



PAL



# CRYPT KILLER



***KONAMI***

**PlayStation™**

KONAMI/SONY

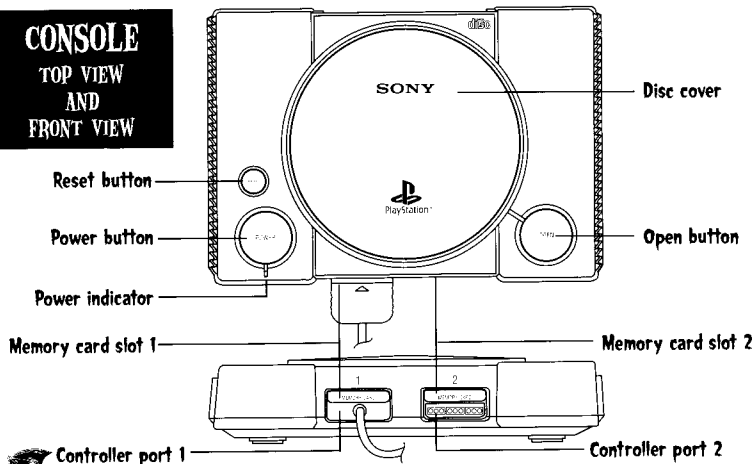
# CRYPT KILLER™

# CRYPT KILLER™

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the CRYPT KILLER™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Thank you very much for purchasing Konami's CRYPT KILLER. Before playing, please read this manual carefully to ensure correct use.

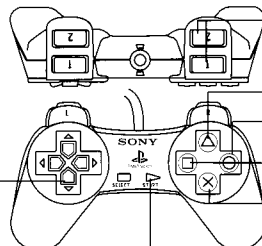
## CONSOLE TOP VIEW AND FRONT VIEW



## PLAYING WITH THE CONTROLLER

### CONTROLLER FRONT VIEW AND TOP VIEW

Directional Buttons: move the Aiming cursor during game; also to move among selections in the menu screens



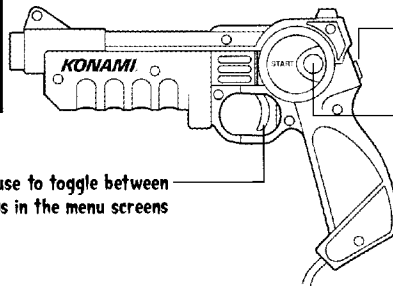
- R1 & R2 button: Increase cursor speed
- △ Button: use bomb
- Button: Shoot
- | Button: use bomb
- ⊗ Button: Reload: select option in menu screens

Start Button: Start the game  
Pause during game

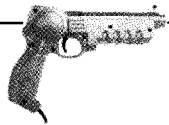
## PLAYING WITH THE JUSTIFIER® (SOLD SEPARATELY)

### GUN SYSTEM SIDE VIEW

Trigger: Shoot: Also use to toggle between Items/settings in the menu screens



- Auxiliary Button: Use bomb
- Start Button: Pause during game; also use to select an item on main menu or toggle between settings in the options menu screens.



# CRYPT KILLER™

## ARE YOU READY TO EXPLORE...



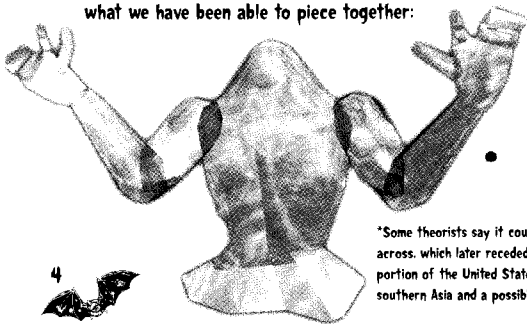
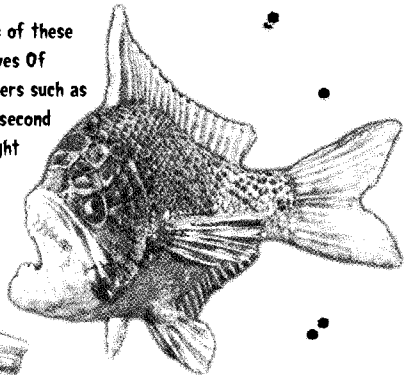
# CRYPT KILLER™

## SEARCH FOR THE LOST TREASURES...



**A**re you ready to plunge into the deep catacombs of these ancient ruins? If so, you may find the fabled Eyes Of Guidance. These mythical jewels have eluded others such as yourself for many centuries. They are, perhaps, the second or third most sought after treasures in existence, right behind the Holy Grail and the lost city of Atlantis.

