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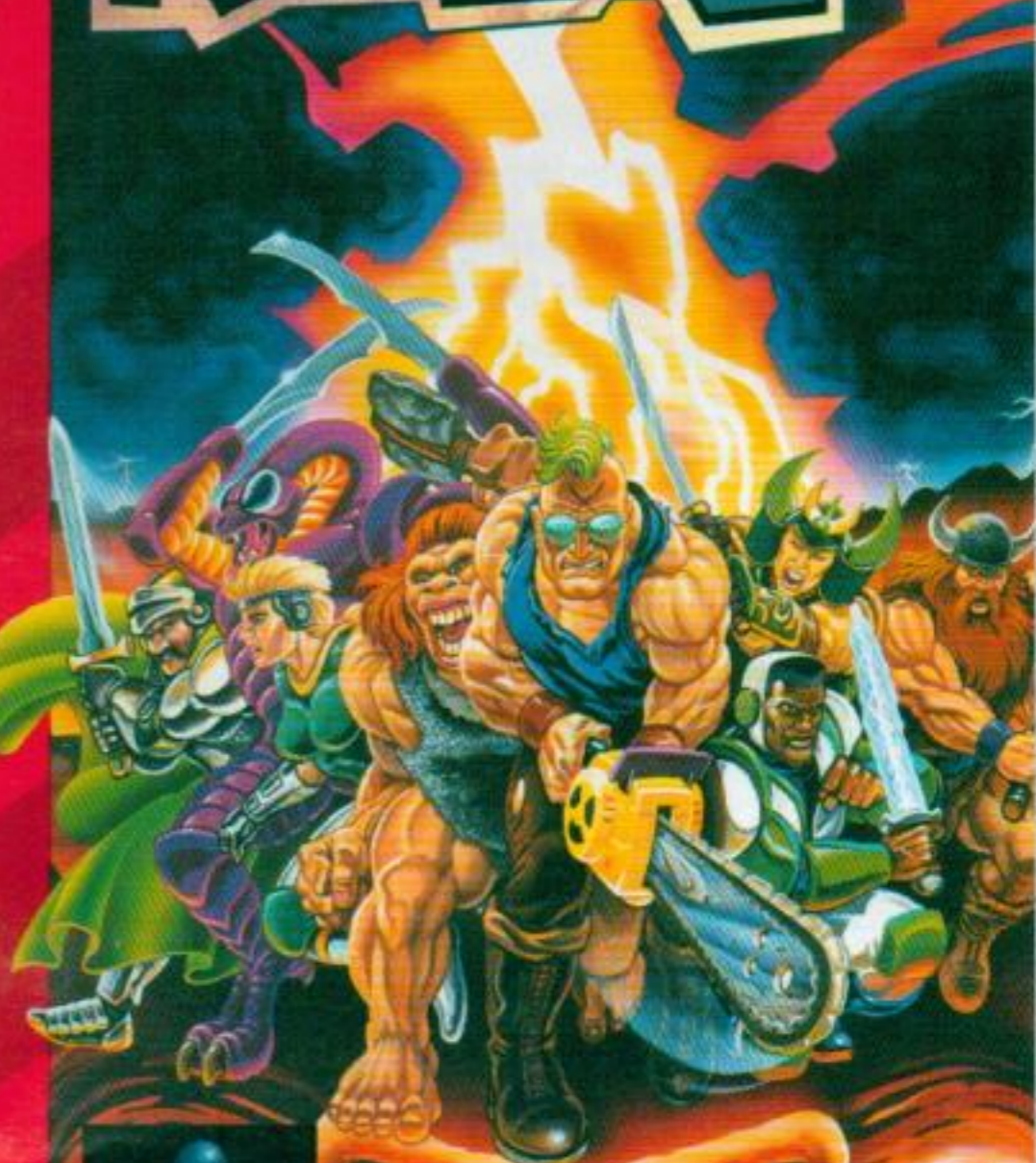
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SEGA™

GENESIS™

TIME KILLERS™



Instruction Manual

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE:

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

Handle it with care. Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

GETTING STARTED



1. Make sure the power switch is OFF and that there is no game cartridge in your Sega Genesis System.
2. Plug a Genesis Controller into the "Control 1" port on your Sega Genesis. If two players will be playing, insert a second Genesis Controller into the "Control 2" port.
3. Insert the TIME KILLERS cartridge firmly in the cartridge slot on the Genesis System and turn the system on.
4. When you're ready, press the START button on your Controller to begin play.



