



CRYPT KILLER™

OPERATOR'S MANUAL



TECHNICAL SERVICE: (847) 215-5100 (EXT. 122, 123)

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Precautions

This manual contains detailed information concerning the use of "Crypt Killer," an original product of KONAMI, Ltd. Be sure to read through the manual completely before attempting to use this product.

- ◆ Unauthorized reproduction of this document or any of its contents is strictly forbidden. We reserve the right to revise equipment specifications or contents of the software without prior notice.
- ◆ The contents of this game, its main data and design are protected by copyright law.
- ◆ For best results, get a good understanding of the information contained in this manual in order to use the product properly.

Safety Precautions

Please observe the following suggestions in order to ensure your safety when using this product. Be sure to read and get a good understanding of the following items:



DANGER!

Indicates a situation where disregarding instructions could result in death or serious injury.



CAUTION!

Indicates a situation where disregarding instructions could result in injury or product damage.

Setting up the Game



DANGER!

This product should not be set up, moved or transported by anyone other than qualified personnel.

- ◆ When setting up, be sure to fasten the machine securely with the four level adjusters. If the unit is not fastened securely, an injury could result or the game could be damaged.

- ◆ When moving, lift the leg adjuster all the way up. If not, the adjuster and/or the game machine mounting sections could be damaged.

This product is an indoor game machine. Under no circumstances should the game be set up outside.

- ◆ Setting the game up outside could result in injury and/or equipment damage.

Do not set up the game machine near emergency exits.

- ◆ Doing so could block exits in time of emergency and could result in death or serious injury.

Do not set up the game machine:

- ◆ In a place exposed to rain or moisture.
- ◆ In a place exposed to direct sunlight.
- ◆ In a place exposed to direct heat from a heater, etc.
- ◆ Near hazardous substances.
- ◆ On an incline or uneven floor.
- ◆ Near fire extinguishing equipment.
- ◆ In a place exposed to strong vibration.
- ◆ In a place exposed to excessive dust.

Do not place heavy objects on the game machine or place containers holding chemicals or water near the game machine.

- ◆ Electrical shock or damage could be caused by spilled liquid.

Do not place objects near the ventilation holes.

- ◆ Doing so could cause internal temperature to rise excessively, resulting in equipment failure.

Do not place heavy objects on the power cord.

- ◆ Doing so could damage the cord and result in fire or injury.

Never unplug the game by pulling on the power cord; unplug from the plug itself.

- ◆ Doing so could damage the cord, and could result in fire or electrical shock.



Be sure to use indoor wiring rated for single-phase, 110VAC, 20A or more. For extension cords, use wiring rated for 20A or more.

- ◆ Using cords outside this specification could result in fire or electrical shock.

Be sure to ground the game from the ground terminal on the power cord.

- ◆ Failure to do so could result in fire or electrical shock.

Do not plug or unplug the power cord with wet hands or while standing on a wet surface.

- ◆ Doing so could result in electrical shock.

Operation



If a problem with the equipment occurs, immediately turn off the power, unplug the power cord from the receptacle, and contact qualified service personnel.

- ◆ Continuing to use the equipment without fixing the problem could result in fire or electrical shock.

Do not place objects on the top of the game.

- ◆ Doing so could damage the cabinet or the objects could fall off and result in injury.

Inspection and Cleaning



Be sure to unplug the power cord from the receptacle before inspection or cleaning.

- ◆ The possibility of electrical shock exists as long as the power cord is not unplugged.

Be sure to use parts subject to wear in accordance with specifications.

- ◆ Not doing so could result in fire or equipment failure.

Moving and Transportation



The game machine contains parts such as a projection television (deluxe cabinet) and a HDD (hard disk drive) which are sensitive to vibration and impact. You should therefore be very careful when moving or transporting the machine.

The game PCB uses precision components. Be very careful when handling or transporting the PCB.

- ◆ Rough handling could result in component failure.

When transporting the machine, release the level adjusters.

