SEGA™

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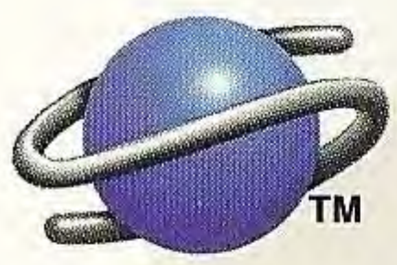

CRYPT KILLER™

SATURN™

REAL ARCADE SHOOTING ACTION

OFFICIAL SEGA SEAL OF QUALITY

TEEN™ AGES 13+ CONTENT RATED BY ESRB

T-9509H

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

WARNINGS

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, disorientation, loss of awareness, 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 projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system, Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

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

Visit Sega's Internet Sites at:

web site: **http://www.sega.com**

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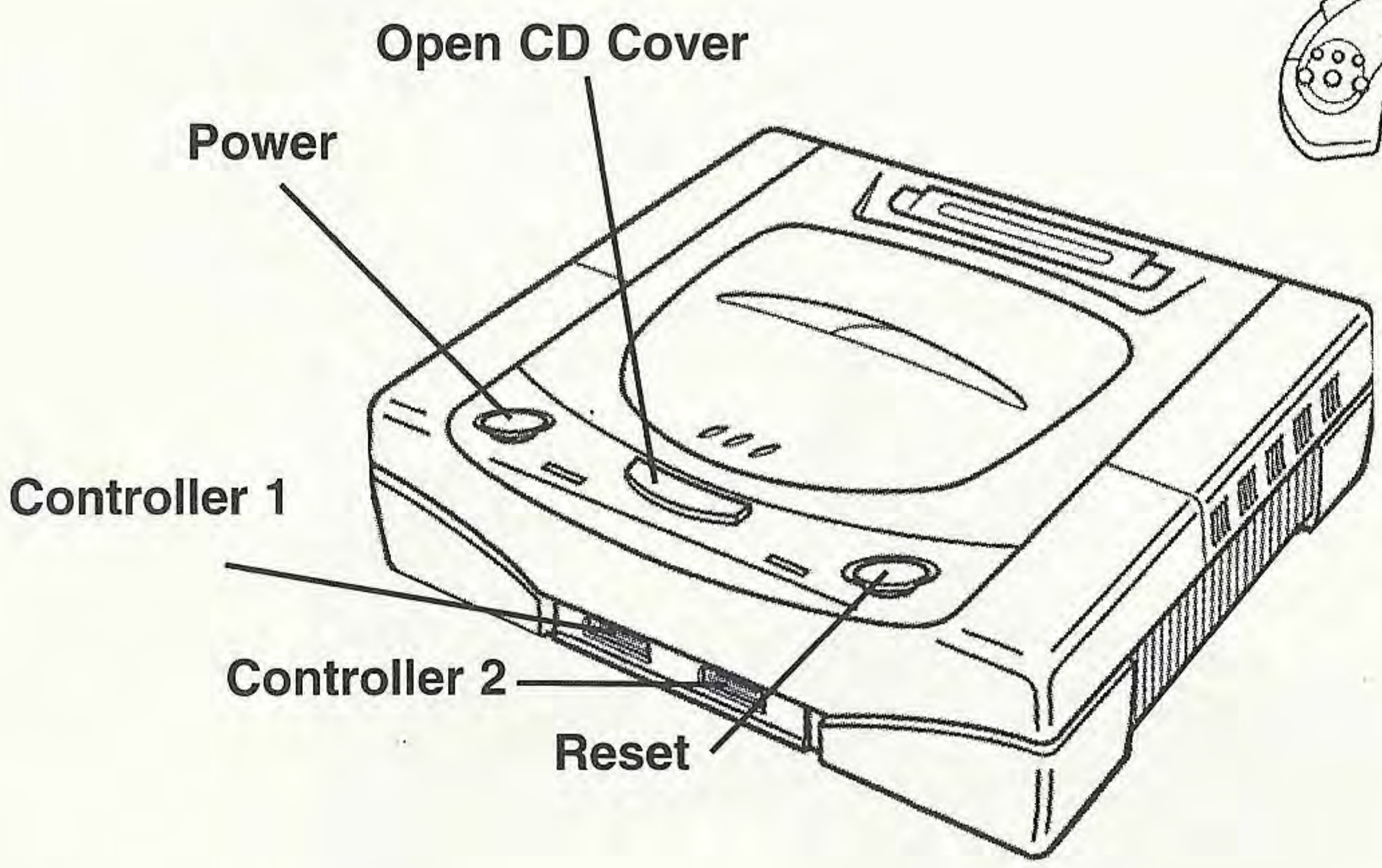
Set up your Sega Saturn game console according to the instructions in the instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the CRYPT KILLER™ disc and close the disc cover. Insert game controllers and turn on the Sega Saturn game console. Follow the on-screen instructions and start the game.

