



THE
MUMMY™



-X- EPILEPSY WARNING

Read this notice before you or your child use or play video games.

A small portion of the population have a condition which may cause them to experience epileptic fits, in some cases accompanied by loss of consciousness, due mainly to certain strong light stimuli such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions, etc.

These individuals may experience a fit while playing video games containing such visual stimuli, though they may have no previous medical history of such a condition or may never have suffered an epileptic fit.

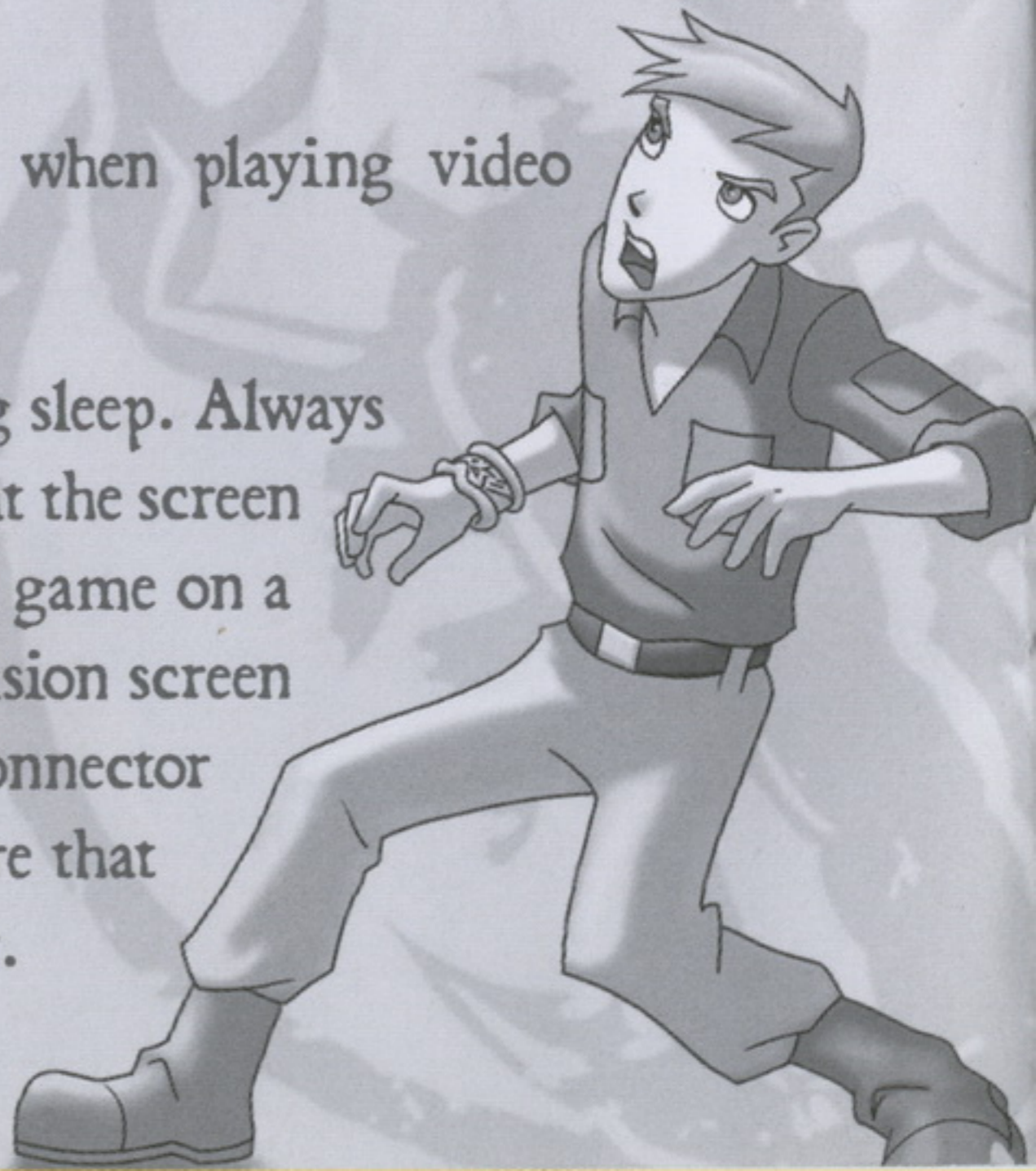
If you or a member of your family have ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, it is important that you consult your doctor before playing any video games.