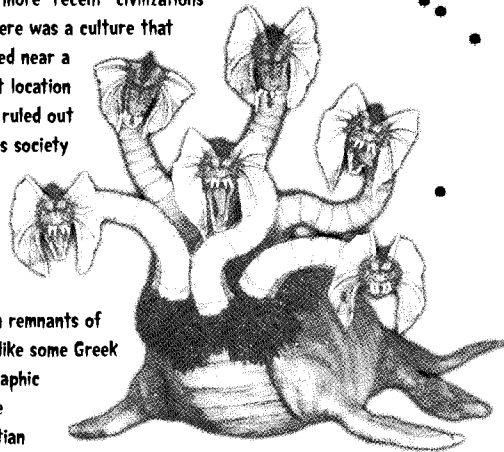
**T**he stories predate our-western history. However, since the dawn of written language, scholars have uncovered fragments of the story. Although the tale is incomplete, this is what we have been able to piece together:



\*Some theorists say it could have been a vast continent-splitting river many miles across, which later receded and became the Grand Canyon in the southwestern portion of the United States of America, but other studies cite references to areas of southern Asia and a possible land bridge to Australia.



**L**ong ago, before the formation of more "recent" civilizations like the Egyptians and Mayans, there was a culture that sprang up in a fertile valley nestled near a large body of water. Though the exact location has yet to be pinned down, most have ruled out the Nile or Amazon Basin regions\*. This society prospered for a short span of time, but for some unknown reason it came to an abrupt end. There are links, however, between its history and other icons from seemingly separate cultures. For example, there have been remnants of pottery which show characters not unlike some Greek mythological beings. There are also graphic depictions of mummification that were thought to exist only in Ancient Egyptian society. Wall carvings showing what appear to be water-based life-forms remind one of Atlantis. And some archeologists even claim there are links to Stonehenge, based on Druid-like religious symbols which were uncovered.





## CRYPT KILLER™

### THE CRYSTALS...

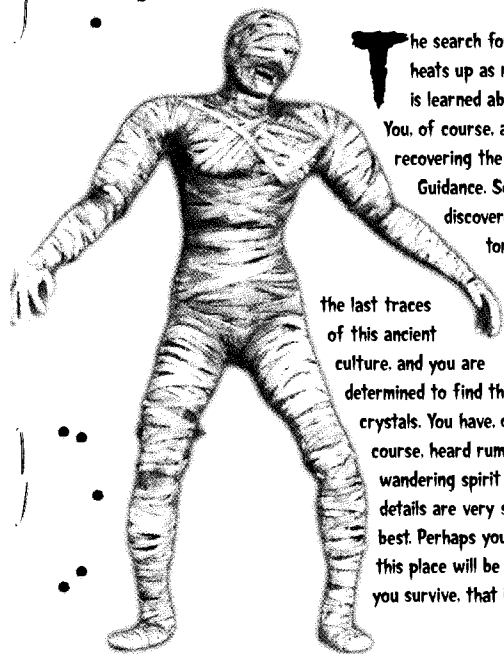


One reason for their disappearances is linked to time-travel. The popular myth is that they were either from another planet or were visited by aliens. These "visitors" left behind some crystals that gave people in this ancient society the ability to travel through time. Through some unknown means of navigation, these crystals created links with other cultures. This is where the term "Eyes of Guidance" originated. There is a large statue with eye sockets which are blank. Some say that the Eyes of Guidance could be placed in different combinations to allow time travel. The theory also holds that the Eyes of Guidance were used to time travel, amass unimaginable treasures, then travel again and leave the treasures around in "time vaults" while they continued on their journeys. Somewhere along the line, it is believed that the users of the crystals somehow merged with the cosmos and were lost in time, or they met with a much worse fate...




