

## Kill everything that Moves (KETM) an arcade spaceship Tyrian GNU / Linux game

Author : admin

I always love so much to go back to the times, when games were games and people had still valued words like moral and respect.

In that great days of old school computing, we used to play the awesome old schools **Tyrian** and the **Nintendo 1941** game (hopefully some still remember).



For all who don't **Tyrian** is one of the best Spaceship Arcades of all times!, and especially for DOS operating system the best I've personally seen.

Recently I was checking the arcade games available for install on my Debian GNU / Linux and happily come across a game called **KETM**.

*KETM* acronym stands for the memorizable **KILL EVERYTHING THAT MOVES** and is free software distributed game under GPL.

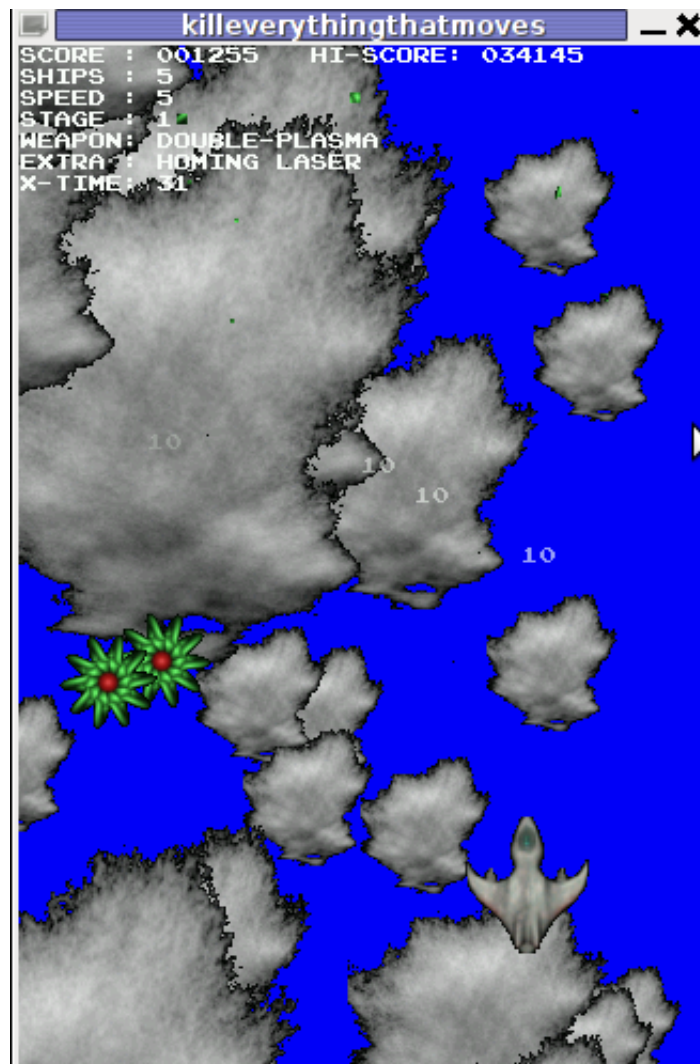
The original creation idea was probably to resemble the so famous in the '90s spaceshooter games.

**KETM** is pretty addictive just like tyrian and has sentimental meaning for me since it brings me memories for my arcade gaming years ;)

The game is easy to play and has a feeling of "diversity" especially in type of weapons your ship can obtain and use against enemies.

The powerups you get is quite plenty compared to the enemy ship types you should destroy ;) In overall the game is quite easy to play, this however is also a good thing, as you can play more smoothly without dying every few secs like it is in so many arcade games...

The game has only 4 game levels and on each level end there is a big spaceship "the boss" which is the last in line to destroy in the tradition of the 2d arcade games.



