

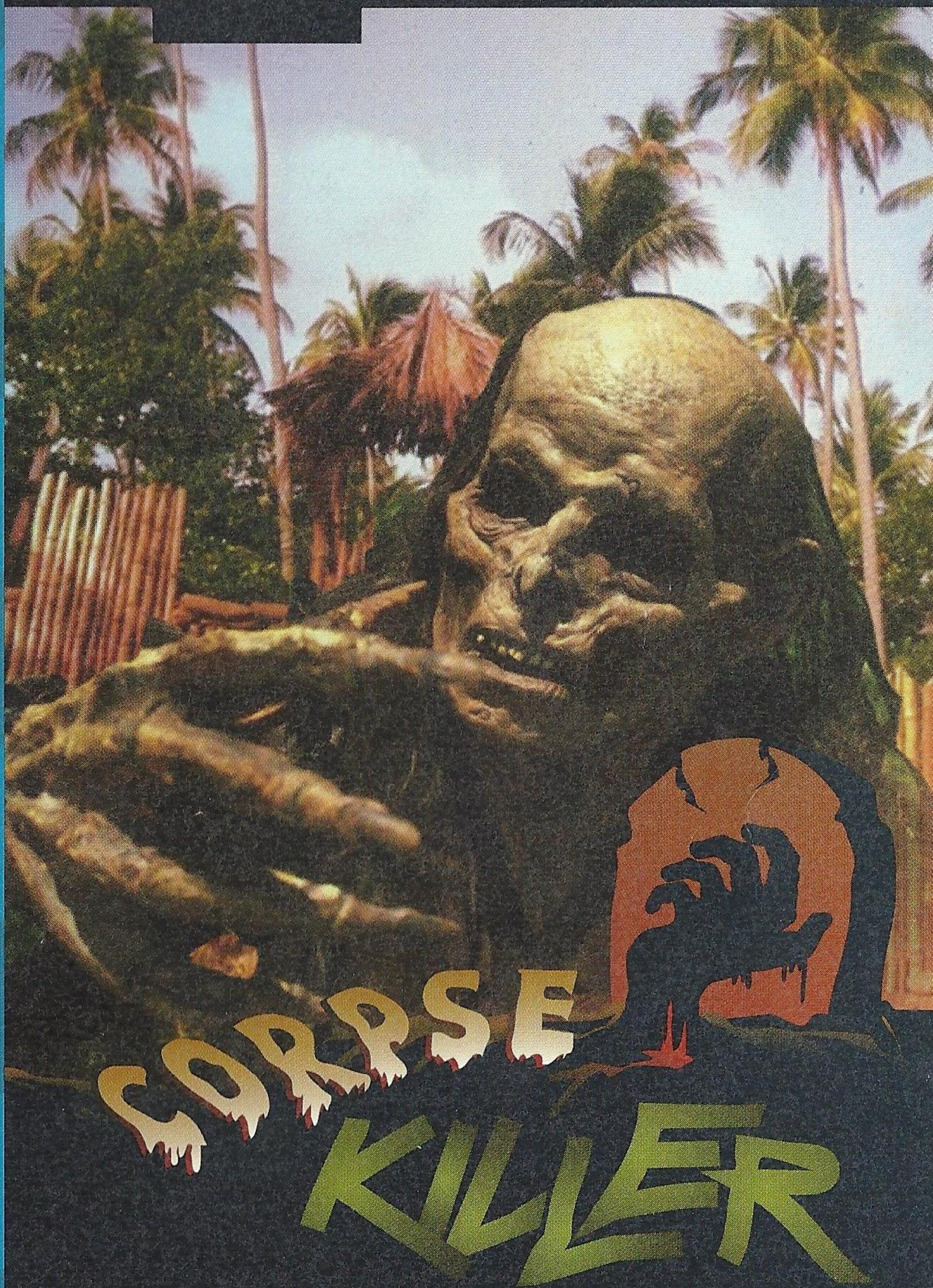
SEGA™

Digital Pictures



U S E R M A N U A L

SEGA  
CD  
ROMS



Insta Switch  
CD-ROM  
THE INSTANT  
RESPONSE VIDEO  
TECHNOLOGY

100% FULL  
MOTION  
INTERACTIVE  
VIDEO

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





# W A R N I N G S

## Read Before Using Your Sega Video Game System

### EPILEPSY WARNING

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 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.**

### PROJECTION TELEVISION WARNING

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 projected televisions.

### SEGA CD VIDEO GAME USE

This CD-ROM can only be used for the Sega CD system. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

This game is licensed for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is in violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

### BACKUP MEMORY

The Sega CD's backup RAM must be formatted before you can save games to it. Use the first FORMAT option in the Memory menu to format the Sega CD's internal memory before playing the game. For more information, please see your Sega CD User's Manual.

### AUDIO CONNECTIONS FOR ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

### HANDLING YOUR CD-ROM

- The Sega CD Disk is intended for use exclusively on the Sega CD™ system.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- 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 CD Disk.
- **KEEP YOUR SEGA CD DISK CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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 CD™ SYSTEM.

