



S2341115



UNIVERSAL
INTERACTIVE STUDIOS

www.universalstudios.com



®

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number (888) 270-7337.

Konami of America Inc.,
1400 Bridge Parkway
Redwood City, CA 94065

A Note to Parents: The 1999 motion picture "The Mummy" is rated PG-13. Consult www.filmratings.com for further information.

CONTENTS

INSTALLATION	2
CUSTOMER SUPPORT	3
GAME CONTROLS	4
BACKGROUND STORY	5
STARTING THE GAME	6
WEAPONS	8
AMMUNITION	9
PICK UPS/OTHER ITEMS	10
ENEMIES	11
MUMMIES	12
CREDITS	13



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:

PHONE: 1-888-270-7337

Monday-Friday 7:00 a.m. to 12:00 a.m. EST

Saturdays & Sundays 8:00 a.m. to 8:00 p.m. EST.

FAX: 1-888-285-8227

E-MAIL: KONAMICS@AQINC.COM



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.



CREDITS developed BY

REBELLION INTERACTIVE LIMITED

C.E.O. & CREATIVE DIRECTOR
Jason Kingsley

C.T.O.
Chris Kingsley

HEAD OF PRODUCTION
Graeme Williams

PC VERSION PRODUCER
Paul Tresise

PC VERSION LEAD
PROGRAMMER
Gavin Wade

PC VERSION
PROGRAMMING TEAM
Tom Pinnock
Paul Proctor

PC VERSION ART TEAM
Barry Northern
Sean Bastick

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

REBELLION HEAD OF
RESEARCH & DEVELOPMENT
Kevin Lea

REBELLION HEAD OF DESIGN
Mark Eyles

REBELLION HEAD OF ART &
GRAPHICS
Andrew Wildman

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

ASSOCIATE PRODUCER

Steven Elwell

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 Chebbie, Cynthia Cleveland,
Hellene Runtagh, Todd Whitford, Jim Wilson



"The Mummy" interactive game © 2000 Universal Interactive Studios, Inc. TM Universal Studios. Licensed by Universal Studios Licensing, Inc. Developed by Rebellion Interactive Limited. Published and distributed by Konami Corporation. All Rights Reserved. Konami® is a registered trademark of Konami Corporation. © 2000 Konami Corporation.

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 Prasadi
Mike Abdelmessih
Shant Palayan
Alexander Balsicas
Marlon Valdez
Albert Kwong
Emmanuel Fadrilan Jr.
Li-Wei Ho
Brian Zheng
Doug Uno
Jason Niedens

SPECIAL THANKS

Joachim Amann, Bender/
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, Wieden &
Kennedy, Norio Yokobori, Everyone
@ KOA.

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 Alley

TEST TEAM

Keith Tsubouchi
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
Todd Whitford

AUDIOVISUAL PLAYBACK:

Uses Bink Video.
Copyright © 1997-2000 by
RAD Game Tools, Inc.



LET THE THRILLS BEGIN!

Check Out Our Hair-Raising Website www.universalthrillers.com



OWN THE THRILLS ON VIDEO AND DVD.



No purchase necessary. Void where prohibited. Instant Win Game starts August 29, 2000 and ends December 31, 2000. Open to legal residents of the United States, except Puerto Rico, must be eighteen years of age and older as of August 29, 2000. For the Instant Win Game official rules and details, go to www.universalthrillers.com and follow the links, or send a self-addressed stamped envelope to: Universal Thrillers Rules, P.O. Box 1915, New York, N.Y. 10113-1915.

CUSTOMER SUPPORT

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

PHONE: 1-888-270-7337

Monday-Friday 7:00 a.m. to 12:00 a.m. EST

Saturdays & Sundays 8:00 a.m. to 8:00 p.m. EST.

FAX: 1-888-285-8227

E-MAIL: KONAMICS@AQINC.COM

THE GRINCH™

In Stores Now!



Konami of America, Inc., 1400 Bridge Parkway, Redwood City, CA 94065.

"The Grinch" interactive game © 2000 Universal Interactive Studios, Inc. Based on "How the Grinch Stole Christmas!" book and characters TM & © Dr. Seuss Enterprises, L.P. 1957. Licensed by Universal Studios Licensing, Inc. Published and distributed by Konami Corporation. All Rights Reserved. "The Mummy" interactive game © 2000 Universal Interactive Studios, Inc. TM Universal Studios. Licensed by Universal Studios Licensing, Inc. Developed by Rebellion ®. Published and distributed by Konami Corporation. All Rights Reserved. Konami® is a registered trademark of Konami Corporation. © 2000 Konami Corporation.



UNIVERSAL
INTERACTIVE STUDIOS

www.universalstudios.com



www.konami.com