

## A FEW NOTES ON MURDER

Murder.exe requires MicroSoft Windows 3.0 or better. The object of the game is to shoot each of your opponents before they catch up to you. "You" are the figure with the gun. Use the arrow keys to move around. To fire the gun, press the left mouse button.

The cursor, which takes the shape of a gun, must be inside the game's window for the gun to fire. I realize it would have been better to assign a key to fire the gun, but I never got around to making the change. Maybe I'll do it later if there is any interest.

Also, once the gun is fired, it will not fire again until the first bullet is off the screen. (They're kinda slow bullets.) This may not be very realistic, but it makes the game a lot more challenging.

You have to pick which opponent you want to face. Just click on the "Target" pulldown menu and then click on the drawing of the opponent you want. Then click a point on the screen where you want the opponent to appear. (You are picking the horizontal starting position. The vertical position is chosen at random.)

There IS more than one screen. You can run off the edge of the screen and a new scene will appear.

There are a few bugs. The animated figures can go behind or in front of fixed objects like palm trees. This part works pretty well. I tried to make the fixed objects "solid", so that if an animated figure runs directly into one of them he has to stop and go around. This part didn't turn out all that great.

FINAL NOTE: For any programmers out there... The source code, bitmaps, etc. are available in the WinSDK forum. Look for the file MURD\_S.ZIP. It's all in the public domain, so do what you want with it.

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