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Subject: Full 3d game in 96k  
Posted by [C4miner](#) on Tue, 20 Apr 2004 20:47:51 GMT  
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Holy crap this is amazing....

<http://renstation.net/forum/index.php?act=Attach&type=post&id=75511>

Of course with all the compression used your computer needs to be extrememly fast to decompress the information while playing the game to get decent performance.

But it's still extrememly cool. This in 98 kb while Renegade is in over 1200000 kb.

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Subject: Full 3d game in 96k  
Posted by [DarkDemin](#) on Tue, 20 Apr 2004 20:53:11 GMT  
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what is it? my computer brings up a black screen with a white bar on it then it stops.

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Subject: Full 3d game in 96k  
Posted by [\[REHT\]Spirit](#) on Tue, 20 Apr 2004 20:57:40 GMT  
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It's called "KKrieger" if I remeber right. It doesn't work if you don't meet the system specs. The site is <http://www.theprodukt.de/> and it's dl has the readme.

Specs:

- A 1.5GHz Pentium3/Athlon or faster.
  - 512MB of RAM (or more)
  - A Geforce4Ti (or higher) or ATI Radeon8500 (or higher) graphics card supporting pixel shaders 1.3, preferably with 128MB or more of VRAM.
  - Some kind of sound hardware
  - DirectX 9.0b
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Subject: Full 3d game in 96k  
Posted by [DarkDemin](#) on Tue, 20 Apr 2004 21:03:09 GMT  
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The only one I don't meet is the GFX cuz I am on my laptop and I have a nVidia mobile 32mb but it makes up for it with the AMD 64.

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Subject: Full 3d game in 96k  
Posted by [tooncy](#) on Tue, 20 Apr 2004 21:13:53 GMT  
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I found out about this a week and a half ago. OLD.

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Subject: Full 3d game in 96k  
Posted by [C4miner](#) on Tue, 20 Apr 2004 21:16:08 GMT  
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tooncyI found out about this a week and a half ago. OLD.Good for you. You're not the center of the universe.

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Subject: Full 3d game in 96k  
Posted by [FalconxI](#) on Tue, 20 Apr 2004 21:20:45 GMT  
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That was fun. It is a bit of a resource hog though.

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Subject: Full 3d game in 96k  
Posted by [Jaspah](#) on Tue, 20 Apr 2004 22:51:09 GMT  
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What's it do?

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Subject: Full 3d game in 96k  
Posted by [Beanyhead](#) on Tue, 20 Apr 2004 22:56:40 GMT  
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Yeah, I'm going to download a .exe, when I have no clue what it is. :rolleyes:

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Subject: Full 3d game in 96k  
Posted by [Aircraftkiller](#) on Tue, 20 Apr 2004 23:19:15 GMT  
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It's actually a 3D game. It's really one hell of a motherfucker when it comes to resources though. I could only get like 6 FPS, but it looked simply amazing.

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Subject: Full 3d game in 96k

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Posted by [Jaspah](#) on Tue, 20 Apr 2004 23:41:13 GMT

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A 3D game that is 98KB?

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Subject: Full 3d game in 96k

Posted by [IRON FART](#) on Tue, 20 Apr 2004 23:46:15 GMT

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Thats quite amazing. I didn't know it was possible. I still don't see how, but I know it is!

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Subject: Full 3d game in 96k

Posted by [TheGunrun](#) on Tue, 20 Apr 2004 23:48:04 GMT

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I wish i could play it. I had my 512 ram reduced to 200. My stupid laptop had somekind of problem that didnt let it run with more than one ram chip. No idea of what happend. Maybe it was just the hot 90 degree philippino climate. Can any one give me a screen shot of the low fps action? Sounds fun.

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Subject: Full 3d game in 96k

Posted by [IRON FART](#) on Wed, 21 Apr 2004 01:23:59 GMT

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It's not much fun because the fps is going to be so bad for many people. I only got like 3 maybe 4 fps.

It looks alot like quake.

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Subject: Full 3d game in 96k

Posted by [Doitle](#) on Wed, 21 Apr 2004 01:26:21 GMT

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My computer just... restarts itself every time I try to load it... I've tried like 3 times and I have a pretty schway computer so... maybe it hates... uh... my ancestors or something... I dunno.