Thank you very much for purchasing Konami's Crypt Killer™.

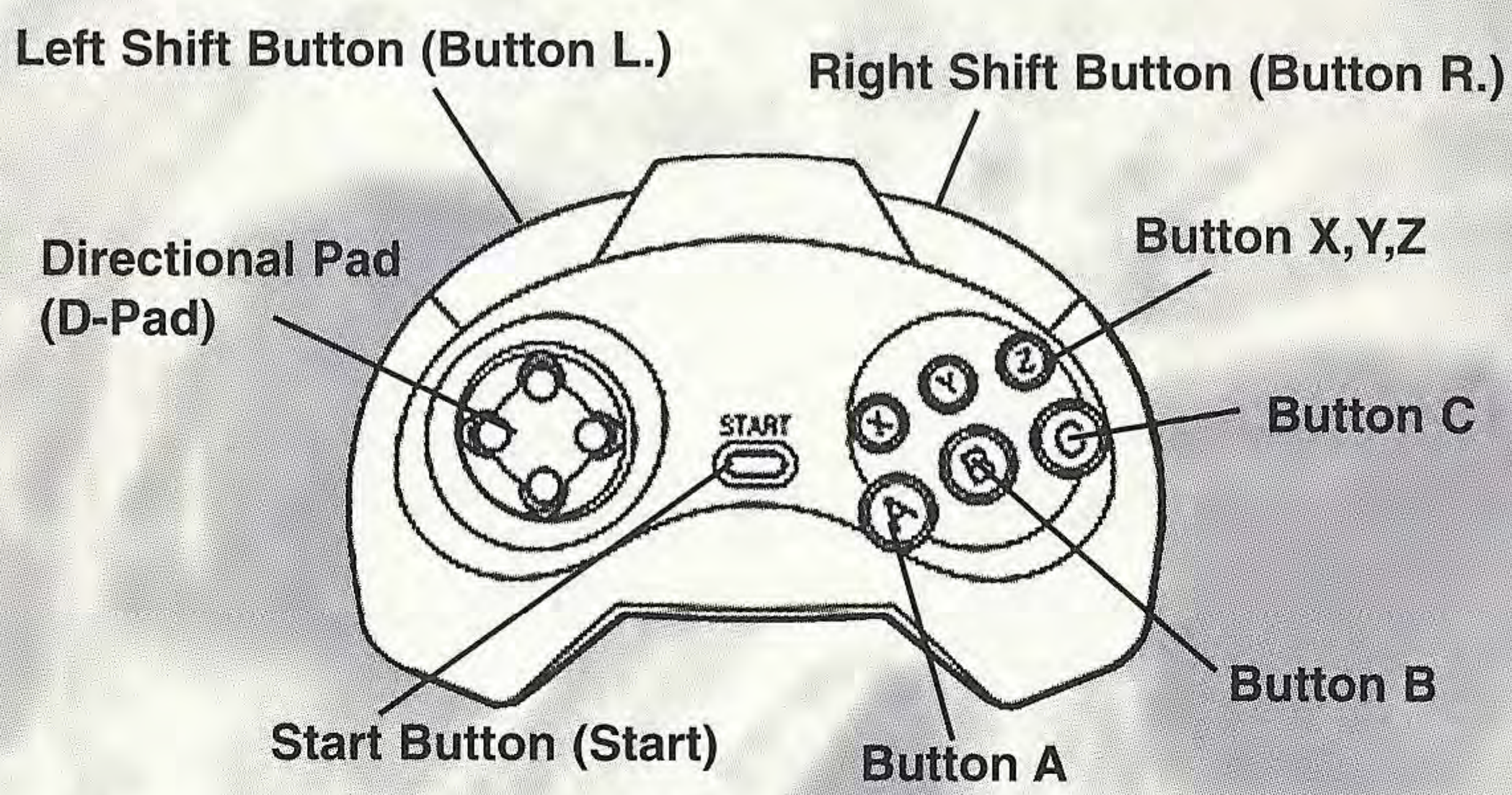
Before playing please read this manual carefully to ensure its correct use.

