Games Master™
Keyboard

Operational Manual

Keyboard and Terminal Technology (U.S.A.) Inc.

Games Master™ Keyboard

Operational Manual

Welcome

Welcome to Games Master Keyboard

Congratulations on purchasing Games Master Keyboard! With Games Master Keyboard, you can now enjoy the ease and fun of learning and playing computer software games. Games Master Keyboard will improve your playing skills and let you master games easier and quicker and is for everyone.

The manual is arranged as follows.

Chapter 1. Before you begin

Gives information on the specification for your system must meet for Games Master Keyboard to work and what is included in the package.

Chapter 2. Installing and testing Games Master Keyboard

Shows you how to install Games Master Keyboard to your system and to test to see that it works properly.

Chapter 3. General Specifications

Details the general specifications of Games Master Keyboard.

Chapter 4. Trouble Shootings

Gives information on resolving potential problems.

Chapter 5. Technical Support

Gives information on technical support.

Chapter 1. Before you begin

This chapter covers the specifications your system must meet for Games Master Keyboard to work. Also list out what is included in the package.
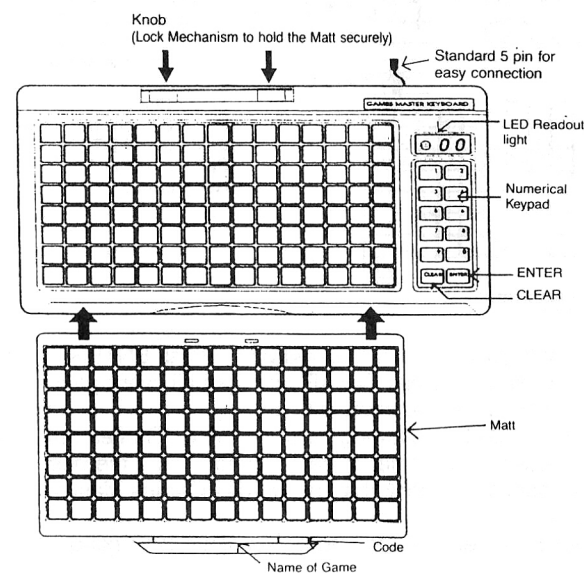
System Requirements
- IBM AT, 286, 386, 486, PS/2, Tandy AT or 100% compatible
- Keyboard with 5 pin connector
- Computer software for the corresponding game matt. (Except Matt number 1, 2, and 3)

Following is included in the package
1. Games Master Keyboard Unit
2. Six matts
.....a) Normal QWERT, Code no. 2
.....b) Aces of the Pacific, Code no. 4
.....c) Falcon 3.0, Code no. 9
.....d) Flight Simulator 4.0, Code no. 11
.....e) Comanche Maximum Overkill, Code no. 19
.....f) Strike Commander, Code no. 38
3. User Registration Card
4. Warranty Card
5. Items Available Sheet
6. Ordering Form
7. Ordering Information Sheet
8. Operational Manual

The diagram below shows the different functions of the Games Master Keyboard Unit.

Knob
(Lock Mechanism to hold the Matt securely)
Standard 5 pin for easy connection
LED Readout light
Numerical Keypad
ENTER
CLEAR
Matt
Code
Name of Game

Chapter 2. Installing and testing Games Master Keyboard

This chapter shows you how to install Games Master Keyboard to your system. It also shows how to test Games Master Keyboard to ensure that it has been plugged in properly.

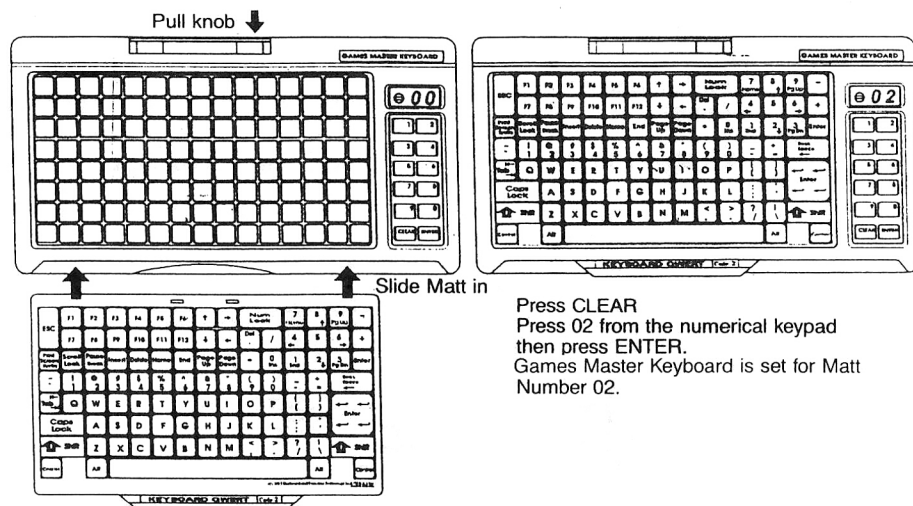Installing Games Master Keyboard to the system and using the Matt.
Plugging Games Master Keyboard into your system is simple and straightforward.
To Install (Plug) in Games Master Keyboard

1. Turn off your system.
2. Remove the keyboard you are currently using by unplugging it from the Keyboard port of your system.
3. In its place plug Games Master Keyboard in the Keyboard Port.