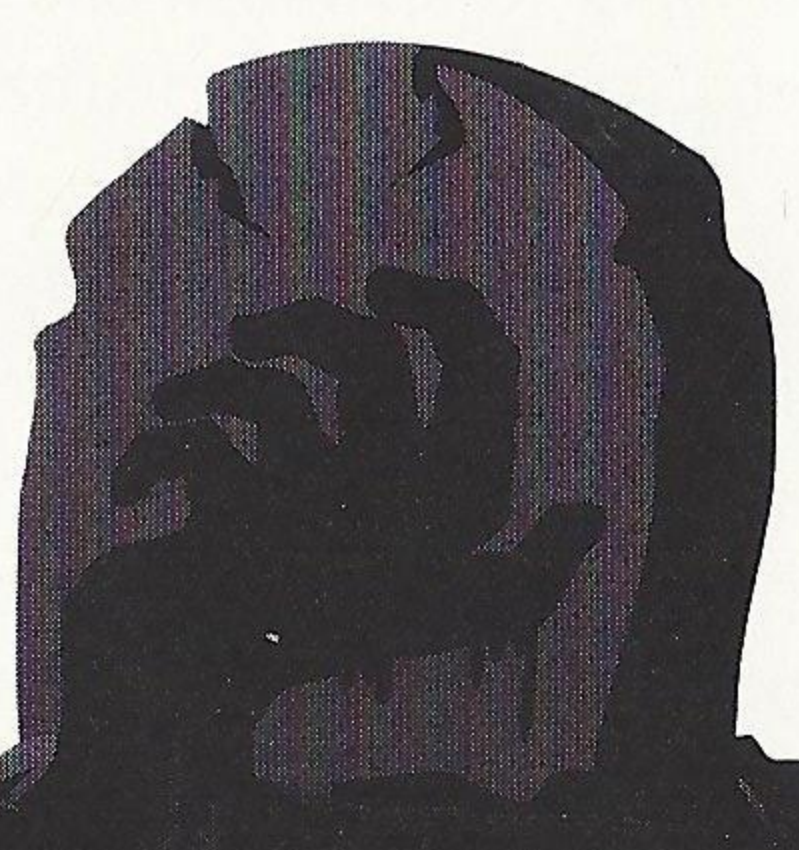




# C O N T E N T S

## P A G E

<b>2</b>	..... Setting Up
<b>3</b>	..... Your Orders
<b>4</b>	..... Main Characters
<b>7</b>	..... Quick Control Guide
<b>9</b>	..... Fighting the Dead
<b>13</b>	..... Menus
<b>14</b>	..... Credits
<b>15</b>	..... Voodoo Magic Hints
<b>15</b>	..... Technical Support
<b>16</b>	..... Warranty

