

KODKILLER EXILE



When you open the Mnar's portal you jump back into the timestream but something strange happens, you are expelled from the stream by something or by someone.

You are in the Citadel of Dis, the City of the Damned
A hellish place beyond the space time continuum where gods, demons and other supernatural creatures are exiled for their sins against the Source.

In this plane the divine powers are negated and even with your direct connection to the Primary Source you notice how all your supernatural powers are automatically sealed.

You must escape and regain your powers for the final battle

The City of the Damned, a place of eternal damnation and torment located on a hellish dimension outside the space-time continuum, the place where all evil souls are exiled to suffer eternal punishment, it is impossible to escape from Dis, in this place any kind of supernatural power is sealed and the creatures that inhabit it can not die to escape their torment.

The legends of the First Race tell that when the Primary Gods modeled the worlds a vast part of the primordial darkness condensed into a plane of existence that existed outside the flow of time, where the gods had no power and all the creatures both mortals and immortals exiled there would be condemned to eternal torment, for eons all kinds of supernatural creatures, even the gods that refused to be returned to their plane of existence were exiled and were stripped of power and hope.

The real danger of this plane is that it corrupts the souls of the exiles, you must escape before the corruption of Dis ends up possessing you, and given your connection with the Primary Source, although weakened, it could resonate through the Universe spreading corruption . By having your powers sealed you will have to find Astral Rifts, interdimensional disturbances which you can use to extract power to temporarily recharge your

ability to project astral bolts , get in tune with ancestral relics and find a way to escape from the city.



The Eternal Pain

Corrupted Spirits



In this plane you will also find captive souls, mystical spheres of astral energy similar in nature to those you have encountered in your travels, but being in the City of Dis these souls can corrupt you more quickly



The Souls

Interdimensional rifts of unknown origin that traverse the structure of the universe, mixing the laws of other planes, it is possible to extract astral energy to temporarily recharge your powers



Astral Rifts

These amphoras contain Ambrosia, they are brought to this plane through dimensional ruptures, by consuming them you will be able to recover part of your corrupted vital force by the contact of the inhabitants of Dis



Ambrosia

ANCIENT KNOWLEDGE

The City of Dis was the infernal city that made up the sixth circle of Hell and the lower circles below in the Divine Comedy.



Symbol Of Dis

THE STORY SO FAR

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

ANCIENT KNOWLEDGE

Points of disruption are alterations in the very fabric of the Universe, causing changes in fate and the natural flow of the space-time continuum



The Time Stream

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



THE FIRST PART OF THE JOURNEY



THE SECOND PART OF THE JOURNEY

After seeing how that dark god sacrificed your wife while the the flames burned your body and you soul claim for revenge.

The echoes of you voice resonate with the unknown Source and a voice beyond the Universe speak to your mind.

And by the will of The Source a new godlayer must be reborn.

Your soul is infused with the power of the Primary Source and reborn as a Godkiller.

THE THIRD PART OF THE JOURNEY



THE FOURTH PART OF THE JOURNEY

THE FIFTH PART OF THE JOURNEY

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 vibration.

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

To break the seals of certain places you must find mythical keys that will open the way to the forbidden areas of the temple...

THE SIXTH PART OF THE JOURNEY



THE SEVENTH PART OF THE JOURNEY

THE TRIALS OF DIS

You need to solve the Trials Of Dis , the three relics

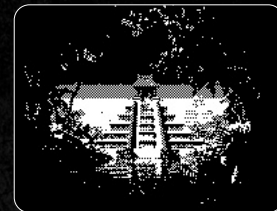


You must to realase the corrupted souls

Chronolion



The city of DIS is outside the continuous space time, in this plane the resonance of Time has condensed in the "will of the god of time", choral energy crystallized at the moment in which DIS was expelled from the universe main timestream , is your only chance to absorb enough choral energy to stabilize an stable timegate



The Time Gate of Dis is located in the north Pyramid

The Runes Of Dis



Tablet written in Ditic runes, the song inscribed in it allows you to gain control over the Pyramid of Sathiel, the only place in Dis where a portal can be opened through the dimensional barrier.

The Stygian Fire



A relic infused and forged by the flames of the Stygian depths, it is the only way to dispell the darkness in the maze of terror, in the center of DIS, the flame only can be manipulated by someone with supernatural essence.

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 cthonian 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.



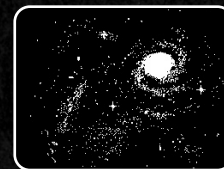
A Godkiller Rebirth , infused with the great powers of the Source



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.

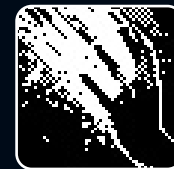
The Source is the origin of everything, and as such must always be in balance, nothing and no one yet knows its secrets



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



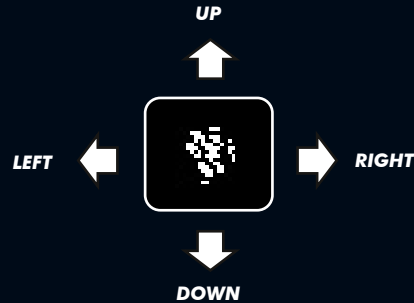
LOADING & CONTROLS

LOADING INSTRUCTIONS

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



CONTROL SCHEMES



YOU CAN SELECT THE CONTROL SCHEME IN THE MAIN SCREEN

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



This game is an upgrade version of Godkiller 2 (2015) , using the MojonTwins MK2 Engine, with ingame music, new graphics, a new cover and 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 (2015-2020NT) *

Thanks to NathanMojon from the MojonTwins for his patience and infinite technical support & Adrian Of The Socorro for his outstanding help

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, my nephew Alex , Omar Sy, Jessica Fletcher, etc

To his majesty Errazking for his GFX support , thanks (Es bueno ser rey)

The original 2015 game was dedicated to my Dad (RIP 2006) , the only person who believed in my powers

GAME

APSIS (CthonianGodkiller/Maxi Ruano)

LOADING & MENU SCREEN

Agod

GFX Fixing

Errazking (His Majesty)

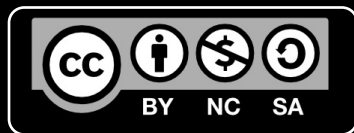
MUSIC

Ignacio Prini (Neil Parsons)

ENGINE

MojonTwins MK2 G.Edition (2019)

DIGITAL EDITION - NOT FOR SALE



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