DEATH'S ARENA



Throughout time, Death has attempted to overcome his nemesis, Life, by sending dark agents to do his bidding. History's greatest warriors have continually defeated Death's agents, infuriating him. After centuries of plotting his ultimate revenge, Death has taken these heroic warriors from the entire span of humanity's past, present, and future and pitted them in a ferocious battle which can have but a single victor.

Now these great champions stand frozen in a chamber beyond time, ready to do battle in a contest of fighting skill. Each hero must defeat his challengers, with the final battle being with Death himself. If any of the heroes has the strength to defeat death, they will become immortal.



ON BECOMING IMMORTAL

Though each of time's heroes have been tricked by Death into fighting in this arena and defeating Death's own greatest enemies, they now have no choice but to battle for their own survival.

A player must win two rounds to defeat their opponent. If each player wins one round, a third round will be played to determine the champion. At the start of a round, the two combatants are at full strength, as depicted by strength meters above their name. If a player strikes his opponent, damage is incurred and the strength indicator gets smaller. When one player has lost all of his strength, he loses that round.

In a one-player game, the player must fight and defeat all seven computer-controlled opponents. If this is accomplished, the player then fights Death in a final battle. If the player defeats Death, he has proven himself to be history's finest warrior and becomes immortal.

In a two-player game, the players choose any of the eight fighters (and may even select the same fighter) and battle against each other. At the end of each match, players have the opportunity to choose a new character.

BATTLE CONTROLS (3 BUTTON)



The D Pad controls the character's movements.

Up+Left:	jump away/defend
Up:	jump up
Up+Right:	jump toward
Left:	walk away/defend
Right:	walk toward
Down+Left:	crouch/defend
Down:	crouch
Down+Right:	crouch

The Buttons control the player's attacks and fighting moves.

Button A:	head
Button B:	botharms
Button C:	backleg
Buttons A+B:	backarm
Buttons B+C:	weaponleg
Buttons A+C:	bothlegs
Buttons A+B+C:	death move

Flail hit buttons repeatedly, for instance, to "flail backarm", hit A and B repeatedly.

BATTLE CONTROLS (6 BUTTON)



The D Pad controls the character's movements.

Up+Left:	jump away/defend
Up:	jump up
Up+Right:	jump toward
Left:	walk away/defend
Right:	walk toward
Down+Left:	crouch/defend
Down:	crouch
Down+Right:	crouch

The Buttons control the player's attacks and fighting moves.

Button A:	backleg
Button B:	weaponleg
Button C:	defend/block
Button X:	backarm
Button Y:	weaponarm
Button Z:	head
Buttons A+B+X+Y:	death move

Flail hit button repeatedly, for instance, to "flail backarm", hit Button X repeatedly.



THUGG

Origin: Mesopotamia
Time period: 20,000 B.C.
Height: 6' 9"
Weight: 325 lbs.
Weapon: Stone axe
Special move: Blood chop

Thugg is a savage caveman with brutal instinct and animal strength. This, combined with his strong presence and self-confidence, made him a natural leader in humanity's first struggle for dominance. For centuries, humans had been ruled by the alien Troglodytes, a reptilian race which nearly broke mankind's spirit forever. Thugg proved himself to be a great fighter by defeating the strongest Troglodyte warriors, after which he would bite a chunk of reptile flesh and spit it at his next opponent. This would usually shock and repulse the Troglodyte enough for Thugg to execute a final killer blow. After many years of bloody battles, Thugg at last faced and defeated the Supreme One, the leader of the Troglodytes. With the death of their leader, the Troglodytes lost their strength and humanity was able to evolve and prosper. Immediately after his battle with the Supreme One, Thugg disappeared, never to be seen again.



