



THE
MUMMY™

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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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INSTALLATION

To install "The Mummy":

Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the "Install The Mummy" and follow the instructions. If AutoPlay is not enabled, double click on the "My Computer" icon on your desktop. Double click on the CD-ROM drive icon. Follow the installation instructions. If "The Mummy" does not begin installing immediately, double click on the autorun.exe.



CUSTOMER SUPPORT

For assistance with installing or playing "THE MUMMY" PC game, contact Konami Consumer Services at:

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GAME CONTROLS

Main Game Controls:

Move	ARROW KEYS
Action/Attack	SPACE BAR
Block	Z
Roll R or L	Z+Analog Thumb Pad Right or Left
Jump	X
Arm/Disarm weapon	C
180 degree turn	CTRL
Look around	NUMPAD 0 (press and hold button, and use Analog Thumb Pad to look around).
Select Weapon	F and G (hold down F or G to scroll through the available weapons).
Run	V
Activate Heads-Up Display	D

Surfing Arcade Controls:

Steer left or right	ARROW KEYS Left or Right
Jump	X
Duck	Z

BACKGROUND STORY

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

PHARAOH SETI I'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 HAVE 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 keyboard.

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. Follow the on-screen menus to save your game.

LOAD GAME

Select LOAD GAME to continue playing a previously saved game. Follow the on-screen menus to load your previously saved game.

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.

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 keyboard.

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 Start 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 (Z key) 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're 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...



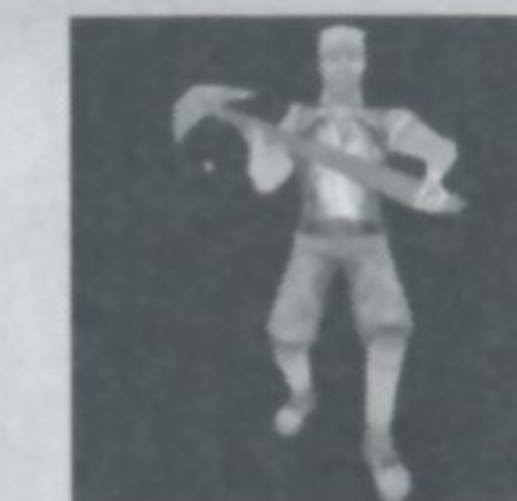
BENI Cowardly traitor who joins Imhotep's army.



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



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 on you and hit you. Guns don't work on them, so magical weapons are your only hope.



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