Parents should also monitor children closely when they are playing video games.

If you or your child show any signs of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, stop playing immediately and seek medical advice.

Follow these guidelines at all times when playing video games.

Do not play if you are tired or lacking sleep. Always play in a well-lit room, taking care that the screen is not too bright. If you are playing a game on a screen, play as far back from the television screen as possible, ideally as far away as the connector cable will reach. While playing, ensure that you have a 15-minute break every hour.



-X- GAME CONTROLS

- MENU

DIRECTIONAL KEYS : navigate in the menu

SPACE : select

- GAME

← : Move Left

→ : Move Right

↑ : Move Up

↓ : Move Down

Ctrl-Right : Power - / Previous Page

Shift-Right : Power + / Next Page

X : Reset camera / 1st Person Zoom Out

N : U-Turn

R : 1st Person View

C : Slingshot / Cancel Options

B : Telekinesis

SPACEBAR : Jump / Select Options

ENTER : pause

V : Attack / Confirm Options

Alt-Left : Strafe / 1st Person Zoom In

Ctrl-Left : Change number of stones

Alt-Right : Display game screen

S : Turn Camera Left

F : Turn Camera Right

E : Camera Forward

D : Camera Back

Note: to change a key assigned to an action, click on the relevant key. You can also restore the default settings.

You can also perform the following moves:

- ♦ Flying kick: press the jump key, then the attack key.
- ♦ Dodge backward (backward somersault): hold down the strafe + jump keys.
- ♦ Dodge right/left (flying dodge): hold down the strafe + left or right + jump keys.

-X- MAIN MENU INTERFACE

-MAIN MENU

To start a new game, select "Game", then "New game".

To load a previously saved game, select "Game", then "Continue game".

To access the options menu, select "Options".

