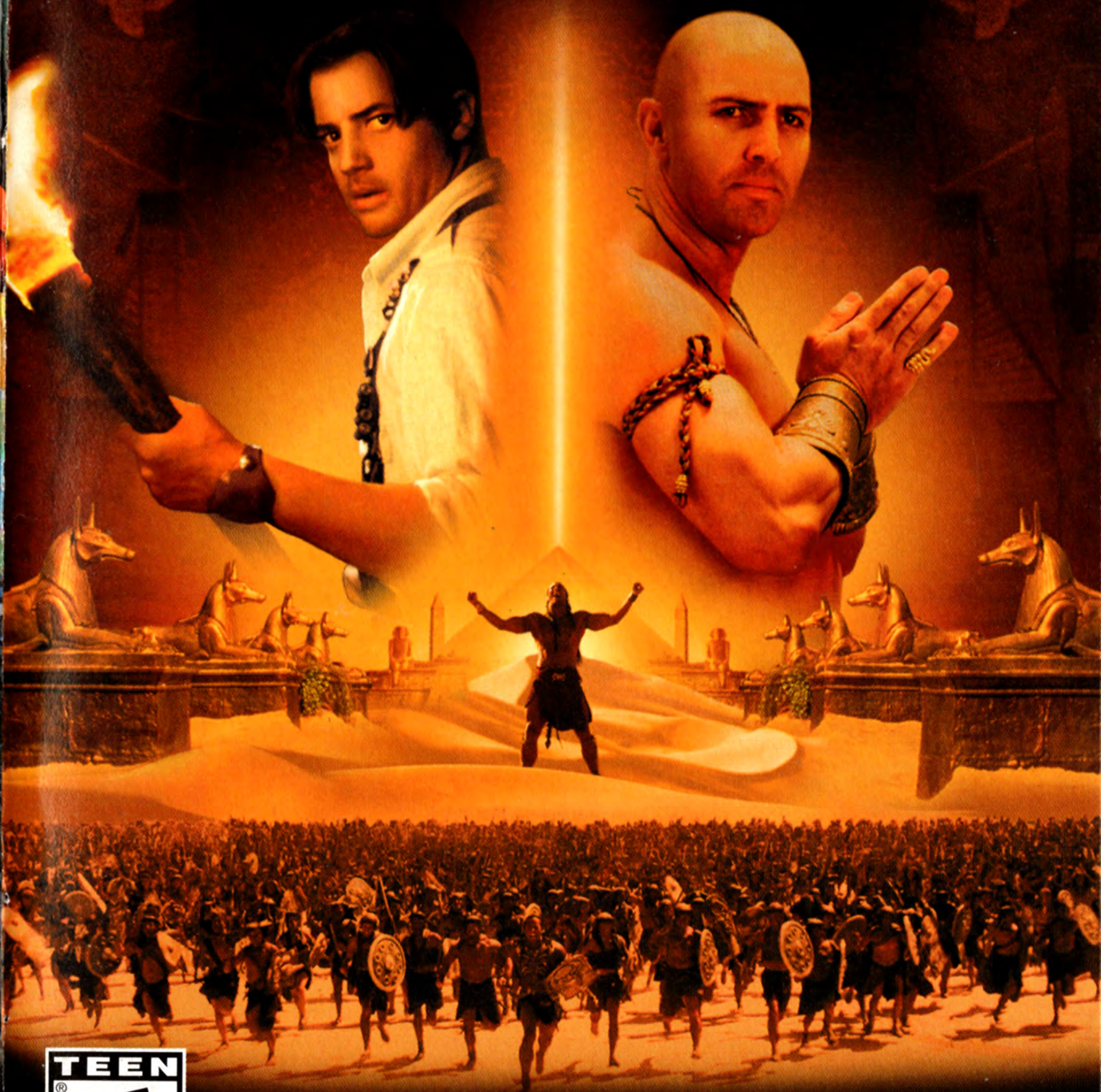


THE MUMMY RETURNS™



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
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- 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.