- ◆ Not releasing the level adjusters could result in equipment damage or injury.

Game Options and Utilities

Self-Test

When the power is turned on, an operation check of the board is automatically carried out, and the results are displayed on the screen.

Normal: "OK" is displayed and then the game will start.

Abnormal: "BAD" is displayed and the check is then repeated. If "25N BAD" is displayed, turn off the power, and while pushing the test switch on the board or service plate, turn the power back on. Continue to hold the test switch until "RELEASE TEST SW" appears on the screen.

* If you turn the power on while pushing the test switch, all settings made in the manual test mode revert to the factory settings.

Manual Test

1. Starting

After switching on the power, press the test switch on the PCB or the one in the cabinet. The game then enters the test mode and the main menu is displayed.

NOTE: If you hold the test switch while turning the power on, the settings in the EEPROM will revert back to the factory settings.

2. Selecting Menu Items

Select items with the player start buttons (1P button moves the selection up, 2P button moves the selection down), pull the gun trigger and the test will begin.

3. Quitting

Select "GAME MODE" from the main menu and pull the gun trigger. The game will then return to game mode.

4. Saving Data After Adjustment

After changing the settings for the selected items, select "SAVE AND EXIT," and pull the trigger. The data is then saved and the main menu appears. Factory settings are displayed in green, and altered settings are displayed in red.

* After changing a setting, if you select "EXIT" instead of "SAVE AND EXIT," the game will display "YOU DID NOT SAVE, DO YOU WANT TO SAVE?" If you select "YES," "NOW SAVING" will appear. If you select "NO," "NO MODIFICATION" appears and the changed data is not saved.

Explanation of Menu Items

MAIN MENU	
I/O CHECK.....	Control switch check
SCREEN / GUN CHECK.....	Monitor test screen and gun test
COLOR CHECK.....	Color adjustment test screen
MEMORY CHECK.....	Memory diagnostics
DIP SWITCH SETTINGS.....	Display of DIP switch settings
SOUND OPTIONS.....	Sound check and settings
GAME OPTIONS.....	Game settings
COIN OPTIONS.....	Coin settings
GAME MODE.....	Return to game mode
1 PLYR START=UP/2PLYR START DOWN	
GUN TRIGGER=DO CHECK	

1. I/O Check

"ON" is displayed when control switches are turned on. To return to the main menu, push the 1P and 2P start buttons simultaneously.

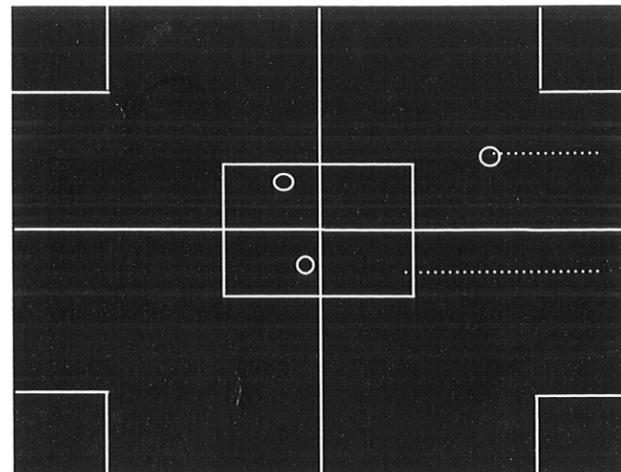
I/O CHECK			
	PLAYER1	PLAYER2	PLAYER3
START	OFF	OFF	OFF.....
TRIGGER	OFF	OFF	OFF
RELOAD	OFF	OFF	OFF
LAMP	OFF	OFF	OFF.....
SERVICE SWITCH 1		OFF	
SERVICE SWITCH 2		OFF (UNUSED)	
COIN MECH SWITCH 1		OFF	
COIN MECH SWITCH 2		OFF (UNUSED)	
1 PLYR AND 2PLYR START=EXIT			

"ON" is displayed as each switch is turned on.