**Kill Everything That Moves** is available for Debian and Ubuntu as a deb installable with apt. To install the game on Debian and Ubuntu

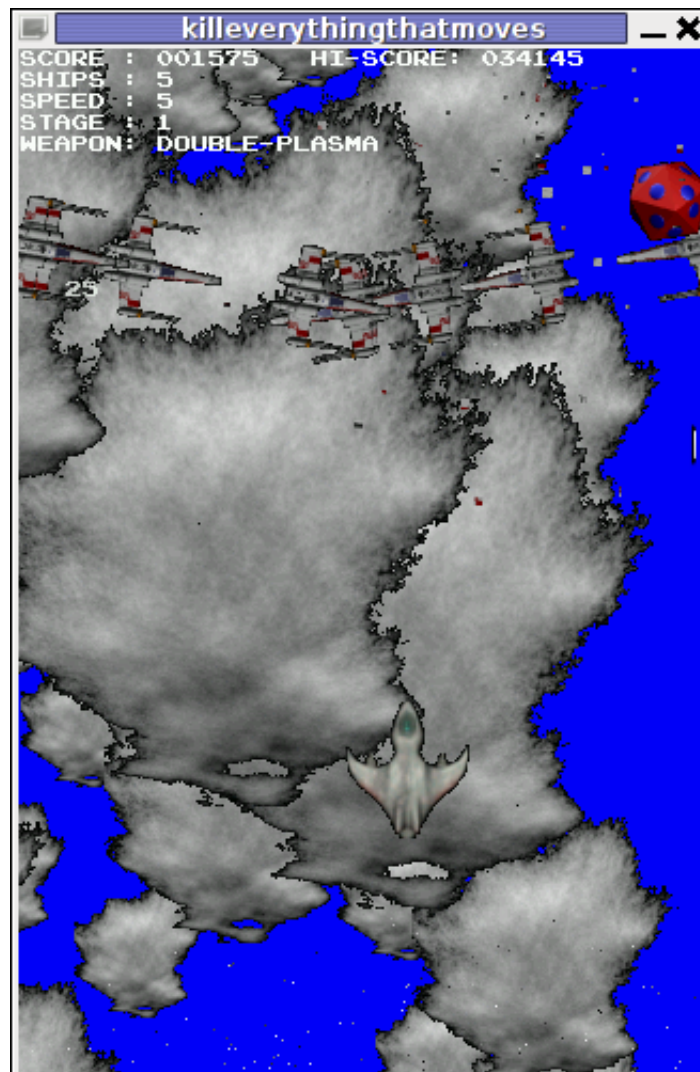
```
debian:~# apt-get install ketm
```

...

*ketm*'s official latest available source and binary of time of writting this article is at version 0.6 and as far as I checked it unfortunately seems like the game development is stucked and the code seems a unmaintained.

I'm sure *ketm* has a lot of potential en hope somebody will adopt the code and will push further its development.

The game runs by default in the annoying windowed mode, I don't like this so I always run it fullscreen:



```
debian:~# ketm -f
```



*KETM* also reminds a bit on GEKI 2 / 3, which I have previously blogged about but I found *KETM* to be more enjoyable than gekis.

I've seen *KETM* has RPM ports as well so installing the game on fedora will be probably as easy as downloading the respective RPMs fulfilling the RPM package requirements and installing with **rpm -i**. I would be glad to hear from people who had succesfully run the game on Fedora and other RPM based Linux distributions?

The only thing that prevents the game to feel a bit more awesome (in my view) is the missing sound & music ... Even though in the game settings inside the main menu there is an option for *Sound On / Off* the game runs by default without any sound or music (at least on my Debian).

I hope you will have some fun with *KETM* just I like I did! ;)

Also if you haven't played Tyrian yet, then I strongly advice you [download Tyrian from here](#) and try it out with **dosbox** - (a dos gnu linux / bsd game emulator)



Interesting fact to mention here, while looking for the native tyrian game info , I found *tyrian has an open source version under development* called - **OpenTyrian** . I'll check the game and write on it when I have time.