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.

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**Operation**

⚠️ **DANGER!**

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.

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**Inspection and Cleaning**

⚠️ **DANGER!**

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.

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**Moving and Transportation**

⚠️ **CAUTION!**

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

<table>
<thead>
<tr>
<th>MAIN MENU</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>I/O CHECK</td>
<td>Control switch check</td>
</tr>
<tr>
<td>SCREEN / GUN CHECK</td>
<td>Monitor test screen and gun test</td>
</tr>
<tr>
<td>COLOR CHECK</td>
<td>Color adjustment test screen</td>
</tr>
<tr>
<td>MEMORY CHECK</td>
<td>Memory diagnostics</td>
</tr>
<tr>
<td>DIP SWITCH SETTINGS</td>
<td>Display of DIP switch settings</td>
</tr>
<tr>
<td>SOUND OPTIONS</td>
<td>Sound check and settings</td>
</tr>
<tr>
<td>GAME OPTIONS</td>
<td>Game settings</td>
</tr>
<tr>
<td>COIN OPTIONS</td>
<td>Coin settings</td>
</tr>
<tr>
<td>GAME MODE</td>
<td>Return to game mode</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>I/O CHECK</th>
<th>PLAYER1</th>
<th>PLAYER2</th>
<th>PLAYER3</th>
</tr>
</thead>
<tbody>
<tr>
<td>START</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>TRIGGER</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>RELOAD</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>LAMP</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF</td>
</tr>
<tr>
<td>SERVICE SWITCH 1</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF (UNUSED)</td>
</tr>
<tr>
<td>SERVICE SWITCH 2</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF (UNUSED)</td>
</tr>
<tr>
<td>COIN MECH SWITCH 1</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF (UNUSED)</td>
</tr>
<tr>
<td>COIN MECH SWITCH 2</td>
<td>OFF</td>
<td>OFF</td>
<td>OFF (UNUSED)</td>
</tr>
</tbody>
</table>

* “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.

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.
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
- PLAYER'S LIFE 1/PLAY 5/LIVES
- VIOLENT MODE BLOODY: Shows blood
- CLEAN: No blood
- FACTORY SETTINGS
- SAVE AND EXIT
- GUN TRIGGER=DO CHECK

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

**COIN OPTIONS**
- FREE PLAY
- COIN MECHANISM COMMON
- COIN SLOT 1 1COIN 1CREDIT
- COIN SLOT 2 1COIN 1CREDIT
- PREMIUM START NO
- 1CREDIT TO START 1CREDIT TO CONTINUE
- FACTORY SETTINGS
- SAVE AND EXIT
- GUN TRIGGER=MODIFY SETTING

* Deluxe cabinet only

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**Crypt Killer™ Parts List**

<table>
<thead>
<tr>
<th>Part No.</th>
<th>Description</th>
<th>Part No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>065015</td>
<td>Power cord</td>
<td>420013</td>
<td>Hard drive cable</td>
</tr>
<tr>
<td>30286</td>
<td>Red start button</td>
<td>420103</td>
<td>Control panel decal R/S*</td>
</tr>
<tr>
<td>30287</td>
<td>Blue start button</td>
<td>420104</td>
<td>Front facing panel decal R/S*</td>
</tr>
<tr>
<td>30288</td>
<td>Green start button</td>
<td>420105</td>
<td>Front facing panel decal L/S*</td>
</tr>
<tr>
<td>40534</td>
<td>RGB to NTSC converter*</td>
<td>420106</td>
<td>Front unit decal R/S*</td>
</tr>
<tr>
<td>420003</td>
<td>PCB with hard drive</td>
<td>420200</td>
<td>Marquee*</td>
</tr>
<tr>
<td>420004</td>
<td>Blue gun</td>
<td>420206</td>
<td>Front unit decal L/S*</td>
</tr>
<tr>
<td>420005</td>
<td>Red gun</td>
<td>420207</td>
<td>Front unit decal L/S*</td>
</tr>
<tr>
<td>420006</td>
<td>Green gun</td>
<td>420301</td>
<td>Side decal U/L*</td>
</tr>
<tr>
<td>420007</td>
<td>Blue holster</td>
<td>420302</td>
<td>Side decal M/L*</td>
</tr>
<tr>
<td>420008</td>
<td>Red holster</td>
<td>420303</td>
<td>Side decal L/L*</td>
</tr>
<tr>
<td>420009</td>
<td>Green holister</td>
<td>420401</td>
<td>Side decal M/R*</td>
</tr>
<tr>
<td>420010</td>
<td>Gun cable hardware kit</td>
<td>420402</td>
<td>Side decal U/R*</td>
</tr>
<tr>
<td>420011</td>
<td>Gun extension cable</td>
<td>420403</td>
<td>Side decal L/R*</td>
</tr>
<tr>
<td>420012</td>
<td>Hard drive</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

* Deluxe cabinet only
RGB to NTSC Converter Board

![Diagram of RGB to NTSC Converter Board]

- Not used
- Not used
- Not used
- Key
- Ground
- Ground
- Key
- Not used
- +12 Volts Input
- Key
- Composite Negative Synch
- Video Ground
- Blue Video Input
- Green Video Input
- Red Video Input

- Drives
- B
- G
- R
- Dip Switches
- 1
- 2
- 3
- 4
- Do Not Change

- Clarifier capacitor
- 3.579 NTSC
- jumper wire
- NTSC
- PAL
- Video output

- Not used

- [Circuit Diagram]