Automatically flashes each start lamp.

2. Screen / Gun Check

Screen focus, distortion and size are adjusted and gun operation is checked using a grid on this screen. Check whether the entire display can be hit with the P1, P2, and P3 guns. A bullet mark of the player's color remains at spots where the bullet hits. Push the 1P start button to end the test and return to the main menu.



A bullet mark of the player's color remains at spots where the bullet hits.

Screen adjustments are made by using the grid.

3. Color Check

Adjust screen brightness so that the specified part of the color bar becomes colorless. Each time you push the 2P start button, the entire screen turns red, blue and white in the sequence of the color bar.

4. Memory Check

Checks each memory IC in sequence and displays "OK" or "BAD."

5. DIP Switch Settings

Displays the DIP switch settings. Switching the corresponding DIP switch on the main PCB will alter these settings.

DIP SWITCH SETTINGS

DIP SWITCH 1
SW 1 2

ON
OFF

TO MODIFY SETTINGS
OPERATE THE RELEVANT
DIP SWITCH ON THE PCB

SW1 SOUND OUTPUT
STEREO

SW2 STAGESET
ENDLESS

SW3 MIRROR
NO

SW4 WOOFER
NO

SW5 NUMBER OF PLAYERS
3 PLAYERS

1PLYR START=EXIT

SW1: Sound setting
Stereo (OFF), Monaural (ON)

SW2: Stage setting
2 stage end / 2STEND (OFF)
Endless / ENDLESS (ON)

SW3: Leave at factory setting.

SW4: Leave at factory setting.

SW5: Leave at factory setting.

6. Sound Options

The screen appears as shown below when this item is selected. Select items with the start buttons (1P button moves the selection up, 2P button moves the selection down), pull the trigger and change the setting as desired.

Factory settings are displayed in green, and altered settings are displayed in red (the settings shown below may differ from those set at the factory).

After changing the settings for the selected items, select "SAVE AND EXIT" and pull the trigger. The data is then saved and the main menu again appears on the screen.

SOUND OPTIONS

SOUND IN ATTRACT MODE.....
ALL THE TIME

SOUND VOLUME=14 

SOUND SCALE CHECK.....

FACTORY SETTINGS.....

SAVE AND EXIT
EXIT

1 PLYR START=UP/2PLYR START=DOWN
GUN TRIGGER=DO CHECK

Sets the sound for attract mode. The options are:
ALL THE TIME / ONCE EVERY 4 CYCLES /
COMPLETELY OFF

Volume setting: 1P gun trigger lowers the volume /
2P gun trigger raises volume.

Gives a sound scale (E, F, G, A, B, C, D, E).
If set for stereo, each note is sounded once for the
left and right speakers respectively.

Resets all settings to the factory settings.

NOTE: The volume of the demo screen before
a coin is inserted is set slightly lower than the
volume during play.

Crypt Killer™ Parts List

7. Game Options

The screen appears as shown below when this item is selected. Select items with the start buttons (1P button moves selection up, 2P button moves selection down), pull the trigger to change the setting.

GAME OPTIONS	
DIFFICULTY LEVEL 4/MEDIUM.....	Sets the difficulty level in 8 stages.
PLAYER'S LIFE 1PLAY 5LIVES.....	Sets the player's life number (1 to 9 lives per credit).
VIOLENT MODE.....	Sets enemies appearance.
BLOODY	BLOODY: Shows blood
CLEAN	CLEAN: No blood
FACTORY SETTINGS.....	Resets all settings to the factory setting.
SAVE AND EXIT	
EXIT	
1 PLYR START=UP/2PLYR START=DOWN	
GUN TRIGGER=DO CHECK	

7. Coin Options

The screen appears as shown below when this item is selected.