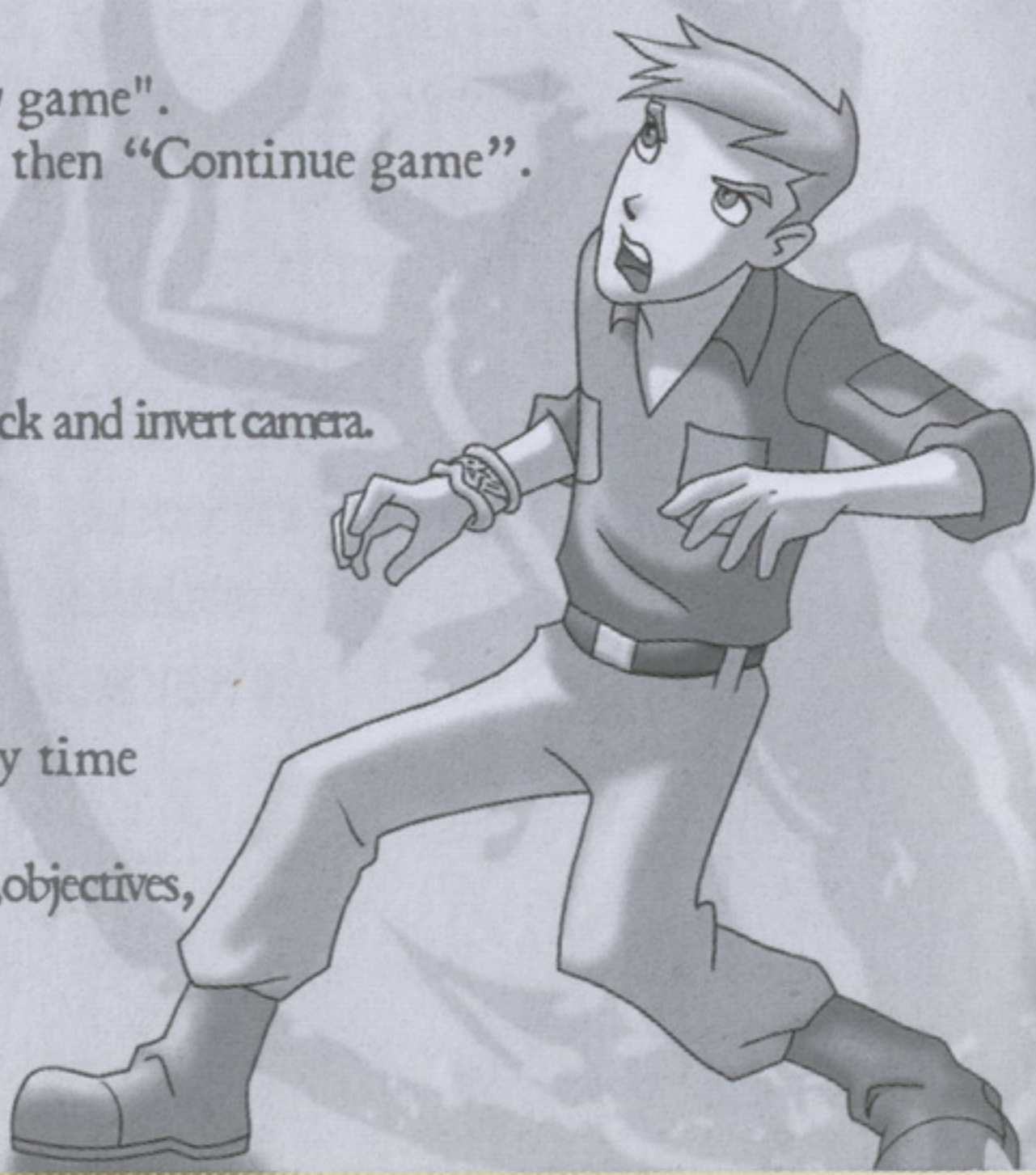
-OPTIONS MENU

- ♦ Game: select the language, activate/deactivate autolock and invert camera.
- ♦ Sound: set the SFX and music volumes.
- ♦ Credits: view the game credits.

-PAUSE MENU

You can access this menu by pressing Enter at any time during a game.

The Pause menu enables you to access the options, objectives, level maps and inventory.



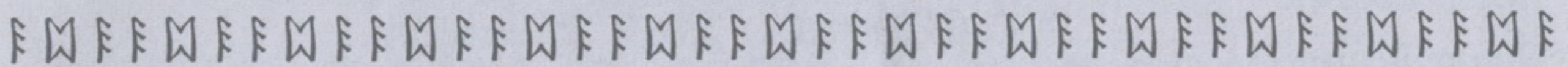
-X- GAME SCREEN

Mana and magical powers bar

Life bar

Number of stones & Slingshot selected

Objects collected



-X- THE MAGICAL POWERS IN ALEX'S MANACLE

A magical power indicator bar is displayed for the use of each of the powers below; make sure you recharge them regularly:

◆ *Fire Power:* increases Alex's power against ice.

