Non-Playable Preview
Action Game

Price: N/A
Shiny Entertainment: N/A
Technical Support: N/A

System Requirements: 486, 8MB RAM, Windows 3.1, VGA Video Card, Double Speed CD-ROM, Apple QuickTime Runtime Files, Sound Blaster Compatible Sound Cards.

"Streams!"

Such a word often conjures up thoughts of relaxation. Languid days of quiet repose in the country, drowsed by the intoxicating aroma of flowers, while the ambling water slowly lulls you to sleep.

Well, no more my friend, "energy streams", now a phenomena, span the inky blackness of space. Close enough to tease Earth to harness and embrace this free energy source. Soon, pollution is but a distant memory.

Just streams of energy? - Maybe not - They are electrical discharge paths, spanning the Universe like an inter-galactic freeway, traveled at near infinite speeds by pure evil beings known as 'Stream Riders."

Soon like a tide of evil, they arrive too fast to be counted, as they take the off-ramp from hell. Eight giant moving cities crawl out of this chaos, wreaking more havoc as many Earth cities are inadvertently crushed by these great hulking monstrosities. The people of Earth go into hiding.

But little do they know there is still a chance. Five years earlier, inventor extraordinary, Dr. Fluke Hawkins, rocketed off on his five day mission to study the Palin Effect of "flange orbits." He was never heard from again. After the first year his two companions, Max, an over zealous, genetically engineered dog; and Kurt, the Doctor's young protege, started to suspect something was wrong.

The goings on below don't go unspotted by Max, ever on the lookout for anything that might threaten his dear Kurt. Filled with a terror he has never known, he rushes to tell the Doctor, who as usual, is busy working on another new invention.

The Doctor, often in a trance-like state when deep in the whirlwind of invention, is oblivious to the goings on around him. He finally snaps out of it and they rush to the monitors where they find their worst nightmare come true: some unimaginable aliens who can transform themselves into pure energy have invaded the planet through the Stream and are hell-bent on taking over.

Oh Boy! The Doctor turns to Max, "O.K. Max, I want you to." Before another word is said, off speeds Max eager to do the Doctor's bidding, except for the fact that no "bidding" has been given yet -- one of Max's little problems! Giving up on any hope of chasing down Max, the Doctor

grabs Kurt and they head for the Invention Room. The Doctor opens the door to reveal inventions of all shapes and sizes, but no time to browse, they need to act fast if they're going to put a stop to this worldwide threat. Ah, here it is! A suit designed to repel bullets -- just the type of outfit Kurt needs to take on sentries! And there's more where that came from: the "Worlds Most Interesting Bomb", "Anti-Radar Spray Paint", "The Worlds Smallest Nuclear Explosion", and who could ever overlook "The Human Mortar." The Doctor can't hide his excitement - now is his chance to test all his inventions created while orbiting, and Kurt is the perfect guinea pig! With an unerring confidence, and slight hint of insanity, the Doctor urges Kurt to attempt a mission.

This is the game that Shiny calls "Max, Dr. Fluke Hawkins & Kurt". However the industry has already started calling it Murder Death Kill.