SEGA SATURN SYSTEM



BASIC GAME CONTROLS

Sega Saturn Controller Diagram



BUTTONS:

A: SHOOT
B: RELOAD
C: SMART BOMB

X, Y, Z: NOT USED
L: INCREASES CURSOR'S SPEED
R: INCREASES CURSOR'S SPEED

• NOTE: IF YOU OWN "THE STUNNER", YOU CAN ALSO USE IT TO PLAY THE GAME. PLUG "THE STUNNER" INTO PORT #2. POINT THE FRONT PART OF "THE STUNNER" AT THE TARGET ON THE SCREEN AND PULL THE TRIGGER.

USING THE SEGA "STUNNER"

To use the Sega Stunner properly make sure these rules are followed.

1) The Sega "Stunner" is a precision instrument. Strong physical impact may break it. Never hit or throw it.
2) Do not touch the jack of the Sega "Stunner" or bend or pull the cord strongly. Do not damage the muzzle. Never point the Sega "Stunner" at the sun, stop it up, or get it wet.
3) When storing the Sega "Stunner," keep it away from very hot or cold places. Also keep it out of direct sunlight, away from heaters, and away from places that have a lot of dust and moisture.
4) When cleaning dirt off of the Sega "Stunner," never use thinner, benzene or other harsh chemicals.
5) Do not point the Sega "Stunner" at a person. Never take it apart or try to rebuild it.
6) This product cannot be used with projection TVs, LCD TVs, high speed scanning TVs, or wide TVs.
7) This product may not work with some old TV models.
8) Do not use the Sega "Stunner" outdoors. It may not work indoors with direct sunlight.
9) While playing the game, do not use an infrared-type remote control device (to turn off the TV or VCR, for example.) If used, this game will not function properly.
10) If you have any lights near the TV screen, the Sega "Stunner" may not function properly. Either move the light or turn it off.
11) When playing a game that is not compatible with the Sega "Stunner" always remove "The Stunner" from control jack 2. To use the Sega "Stunner" in Konami's Crypt Killer, make sure "The Stunner" is clean and plugged into control port 2. You can use the Sega "Stunner" to select the options on the opening screen. Simply point the "Stunner" at the option you want and pull the trigger to select it. To confirm the selection hit the black start button on the front of "The Stunner" once. To reload "The Stunner," hold the gun away from the TV screen and pull the trigger. IMPORTANT: Remember never to point "The Stunner" at anyone. To make sure your "Stunner" is on target select the GUN ADJUST option. This gives you a trial shot so you can judge the gun's accuracy.

NOTE: Pulling the trigger once on the animation sequences lets you change them.

WILL YOUR JOURNEY BE PROFITABLE?