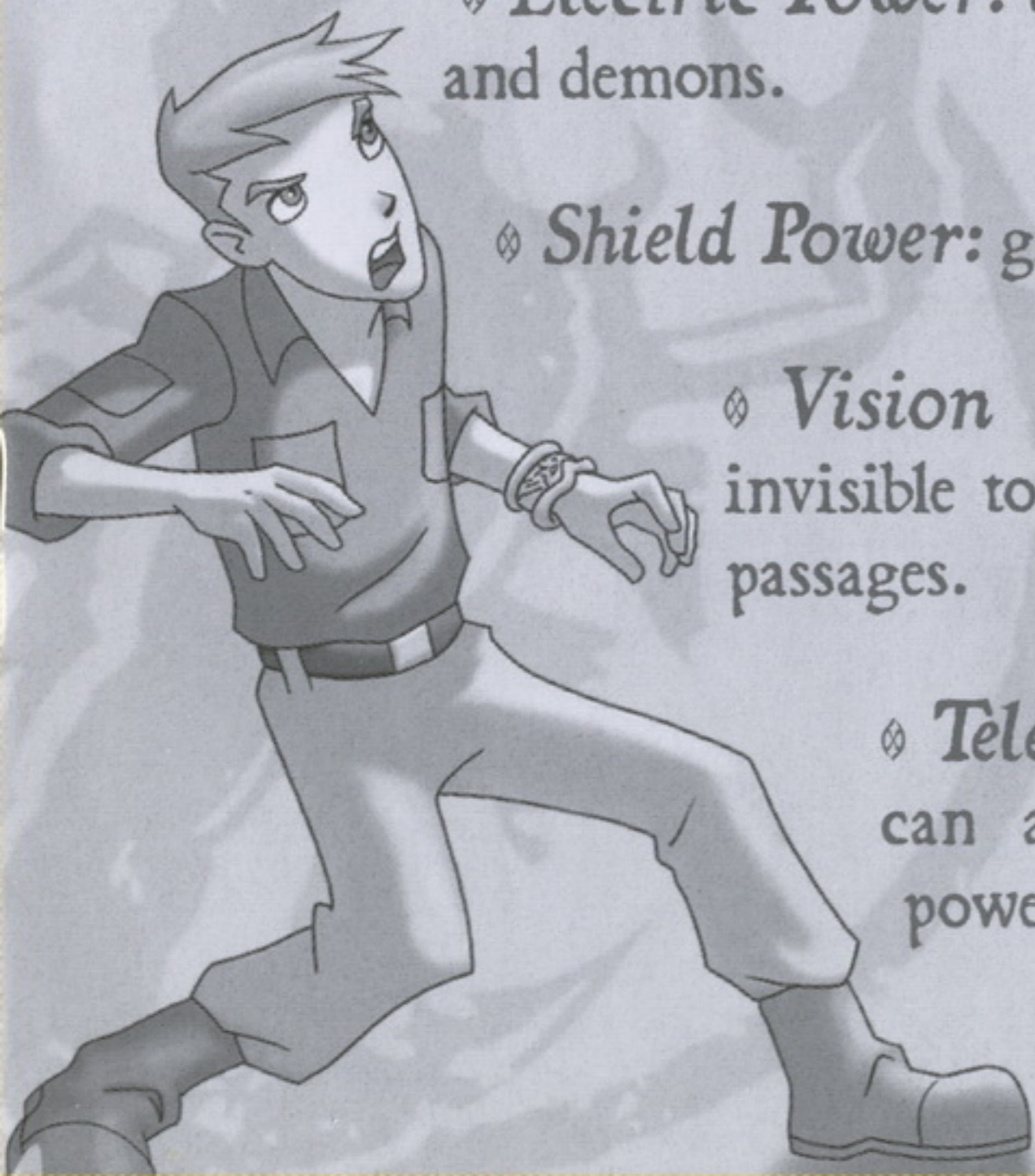
◆ *Ice Power:* use it to freeze objects and enemies; it also increases Alex's power against fire.

◆ *Electric Power:* use it to combat enemies such as spirits and demons.

◆ *Shield Power:* gives Alex an indestructible shield.

◆ *Vision Power:* use it to see certain objects invisible to the naked eye, and to discover secret passages.

◆ *Telekinesis:* use it to move objects. You can accumulate telekinesis and magical powers and you can also lift objects.



-X- CREDITS

HIP INTERACTIVE
EUROPE

Presents

an Asobo Studio Game

“The Mummy”

ASOBO STUDIO

Development team:

Nicolas Becavin

Martial Bossard

Patrice Bourroncle

Nicolas Coquard

David Dedeine

Julien Guérin

Alain Guyet

Franck Manon

Ralph Musti

Andreas Nick

Damien Papet

Thierry Puginier

Cedric Rousseau

Frederic Siess

Sebastian Wloch

HIP INTERACTIVE
EUROPE

Production team:

Graeme Boxall

Brice Davin

Yann Carlier

Marketing team:

Albéric Guigou

Jérôme Sicart

Marianne Pujol

Cédric Le Foll

Cyril Piner Mata

Publishing:

Olivier Goulon

Q&A

Frédéric Oughdentz

Fabien Paesani

Romain Soulier

Jérôme Boudin

Francis Lam

Special Thanks to:

Jean-Claude Goulon

Script:

Julien Blondel

Kurt McClung

Sound & Music:

NO OTHER MEDICINE

ALLINTHEGAME LTD.

Casting and Voice Production:

Phil Morris

With the voices of:

Keith Wickham

Russell Bentley

Simon Greenall

Rachel Preece

Corey Johnson

Marc Silk

Studio:

Trident Sound Studios,

London.

Special Thanks to:

Universal Studios Consumer

Products Group

Lisa Baldwin

David Wilson-Nunn

Alex Lara

Julie Chebbi

Todd Whitford

Dawn Silleman

Bill Kispert

-X- TECHNICAL SUPPORT

> <http://www.hip-europe.com>