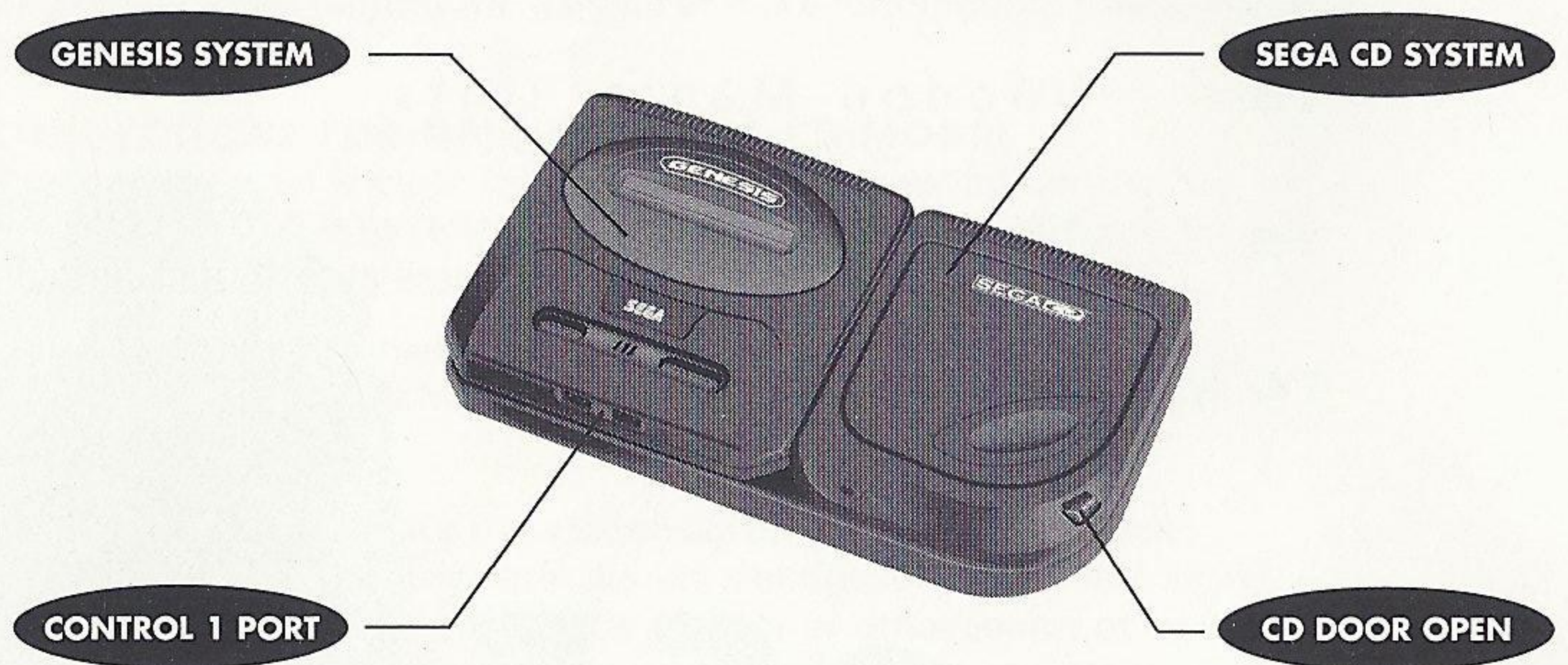


**CORPSE  
KILLER**



## SETTING UP

- 1 ..... Set up your Sega CD and Sega Genesis as described in the documents that came with the systems. Make sure you have your control pad plugged into port 1 (the one on the left).
- 2 ..... Turn on your TV or monitor, then turn on your Genesis. The Sega CD logo will appear.
- 3 ..... Open the disk tray or CD door.  
Place any Corpse Killer™ CD in the tray, label side up.  
Close the tray or door.
- 4 ..... If the Sega CD logo is on the screen, press Start to begin the game. If the Control Panel is still on the screen, move the cursor to the CD-ROM button and press button A, B or C to begin.





## **YOUR ORDERS**

### **EXTREME TOP SECRET**

pursuant to directive 2639870/NP National Security Administration file 774906/JS-819. PROCEED NO FURTHER IF YOU ARE NOT HOLDING A YELLOW SECURITY CLEARANCE CARD. VIOLATION OF THIS DIRECTIVE IS A CAPITAL OFFENSE.

### **FLEETCOM ORDERS – TO BE OPENED IN-FLIGHT ONLY**

**Sender:** Subpac@topcom.def.nsa.gov

**Received:** from RPTR.SATCOM.PGN by dub-img-2.fleet.com (8.6.5/5.SCRMBL-sam)

id JAA25835; 09:23:29 -0400

(PMDF V4.2-15 #4561) id

<01HFJMTJ4S008WWXIB@REG.CMDR.FLTCOM>; 09:28:35 EDT

**Subject:** Re: Action orders

**Message-id:** <01HFJMTJ51N68WWXIB@REG.CMDR.FLTCOM>

**X-VMS-To:** TX% "71736.513@jointcfs.pgn"

**MIME-version:** 1.0

**Content-transfer-encoding:** 128BIT scrmbl-sam

**To:** Capt. Daniel Cooper, Spl. Forces

**Message:** Proceed with strike force to Cay Noir matrix Delta drop zone and commence operation. Search and destroy belligerents, fire at will. Locate and neutralize Dr. Elgin Hellman. Air strike will proceed at successful conclusion. Anticipate significant and protracted resistance. Enlist aid of locals against hostiles if necessary. Like yourself, each of your men is supplied with a datapod access card programmed with unique and specific reference and strategic information. Everything you need to know is on those cards, which will be activated upon your arrival. On a personal note, Danny, don't get peeved about that new Lieutenant I've assigned you. He kicked Saddam's butt all over the place in Desert Storm and he's got that guts-and-glory Special Forces look in his eyes. You need this guy, Danny. If you fail, God help us all.

**Signed off com:** Maj. General Harlan Skowcroft, C.J.C.



YOU'RE THE

LIEUTENANT.

BE ALL THAT

YOU CAN BE.

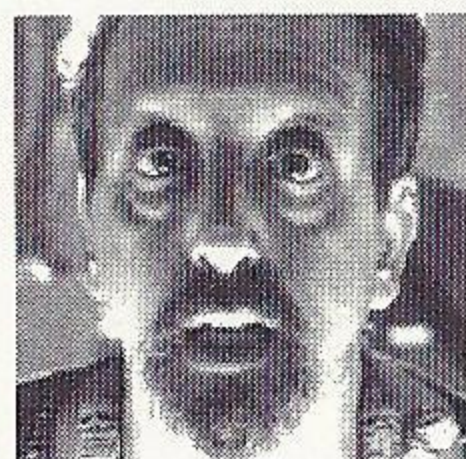
## MAIN CHARACTERS



**Winston** is a Rastafarian fortune hunter who came to Cay Noir in search of buried treasure. He plans to use it to fulfill his fantasy and buy a Hummer all-terrain vehicle. Well versed in the rites of voodoo.



**Julie** is a struggling journalist. She stumbled across the shocking "Project Manpower" in Washington, and the sordid trail of rumors and innuendo has led her to Cay Noir. Nothing will stand in her way as she stalks the story of a lifetime.