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

START MENU

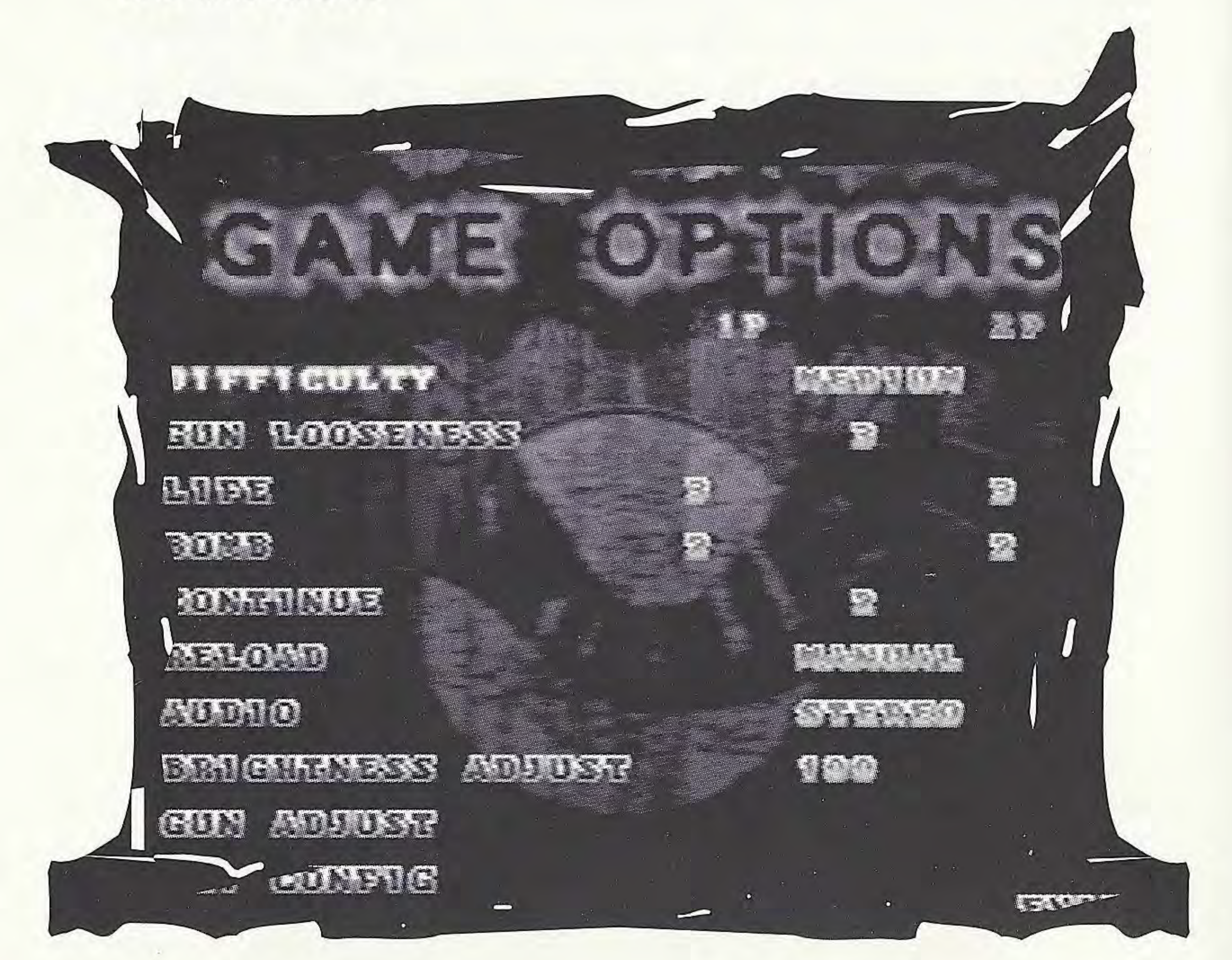
One or Two players can participate by pressing their respective Start buttons.