## CRYPT KILLER™

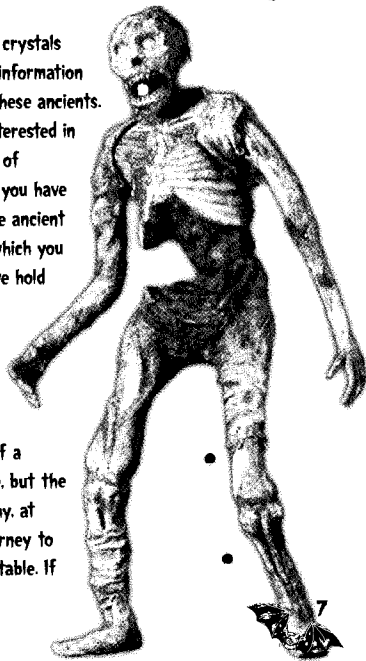
### ...THE ANCIENT TOMBS OF DEATH...



the last traces of this ancient culture, and you are determined to find the crystals. You have, of course, heard rumors of a wandering spirit guide, but the details are very sketchy, at best. Perhaps your journey to this place will be profitable. If you survive, that is...



The search for the crystals heats up as more information is learned about these ancients. You, of course, are interested in recovering the Eyes of Guidance. So far you have discovered the ancient tombs which you believe hold





# CRYPT KILLER™



# CRYPT KILLER™



## WILL YOUR JOURNEY BE PROFITABLE?

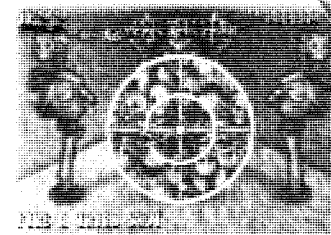
When you have loaded the game properly, the Main Menu will appear. You will have two options: **START** the game or go to the **OPTIONS** menu.

### START MENU

Begin a new game by selecting this option and pressing the **START** button. The next screen you see is the player entry screen. One or two players can participate by pressing their respective **START** buttons.

### Stage select

Your goal is to recover two "Eyes of Guidance" and recover ancient treasure. The world you select and the paths you choose may lead to different endings. To select a world, point and shoot!





CRYPT KILLER™

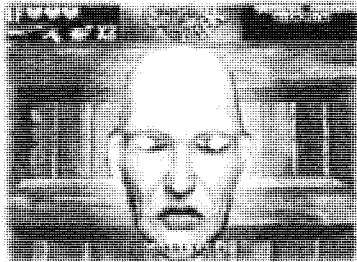


CRYPT KILLER™



## OPTIONS MENU

There are several settings which can be modified. Using the *JUSTIFIER*, pull the trigger to scroll down the list. When you wish to change a setting, highlight it, then press the *START* button until you are satisfied with your selection. Move down the list and highlight *EXIT*, then press the *START* button to go back to the Main Menu and play the game with the new settings.



### Difficulty (Default=MEDIUM)

There are eight levels, ranging from *EASIEST* to *HARDEST*.

### Gun Looseness (Default=3)

This controls how close your "bullet" needs to be to score a hit. The range is 1 (bullseye) to 5 (close enough!).

### Life (Default=3)

The amount of "health" you have. It is represented on screen by red hearts on the top of the screen. When your health runs out, the game is over.

### Bomb (Default=2)

The number of bombs you start the game with.

### Continue (Default=2)

The number of times you can restart the game from your current position after losing your "life".

### Reload (Default=MANUAL)

With *MANUAL* reload, you must point your gun off screen and pull the trigger to refill your ammo supply. With *AUTO* reload, you don't have to aim off screen, but you will still use an extra shot to reload. You can, however, still point off screen and pull the trigger to reload in *AUTO* mode, if you wish.

### Audio (Default=STEREO)

Set for *STEREO* or *MONAURAL*, depending on your system setup.

### Radiance Adjust (Default=100)

Helps to compensate for the amount of light in the room where you are playing. This is important if you are using a light gun, but not if using the controller.

### Gun Adjust

Lets you "center" your gun's sights to get an accurate reading on your targets.

### Key Assign

Switches the buttons on the Controller.

