

Legal Issues

DISCLAIMER - AGREEMENT

Users of SK-111 'Star Killer' must accept this disclaimer of warranty:

"SK-111 'Star Killer' is supplied as is."

The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose.

The author assumes no liability for damages, direct or consequential, which may result from the use of SK-111 'Star Killer'."

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Game Controls

<i>Key</i>	<i>Effect</i>
Right	Steer Ship to the Right.
Left	Steer Ship to the Left.
Up	Turbo Thrust.
Space	Fire Weapons.
Down	Fire Weapons (Same as Space).
W	Transfer 10 units of power from shields to weapons.
S	Transfer 10 units of power from weapons to shields.

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Distribution Information

You are free to distribute SK-111 'Star Killer' without restriction, as long as you do not sell it.

Disk Vendors and other (pay) distribution operators may not charge more than 5\$ (U.S. dollars) for the service of distributing SK-111 'Star Killer' unless SK-111 'Star Killer' is included with other similar programs (as in the case of a shareware CD-Rom or the like).

If you are a computer salesperson, feel free to give this game away with new '95 equipped computers, so that the customer will have something to play, or run it at the computer shows instead of those old gifs you demo now.
(Please, I'm tired of seeing those things.)

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Credits

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SK-111 'Star Killer'

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Uninstalling

Need your hard drive space that bad? No problem.

In Windows95, from the start menu 'settings' group, open the 'Control Panel', click on 'Add/Remove Programs'. You will now see "StarKiller" listed as one of the installed programs; follow the on screen help on running the uninstall.

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Contact

Comments, suggestions, and job offers from big game companies are welcome.

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Who is W. Mike Hare?

I am a free-lance developer who has been working professionally in Windows since v3.0, and personally since 2.x (before icons!). I am also an avid gamer, and a wanna-be game developer. Although my true game interests lie more in strategy, simming, and modem wargames, this simple little arcade game is intended to be a 'showcase' of a sort, an initial foray into the white-hot world of 32-bit Windows gaming. Contact me if you can help in my pursuit of a game developing dream.

I am also available for more mundane application development, and feel free to contact me about that also.

See Also: [Why is this Game Free?](#)

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Why is this Game Free?

I'm giving this game to you, the Windows Gamer, because I am one of you. I became frustrated with the games available, and lucky for me, I just happened to be a programmer. They will only get better.

For now, here I am, slamming you with raytraced pixels as hard as I possibly can in my first 32bit taunt. Although it's not much, this is just the first of many, fellow gamer, as I intend to make a career out of rattling your Windows.

-W. Mike Hare

(See Also: [Contact](#).)

Configuration Options

Frame Rate Slider - Sets the speed of game timing. Faster settings will result in the fastest possible frame rate, but at the expense of a 'jumpy' effect. Slower settings make the game smoother, but will reduce maximum frame rates.

2x Window - Displays the game screen at 640x480, double the 1:1 game screen size of 320x200. This setting requires a fast computer and video card to be very playable.

Music - Toggles whether background music will be played. Checked = on.

Sound Effects - Toggles all other sounds. Checked = on.

note: if music and sound are greyed out (not selectable), it means that the wavmix dll did not initialize, either because you do not have a sound card, your drivers are improperly configured, you are attempting to use a PC-speaker driver or some other strange device or fake device, or maybe you just need to reboot to clean up system memory.

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