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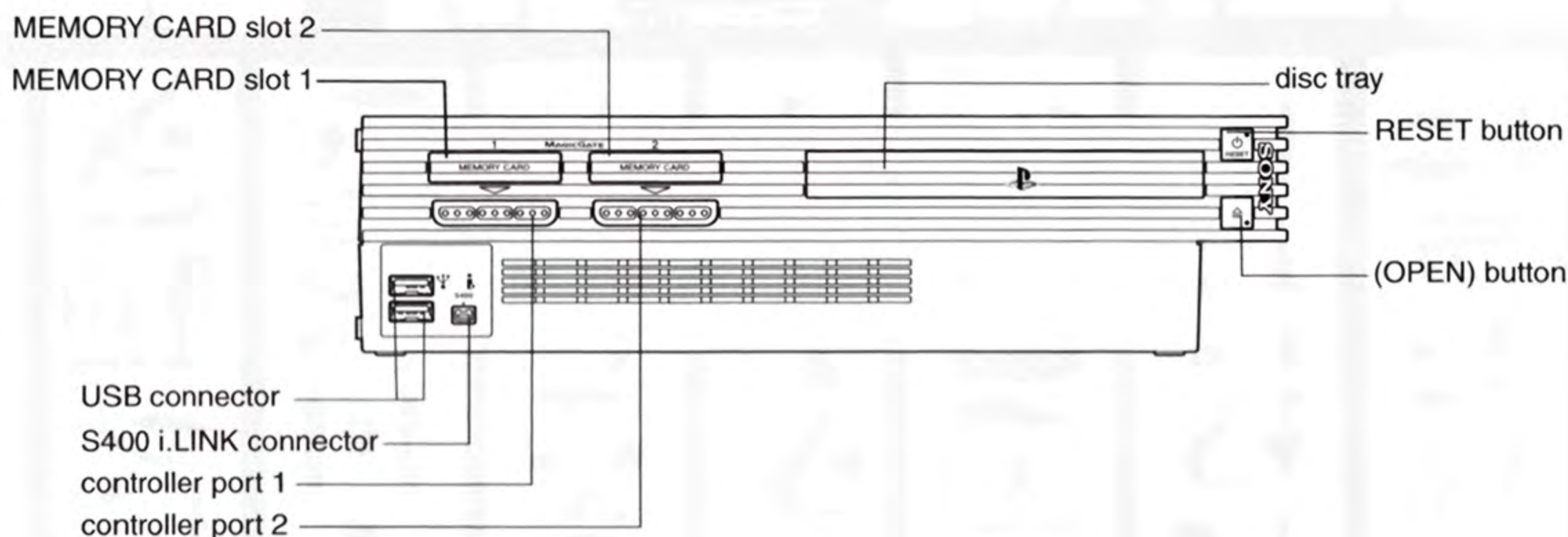
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GETTING STARTED

PlayStation®2 Computer Entertainment System



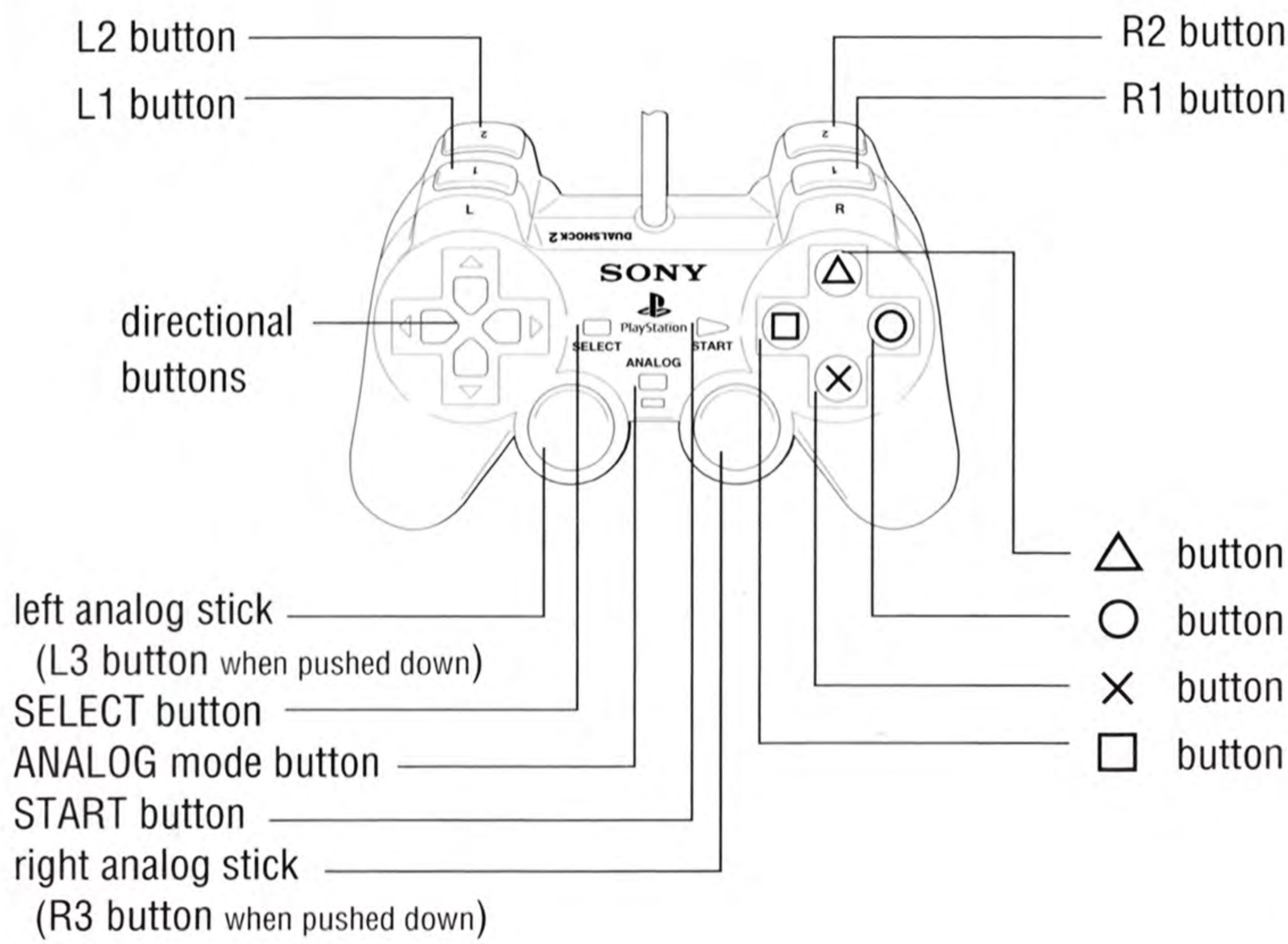
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located in the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.





CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Use the following controls to navigate through the menu screens:

Highlight menu item	Directional button or left analog stick
Select/Advance to next screen	⊗ button
Cancel/Return to previous screen	△ button





INTRODUCTION



Six thousand years ago, a fierce warrior known as the Scorpion King led a great army on a campaign to unite the known world. Though they fought well, the Scorpion King and his army were defeated by the Sumerians and driven deep into Ahm Shere, the sacred desert. At death's door, the Scorpion King made a pact with the desert god Anubis—if Anubis would let him live to conquer his enemies, he would surrender to Anubis his immortal soul.

The next year, the Scorpion King stormed northward with the army of Anubis. No power on earth could stop the supernatural warriors—and the Sumerians fell before them! But the Scorpion King's moment of victory was also his last. As the Army of Anubis was returned once again to oblivion, the soul of the Scorpion King was banished to the underworld.

It is now the year of the Scorpion, and the battle between good and evil is set to rage again. As our heroes Rick and Evy, along with their son Alex, spend their days in the pursuit of knowledge and treasure, a dark order works to raise the accursed Mummy Imhotep. Certain to seek control of the world, Imhotep must be stopped, and Rick—with the help of the Medjai leader Ardeth Bay—will soon find himself called to save mankind once more...for the Mummy Returns!





MAIN MENU

Select from these options on the Main Menu Screen.

- **Character Select:** Choose to play as the hero Rick O'Connell or the villainous Imhotep.
- **New Game:** Begin a new game.
- **Load Game:** Load a previously saved game.
- **Options:** Select options for Controls, Sound, Screen Adjust, and Control HUD, as well as view the Credits.

PLAYING THE GAME

THE HUD (HEADS UP DISPLAY)

The **HUD** displays important information about your controls and your character. In the upper left corner of the HUD is your **Health Meter**, which indicates your current level of health. To the right of your Health Meter is the **Ammo Meter**, which indicates the amount of ammunition that you hold for your currently equipped weapon. In the upper right corner is the **Control Display**, which changes in context to show what the ⊗, ⊙, △, and □ buttons will do at any given time.





INVENTORY

Your inventory holds all of your items. Controlling the inventory system is simple. Pressing left or right on the directional pad will scroll through your items. As you scroll through them, they're highlighted by a description, as well as a count of the number you have. If you scroll to a weapon, the amount of ammunition you have is also noted. To select an inventory item, press **X** and you will transition back to the game with that item active. To put active items away or take out the active inventory item without going to the inventory screen, quick tap the inventory button.

PAUSE MENU

- **Continue:** Continue playing the game.
- **View Map:** View a map of the current level.
- **Load Game:** Load a previously saved game.
- **Save Game:** Save your current game.
- **Vibration:** Turn vibration On or Off.
- **Control HUD:** Turn the control HUD On or Off.
- **Quit Game:** Quit the game.





RICK'S CONTROLS

(See the next two pages for a description of Rick's Weapons and Items.)

CONTROL SCHEME # 1

Directional Pad - Movement
 Select - No Function
 Start - Pause/Option Menu
 ⊗ - Punch/Shoot/Pick Up/Use
 ○ - Kick
 △ - Hold Down for Inventory/
 Quick Tap to Put Away or
 Take Out selected item
 without going to Inventory
 □ - Jump/Climb
 Left Analog Stick - Movement
 Right Analog Stick - Character
 Pitch
 L1 - Punch/Shoot/Pick Up/Use
 L2 - Camera Free Look
 (use Left & Right Analog
 Sticks to control)/Center
 Camera
 L3 - No Function
 R1 - Health Item Hot Button
 R2 - No Function
 R3 - No Function