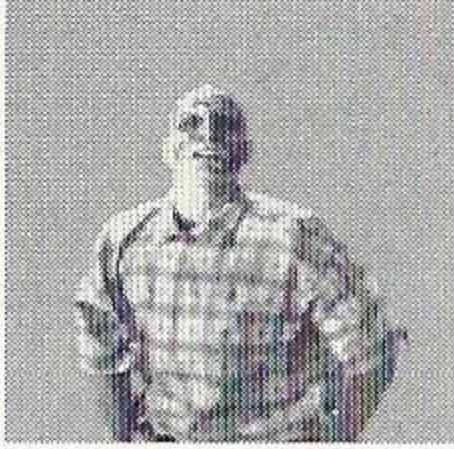
**Necrobiologist Dr. Elgin R. Hellman** headed a top-secret Pentagon research team exploring the controversial fields of near-death experience, cryogenics, vampirism, ethnobiology and morphology. He disappeared from public life when he was drummed out of the Pentagon a few years ago...

**Magliano, Fleming, Duffy** are the other members of your Special Forces strike team, led by...

**The Captain**, Danny Cooper,  
DSC (Distinguished Service Cross),  
CMO (Congressional Medal of Honor).  
One tough S.O.B.



## THE ZOMBIES



**Ded Boyz** - Street gang famous for their murderous assaults on rival gangs and hapless tourists alike.



**Cult Killers** - Crazy hippies who made the front pages with their lurid, ritualistic killing sprees.



**Electroposse** - Electrocuted mass murderers whose deeds forever infamized Texas towers, post offices, subway cars and fast food restaurants.



**Serial Killers** - Normal-appearing nerdy guys who just happen to make people disappear faster than you can say "eat your liver".



**Mercenaries** - Former Death Squad members, these are the most together of the gangs. Hellman's elite forces.



**Renegades** - These unaffiliated derelict dead dudes roam around and may attack at any time. Watch out!



## **BLACK MAGIC MEN**

**The Shadow Men:** They are shadows that walk just like one of the on-screen zombies. The Shadow Men oscillate between white (good force) and black (evil) so you want to shoot them while they're white. If you shoot a Shadowman while white, it will implode and suck up all the black magic around it, destroying any zombies within range. If you shoot a Shadowman while it is black, you will lose health.

**Black Magic Strawmen:** wild death totems with black magic power. If you shoot a Black Magic strawman with an uncoated bullet (regular or AP), you lose significant health. If shot with a Datura-coated bullet, he dies like a zombie. If you miss and he bites you while you're in possession of a JU-JU STICK, you're left unharmed. If you don't have a JU- JU STICK, you lose significant health.

**Reapers:** exotic black magic zombies with mud-encased heads. They carry large SCYTHES, which they may throw at us at any time. JU-JU STICK will help protect you from reapers.



## QUICK CONTROL GUIDE

### For Sega Controller



**A • BUTTON**

Press to fire.  
 Press to select information video from the Datapod.  
 Press to select a destination from any map.  
 Press to cancel any briefing and advance to the next scene.

**B • BUTTON**

Press to change the type of ammo you're using.

**C • BUTTON**

Press to retreat to the graveyard from any point in the game.

**START**

Press to pause the game.  
 Press to select a menu item from the Start or Options screens.

**DIRECTIONAL PAD  
(D-PAD)**

Press up, down, left, right on the D-pad to aim your gun.  
 Press up or down on the D-pad to move through menu selections on the Options screens.

**A + B + C + Start**

Press A-B-C-Start simultaneously to restart the game.  
 Press A-B-C-Start twice to view the Sega CD on-screen Control Panel.



### **FOR SEGA MENACER™ LIGHT GUN**

- 1 ..... Make sure you have the Sega controller plugged into the Control 1 port on your Sega Genesis.
- 2 ..... Plug the Menacer into the Control 2 port on the front of your Sega Genesis.
- 3 ..... Configure Corpse Killer for use with the Menacer before starting the game by choosing Options from the Start Screen.
- 4 ..... Follow directions in the Options Screen to configure the buttons on the Menacer for use with Corpse Killer.
- 5 ..... Make sure you have fresh batteries in your Menacer light gun. Performance of the Menacer decreases substantially when the batteries wear down.
- 6 ..... Make sure the brightness level on your television is adjusted according to the directions in your Menacer instruction manual.
- 7 ..... Use the red trigger button to fire (the screen will flash instantaneously when you fire).

