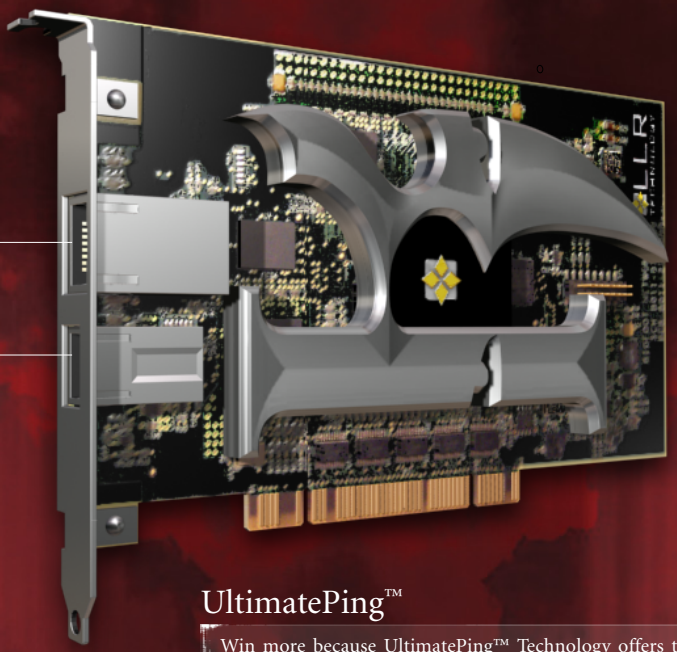
The First and Only Network Interface Card for Online Gamers!

KILLER™

NETWORK.INTERFACE.CARD



GameFirst™

Network packets for your games are prioritized and delivered before all other network activity on the system.

FNA™

Flexible Network Architecture (FNA) allows everyone to freely write, download, and run applications that execute on the Killer's Network Processing Unit. FNApps are user and industry developed applications that free your computer's CPU to focus on the game.

MaxFPS™

MaxFPS™ Technology offloads your network processing to Killer, which frees your CPU to focus on what you need it to – THE GAME!!! Killer's superior performance allows you to experience more Frames Per Second even on max'd out PCs with top of line graphics cards and other peripherals.

PingThrottle™

When other gamers complain that your Ping is too low, adjust it a little higher until they stop whining. Then, dial it back down and go in for the kill!

UltimatePing™

Win more because UltimatePing™ Technology offers the fastest gaming performance possible. No matter how fast your ISP is, you can get a better Ping. UltimatePing Technology maximizes the speed of your gaming PC because Killer's Network Processor Unit (NPU) delivers data to games faster than traditional NICs or LOM, and reduces your Ping in online games.

Winning is Speed.

Winning is Performance.

Winning is KILLER™ NETWORK.INTERFACE.CARD

POWERED BY LLR™ TECHNOLOGY

BIGFOOT NETWORKS™

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The Story of Killer

The Evolution of the Gaming PC

Back in the day, when we gamers wanted the best gaming PC possible, we had to build it ourselves. We all knew the key to a great PC was an awesome video card, fantastic sound card, and all the memory the motherboard could handle. Having those things meant that we could shoot the bad guys all night long, and be the envy of all of our friends.

When online games exploded into our lives, we all knew that the rules of gaming had changed. Performance problems that slowed us down didn't necessarily slow down everybody else, and we discovered a new way to die – Lag Death. Even the best computer money could buy wouldn't help because online games introduced a new element of the game that sound cards, video cards, and memory can't help with – network traffic.

Where is my Gaming NIC?

Video and audio card manufacturers have long known that to make a difference in PC performance you need to offload processing from the CPU. The more your processor can do, the more you can frag. The more you can frag, the more you can win.

Gamers need a NIC that will ease their CPU's burden so that their processor can focus on the railgun in their sweaty virtual hands in the game, not the network overhead. Gamers need a NIC that will give them the edge.

The Birth of the Killer

Gaming network traffic patterns were analyzed, game networking code studied, and a Killer was born. Powered by Lag and Latency Reduction (LLR) Technology, the Killer Network Interface Card is your weapon in the quest to be the best.

Think your PC dominates on games? Killer will make it perform even better. Happy with your Ping? Killer will make it even lower. LLR's patent-pending UltimatePing™ and MaxFPS™ features lets you kill more by lowering the computer's ping to its' ultimate level and by increasing your Frames Per Second (FPS) while playing games online.

The Ultimate Advantage in Online Gaming

If you love having the split-second advantage when you meet your enemy in battle…If you crave to stand over the corpse of your nemesis and laugh...If you live for leading your clan to victory…then you need the Killer. Online gaming will never be the same, either you have the Killer or you die.

Winning is Speed. Winning is Performance. Winning is Killer.

Benefits

UltimatePing™ = *Lower Ping*

Gaming Network Processor delivers data to games faster than standard NICs

MaxFPS™ = *More FPS*

By lowering CPU utilization for networking, everything in the gaming system runs faster.

FNA™ = *Flexible Network Architecture*

Allows everyone to freely write, download, and run applications that execute on the Killer's Network Processing Unit

GameFirst™ = *Packet Prioritization*

Network packets for your games prioritized above all other network activity on the system.

PingThrottle™ = *Ping Control*

Allows users to turn up and down their ping dynamically, without impacting CPU performance.

Technical Features

Data Rates	10/100/1000 Ethernet / Fast-Ethernet Controller
Integrated Memory	64MB DDR PC2100
Integrated Processor	32-bit @400Mhz
IEEE Compliance	802.3, 802.3u, 802.3x, 802.3z
Data Path Width	32-bit PCI Rev 2.2'
Data Transfer Mode	Bus-master DMA
Heat Sink	Nickel-plated Aluminum
Future-Proof	Field Upgradeable

General

Connectors	RJ-45
Port	USB 2.0
Operating Systems	Windows XP (.NET 1.1 required for LagMeter)
Typical Power Consumption	5-10W

Recommended System Configuration

- Athlon64® 3000+ or higher
- PCI 2.2 Compliant Motherboard
- Cable Modem or DSL Connection
- Intel Pentium® IV 2Ghz or higher
- 4X CD-ROM Drive or better
- 1GB RAM
- 3d Hardware Accelerator Card, 256MB or better
- English Version of Microsoft® XP

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