CONTROL SCHEME # 2

Directional Pad - Movement
 Select - No Function
 Start - Pause/Option Menu
 ⊗ - Kick
 ○ - Punch/Shoot/Pick Up/Use
 △ - Jump/Climb
 □ - Hold Down for Inventory/
 Quick Tap to Put Away or
 Take Out selected item
 without going to Inventory
 Left Analog Stick - Movement
 Right Analog Stick - Character
 Pitch
 L1 - Punch/Shoot/Pick Up/Use
 L2 - Camera Free Look (use
 Left & Right Analog Sticks
 to control)/Center Camera
 L3 - No Function
 R1 - Health Item Hot Button
 R2 - No Function
 R3 - No Function





RICK'S WEAPONS



DYNAMITE

Make an impact, have a blast.
It's good ol' dynamite!

TWIN PISTOLS

Rick's weapons of choice are twin pistols that fire at a reliable rate and do a fair amount of damage.



THE SHOTGUN

Use this heavy-duty weapon that does a whole lot of damage if you want to put some distance between yourself and your enemies.

THE TOMMY GUN

Good for clearing a room, this gun is a classic armament that's capable of mowing down an entire row of Mummies in no time at all.



SWORDS

Your enemies carry a variety of ancient Egyptian weaponry. Once you've beaten them, take their weapons and use them!





RICK'S ITEMS



SHOTGUN AMMO

Used by your single-action shotgun.



TOMMY GUN AMMO

Used by your fully automatic Thompson.



HEALTH KIT

Restores a small measure of Rick's health when used.





IMOTEP'S CONTROLS

(See the next two pages for a description of Imotep's Spells and Items.)

CONTROL SCHEME # 1

Directional Pad - Movement
Select - No Function
Start - Pause/Option Menu
⊗ - Punch/Pick Up/Use
⊙ - Kick
△ - Hold Down for Inventory/
 Quick Tap to Put Away or Take
 Out selected item without
 going to Inventory
□ - Jump/Climb
Left Analog Stick - Movement
Right Analog Stick - Character
 Pitch
L1 - Punch/Pick Up/Use
L2 - Camera Free Look
 (use Left & Right Analog
 Sticks to control)/Center
 Camera
L3 - No Function
R1 - Hold Down for Offensive
 Spells
R2 - Hold Down for Defensive
 Spells
R3 - No Function

CONTROL SCHEME # 2

Directional Pad - Movement
Select - No Function
Start - Pause/Option Menu
⊗ - Kick
⊙ - Punch/Pick Up/Use
△ - Jump/Climb
□ - Hold Down for Inventory/
 Quick Tap to Put Away or Take
 Out selected item without
 going to Inventory
Left Analog Stick - Movement
Right Analog Stick - Character
 Pitch
L1 - Punch/Pick Up/Use
L2 - Camera Free Look
 (use Left & Right Analog
 Sticks to control)/Center
 Camera
L3 - No Function
R1 - Hold Down for Offensive
 Spells
R2 - Hold Down for Defensive
 Spells
R3 - No Function

SPELLS

Soul Suck - **□**, R2
 Resurrect - **⊙**, R2
 Strength of Apis - **□**, R1
 Curse of Death - **⊗**, R1
 Anubis Roar - **⊙**, R1

Soul Suck - **△**, R2
 Resurrect - **⊗**, R2
 Strength of Apis - **△**, R1
 Curse of Death - **⊙**, R1
 Anubis Roar - **⊗**, R1





IMHOTEP'S SPELLS

As an agent of sorcery, Imhotep wields the powers of black magic. However, spells tax him and take varying levels of his health away depending on the spell that is used. Be cautious in exercising your power. Only the Soul Suck spell can be used without cost.

SOUL SUCK

The Mummy thirsts for the life force of the living, and stealing it is the only way to get it. Thrust your enemies into the air and take from them their very souls whenever you need to regenerate.



RESURRECT

A vast counsel of Mummies can be summoned to aid in your quest for supreme power. Rouse them from their rest, and they will attack anything that threatens your reign.

THE STRENGTH OF APIS

Your might is inhuman, but with this incantation, you will temporarily wield unimaginable power! The Strength of Apis will increase the amount of damage you inflict. You can control the duration of its effect by holding down the button used to trigger the spell until you're satisfied.

THE CURSE OF DEATH

Black magic, which has always been a tool of evil, was condensed to create this curse. Use it to instantaneously end the life of your victim. Though it isn't always effective on more powerful beings, show no mercy in using it on the masses.

THE ANUBIS ROAR

Rage carries a unique energy, and Imhotep possesses that energy in abundance. The Anubis Roar is a sacred yell that is rumored to release this energy. Discover this secret and with a deafening roar you will send your enemies flying from you.





IMHOTEP'S ITEMS



CANOPIC JARS

These restore Imhotep's health, allowing him to cast more spells. However, some of them contain spells.