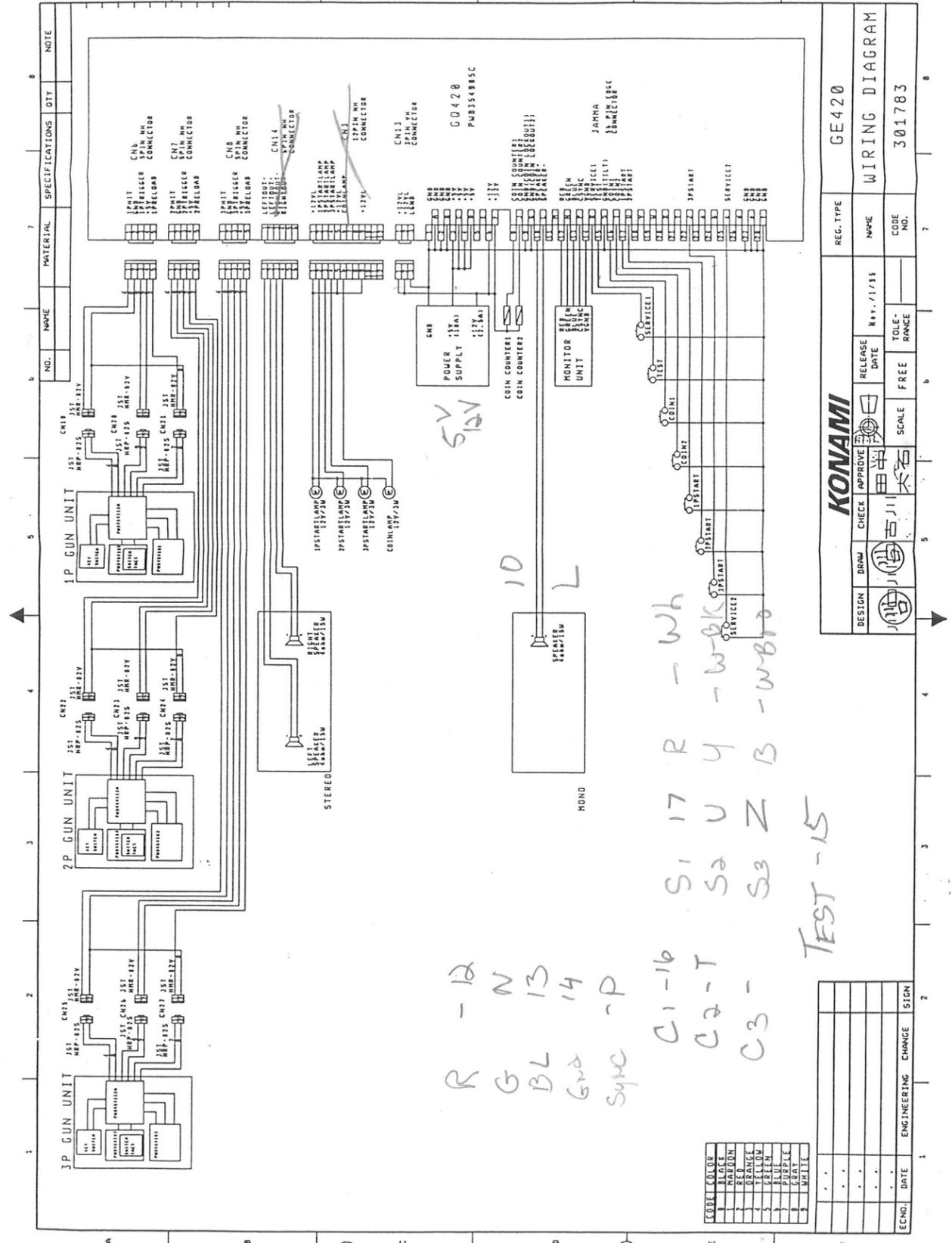
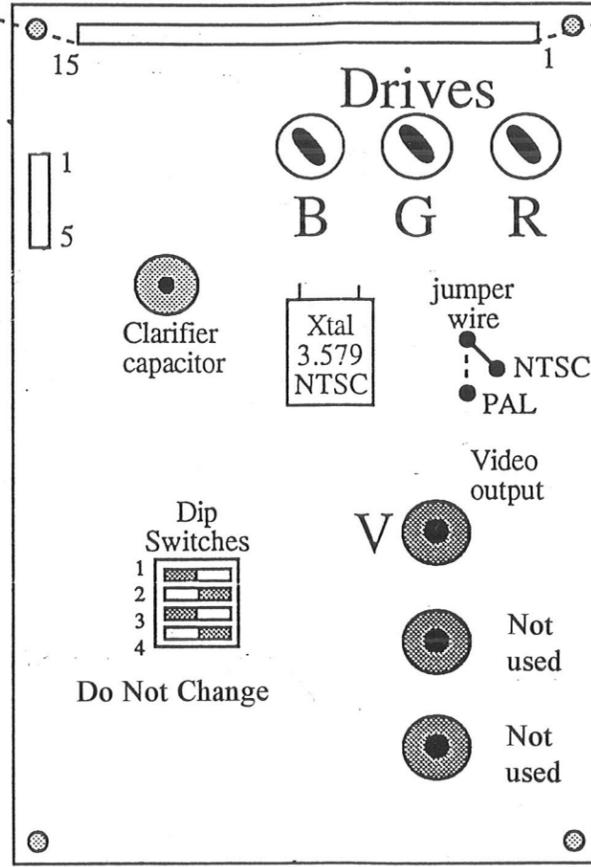
COIN OPTIONS	
FREE PLAY NO.....	Sets the free play mode.
COIN MECHANISM COMMON.....	This setting should be set to "COMMON" ("INDEPENDENT" setting is not used).
COIN SLOT 1 1COIN 1CREDIT.....	Coin slot setting (coin slot 2 is unused).
COIN SLOT 2 1COIN 1CREDIT	
PREMIUM START NO.....	Lets you select "NO" or from "YES1" to "YES4"
1CREDIT TO START	(The number following YES indicates the
1CREDIT TO CONTINUE	number of coins required when starting).
FACTORY SETTINGS	
SAVE AND EXIT	
EXIT	
1PLYR START=UP/2PLYR START=DOWN	
GUN TRIGGER=MODIFY SETTING	

