



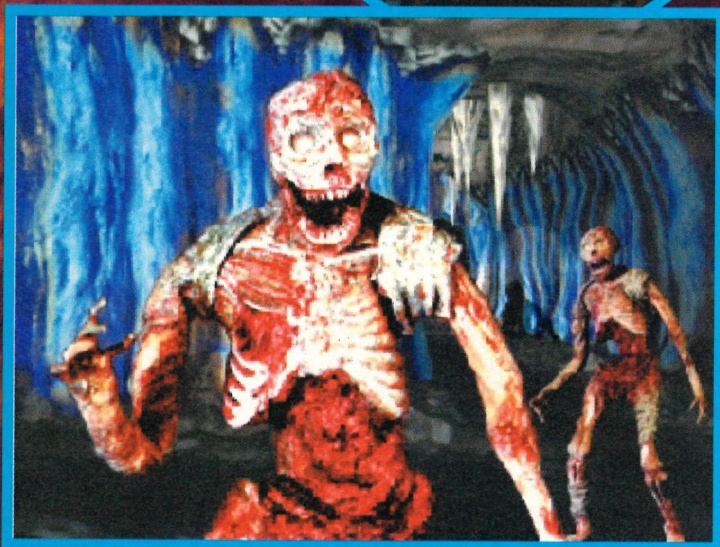
Crypt Killer



There are some amazing arcade machines to be experienced in 1996, and Konami seem to be leading the way. Their new gun toting game is a real jaw dropper.



● I want my mummy! *Crypt Killer* is not a game for the faint hearted, and have a sick bag on standby too!



How it all began

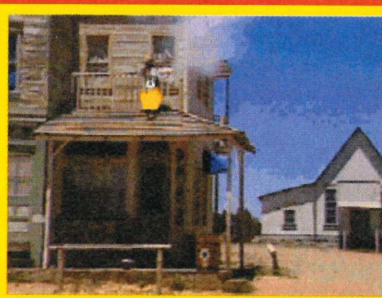
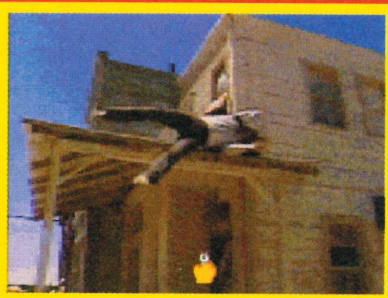
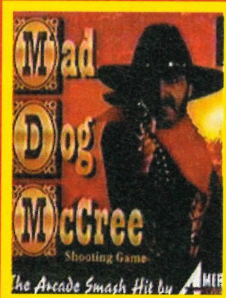
Arade games were all joystick or tracker ball controlled until American Laser Games came

along. They were one of the first companies to use guns strapped to the front of their machines, adding a new level of realism to the proceedings. *Mad Dog McCree* was one of the first games to use the guns, a wild west shoot-'em-up using FMV with real actors. All the player had to

do was point the gun in the general direction of the baddies and pull the trigger. The gun could be reloaded by shooting outside the screen.

Now *Crypt Killer* has taken the shoot-'em-up one step further with an unattached gun – ideal for doing the odd bank job!

● I've heard of rock cakes, but never rock men.



Killer

● Anyone fancy fish for tea? I prefer mine as fingers or balls. Occasionally I can manage a nice piece of battered cod. If something like this monstrosity was put on a plate in front of me I think I'd run a mile - battered or breadcrumbed!

It all started way back when American Laser Games came along with their arcade game *Mad Dog McCree*. It did away with a joystick and buttons, opting instead for a realistic gun that shot a beam of light at the screen and registered the shot.

Technology has progressed and light guns have been released for most consoles now, the latest and greatest being *Virtua Cop* on the Saturn with the Virtua gun. Well Konami have now taken the genre one step further with the first game to use a shotgun that is not attached to the cabinet.

Crypt Killer is a spine chilling game packed with zombies, goblins and all kinds of creepy things ready to go bump in the night.

Nothing particularly innovative about that you might think, but take a look at these screen shots and you'll see just how impressive everything looks.

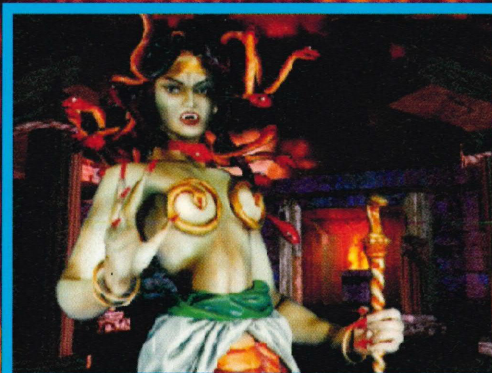
The game has been voted best gun game by distributors and operators, destroying all the competition at the AMOA arcade show. It's not just a good looking shoot-'em-up though, the playability is top notch too with randomly generated mutants to dispose of and many surprises in store for players.

Sequences that particularly impressed us were the six headed sea serpent, who has to be shot in the head - six times! There are hundreds of bloody skeleton corpses, a horde of mutant mummies and a Medusa with snakes at full spilt!

Keep your eye on the local arcades for this beauty, it should be over from Japan very soon, and with the Virtua gun now out on the Saturn,

a conversion would be quite simple to produce!

packed with zombies, goblins and all kinds of creepy things



● Helloooo nurse! This young lady will charm you away from safety and into her lair. She's not really the sort of girl you'd want to take home to show your mum and dad, but I bet she knows how to party! A bottle of Head and Shoulders shampoo wouldn't go amiss though - nasty dandruff!



● As you can see, Konami have packed some fantastic graphics into the game - probably some of the most impressive ever seen in a gun shooting arcade machine actually! The enemies have some nasty weapons tucked away too - just look at all these knives. Nasty!



● This guy doesn't look too happy does he? But then neither would you if your costume was made of old cabbage leaves!



● There I was thinking that Ethel from *EastEnders* had a really sad acting career, only appearing a couple of times a year, when she pops up in this game!