STAGE SELECT

Your goal is to recover the two "Eyes of Guidance" and recover ancient treasure. The world you select and the path you choose to take may lead to different endings. To begin a new game, target a rotating circle. This represents the level/world you play in. Shoot to select the level. If you don't have "The Stunner," use the D-Pad to move the crosshairs of the gun.

OPTIONS MENU

There are several settings which can be modified. Using "The Stunner" pull the trigger to scroll down the list. You can also use the D-Pad to move down the list by pressing the down arrow. When you wish to change a setting, highlight it, then press the START button on "The Stunner" or Left/Right on the D-Pad until you are satisfied with your selection. Select EXIT and hit the "A" button once to leave the game options, press the START button to go back to the Main Menu and play the game with the new settings. Using "The Stunner," highlight EXIT and press START to return to the main menu.



Bomb (DEFAULT=2)

This simply represents the number of bombs you start with.

LIFE (DEFAULT=3)

The amount of "health" your character has or the amount of hits you can take. It is represented in the game by red hearts in the upper left hand corner of the screen. When your health runs out, the game is over.

CONTINUE (DEFAULT=2)

The number of times you can restart the game from your current position after losing your "Life" (hearts)

•Suggestion to 1st time players: *Set the continue selection to maximum.*

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 in order to score a hit. The range goes from 1 (a direct hit) to 5 (Close Enough!!).

Reload (DEFAULT MANUAL)

With MANUAL reload, you can push the"B" button to refill your ammo supply. With AUTO reload selected, your gun will automatically reload.

Audio (DEFAULT STEREO)

Set for STEREO or MONAURAL, depending on your system set up.

Brightness 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, not if you are using a controller.

Gun Adjust

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

Key Assign

Switches the buttons on the controller to your custom preference.

ARE YOU READY TO . . .

PLUNGE into the deepest catacombs of these ancient ruins? If so you may find the fabled relic, "The 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 treasure in existence right behind the Holy Grail and the long lost city of Atlantis.

These stories however predate our western history. Since the dawn of written language, scholars have uncovered fragments of the story. Although the tale is far from complete, here is what we have pieced together:

SEARCH FOR THE LOST TREASURES

Long ago, before the dawn of more "recent civilizations" like the Egyptians or the 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 scholars 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. In addition there is also graphic depictions of mummification rituals that were thought only to exist amidst ancient Egyptian society. Wall carvings showing what appears to be monstrous water based life forms remind one of Atlantis. Some archeologist even claim there are links to Stonehenge, based on the druidic like runes that were uncovered.

* Some theorists say that it could have been a vast continent-splitting river many miles across, which later receded and became the Grand Canyon in the southwest portion of the United States of America. Other studies, however, site references to areas of southern Asia and a possible landbridge to Australia.

THE CRYSTALS . . .

One reason for their disappearance may be linked to time travel. Inter-dimensional travel is also a theory proposed by the more insightful researchers. This points to an obscure reference to a land or world believed translated as "The Cryptlands".

The popular myth is that "The Cryptlands" were either visited by aliens or were from another planet themselves. The "visitors" left behind some crystals that gave people in this ancient society the ability to pass through time unhindered. Through some unknown means of navigation, these crystals somehow created links with other cultures. This is where the term "The Eyes of Guidance" was originated. It is known that there is a large statue whose eye-sockets are vacant. Some say that the Eyes of Guidance could be placed in different combinations to allow time travel.

Others say the eyes when properly calibrated could allow access to the hidden spaces of dimensional corridors.

The theory also holds that "The Eyes of Guidance" were used to time travel and amass unimaginable treasures. Then they would 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 and space, or they embraced much worse of a fate . . .

THE ANCIENT TOMBS OF DEATH . . .

You have discovered the ancient, decaying tombs which you believe still hold the last remaining secrets of this ancient culture. You are determined to find the crystals for your own reasons. You have heard rumors of a wandering spirit guide. The details about it are sketchy at best; plus you don't have time to believe in such things. Perhaps your journey will be profitable, your perceptions widened, if you survive your journey that is . . .

