
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01187
THE MUMMY
UNIVERSAL
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KONAMI

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 peripherials 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** for further information

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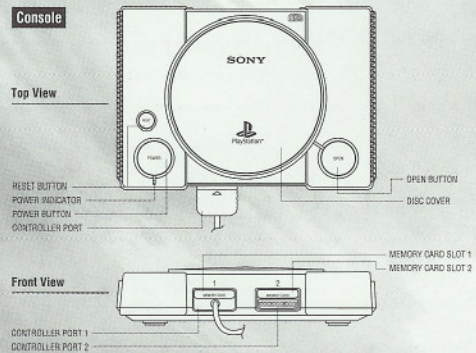
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GETTING STARTED

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.



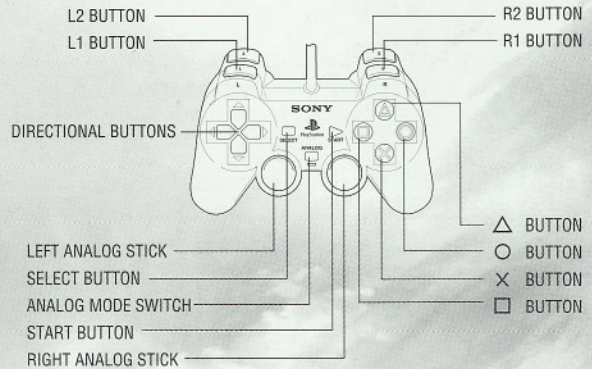
Memory Cards

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

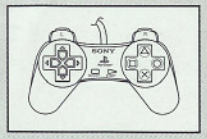
DUALSHOCK™ analog controller



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.



NOTE: You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.

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	L1
Look around	L2 (press and hold button, and use Directional Buttons or analog stick to look around).
Select Weapon	R1 press R1 to display the currently selected weapon or hold R1 to scroll through the available weapons. Hold R1 and ⊗ Button together to cycle through the weapons in the reverse order.
Run	R2
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 SETTI'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 HOM DAI: 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 HOM DAI 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 ⊗ 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 s 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 ⊗ 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 ⊗ 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.



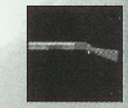
MACHETE Typically used in a jungle, the machete is put to good use slicing through bandages. The machete can also block certain attacks.



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.



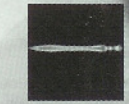
LEWIS GUN Your basic mow-em-down weapon.



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.



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