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Subject: Full 3d game in 96k

Posted by [smwScott](#) on Wed, 21 Apr 2004 01:31:35 GMT

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When I played it awhile back I got about 15 FPS for about 10 minutes, then it suddenly dropped

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down to about 1 and became unplayable. I had a bunch of stuff running though, I was expecting it to be a simple little game so I didn't really care.

Anyway, the graphics are surprisingly decent. Dynamic lighting and everything.

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Subject: Full 3d game in 96k  
Posted by [C4miner](#) on Wed, 21 Apr 2004 04:32:27 GMT  
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Here's a screenshot of the 96 kilobyte game for those of you that can't get it to run. I have a fast system and was actually managing 20+ FPS in low-action areas.

There was also non-midi music and sound effects, which makes it more amazing.

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Subject: Full 3d game in 96k  
Posted by [bigjoe14](#) on Wed, 21 Apr 2004 05:07:37 GMT  
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That's insane.

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Subject: Full 3d game in 96k  
Posted by [EnderGate](#) on Wed, 21 Apr 2004 05:20:49 GMT  
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:wow:

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Subject: Full 3d game in 96k  
Posted by [TheGunrun](#) on Wed, 21 Apr 2004 20:38:05 GMT  
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WHAT THE FUCK?! How is that possible?! I wish some one would make more games like it.

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Subject: Full 3d game in 96k  
Posted by [C4miner](#) on Wed, 21 Apr 2004 21:02:26 GMT  
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What's funny is that the screenshot is as large as the game itself.

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Subject: Full 3d game in 96k  
Posted by [kawolsky](#) on Wed, 21 Apr 2004 21:07:39 GMT  
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sounds good...i think ill go try it once im alone :rolleyes:

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Subject: Full 3d game in 96k  
Posted by [Nightma12](#) on Wed, 21 Apr 2004 21:14:34 GMT  
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to bad my graphics card is not good enough

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Subject: Full 3d game in 96k  
Posted by [YSLMuffins](#) on Wed, 21 Apr 2004 21:20:47 GMT  
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How do you find the frames per second, because I think I'm running it at least 30+, but it just feels like it, with no jaggyness.

And I stopped after I couldn't get through this door that looked exactly the same on both ends.

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Subject: Full 3d game in 96k  
Posted by [flyingfox](#) on Thu, 22 Apr 2004 00:44:42 GMT  
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When the white bar is loading at the start, is it possible it's downloading all the textures and things from somewhere? You can't compress all the texture, models and everything into 96kb. Impossible.

And if it is, I'm sure there are at least a billion people that would pay big to find out where they can get this fantastic compression tool.

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Subject: Full 3d game in 96k  
Posted by [terminator 101](#) on Thu, 22 Apr 2004 02:32:14 GMT  
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Whoa, that game looks almost like Doom 3.  
Too bad it will NEVER run on my pentium III 128MB RAM, so I won't even try.  
Questions:

1. How long is the game? (how many levels)
  2. How hard is the game?
-

3. How long did it take you to finish the game?

4. How the f\_ck is the game so small?

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Subject: Full 3d game in 96k

Posted by [C4miner](#) on Thu, 22 Apr 2004 04:10:42 GMT

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drkhazeWhen the white bar is loading at the start, is it possible it's downloading all the textures and things from somewhere? You can't compress all the texture, models and everything into 96kb. Impossible.

And if it is, I'm sure there are at least a billion people that would pay big to find out where they can get this fantastic compression tool. The game still loads even if I disconnect my computer from the Internet when the white bar is doing its thing.

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Subject: Full 3d game in 96k

Posted by [EnderGate](#) on Thu, 22 Apr 2004 04:16:33 GMT

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wild :wow:

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Subject: Full 3d game in 96k

Posted by [PiMuRho](#) on Thu, 22 Apr 2004 06:26:13 GMT

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It's not compression. The textures (as an example) are procedurally generated at runtime. The executable just contains instructions to recreate them. The same applies for virtually all the other game assets.

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Subject: Full 3d game in 96k

Posted by [Sanada78](#) on Thu, 22 Apr 2004 16:24:52 GMT

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This game is amazing, I wasn't expecting it to be a full blown level that goes on for about 10 minutes (depending on how fast you go through it).

No wonder it uses loads of resources, just look at it.

I will agree with PiMuRho that everything is made during the runtime process. Maybe that's why it uses almost 300 MB of RAM.

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