HEALTH ANKH

Restores a small measure of Imhotep's health when used.





THE CAST



RICK O'CONNELL

Rick is the reluctant hero who put Imhotep to rest years ago. With a knack for stumbling into trouble, he's often found himself at the center of hairy situations—exercising his wit and sense of humor amidst tremendous danger.

EVY O'CONNELL

Evelyn aided Rick in doing away with the evil sorcerer Imhotep, and she now spends her time instilling the thrill of adventure in their son Alex. She may seem to be a simple librarian, but Evy is responsible for discoveries that the rest of the world never thought imaginable.



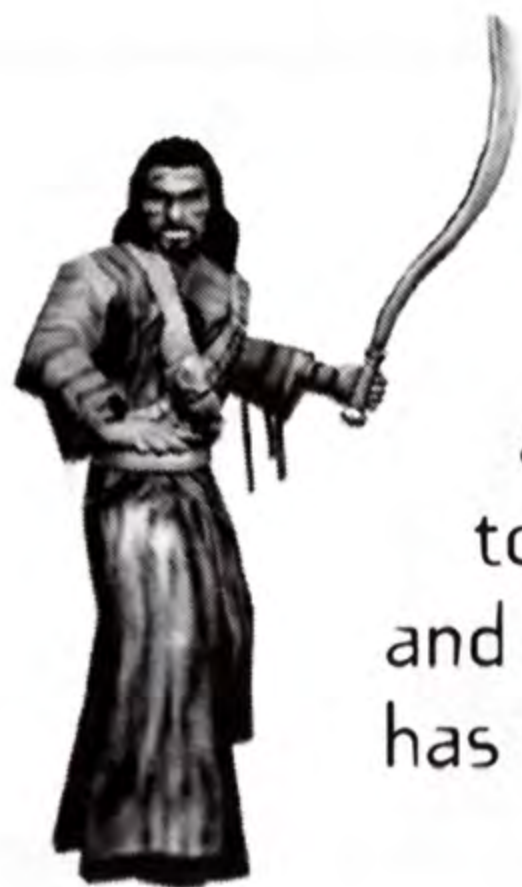
ALEX O'CONNELL

The son of Rick and Evy, this little scholar is a handful. Capable of reading ancient Egyptian as well as comic books, and hitting a bull's-eye from 50 feet away with his slingshot, Alex is destined for academic fame...as well as constant trouble.

JONATHAN

Evy's brother Jonathan would sell seawater to her Majesty's Navy if he could turn a profit. A fast-talking con man with a habit of dodging the slightest danger, Jonathan isn't good for much beyond genuine affection, and getting Rick and Evy into amazing amounts of trouble.





ARDETH BAY

A pure warrior, Ardeth commands the Medjai, a society of guardians commissioned by Pharaoh to protect and watch over mankind. His friendship and loyalty know no bounds. He's a protector who has proved his resolve time and time again.

IMHOTEP

The epitome of evil, Imhotep began his descent when he betrayed and murdered Pharaoh for love of Anck Sunamun, Pharaoh's wife. Put to death and cursed by the gods themselves, he later emerged as the horrific Mummy—a plague foretold by ancient lore. Though Rick managed to banish him to the netherworld years ago, he remains to spread evil throughout the world.



MEELA

The reincarnated form of Anck Sunamun, Meela has de-voted herself to Imhotep's restoration and eventual reign over all the earth. Her villainy and cold-hearted evil make her a deadly threat to anyone who stands in her way.

THE SCORPION KING

An ancient warrior, the Scorpion King sold his soul to the god Anubis in exchange for victory in battle. With the army of Anubis at his disposal, he marched forth to war and destroyed all who opposed him. However, his victory was short-lived. Anubis promptly claimed the Scorpion King and his immortal soul. He now rests in the hidden oasis of Ahm Shere...waiting to be summoned.





ENEMIES

ENEMIES OF RICK



THE RED TURBANS

The lethal slaves of Imhotep, these minions will relentlessly haunt Rick throughout his quest to save the world.



GRAVE ROBBERS

Bent on stealing the treasures of ancient past, these thieves won't hesitate to attack if their pursuit is threatened.



MUMMIES

Men of importance ages ago, these restless souls abound. With their brains extracted during mummification, they've become thoughtless, relentless nightmares.



WARRIOR MUMMIES

Ornamental guardians of the pharaohs, these warriors are viscous opponents. Armed with two golden swords of Egyptian origin, they attack as quickly as they evade.



PICTMEN

Worn and broken men, these aimless soldiers wake only to dismember everything they find.





ROBBERS

Cutthroat thieves that prey on innocent Cairo merchants, they will attack you for your money.

ENEMIES OF IMHOTEP



MUSEUM GUARDS

Guards of the British Museum, these simple men's only interest is the museum grounds.



