



PlayStation

NTSC U/C

PlayStation®



T H E  
M U M M Y



SLUS-01187



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**A Note to Parents:**

The 1999 motion picture "The Mummy" is rated PG-13. Consult [www.filmratings.com](http://www.filmratings.com) for further information

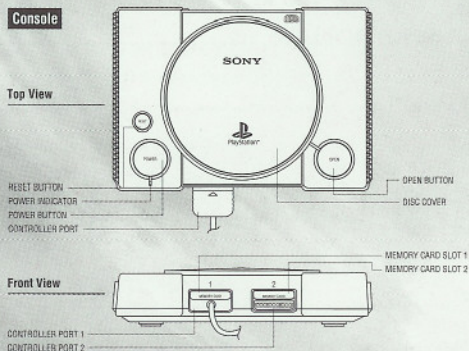
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# GETTING STARTED

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert **THE MUMMY** disc and close the disc cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.



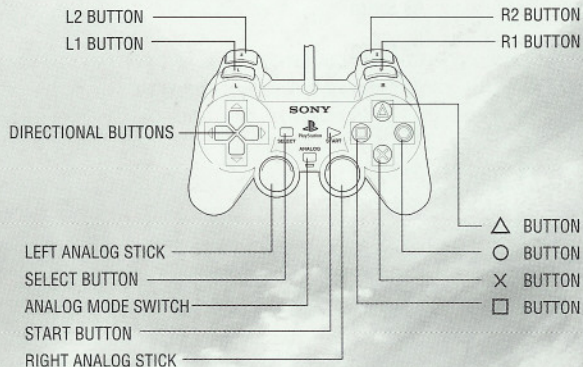
## Memory Cards

To save game settings and progress, insert a Memory Card into Memory Card slot 1 (Memory Card slot 2 is not used) of the PlayStation game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **THE MUMMY** games. For more information on saving and loading, see page 6.

**NOTE: THE MUMMY** uses 2 blocks of Memory Card data to save each game. Make sure there are enough free blocks on your Memory Card before commencing play. Do not insert or remove a Memory Card while saving/loading games or after the power has been turned ON.

# USING THE CONTROLLER

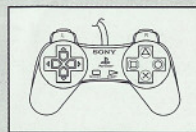
## DUALSHOCK™ analog controller



## DUALSHOCK™ analog controller

Be sure to verify that the game is set to analog mode (red LED lamp should be lit).

You can toggle the vibration function ON and OFF in the **OPTIONS SCREEN**.



# GAME CONTROLS

## Standard Controls:

Move	Directional Buttons or left analog stick
Action/Attack	ⓧ Button
Block	Ⓜ Button
Roll R or L	Ⓜ Button+R/L Directional Buttons
Jump	Ⓞ Button
Arm/Disarm weapon	ⓐ Button
180 degree turn	Ⓛ1
Look around	Ⓛ2 (press and hold button, and use Directional Buttons or analog stick to look around).
Select Weapon	Ⓡ1 press Ⓡ1 to display the currently selected weapon or hold Ⓡ1 to scroll through the available weapons. Hold Ⓡ1 and ⓧ Button together to cycle through the weapons in the reverse order.
Run	Ⓡ2
Activate Head-Up Display	SELECT

## Surfing Controls:

Steer left or right	Directional Buttons R or L
Jump	Ⓞ Button
Duck	Ⓜ Button

# BACKGROUND STORY

THE STORY BEGINS IN THEBES: 1290 BC....

PHARAOH SETII'S MISTRESS BETRAYS HIM WITH HIS TRUSTED PRIEST IMHOTEP.

IMHOTEP AND ANCK-SU-NAMUN ARE DISCOVERED AND TAKEN TO HAMUNAPTRA, CITY OF THE DEAD, WHERE THEY ARE CURSED AND MUMMIFIED. IMHOTEP SUFFERS THE HORROR: THE WORST OF ALL THE EGYPTIAN CURSES.

OVER 3000 YEARS HAS PASSED SINCE IMHOTEP'S EVIL FATE. A FOREIGN LEGIONNAIRE KNOWN AS RICK O'CONNELL IS CAUGHT UP IN A RAGING BATTLE ABOVE HAMUNAPTRA.

HE BARELY ESCAPES WITH HIS LIFE.