Testing Games Master Keyboard

1. Turn on your computer and get to the Dos prompt.
2. Take out and put Matt code no. 2, Normal QWERT, by sliding it into Games Master Keyboard as shown in the figure below. Pull the knob upwards. Push the Matt gently all the way in till it can go no further and then release the knob to set the Matt in place.

Pull knob ⬇

Slide Matt in

Press CLEAR
Press 02 from the numerical keypad then press ENTER.
Games Master Keyboard is set for Matt Number 02.

3. On the numerical keypad press 0 followed by 2. Press ENTER. If you make an error while pressing the keypad press CLEAR and start all over again with the correct code. The LED readout should show 02.
4. At the dos prompt, type the following from the matt, "Games Master Keyboard Testing". (Tip: Press on the center of each key to ensure the best contact possible)
5. Look up on the monitor to check that the words "Games Master Keyboard Testing" appears on screen.
6. If it appears as typed then Games Master Keyboard is working properly and you are ready!

Chapter 3. General Specifications

1. Matt Coding system
   Each matt is coded. The code is located at the bottom next to the game title. In order to use that game matt, press the code from the numerical keypad and the matt is ready for use. For example, for Falcon 3.0, the code number is 9, therefore press 0 followed by 9, and ENTER. To use a new matt, remove the existing matt and slide in the intended matt, press CLEAR and press in the new code number. Then press ENTER.

2. Rom Chip compartment
   At the back of Games Master Keyboard is a compartment that houses the Rom Chip that contains the 41 pre-programmed configurations. In the future you can change this Rom chip with newer Rom chip containing newer games.

The Back Side of Games Master Keyboard

Back Leg

Rom Chip Compartment
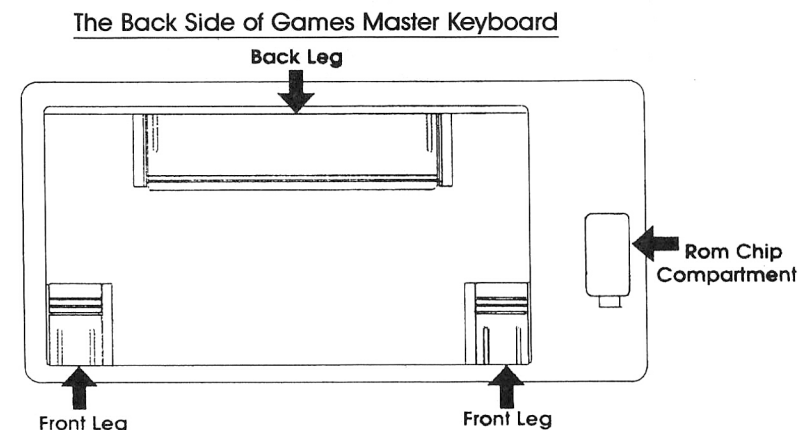
Front Leg   Front Leg

3. Legs
   Can be used to slant at an angle or Games Master Keyboard can be put on top of the standard 101 keyboard with the front left and right legs resting between the top two rows.

Chapter 4. Trouble Shootings

Problem: I am pressing the keys from the matt but the computer is not responding as it should.

Solution: (a) Make sure that you have connected Games Master Keyboard correctly to your system

(b) Check that you have entered the correct code for the Matt and pressed **ENTER** and the LED light shows the same number as the Matt number

(c) Press lightly on the middle part of each key to make sure that the best possible contact can be made

(d) If the above solutions fail then replace Games Master Keyboard with the normal Keyboard and test the software. If your normal keyboard is not working, then the problem is probably with the software or the hardware. If your normal keyboard is working then call or write to technical support for assistance.

Problem: How do I play a game that requires me to type keys that is not in the game matt (i.e. my name)

Solution: Switch back to the Normal QWERT Matt, Code No. 2 and type in the required keys. When you are ready to play the game, switch back to the game matt and you are all set.

Chapter 5. Technical Support

We are committed to giving you the best product and technical support.

In the USA and Canada, please contact:

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