THE MEDJAI

Sworn warriors and members of an order commissioned by Pharaoh to guard the world from evil, they've pledged their lives to keeping peace, and are ready to fight Imhotep to the death.



CATS

These animals have a mystical tie to the gods that Imhotep himself has defied. As sentinels of these gods, they naturally despise Imhotep and can drain his life force whenever they're near him.

ARDETH BAY

He is the courageous leader of the Medjai order. Many of the world's greatest evils have fallen before the might of Ardeth Bay, and he remains anxious to put an end to the Mummy!





ENEMIES OF RICK AND IMHOTEP



SCORPIONS

These small creatures with a painful sting can be found all over Egypt and will attack on sight.



SABER-TOOTHED SKELETONS

They aren't natural and little is known about how they attack, but they're certainly deadly and just as ferocious without their skin.



MUMMIFIED BABOONS

Baboons were mummified as tokens of affection for the departed. However, when awakened from their eternal sleep, they will lash out at anything they see.



MUMMIFIED CATS

These cats were elegantly laid to rest in homage to the gods they're linked to. But if they're drawn from their natural rest, they may attack even men of good nature.



SPIDERS

These nasty little tarantulas seem glad to bite anything that moves.



CROCODILES

Lethal animals, they have a taste for any sort of flesh, living or long dead.



MUMMIFIED CROCODILES

No one knows why these creatures were mummified, but stories are told of seeing them wake and plow forward with more terror and strength than they ever had in life.





PYGMY MUMMIES

These tiny demons are linked to the power of Ahm Shere, where they reside. They seem to hunt in packs, move quickly, and never seem to stop coming.



PYGMY SHAMAN

Stewards of their pygmy warrior brethren, these priests use powerful magic to raise their fallen comrades. They keep the pygmies alive and fighting.



ROMAN WARRIORS

Soldiers from one of history's great empires, these men sought the hidden oasis of Ahm Shere, but were conquered there. They now are slaves to the whim of the powers that control that sacred realm.



ANUBIS WARRIORS

Created by the god Anubis, these almighty warriors stand eight feet tall and wield incredible strength. No one has been known to survive an encounter with them.

THE SCORPION KING

A figure of myth and legend, the Scorpion King is said to be resting in the hidden oasis of Ahm Shere, though no one has seen him since his last battle against the Sumerians.





CREDITS

Senior Producer

Associate Producer:

Production Coordinator:

VP of Production:

Senior Product Marketing Manager:

Associate Product Marketing Manager:

Product Marketing Coordinator:

Additional Marketing Support:

VP of Global Marketing:

VP of Operations:

Sr. Manager of Public Relations:

Promotions Director:

Creative Supervisor:

Interns:

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Music/Sound Effects:

President:

Special Thanks:



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Richard Brazier

Neil Campbell

Scott Davidson

Dave Flynn

Tom Gaulton

Leigh Griffiths

Richard Hackett

Lyndon Homewood

Peter Hudspith

Paul Jennings

Arash Mohebbi

Andy Morris

Duncan Nimmo

Scott Orchard

Phil Palmer

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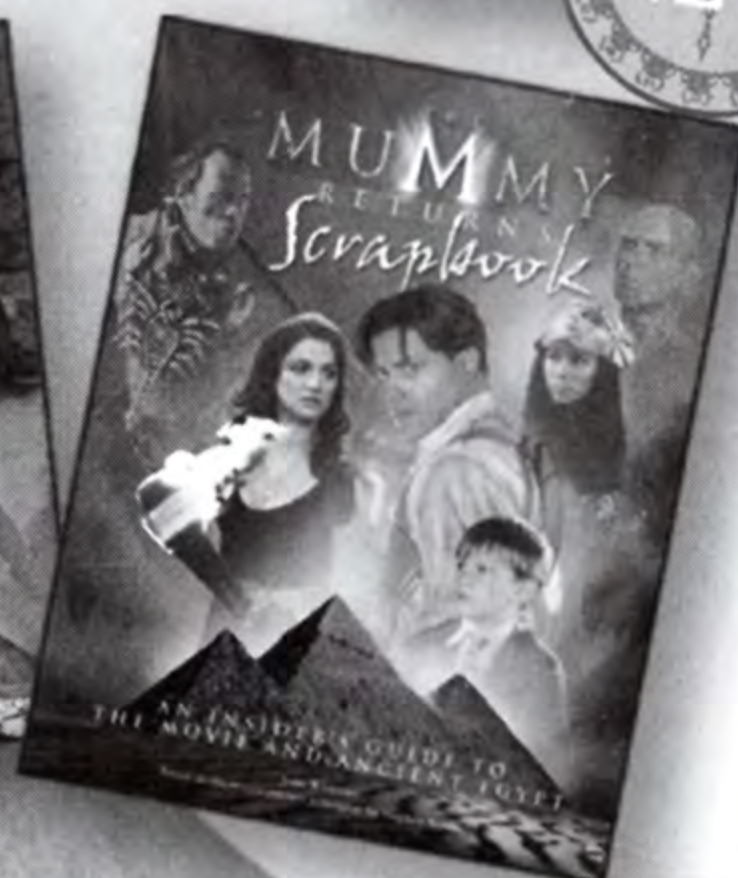
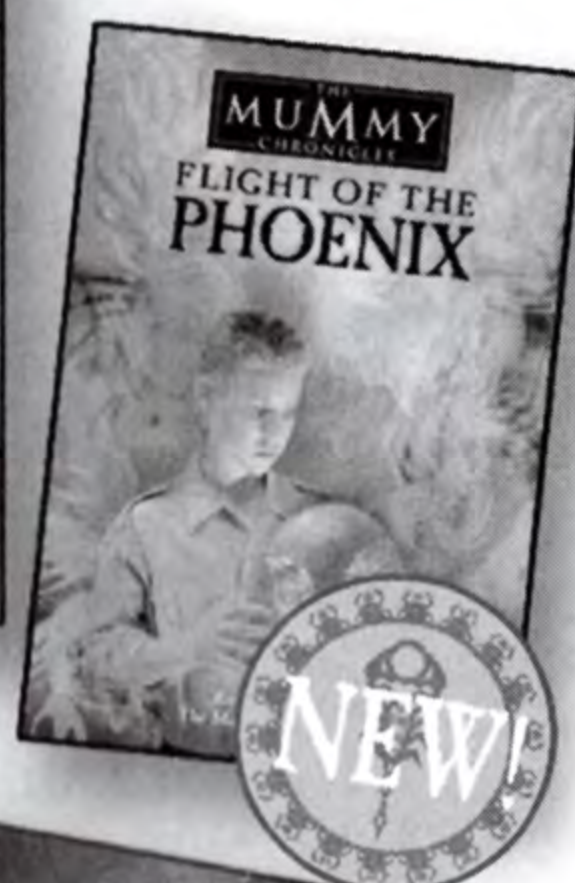
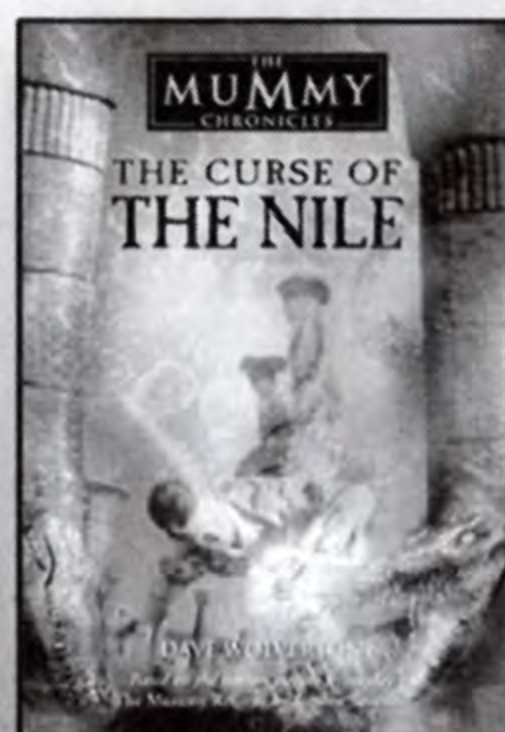