Tales from the Cryptlands

Second Elite Shield of the Skeleton Army reporting: "Bonemaster, I write to you from the front of the war with the Outlander. Things are not going well. Just yesterday, the Outlander came running down the main corridor and shot everything with a weapon the likes of which I have never seen before. It shot forth fire like a dragon's blast but only for a moment, then the fire changed to thunder. As you know, fire is no foe to the members of the Bone Guard. Unfortunately, we have no protection against this. What is worse is that the Outlander keeps yelling, not screams of terror, but screams of reckless glee! I beg you send in The Six Armed Destroyer before it is too late!"

A priest member of the Servants of Quantos: "Quantos hear our plea. The Human Crypt Guardian slays us with his weapon of great magic. Help to reproduce our numbers so that we will be able to drown the Crypt Guardian in a sea of living cloth. There will be no escape from your loyal servants!"

A harpoon bearer of the Scaled Ones: "So surface-dweller (Crypt Guardian we know you hate that!), soft skin, you think you can win. Your magical weapon will expire (eventually) and when it does we will feed you to the Great Deep Hydra.

An Elite Flyer for the Gargoyle Nation of Tarkos: "I have a proposition for you. No wait and hear me out! Tarkos could use a good being such as yourself even if you are only a human. Your fighting skills and exotic weapons could serve the Winged Nation well. We even have good benefits, just check out our dental plan!"

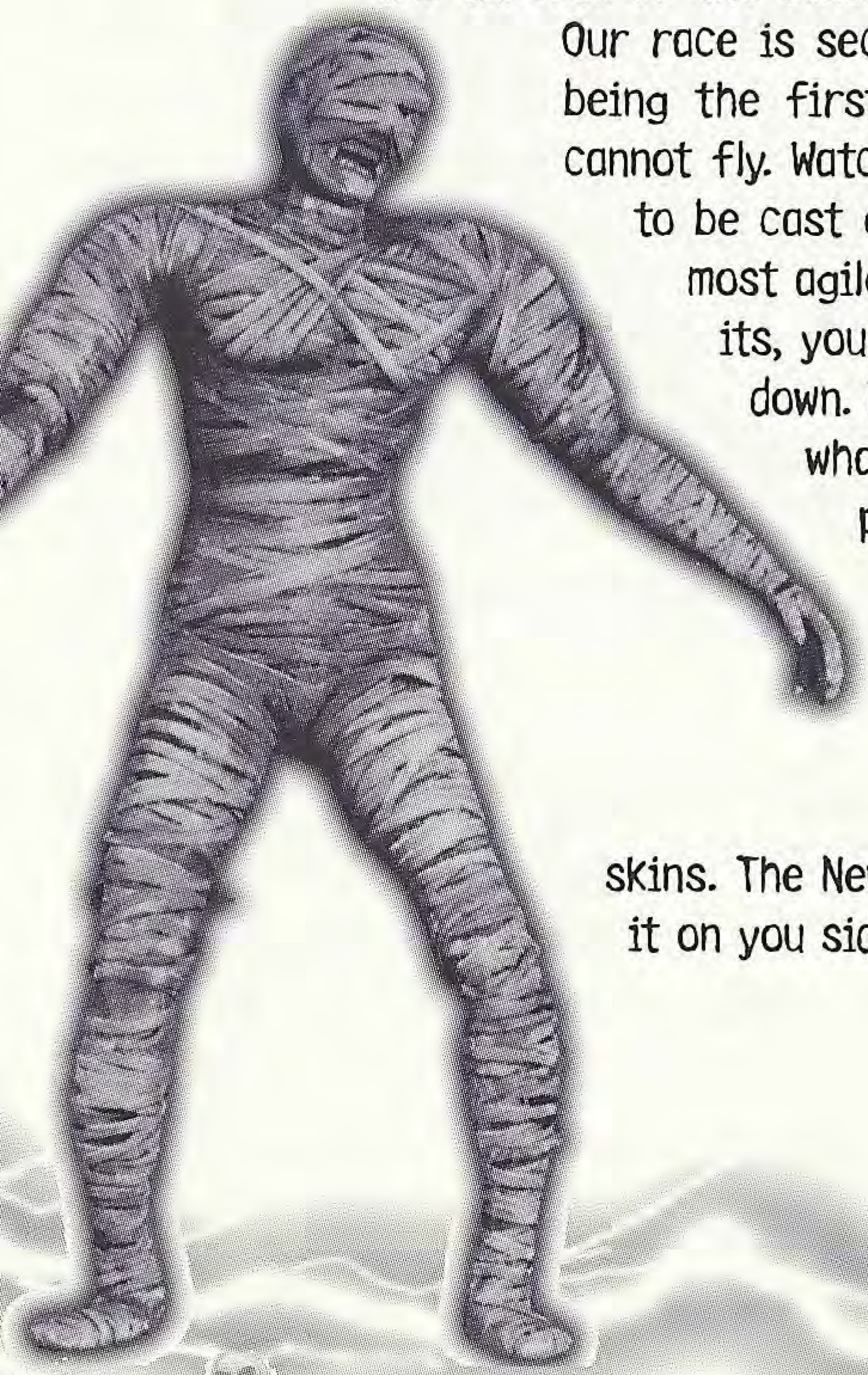
The Crypt Killer: "YEAH, bring it on. We will see who is serving who and on what. Oh, stoneface tell Tarkos he can work for me and my benefits are better, I'll let him live.