### **FOR AMERICAN LASER GAMES' GAMEGUN™**

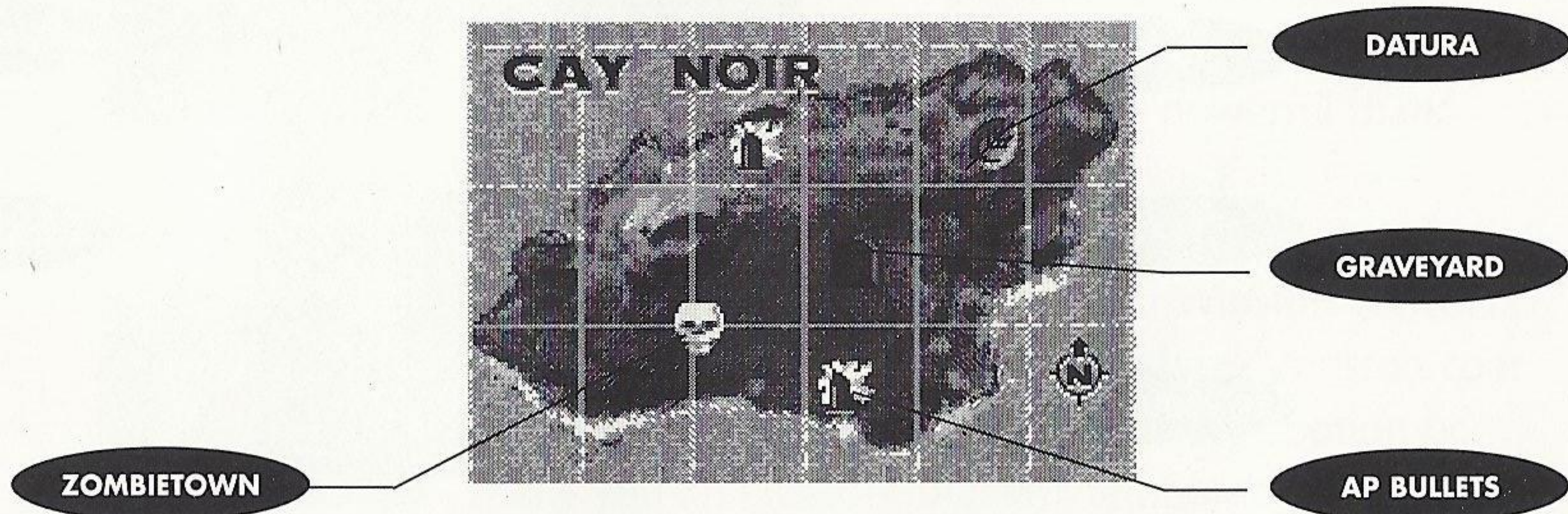
- 1 ..... Make sure you have the Sega controller plugged into Control 1 port on your Sega Genesis.
- 2 ..... Plug the GAMEGUN into the Control 2 port on the front of your Sega Genesis.
- 3 ..... Configure Corpse Killer for use with the GAMEGUN before starting the game by choosing Options from the Start Screen.
- 4 ..... Make sure the brightness level on your television is adjusted according to the instructions in your GAMEGUN instruction manual.
- 5 ..... Use the trigger to fire (the screen will flash instantaneously when you fire).
- 6 ..... Use the start button on the side of the gun to pause the game.

**IMPORTANT: IF USING A LIGHT GUN, REFER TO THE INSTRUCTIONS THAT CAME WITH YOUR GUN FOR ANY SPECIFIC SETUP INFORMATION OR CAUTIONS WHICH PERTAIN TO YOUR GUN.**



## FIGHTING THE DEAD

### THE ISLAND



The tropical island of **Cay Noir** was once populated by a mysterious and extinct race with an advanced knowledge of the processes of Life and Death. The ruins of their villages bear mute testimony to the ancient wisdom that still may be tapped deep in the volcanic caves of the island. Hellman's breakthrough relied on just such knowledge.

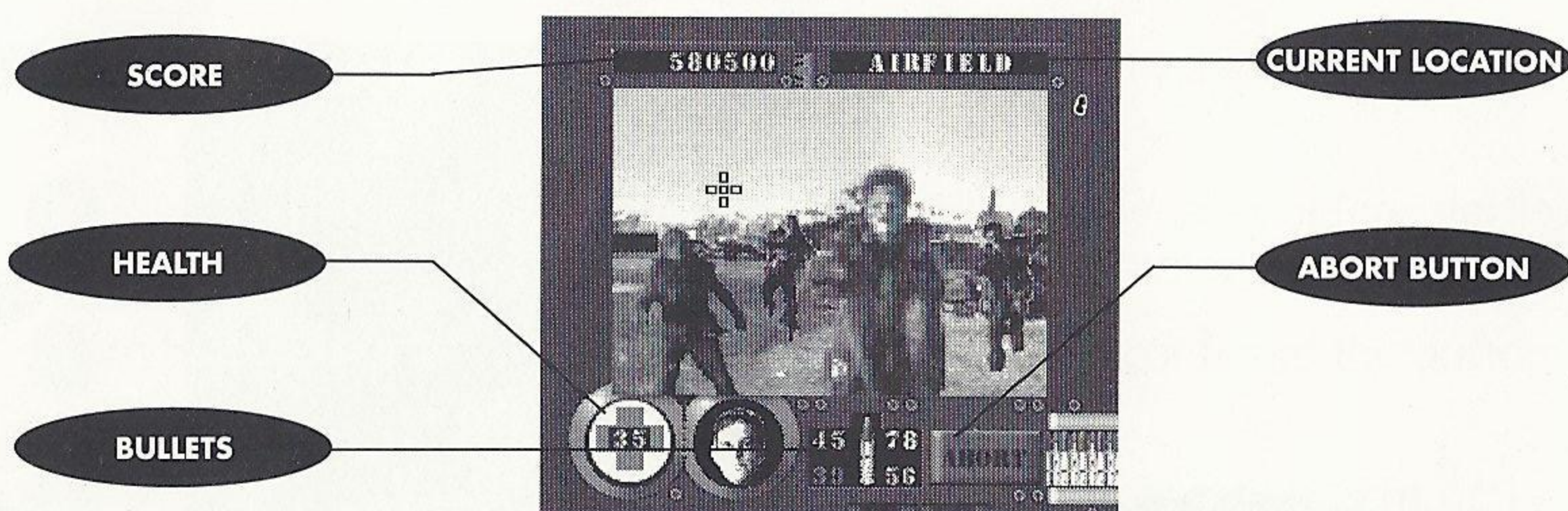
The walled city known facetiously as **Zombietown** is what still remains of the lost race's largest village. Hellman's minions have converted it to their use and it's swarming with bloodthirsty corpses. The critical battle locations in Zombietown are the **entrance gate**, the **swamp**, the **village**, and the magnificent **fortress**, a most difficult 3-part siege to be undertaken only when fully prepared.

