

## Homophobic game gets pulled from Steam Greenlight, developer issues statement

Yesterday we reported on a game called "[Kill the Faggot](#)," which appeared on Steam Greenlight. Shortly after our story was published Valve pulled the game from Greenlight. Developed by Randall Herman, Skaldic Games' sole developer and owner, the game urged players to "Murder gays and transgenders, while avoiding killing straight people," with the end goal being getting "as many points before time runs out."

*To say that the game was not well received would be a gross understatement of the facts. But after the game was pulled from Steam Greenlight (It's still available from the Skaldic Games web site as a [direct download](#)), Herman attempted to justify creating it in [this rather lengthy statement](#).*



Herman seems to believe that his game about killing LGBTQ+ people is a "social experiment" of some sort, but he freely admits that it is mostly a response to "people being overly sensitive" and "easily offended" when it comes to "LGBT issues."

*"I didn't make this game to attack LGBT people personally, and no I don't hate gays and think they should be treated fairly, but I made this game just to piss off those people that are way too overly sensitive, which includes straight people,"* Herman wrote.

He goes on to say that he made the game to piss people off. Clearly his plan has worked, but with anger and outrage comes backlash - something he apparently wasn't prepared for. While receiving lots of "hate mail" doesn't bother him, he does seem to be upset that some have begun contacting actors and musicians that are working with him on his games.

*"Send me all the hate mail you want, but stop sending out vicious hate mail to our actors and licensed bands,"* Herman writes. *"They have nothing to do [with] this mini-game, and are not featured in it. That just proves my point that the majority of the LGBT community are truly the hateful ones, sending threats and horrible messages to everyone they think is involved with this project."*

He closes by saying that he has no intention of apologizing for creating and releasing the game.

*"As for an apology. Ain't gonna happen,"* he writes in the conclusion to his statement. *"To everyone that got overly offended. Good, thats what we were going for. Just wait for our next game we are working on, its gonna be way more offensive as this one."*

We reached out to Herman prior to the publication of this story, but as of this writing, he has not responded. Ars Technica may have worn him out while questioning him for [this report](#)... One of the things revealed in that report is that despite Herman's claims that he has been in the industry since 2007 and worked on Disney Infinity and Call of Duty, his LinkedIn profile (now removed- here's a summary at [NeoGAF](#)) shows that he only did Quality Assurance testing on both titles.

We will have more information on this story shortly.

