



Walking between Light and Darkness, Good against Evil, through time & space and the hidden dimensions of Existence. Populated by both divine and demonic entities, we protect the Universe destroying any entity that alters the Balance. We are Godkillers, humans capable of containing and returning to the Source the powers released from the death of a god without causing a collapse in the fabric of the Creation, we know the darkness in the heart of evil because we have seen it in our own heart, and in the end, even death cannot free us.

Who I am ?

I am the Final Fate of all , my will is law, my wrath, absolute.

I'm a GODKILLER

Forget everything you know about history and the origin of what you call Existence.

At the dawn of time there was a terrible war between the Primary Gods of Creation.

As a result of that apocalyptic battle the Primary Source of the Universe sentenced every supernatural entity to perish outside the mortal plane to protect the newborn first race of humans, the First Ones, godlike beings that populated the Earth eons ago to feed the gods with the power of worship.

After hundreds of thousands of years the First Ones willing to free themselves from what they considered slavery and submission to the Primary Gods undertook a war in which they hoped to become pure gods, such a challenge went out not without punishment and all the wrath of The Source was unleashed on Earth, devastating almost all First Ones. A few, the most powerful, survived and absorbed enough divine essence, ascended as gods and created the pantheons by dividing the Earth creating a second race of humans, less powerful, without any fraction of divine blood, we are the children of that second race of humans.

Fueled by the mankind worship, the pantheons fought among themselves, provoking serious disturbances in the fabric of the Universe, making humanity suffer the consequences of those titanic battles ...

The Primary Source in response created a new race, born of Darkness and Light, the Godkillers, exterminators of gods, mortals bestowed with the power to assassinate a supernatural entity and return their powers to the Primary Source without destroying the Universe, these godslayers, freed from the clutches of the Fates had the duty to protect the space-time continuum of the deities that intervened on the human plane.



The creation of the First Ones



The Second Advent

And in the twilight of the Age of the Gods a cosmic event in which all the planes are aligned with the Primary Source a battle was fought between a Dark God and the last of the Godkillers, with their contained powers both were destroyed so that the balance was restored ...

This happened 25,000 years ago causing the destruction of the primal continent Of Mu.

## ANCIENT KNOWLEDGE

The legends of a primordial continent have existed eons ago, hidden in the mists of mythology, the place where the Primary Gods walked along with the First Ones.



Symbol Of Mu

Year 2012, a planetary alignment provokes the awakening in the human plane of an unknown deity, and after the advent many points of space time are altered with unknown motives, the balance of the Universe falters as hundreds of human souls scream for vengeance through time.

And by the will of The Source a new godslayer must be reborn. After seeing how that dark god sacrificed your wife while the infernal flames burned your body, your soul is infused with the power of the Primary Source and reborn as a Godkiller.

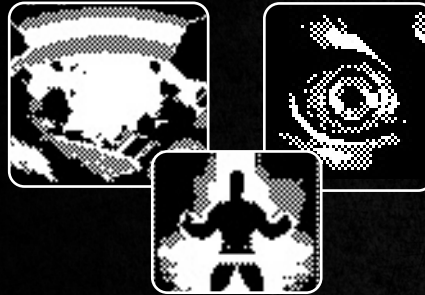


Your wife dies ...

The Powers of The Source flows through you.



Now I travel through the space-time continuum destroying the acolytes of the god who killed my wife, without caring about the consequences, I will reach my revenge



Feeling the disturbance in the space-time continuum

After several time jumps, where you had to fight against gods and demons from different pantheons you feel a disturbance in the structure of the Universe, the origin lies in the remains of the primordial continent of Mu, populated by the First Race at the Beginning of Time .

You materialize in the remains of the Temple of the god Mnar, a titanic deity killed by a godkiller 25,000 years ago. His death caused the destruction and sinking of Mu ... and even now the consequences of that cataclysm provoke a disturbing sensation.

You must release the captive souls, and collect 3 relics that allow to perform a ritual to The Source and absorb enough chronal power to open a time portal while destroying the acolytes and undead that

worship the gods & defend the ruins of the Temple.

To break the seals of certain places you must find mystical keys that will open the way to the forbidden areas of the temple ... after the ritual you should look for the time portal and escape from this place of death and destruction.



The Evil Forces rise inside of the Temple

## ANCIENT KNOWLEDGE

The god Mnar, a deity of titanic heritage, was the last ruler of Mu in the dawn of time, god of Starlight who forged the legendary Starseed of Mu , a mythical relic infused with the light powers of the Universe



Sign Of Mnar

Collect the Scroll Of Eternal Knowledge to learn the secret spell of the Sacrifice



*The Altar Of Sacrifice*



*The Souls Of The Damned*



*The Scroll Of Eternal Knowledge*



*The Amulet Of Chronus*



*The Seal Of The Titan God*

The Seal Of The Titan God is infused with the godlike essence that you need to protect you when the time breach opens

Find the Chamber Of Sacrifice with the sacred altar of the Gods

The Amuleto Of Chronus contains enough chornal energy for open a time breach

You must to realase the souls of damned, spiritual esences of the people of Mnar

## ANCIENT KNOWLEDGE

The Temple is a place that has remnants of divine power, to open a breach to the space-time continuum you must make a sacrifice to the Gods.