065015	Power cord	420013	Hard drive cable
30286	Red start button	420102	Control panel decal L/S*
30287	Blue start button	420103	Control panel decal R/S*
30288	Green start button	420104	Front facing panel decal L/S*
40534	RGB to NTSC converter*	420105	Front facing panel decal R/S*
420003	PCB with hard drive	420200	Marquee*
420004	Blue gun	420206	Front unit decal L/S*
420005	Red gun	420207	Front unit decal R/S*
420006	Green gun	420301	Side decal U/L*
420007	Blue holster	420302	Side decal M/L*
420008	Red holster	420303	Side decal L/L*
420009	Green holster	420401	Side decal U/R*
420010	Gun cable hardware kit	420402	Side decal M/R*
420011	Gun extension cable	420403	Side decal L/R*
420012	Hard drive		

* Deluxe cabinet only

RGB to NTSC Converter Board

Not used	Not used	Not used	Key	Ground	Ground	Key	Not used	+ 12 Volts Input	Key	Com-posite Negative Synch	Video Ground	Blue Video Input	Green Video Input	Red Video Input
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

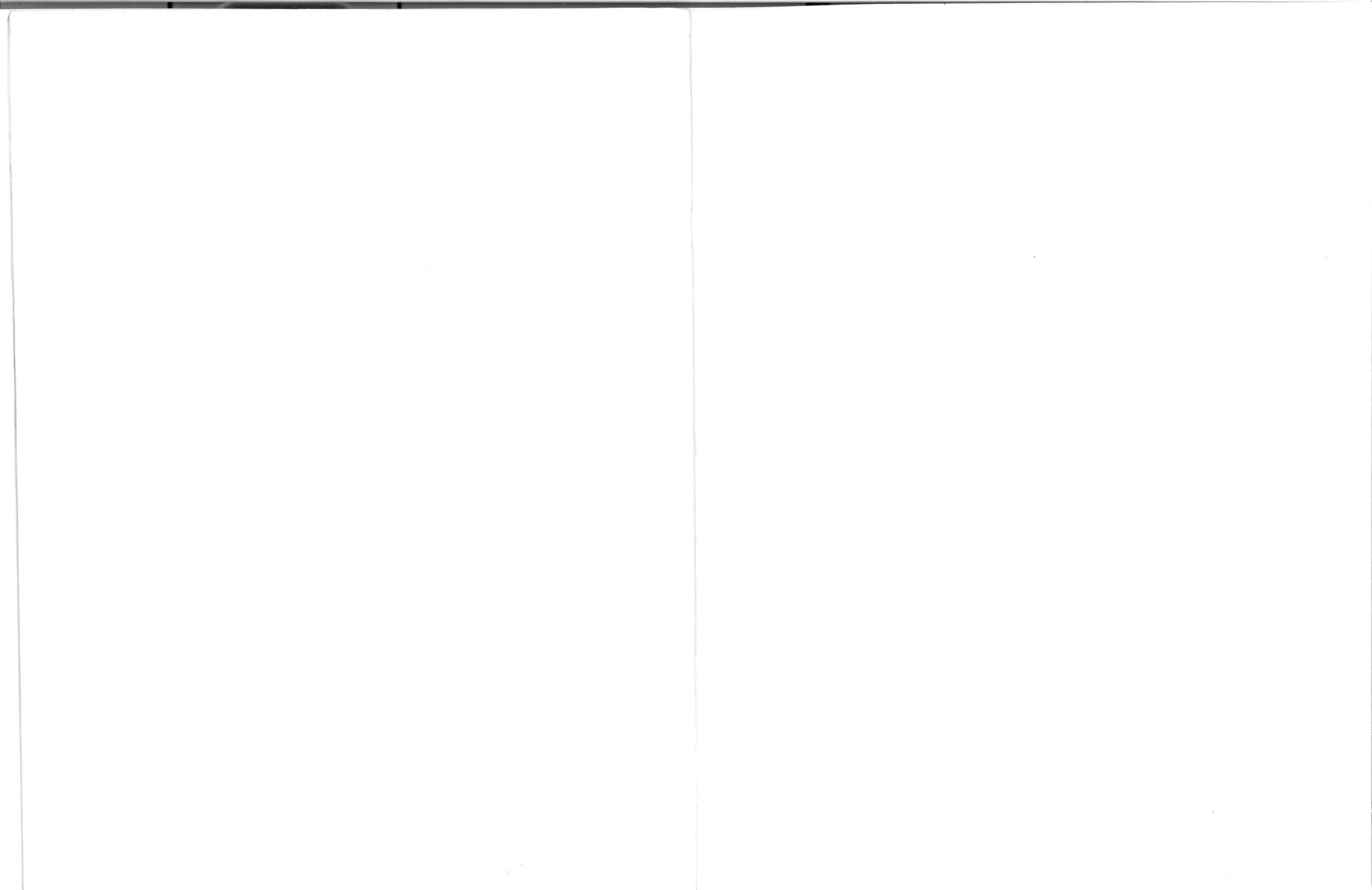


Handwritten notes and color code:

- R - 12
- G - 13
- BL - 14
- Gnd - P
- Sync - P
- C1-16
- C2-T
- C3-
- S1-17
- S2-U
- S3-Z
- R - Wh
- Y - w-bk
- B - w-br
- TEST - 15

CODE	COLOR
1	BROWN
2	RED
3	ORANGE
4	YELLOW
5	GREEN
6	BLUE
7	PURPLE
8	GRAY
9	WHITE

ECNO.	DATE	ENGINEERING	CHANGE	SIGN.



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