SOME TIME LATER RICK RETURNS TO THE LOST CITY OF THE DEAD WITH EGYPTOLOGIST EVELYN CARNAHAN AND HER TREASURE-SEEKING BROTHER, JONATHAN. WHAT SEEMS LIKE A SIMPLE EXPEDITION FOR KNOWLEDGE, RICHES AND FAME RAPIDLY TURNS INTO AN EPIC ADVENTURE.

ON THEIR WAY TO HAMUNAPTRA, EVELYN READS PASSAGES FROM THE ANCIENT BOOK OF THE DEAD AND MISTAKENLY AWAKENS IMHOTEP. WITH THE EVIL HORROR CURSE LIFTED, RICK AND EVELYN MUST STOP IMHOTEP IN HIS TRACKS AND RETURN HIM TO DEEP SLEEP.



# STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Select New Game, Load Game, Options or Mummy II using the Directional Buttons or left analog stick. Enter the selection with the **X** Button.

## NEW GAME

Select **NEW GAME** to play a game from the beginning. (refer to Game Menu p. 7 for more information).

## SAVING A GAME

A message will appear when finishing a level asking you if you want to save the game. Memory Card slot 1 is the only slot supported. Make sure you have a Memory Card inserted in slot 1. If you don't have a Memory Card inserted, follow the on-screen instructions. 2 Memory Card Blocks required to save game.

## LOAD GAME

Select **LOAD GAME** to continue playing a previously saved game using data saved on a Memory Card. Select the desired game using the Directional Buttons or left analog stick and enter your selection with the **X** Button. For more information on saving and loading, see Getting Started p. 2.

## OPTIONS

Select **OPTIONS** to modify game settings. Game settings can also be modified during play by pressing the **START** Button to open a menu.

## MUMMY II

Select **MUMMY II** to view a special sneak-peak theatrical trailer of "The Mummy Returns," the upcoming sequel to The Mummy movie.

## WARNING: ENDING A GAME

The correct procedure when ending the game is to open the disc cover, wait for the disc to stop moving, and then turn **OFF** the power. The disc will continue to turn if the power is switched **OFF** first, and may become scratched during removal.

## GAME MENU

After selecting **NEW GAME** from the Title Screen, the Game Menu sub-screen will appear. Select **PLAY GAME**, **SAVE GAME**, **REPLAY LEVEL**, or **QUIT GAME** using the Directional Buttons or left analog stick. Enter the selection with the **X** Button.

**PLAY GAME** Continue current game.

**SAVE GAME** Save current game.

**REPLAY LEVEL** Select and replay any completed level and access the bonus game mode menu.

**QUIT GAME** Quit game without saving your progress and return to the main menu.

## HEADS-UP DISPLAY

During gameplay, press the Select Button to have the Heads-Up Display appear on the left side of the screen. It will show the following items:

- 1 RICK'S HEAD** Number of lives that your character has
- 2 CARTOUCH** Number of Hieroglyphs you've lit out of 8— Receive an extra life for every 8 you light
- 3 PHARAOH MASK** Collect 4 pieces of treasure to gain a Magic Amulet
- 4 CURRENT WEAPON SELECTED** Shows current selected weapon and if applicable, ammo count and in case of torch time left for burning torch



## HEALTH/STAR KEY METER

This stays on the screen at all times.

- 1** Interior shows how many star key fragments you've collected.
- 2** Rick's health meter is displayed in the green colored bar. If the health bar becomes completely depleted, you will lose a life.
- 3** The blue colored bar represents the health status of the targeted enemy. During multiple enemy combat, only the currently targeted enemy's health will be displayed.



## PERFECT ZONES

Perfect Zones are achieved by:

- Lighting all hieroglyphs
- Killing all enemies including scarabs
- Breaking all jars and collecting the items inside before they disappear
- Collecting all pickups:
  - Treasure
  - Ammunition
  - Health

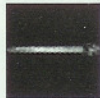
A gem is rewarded for a perfect zone. You can unlock bonus features by collecting gems for each perfect zone completed.

## WEAPONS

Some weapons can be used to block attacks from certain enemies, but you can only block for a limited time after the block key (Ⓜ Button) is pressed. Timing is everything when fighting these enemies in close combat. Blocking and counter-attacks are very useful when mastered, especially against those enemies that can block your attacks.

