

# ***TIME 2 KILL***

created by:

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# Story

In the year 2025 the world is in complete chaos. Its World War 3 and the world is in turmoil. One hero must grapple with his destiny. He must go back in time to retrieve a computer from the year 1978, the key to saving the world from ultimate destruction. John Titor must be up to the task. But alas our hero on his mission in his time traveling car has been warped to alternative times and space. John must retrieve his car and warp safely back to 2025 or the world may cease to exist. John must face the terrors of the grotesque and starving zombies in an abandoned grocery store. The zombies have had too many genetically modified foods and are now allergic to organic food.

Next he will encounter the enormous penguins and crazed nutcrackers in the frozen arctic who were mutant science experience. He will then be transported to the world of toys in a closed toy store, where the crazed jack-in-boxes and turtles will be there waiting for him. Off to the jungle, John will travel next. He must face the ruthless machine gun equipped guerrilla gorillas who are out to kill every last human on the earth. Lastly he must find his way out of a drawing seeping with angry stick figures. Will John make it home?....

# Controls

up arrow key - aim up  
down arrow key - aim down  
left arrow key - move left  
right arrow key - move right  
option - shoot  
space bar - jump  
m - map of level  
p - pause

You must navigate John through five different alternate times and space. Each level John must first collect some sort of ammo to shoot the enemies with. Each level has a new ammo which corresponds with the time and place John is at the moment.

# Summary

TimeKill is a side-scrolling shooter game based on the formula of its predecessors (games like Contra and Metal Slug, mostly Metal Slug). The game follows the adventures of John Titor, time-traveling, ass-kicker extraordinaire. After time-traveling to the year 1975 to recover an old computer, he attempts to return to his own time frame, only a system malfunction causes his ship to crash land in some alternate time and reality frame into a grocery store. While Titor must find his ship, he is in constant peril no matter where he goes, so he has no choice

but to keep warping until he can safely return home. This leads to him struggling to survive in all sort of alternate realities, which leads to the varied level designs that the game will feature.