The **Graveyard** is your home base. If you don't protect it, zombies will come to raise the dead. The more they raise, the less likely your chances of surviving and getting to Hellman.

There are other locations on the island which will be useful for gathering information and inventory. Go when you feel the need, but watch out for renegade zombies.



## THE MAIN SCREEN



If you are using the Sega controller, fire with the A-button, change bullets with the B-button, and retreat with the C-button.

When using a gun, you may also retreat by firing at the ABORT button. This will initiate a hasty retreat back to your home base, the Graveyard. (To retreat is not necessarily a bad move. It can save your life if you are in trouble.)

If you want to go to another location from the graveyard, select the Satlink map icon from the Datapod (see Datapod).

Your health is indicated by the face on screen. Because you were bitten and infected with zombifying poison when you landed on the island, your health is steadily deteriorating. If you let zombies get to you while battling, they'll bite you and you'll deteriorate faster.



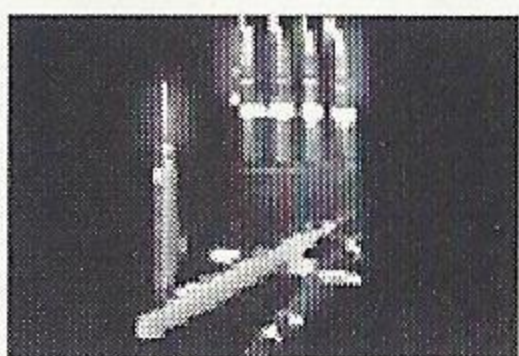
## INVENTORY



**Armor-piercing (AP) bullets** can be found throughout the island. Packets of these bullets were air-dropped with you when you landed and may be located via your Datapod. AP bullets are more powerful than normal bullets, but supplies are limited.



**Datura** is a native plant from which Winston concocts special potions. You can choose to have Winston coat your bullets with powerful zombie-killing potion or make you an antidote that will temporarily restore your health. The choice is up to you, so choose wisely based on your needs.



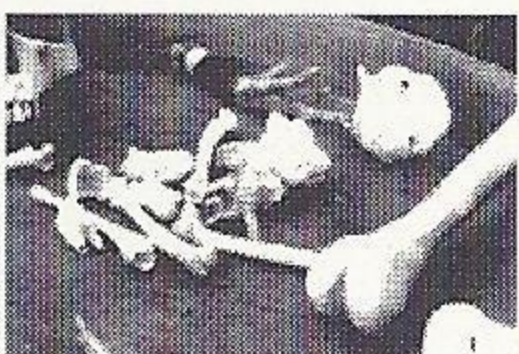
**Datura-coated bullets** are much more effective against zombies than regular bullets or AP bullets. Use them when you're in trouble; and make sure you save an ample supply for battle with your zombified buddies in the fortress.



**Hanja root** is a Datura power enhancer. It further increases the bullet potency.



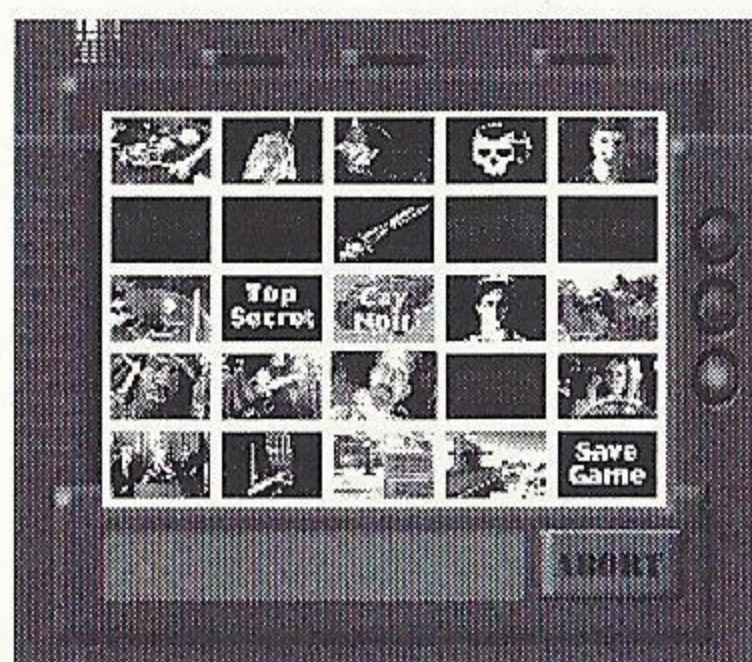
A **Ju-ju stick** gives you special shielding powers against the onslaughts of the Black Magic Men.