### TORCH

An all-around useful item for lighting your way or for basic bludgeoning. The torch can also be used to block certain attacks. After the torch is lit, you will have 20 seconds before it burns out. Refer to the heads-up display to see how much time you have left. Further instructions for using the torch are available during the game.



### DUAL PISTOLS

No adventurer is complete without these. They do not cause as much damage as a shotgun or a machine gun, but they can be fired quickly.



### MACHETE

Typically used in a jungle, the machete is put to good use slicing through bandages. The machete can also block certain attacks.



### DYNAMITE

Useful against swarms of enemies. Don't be too close when it goes BOOM.



### SHOTGUN

Inflicts more damage than the dual pistols but has a slower rate of fire.



### LEWIS GUN

Your basic mow-em-down weapon.



### AMULET

A magical smart bomb. You throw the amulet and it blows up.



**GOLDEN SWORD** A mystical weapon. You'll learn about its powers in the game.



### YOUR FISTS

If all else fails, use your fists. They are a relatively weak weapon, but its better than having Mummies skin you alive.

**Remember: Some enemies can only be hurt with magical weapons.**

### AMMUNITION PISTOL AMMO

Equips the dual pistols only.



**SHOTGUN AMMO** Equips the shotgun only.



**LEWIS GUN AMMO** Equips the Lewis gun only.



## PICK UPS

**STAR KEY** Pick up Star Key fragments to release the Star Key switch so you can progress through the game.



## OTHER ITEMS

**GOLDEN ANKHS** Life power up; provides Rick with an extra life.



**VIALS OF HEALTH** Restores health for your character.



**DYNAMITE** Use this later in the game as a weapon.



## TREASURE

Four pieces of collected treasure equals one magic amulet.



## ENEMIES

### IMHOTEP

After 3000 years of angst, he is ready to take over the world. He'll be quite a challenge.



**ANCK-SU-NAMUN** Don't let her get a hold of you. With the kiss of death, she'll suck the life out of you...



**BENI** Cowardly traitor who joins Imhotep's army.



**ANUBIS** A big problem, but not too bad once you work the bugs out.



**TOMB ROBBERS** Human 'bad guys'. Relatively easy to defeat. Sometimes tomb robbers can uncover hidden paths.



## MUMMIES

None of the mummies change weapons. They are specialized with their weapons and attacks. They are summoned up by Imhotep to thwart your efforts.

### SLAVE MUMMY

They have no weapons but can pack a powerful punch.



### ARCHERY MUMMY

Ancient bowmen; attack from a distance. Try using long-range weapons against them.



### SWORDSMAN MUMMY

They are much smarter and tougher than the Slave Mummies. They can attack with a razor sharp sword and block with a shield.



### SPEARMAN MUMMY

Longer range than swordsmen; use spears and shields as weapons. Can also block your attacks.



### HIGH PRIEST MUMMY

One of the most powerful opponents in the game, these mummies use a magic staff that fires a powerful bolt.



### SPIRIT MUMMY

Mummies in their ghostly form; they sweep down and hit you. Guns don't work on them, so magical weapons are your only hope.



# CREDITS

## DEVELOPED BY

### REBELLION INTERACTIVE LIMITED

CREATIVE DIRECTOR  
Jason Kingsley

TECHNICAL DIRECTOR  
Chris Kingsley

PRODUCTION MANAGER  
Graeme Williams

LEAD PROGRAMMER  
Jon Hutchings

LEAD ARTIST & ASSISTANT  
PRODUCER  
Ed Cookson

LEAD ANIMATOR  
Ken Turner

PROGRAMMING TEAM  
Mike Healey  
Richard Rice  
Crispian Daniels  
Ben Woodhall  
Kevin Lea

ART TEAM  
Alex Moore  
Ed Niblett  
Nick Sweetman  
Joseph Gelder  
Tim Jones  
Adam Jennings

ANIMATION TEAM  
Ed Niblett  
Ben Jones

SOUND  
Ed Cookson

MUSIC DESIGN  
Ed Cookson

ORIGINAL GAME CONCEPT  
Mark Eyles

CONCEPT ART  
Andrew Wildman

TECHNICAL DESIGN  
Jon Hutchings  
Mike Healey  
Ed Cookson  
Ken Turner  
Graeme Williams  
Alex Moore