Trog Hocker (fast) ↙ ↓ ↘ head

Trog Hocker (slow) ↘ ↓ ↙ head

Flip Combos

Head pound: → bothlegs then while in air backarm

Axe chop: → bothlegs then while in air weaponarm

Body Launch ↓ bothlegs

Lobbing punch: ↓ bothlegs then backarm while legs extended

Medium range launch: ↓ bothlegs then weaponarm while legs extended

Quick launch: ↓ bothlegs then botharms while legs extended

Running Head Butt → head
→ head then ← to stop & attack
→ head then ↓ to crouch & attack

Body Roll Combo ↘ bothlegs
while rolling, press any combination to crouch and attack

Ground Pound ← weaponarm

Super Uppercut close → backarm

Super Kick bothlegs

Quick Blood Chop ← + death move



LEIF

Origin:	Harstad, Norway
Time period:	829 A.D.
Height:	6' 7"
Weight:	284 lbs.
Weapon:	Battle-axe
Special move:	Berserker

Leif is a fearless and fierce Viking, ready for any challenge. For much of his life, he fought the mysterious Black Army, a ruthless plague of evil led by Black Thorn. Leif fought the Black Army many times over the years, keeping their dark reign from spreading beyond the northern coast of Norway, but Leif was frustrated by his inability to face and defeat Black Thorn. Finally, in his desire to see the wars ended, Leif allowed himself to be captured and brought to the Castle in the Lair of the Unknown. There he was tortured and weakened and at last brought before Black Thorn to be personally executed. But Leif used his last bit of adrenaline to catch Black Thorn off guard and send him into eternal darkness. Leif's fellow Vikings waited for days to greet their leader after the defeat of the Black Army, but Leif never returned from the evil castle.



Short Berserker	← + death move
Rotoslice	↓ botharms
Spin D-pad in a circle for additional spins	
Super Kick	↓ bothlegs
Axe Pole Vault (low)	bothlegs then while in air backarm
(high)	bothlegs then while in air weaponarm
Headsplitter	in air botharms
Running Head Butt	→ head
	→ head then ← to stop & attack
	→ head then ↓ to crouch & attack
Flying Rotoslice	in air circle on D-pad then botharms
Viking Spike	close → botharms
Reverse Pole Poke	→ botharms
Extended Trip	↓ weaponleg



LORD WULF

Origin:	Camelot, England
Time period:	1202 A.D.
Height:	6' 2"
Weight:	226 lbs.
Weapon:	Broadsword
Special move:	Flying Guillotine

Wulf is a courageous knight whose sword and soul act as one. Forever seeking peace and happiness ever denied to him, Lord Wulf is a tortured soul. At an early age, Wulf left the legendary Camelot to make his home in Spinstershire. Unfortunately, Count Morbid, the cruel ruler of Spinstershire, took from Wulf his beloved wife and family and brought the entire town under his corrupt rule. Lord Wulf led the townspeople in a revolt against Morbid and his troops. During a midnight battle in the midst of a fierce and unnatural thunderstorm, Lord Wulf fought Count Morbid, eventually bringing him down with a bolt of lightning reflected from his sword. The storm subsided and peace returned to the town of Spinstershire, but Lord Wulf was never seen again.



Energy Bolt ← head, then → before war cry

Sword Plant Double Leg bothlegs

Super Uppercut close → backarm

Quick Slide Uppercut → → backarm

Super Kick ↓ bothlegs

Airborne Guillotine in air death move

Slide Trip ↓ backleg

Super Head Split in air botharms

Flying Head Jab in air backarm

Heel Crunch in air weaponleg



MUSASHI

Origin:	Nagashima, Japan
Time period:	1455 A.D.
Height:	5' 11"
Weight:	167 lbs.
Weapon:	Katana, Daito
Special move:	Dragon's Bite

An agile samurai and brilliant strategist, Musashi led his army into many campaigns, never losing a battle nor suffering a casualty. Musashi considered the men of his undefeated army to be his sons, and led them with respect and devotion. During a secret mission in a land known as the Foothills of the Serpent, the Yofune'-Nushi dragon came upon Musashi's army and consumed every man with unnatural fire, leaving only Musashi to watch their pain and despair. Tormented and shamed, Musashi vowed to avenge the spirits of his army by hunting down and destroying the dragon. For years, Musashi honed his fighting skill and his swordsmanship, and finally traced the dragon to its lair. It is said that Musashi cut the dragon to ribbons and fed its flesh to the spirits of his soldiers, but neither Musashi nor the Yofune'-Nushi dragon ever emerged from the cavern.



