaster, use a pair of 4 ohms or 8 ohms speakers. Any size of speakers will do, but with very small speakers (less than 3 inches), the effect will not be good. With 4 ohms speakers, the volume will be very loud, so avoid playing at maximum volume for a long period of time.



4. Adjust the volume control of the GAME BLASTER so that it is somewhere in the mid-range.
5. Switch on the computer and boot DOS . Put the Game Blaster Demo Disk in Drive A: and type: TESTCARD  
Hit <ENTER> to test the music board at the factory default setting I/O Address of 220H. (If you have changed the jumper setting on the music board, you should set the I/O address to correspond to the jumper setting by using the arrow keys.
6. You should hear the music being played. If not, check the connections to the speakers or amplifier set, then check if the stereo amplifier is set to accept line input (LINE-IN). If everything is correct and there is still no sound, call our Technical Support Line for assistance.

## INSTALLING THE GAME BLASTER I/O PORT ADDRESS

### FOR THE C/MS SOFTWARE

The GAME BLASTER Music Board is shipped with I/O addresses set at 220 hex to 22F hex. Normally there is no need to change this address, unless your PC has any other adapter cards using the same addresses.

**If your GAME BLASTER is already playing music, you can skip this section.**

This section is meant for those who are using any of the Creative Music Software on the Game Blaster and need to change the I/O port address.

Follow these steps to re-install the I/O port address:-

1. Set the jumper on the GAME BLASTER music board to another address.
2. Run INSTALL.EXE to install this new address.

To run INSTALL.EXE,

type:

>install

```
CMSDRV INSTALL PROGRAM Version x.xx
```

```
[1] I/O port hex 210
```

```
[2] I/O port hex 220
```

```
[3] I/O port hex 230
```

```
[4] I/O port hex 240
```

```
[5] I/O port hex 250
```

```
[6] I/O port hex 260
```

```
[ESC] Abort the change
```

```
[Enter] Save the change
```

```
Option:
```

Select the number that corresponds to the new jumper address on the GAME BLASTER .

Then hit <Enter> to save the change or <ESC> to abort the change.

3. Re-boot your system, place Game Blaster Demo Disk in Drive A: and type  
A>cmsdrv : to load music driver
4. Run DEMO to test the CMSDRV  
A>DEMO
5. If music starts to play now, it means the installation is correct, otherwise go back to (1) and try with another address. If all the addresses have been tried, call your dealer or our technical support line for assistance.
6. After this, copy the installed CMSDRV.COM to all other C/MS disks, so as to have the correct driver in all disks.

# C/MS Music Drivers for Sierra Games

The Game Blaster Demo Disk contains the C/MS's music driver for the \*Sierra's games listed below.

## Section A : Installing C/MS Drivers to Game Disk

The C/MS music drivers in the \GAMEDRV sub-directory of this disk are for the earlier releases of Sierra's games which did not have them on the game disks.

To check whether a Sierra's game comes with C/MS driver, do a directory listing of the 1st disk of your Sierra's game. If you can find the driver, named "CMS.DRV", you can ignore this section and proceed to next section.

The music drivers provided on this disk are for the following Sierra's games:

1. King's Quest IV
2. Police Quest II
3. Leisure Suit Larry II (Looking for Love)
4. Space Quest III

## Installation Procedure:

1. Put this disk in drive A and the first game disk in drive B.
2. Change to \GAMEDRV directory by entering the following  
A> CD \GAMEDRV
3. Execute one of the appropriate batch file listed below, by typing the name of the batch file with the target drive name B:

A> <batchfile> B:

where <batchfile> can be :

1. INS-KQ40 for King's Quest IV ver 1.000.111 and below
2. INS-KQ4 for King's Quest IV ver 1.002.200 and above
3. INS-LL20 for Leisure Suit Larry II ver 1.000.011 and below
4. INS-LL2 for Leisure Suit Larry II ver 1.001.006 and above
5. INS-PQ2 for Police Quest II
6. INS-SQ3 for Space Quest III

eg. A> INS-PQ2 B:

4. If you are having a hard disk with only one floppy drive, you may install the Sierra's game in your hard disk first. Then run one of the above batchfile and specify the game's sub directory as the target drive.  
eg. A>INS-PQ2 C:\SIERRA\PQ2

## Section B: Installing Game with C/MS Driver

1. Place the Sierra's game 1st disk in drive A: and run the INSTALL program.
2. Select appropriate drivers for the monitors, mouse and etc.
3. When selecting "music/sound capability of your computer", select the option:  
"Creative Music System Module (220) / Game Blaster"

**Note:** (220) indicates the I/O address used by the music driver.

If this is different from the jumper setting on your Game Blaster Music Board, (refer to the next page for jumper setting), read next section for re-installing the music driver's I/O address.

4. If you have already installed the Sierra's game into your hard disk, you may end the process after Disk # 1 has completed copying itself into the hard disk (by CTRL-C).

## Section C: Installing Music Driver's I/O port address

The default I/O address for the C/MS music driver is 220H. If you use a different I/O address in the Game Blaster Music Board, you must run the SG-INST.EXE program to change the I/O port to the one you are using.

the command is : SG-INST path

eg. A>SG-INST C:\SIERRA\PQ2

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