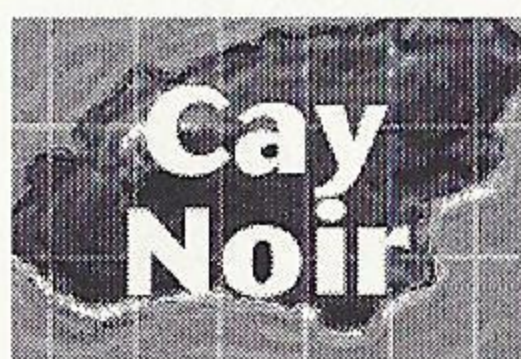
**Baba-Koo Manbones** are found around the island and are highly desirable inventory items. Winston throws them for mystical interpretation. Listen to his advice.



## DATAPOD



The navy has issued you a hand-held information and communication system. Use it when you have time in the graveyard. New datapod icons appear when you have uncovered new information or received a new access card from a liberated soldier-buddy. Fire at an icon to access the information.



Use the Satlink map icon to go to another location on the island. Fire at an icon on the map to go to that location. If you fire once, you may hear a description of the location. Fire a second time to go to the location.



You can **Save your Game** from the Datapod by firing at the Save Game icon. Enter a file name using the A-button then press the Start-button to save. Cancel by pressing the C-button.

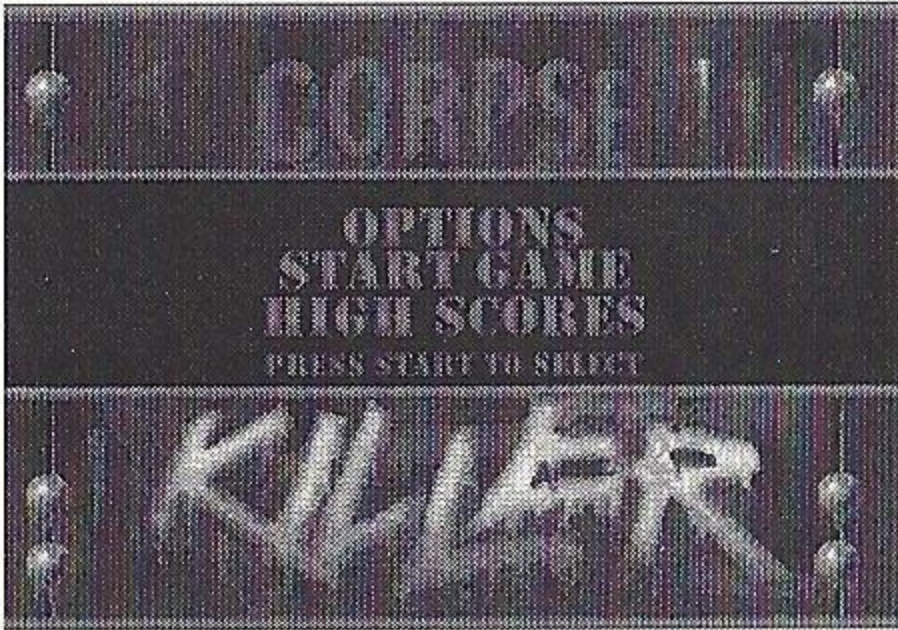
If zombies attack while you're using the datapod, don't waste any time getting back to the main screen. Remember, you can use the datapod anytime in the graveyard but your mission is to kill corpses.

## PAUSE

You can pause the action at any point by pressing the START button. Return to the game by pressing START again.



## MENUS



### START GAME

To begin a new game, highlight the Start Game item and press the Start Button on your controller. If you are using the GAMEGUN, press the start button on the side of the gun. If you are using the Menacer, press the red button.



### OPTIONS

To go to the Options Menu, highlight the Options item in the Start screen and press the Start button.

### HIGH SCORES

To see the High Scores, highlight the High Scores item and press the Start button.

### RESTORE GAME

Look for the file name of the game you wish to restore. Highlight the file then press the Start button.

### SAVE GAME

You can save a game from the Datapod when you're in the graveyard (see Datapod).

### DELETE BACKUP RAM FILE

Look for the file name of the game you wish to delete from backup ram. Highlight the file then press the Start button. Cancel by pressing the C-button.



