Star Chaos

Current Version
v2.0.2 - September 21st, 1998

Star Chaos is a fast-action shoot-em-up for Mac.

Based on Operation Intercept by DGS, Star Chaos is a game where the emphasis is on raw speed rather than beautiful graphics. To that end, Star Chaos can sustain 60fps animation on almost any PowerMac. The objective is to shoot your way through 60 levels of enemies, who like to shoot at you as well as dodge your fire.

A screenshot is available on the WWW.

Star Chaos was developed using SAT, the Sprite Animation Toolkit by Ingemar Ragnemalm. I heartily recommend this to any people who want to learn to write Mac games - it is an excellent starting point.