In all the places of power you can find relics and artifacts loaded with primordial or divine energies, look for them and you will obtain fabulous abilities.





# THE POWER OF A GODKILLER

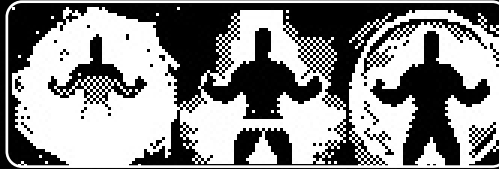
Watching how your wife was killed unleashed the darkness of your soul by establishing a link with the Primary Source, causing a chthonian rebirth. For the first time in your life you could feel the beat of the universe and the place that you occupy in the cosmos.



A stream of pure energy enveloped you granting supernatural powers over this world. Although you are still mortal, you possess the ability to kill a god ... absorbing his powers and returning them to the Source without causing any imbalance in the Universe.



Every time you kill a deity you lose a piece of your soul, it is the price to pay for the power that you possess, and the day in which all the liberated gods die ... the power that you possess must return to the Source and become One with it ... that day you will die.



A Godkiller Rebirth, infused with the great powers of the Source

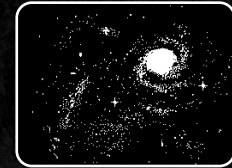


Your powers also allow you to recover faster than a normal human and manipulate ancestral relics and the powers contained in them, without being consumed ... literally.



The powers of a godkiller come from the Primary Source of the universe, as do the powers of the gods, but a godkiller has a direct link.

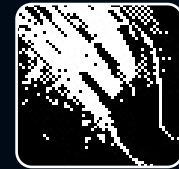
The Source is the origin of everything, and as such must always be in balance, nothing and no one yet knows its secrets



The Universe, born from The Source

## ASTRAL LIGHTING BOLT

The gods can channel their divine powers into astral energy attacks, the godkillers can channel an astral bolt directly from the Source with the ability to kill almost any deity

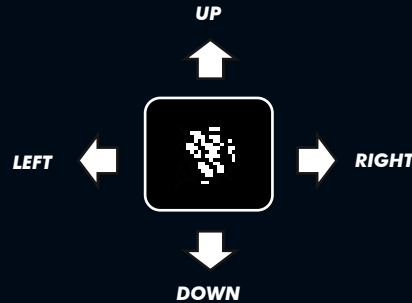


## LOADING INSTRUCTIONS

1. Setup & Power On your 128 Spectrum.
2. Insert TAPE and select LOADER.
3. Press ENTER and PLAY in the cassette.
4. The game loads & run automatically .

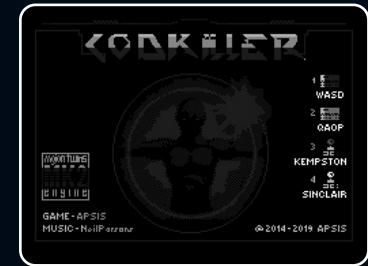


## CONTROL SCHEMES



1. WASD + SPACE (FIRE)
  2. QAOP + SPACE (FIRE)
  3. KEMPSTON JOYSTICK
  4. SINCLAIR JOYSTICK
- M : USE

YOU CAN SELECT THE CONTROL SCHEME IN THE MAIN SCREEN



This game is an upgrade version of Godkiller (2014) , using the MojonTwins MK2 Engine, with ingame music, new graphics and a new cover and update manual.

The game introduces an alternative timeline after the future events of Godkiller 3, the final episode of the GodKiller Trilogy, with a revelation that has caused the rewriting of reality itself where several alternative time lines converge including the events of Godkiller I (2014-2019NT) and Godkiller II: Exile (2015-2019NT) \*

Thanks to NathanMojon from the MojonTwins for his patience and infinite technical support.

To my friends, Frank Of Guimar, Kempston, The Hectores, Pookie, Konamito, Telocompro, Sr.Delfin, Magoric, DocVIC, AGOD, The Manso, Airam Of Ycoden, Ray-KO & the rest of the Menceyato del Retro.

To IvanZX, Jolugoro, Juanje & Marcellus for his godlike support.

And to the best people in the Existence, you know who you are, for your infinite power, and the special thanks to the best nephew of the Universe, Alejandro .

**The original 2014 game was dedicated to my childhood friend Roberto Blanchard (RIP 2012), you returned to the Source without being able to fulfill our dream of making a game, in 2014 we did it, now too.**

GAME

APSYS (CthonianGodkiller/Maxi Ruano)

MUSIC

Ignacio Prini (Neil Parsons)

ENGINE

MojonTwins MK2 G.Edition (2019)



DIGITAL EDITION - NOT FOR SALE



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