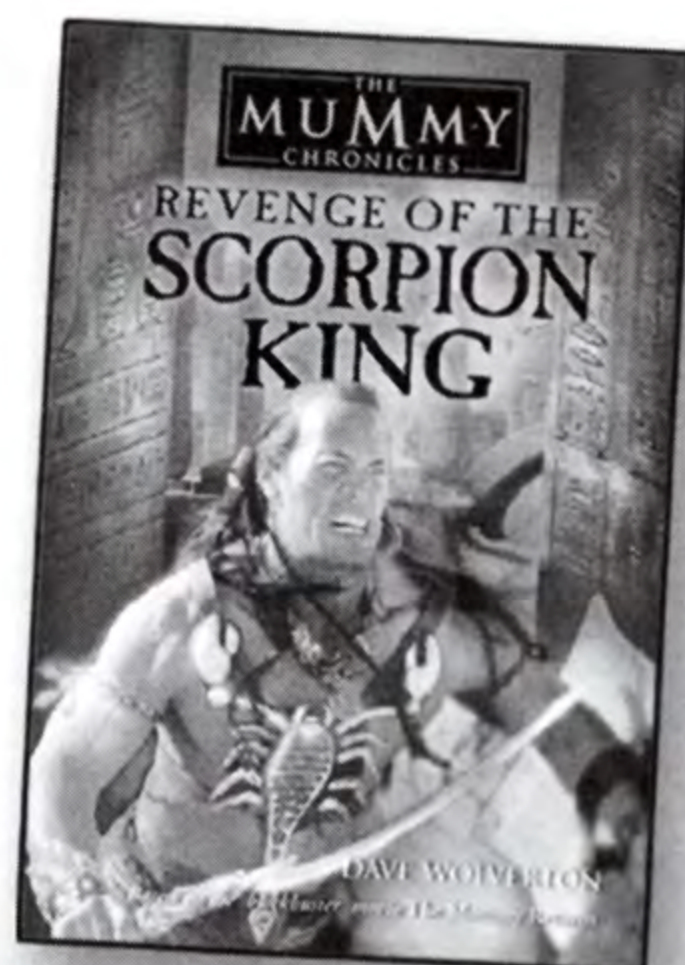
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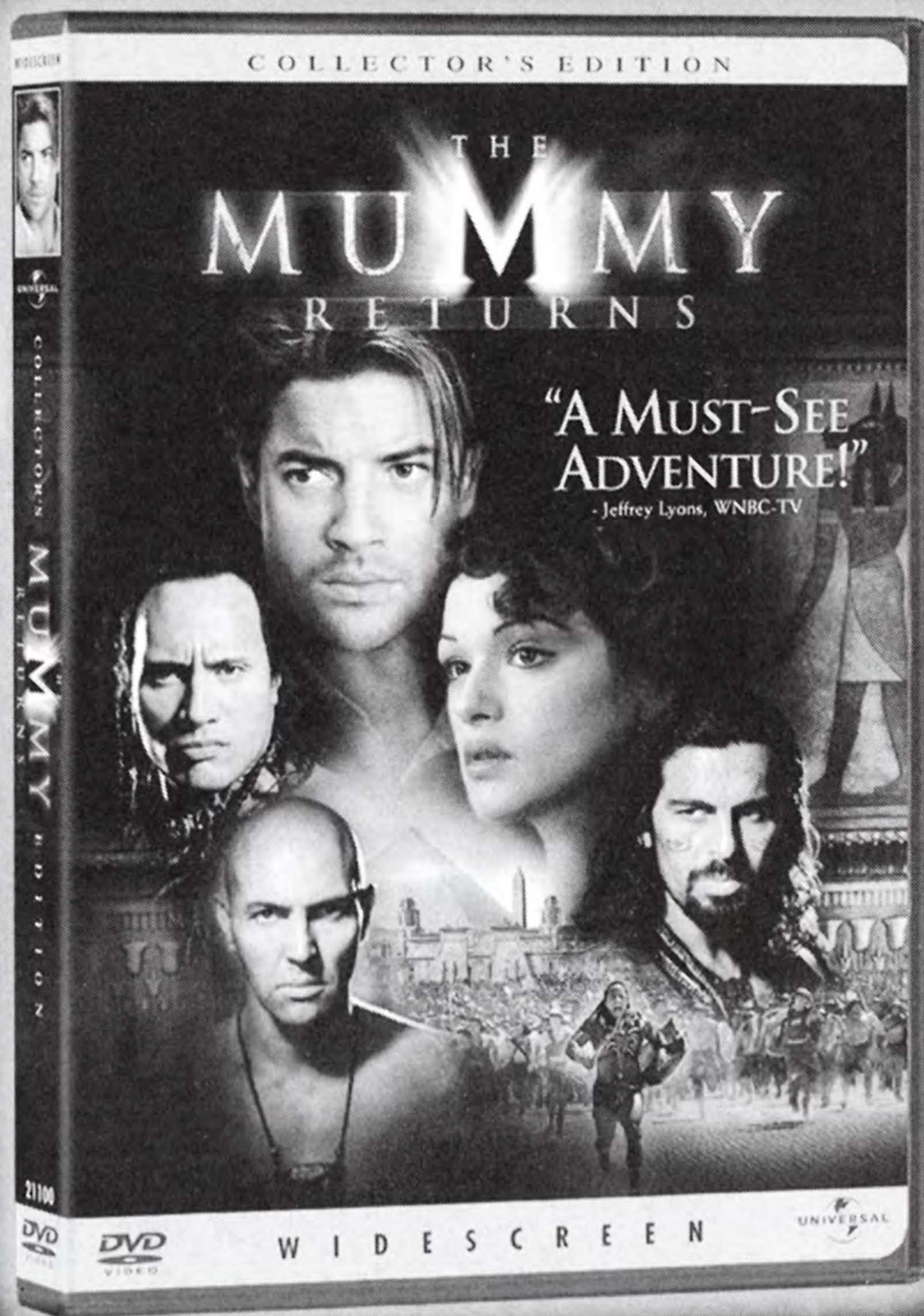
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THE
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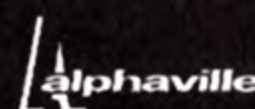
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CRASH IS BACK...
to Crush Cortex for Good!



November 2001



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