Lightning Slice	→ flail backarm
Off The Wall	while in air and against wall, move D-pad away from wall to jump forward
Flying Dragon	in air death move
Flip to Head	bothlegs
Back Slam	↓ bothlegs
Katana Flash	↓ flail botharms
Daito Flash	↓ flail backarm
Double Slice	botharms
Slide Trip	↓ backleg
Katana Blender	in air flail backarm
Samurai Hair Cut	in air flail botharms
Flip Double Lunge Kick	in air bothlegs



RANCID

Origin: New Chicago, USA
Time period: 2024 A.D.
Height: 6' 6"
Weight: 261 lbs.
Weapon: Chainsaw
Special move: Head Shred

Rancid, a defiant, streetwise loner, is an urban legend to be reckoned with. Abandoned as a child in the dark tunnels beneath a decaying 21st century city, Rancid knew only survival and self-preservation. It was as well that Rancid did not learn the morals of the corrupt society above; he simply did what he felt was best, earning in the process a mystique and a reputation as a hero of the streets. Rancid did his best to live up to the reputation he had unwittingly earned, but official sources accused him of a series of crimes – the X Murders – that Rancid did not commit. Wanted by both the police and the underground, Rancid used his street sources to discover the truth. He traced the brutal murders to a fiend named Plague, who carved an X into the forehead of his many victims. Nearly a victim himself, Rancid received Plague's deathmark before dispatching the murderer with a discarded chainsaw. The X Murders stopped, officially unsolved, and Rancid vanished into a mishmash of street legends.



XVI

Chain Ride	← ↗ ↓ ↘ → botharms
In Air Ride	in air ↑ ↗ → ↘ botharms
Head Dance	in air bothlegs, aim towards opponent
Crotch Rocket	→ botharms
Jump Split Kick	→ bothlegs
Both Leg Bullet	bothlegs
Dirty Knife in Boot	close → weaponleg
Flying Knee	→ weaponleg
Flip Trip	↘ bothlegs
Slide Trip	↓ backleg
Spinning Saw	in air weaponarm
Chainsaw Lobotomy	in air botharms
Flying Head Slam	in air head
Jump Kick	↓ bothlegs

XVII



ORION

Origin: Alpha Outpost X9
Time period: 2885 A.D.
Height: 6'
Weight: 175 lbs.
Weapon: Electro Saber
Special move: Satellite Slash

Born on a small space station in a desolate sector of space, Orion felt his home was a prison and longed for the day when he could travel the stars and explore the unknown. He trained as a pilot for exploration ships, and celebrated his acceptance into the academy by "borrowing" an experimental dimensional slide craft for a quick trip. Orion returned to a horrible sight – the space station was being attacked by black, formless creatures that moved through space like ravaging jellyfish. When he attempted to report the attack, authorities placed him under arrest, thinking he was responsible for the deaths on the station. Escaping in his experimental ship, Orion scoured the stars in search of the shadow creatures, hoping to prove his innocence. In time, Orion's ship became a trophy room of sorts for the treasures he'd found and the species he'd conquered, and Orion himself became a legendary outlaw. After a tip as to the possible whereabouts of the shadow creatures, Orion set his course for an unknown sector and never returned to this galaxy.