QUALITY ASSURANCE  
Ian Tuttle  
Craig Garvey  
Will Elsdale

SPECIAL THANKS  
Will Elsdale  
Dominic Jeffrey  
Nadia Cocklin  
Chris Fox  
Al Halsby  
Ed Freeman  
Laura Freeman  
Michael Freeman  
Peter Freeman  
Lucy Wortley  
Dave Wall  
Joss Outred  
Dawn Craig  
The High Health Club



## PRODUCED BY

### UNIVERSAL INTERACTIVE STUDIOS

#### PRODUCER

Vincent Nason

#### PRODUCTION COORDINATOR

Sean Krankel

Melissa Miller

#### DIRECTOR OF MARKETING

Prity Patel

#### MARKETING MANAGER

Shannon Diffner

#### MARKETING COORDINATOR

Marcus Savino

#### MARKETING ASSISTANT

Brian Stephens

### Special Thanks to:

Julie Chebbi, Cynthia Cleveland, Helene Runtaugh, Analissa Trinidad, Todd Whitford, and Jim Wilson

## PUBLISHED BY

### KONAMI OF AMERICA, INC.

#### VP MARKETING

Chris Mike

#### BRAND MANAGER

Rick Naylor

#### PRODUCT MANAGER

Jason Enos

#### CREATIVE SERVICES MANAGER

Monique Catley

#### MARKETING COMMUNICATIONS MANAGER

Cherrie McKinnon

#### CONSUMER SERVICES

Jamal Carter

#### PACKAGE & MANUAL DESIGN

Price Design Team

### KONAMI COMPUTER ENTERTAINMENT AMERICA, INC.

#### EXECUTIVE IN CHARGE OF PRODUCTION

Randy Broweleit

#### DIRECTOR OF PRODUCTION

Lx Rudis

#### EXECUTIVE PRODUCER

Sean House

#### PMD TESTERS

PMD Manager

Makoto Ichikawa

#### PMD SUPERVISORS

Munehisa Komami

James Hui

Satoko Hozumi

#### LEAD TESTER

Jayson Ayran

#### ASSISTANT LEADS

Arif Sinan

Ken Suzuki

Archie De Torres

Ian Rosenfield

David Treakle

#### TESTERS

Jeremy Bangert

Nitin Prasad

Mike Abdelmessih

Shant Palayan

Alexander Balsicas

Marlon Valdez

Albert Kwong

Emmanuel Fadrilan Jr.

Li-Wei Ho

Brian Zheng

Doug Uno

Jason Niedens

#### SPECIAL THANKS

Inachim Amann, Benlier/

Helper Impact, Chris Bergstresser,

Emily Britt, Daniel Castillo, Wilson

Cheng, Dave Cox, Catherine Fowler,

Rob Goff, Akira Kinebuchi,

Tomo Matsubayashi,

Ken Ogasawara, Pabulum,

Doug Rebert, Brett Robinson, Matt

Robinson, Linda Stackpoole,

Carolina Valencia, Norio Yokobori,

Everyone @ KDA.

#### KONAMI CORPORATION (TOKYO)

Isao Ishihara

### KONAMI COMPUTER ENTERTAINMENT STUDIO (YOKOHAMA)

Yutaka Haruki

Sadaharu Katori

Kazuhiko Maeda

#### ADDITIONAL TESTING BY: ABSOLUTE QUALITY, INC.

#### TEST LEAD

Karyn Aley

#### TEST TEAM

Keith Tsibouchi

Nathan King

Selwyn Desousa

Howard Leung

Steve Alvarado

#### OPERATIONS DIRECTOR

Michael Richardson

#### SHIFT MANAGERS

Curtis Shenton

Jesse Smith

#### VOICE OVERS:

#### CASTING AND DIRECTING

Pro-Motions Production Co./Lani

Minella

#### STUDIO/DIALOGUE EDITING

Lethal Sounds/Rick Bowman

#### VOICE TALENT

Kai Vilhelmsen

Ryan Drummond

Steve Burns

Lani Minella

Brook Chalmers

Christopher Harris

Brad Lovelace

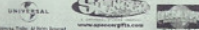
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