Character Tales

The Mummies of the Cryptlands: "We have defended our homeland for centuries, before your kind even existed. What makes you think you have a chance against our numbers? It is we who built the dark pyramids and it is we who will seal your everlasting fate. The Eyes of Guidance will never be yours to have!"

The Guard of Bone (Skeleton Army): You will not (clatter) pass us human waste! Our skill with the blade is great. We no longer fear death, fleshly one, we are death! Come let us lighten the burden of your coat of flesh so you can (clatter) know our way. What's that I hear, your true self shaking trying to be free of you. Your skeleton knows the true way is the way of the bone!!"

The Gargoyle Nation of Tarkos: (Tarkos Speaks) "By now I'm sure you heard the threats of the other representatives of the Cryptlands. Our race is second oldest, the Mummies of Quantos being the first. However, these dead wrapped men cannot fly. Watch overhead carefully for our shadow to be cast over you. We can go higher than the most agile Guard of Bone. Jumping has its limits, you know, those hollow men have to come down. We do not! "The Eyes of Guidance" are what brought my people here to this place. They are holy relics to us. You will not last long. Turn back mortal while you still have legs on which to stand on!" I doubt your pathetic weapons will even penetrate our superior stony skins. The Newest Crypt Killer: "That's right bring it on you sideshow freaks!"



CRYPT KILLER™

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all other fine Konami products.

Konami Game and Tip Line
1-900-896-HINT (4468)

- 85 cents per minute charge
- $1.15 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints available 24 hrs a day. Live support Monday-Friday 8:30 a.m. to 5:00 p.m. CST only.
Prices and availability are subject to change. U.S. accessibility only.

ONLINE SUPPORT

Konami is available online from:
Compuserve: Click FIND then type konami. We are in the video game publishers forum. In addition to reading and sending messages, you can receive press releases, hints, codes and other files. If you are not already a Compuserve member, you can call: Compuserve toll-free at 1-800-524-3388.
Reach us on the World Wide Web at www.konami.com
E-Mail us at 76004.3530@compuserve.com

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LOOK OUT FOR KONAMI'S NEWEST HIT . . .

CONTRA®

legacy of war™

TEEN T AGES 13+ CONTENT RATED BY ESRB

1 OR 2 PLAYERS

3-D GLASSES INCLUDED

Reach us on the World Wide Web at:
www.konami.com

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