XVIII

Spinning Drill	↑ ↗ → ↘ ↓ weaponleg
Gravity Throw	in air →→ or ←←
Roll Stab	↘ botharms
High Torpedo	bothlegs
Low Torpedo	↓ bothlegs
Soprano Slice	close → botharms
Knee to a Kick	close backleg
Spin Stab	close → weaponarm
360 Spin Chop	close botharms
Body Spear	in air head
Football Kick	in air weaponleg
Flying Spin	in air bothlegs

XIX



MATRIX

Origin: Mars Colony A-7
Time period: 3297 A.D.
Height: 5' 10"
Weight: 133 lbs.
Weapon: Photon Blade
Special move: Photon Fury

Matrix was four years old when the Cyber Wars began on Mars. A mysterious force somehow reprogrammed all of the robotic servants, causing them to destroy humans rather than serve them. Fighting with the few remaining survivors, Matrix was severely injured in battle and was given a bionic hand. The cybernetic implants in her new hand allowed Matrix to tap into the remote commands being sent to the cyberdrones, eventually leading Matrix to the Master Drone, a bio-technical entity of unknown origin. Withstanding the Master Drone's vicious attacks on both the physical and binary levels, Matrix slashed at it with her photon blade and crushed its living core with her bionic hand. Across the planet, the machines fell lifeless, but no trace of Matrix was to be found.



Flying Super Butt	in air head + weaponarm + backleg
Cyber Punch	→ flail backarm
Low Cyber Punch	↓ flail backarm
Eat My Feet	↓ bothlegs
Tornado Spin	in air botharms
Super Uppercut	↓ close backarm
Airborne Fury	in air death move
Short Leg Spin	in air circle on D-pad + weaponleg
Long Leg Spin	in air circle on D-pad + bothlegs
Super Slide Kick	↓ backleg
Leg Launch	→ backleg
Flying Pummel	in air flail backarm
Photon Slice	in air weaponarm



MANTAZZ

Origin:	Unknown
Time period:	4002 A.D.
Height:	7' 2"
Weight:	187 lbs.
Weapon:	Serrated Forearms
Special move:	Secare Slice

No one knows whether the Mantazz race invaded Earth from another planet, or if they evolved on their own in a remote and radioactive area of the Overzone Jungle. These insect-like creatures possess a meta-hard exoshell, but are light enough to fly. They attack with double-jointed forearms which contain razor-sharp, serrated claw-like appendages, and are able to fire plasma bursts from their eyes. With an incredible rate of reproduction and an almost unlimited life span, the Mantazz quickly spread across the Earth and were poised ready to eliminate the human race when their queen suddenly disappeared. Left without leadership or means of reproduction, the Mantazz were no longer a threat to the human race, and eventually co-existed with mankind for many generations. Those who are aware of the patterns of eternal beings might suggest that Death himself may have taken part in the disappearance of the queen Mantazz, for fear that she might achieve what Death himself was unable to do.



Fast Eye Beam	↙ ↓ ↘	head
Slow Eye Beam	↘ ↓ ↙	head
Low Eye Beam	↓↓	head
Fly	→→ or ←←	while airborne
Elbow Spinning Double Kick	close →	bothlegs
Super Spin Trip	↓ weaponleg, flail weaponleg to move towards opponent, ↙ ↓ ↘ to double speed across screen	
Helicopter Secare	↓ X+Y+Z (6-button)	
Airplane Secare	←←	weaponarm
Knife Sharpener		flail botharms
Super Extension Kick	↓	bothlegs
Double Elbow Hurl	close →	botharms



DEATH

Never content with the celestial balance of Life and Death, Death has tried again and again to gain power over all things. In order to eliminate his enemies, Death has plucked

each of the seven heroes (and the queen Mantazz) from their time stream at the moment of victory over Death's own agents, and brought them to his arena. Here Death has lied to each of the heroes, convincing them to fight seven messengers of evil to gain immortality. Still fatigued and disoriented from their previous battles, the heroes believe the Master of Deceit and agree to meet his challenge.

Death has orchestrated events that will pit eternity's greatest warriors against each other. Whichever Time Killers warrior survives these battles will have to face a fully-powered and vengeful Death in his own dark underworld. Will Death be victorious and reclaim a hold on All That Is? Or will one of the heroes overcome the power of this primal force and become immortal?

Only time will tell...

KILLER NOTES

KILLER NOTES

XXVI

KILLER NOTES

XXVII

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