**A DIGITAL PICTURES PRODUCTION**  
**A U-DIRECT® INTERACTIVE FILM**

Executive Producers .....Tom Zito  
.....Tyler Johnson  
Interactive Design .....Ken Soohoo  
.....Kenneth Melville  
Additional Design .....Noah Falstein  
Music .....Bradley Smith  
Editing .....Peter Bazinski  
Production Design .....Anthony Tremblay  
Director of Photography .....Anthony Palmieri  
Screenplay .....Kenneth Melville  
Computer Programming .....Ken Soohoo  
Produced by .....Charles Ogden  
.....Wolfgang Marum  
Directed by .....John Lafia

Associate Producer .....Shari Little  
Computer Graphics .....Cuyler Gee  
.....Josh Solomon  
.....Kim Tempest  
.....Brian Anderson  
.....Jarmila Seflova  
Lead Tester .....David Popovich

Package & Manual .....The Design Office  
of Wong & Yeo

**CAST (IN ORDER OF APPEARANCE)**

Winston .....Jeremiah Birkett  
Julie .....Brigett Butler  
Hellman .....Vincent Schiavelli  
Magliano .....John Cassini  
Fleming .....Gary Anthony Sturgis  
Duffy .....Erin Bobo  
Captain .....Bill Mosley  
General .....Charles Kahlenberg



## **VOODOO MAGIC HINTS**

- Check out Winston's bone readings
- Ju-Ju sticks are critical for defending against Black Magic Men
- When you get Datura plant, check your health before deciding on bullets or zombie cocktail (antidote)

## **TECHNICAL SUPPORT**

For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445.



Distributed by Acclaim Distribution, Inc., 71 Audrey Avenue, Oyster Bay, NY 11771.

Corpse Killer™ was created, produced, and published by Digital Pictures, Inc.

© 1994 Digital Pictures, Inc. All rights reserved.

Corpse Killer and InstaSwitch are trademarks of Digital Pictures, Inc.

Digichrome and U-Direct are registered trademarks of Digital Pictures, Inc.

Sega, and Sega CD are trademarks of Sega Enterprises, Ltd.

Menacer is a trademark of Sega of America, Inc.

GAMEGUN is a trademark of American Laser Games, Inc.

Made in the USA.



## LIMITED WARRANTY

Digital Pictures warrants, to the original buyer only, that the media upon which this Program is recorded is free from defects in materials and workmanship under normal use and service for a period of 90 days from the date of purchase. **ANY IMPLIED**

**WARRANTIES ON ANY PROGRAM ARE LIMITED TO 90 DAYS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THIS LIMITATION MAY NOT APPLY TO YOU.**

**OTHER THAN THE FOREGOING LIMITED WARRANTY, DIGITAL PICTURES MAKES NO WARRANTY OR REPRESENTATION AND DISCLAIMS AND EXCLUDES ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THE ENCLOSED PRODUCT INCLUDING, WITHOUT LIMITATION, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. IN NO EVENT WILL DIGITAL PICTURES BE LIABLE FOR ANY DIRECT OR INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, INCLUDING, WITHOUT LIMITATION, LOSS OF DATA OR LOSS OF PROFITS OR REVENUE ARISING OUT OF USE OR INABILITY TO USE THE SOFTWARE, EVEN IF DIGITAL PICTURES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.** Some states do not allow the exclusion of incidental or consequential damages so the foregoing disclaimer may not apply to you. Digital Pictures does not warrant that the enclosed product or documentation will satisfy the requirements of your computer and/or game system or that the enclosed product or documentation are without defect or error or that the operations of the enclosed product will be uninterrupted.

## TECHNICAL SUPPORT

For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445.

P	A	T	E	N	T	S
U.S. #s	4,442,486/4,454,594/4,462,076	Europe #	80244			
Canada #s	1,183,276/1,082,351	Hong Kong #	88-4302			
Germany #	2,609,826	Singapore #	88-155	U.K. #	1,535,999	
France #	1,607,029	Japan #s	1,632,396/82-205605	(Pending)		



Sega and Sega CD are trademarks  
of Sega Enterprises, LTD.  
Menacer is a trademark of Sega  
of America, Inc.  
All rights reserved.

Corpse Killer™ was created,  
produced and published by  
Digital Pictures, Inc.  
©1994 Digital Pictures, Inc.  
All rights reserved.

Corpse Killer is a trademark of  
Digital Pictures, Inc. DigiChrome  
and U-Direct are registered  
trademarks of Digital Pictures, Inc.  
InstaSwitch™ is a trademark of  
Digital Pictures, Inc.

Made in the U.S.A.

**Digital Pictures, Inc.**  
1825 South Grant Street  
Suite 900  
San Mateo, CA 94402

**Distributed By**  
**Acclaim Distribution, Inc.**  
71 Audrey Avenue  
Oyster Bay, NY 11771

**PATENTS:**

U.S. #'s  
4,442,486/4,454,594/4,462,076  
Europe # 80244  
Canada #'s 1,183,276/1,082,351  
Hong Kong # 88-4302  
Germany # 2,609,826  
Singapore # 88-155  
U.K. # 1,535,999  
France # 1,607,029 Japan #'s  
1,632,396/82-205605 (Pending)