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SLES-55165

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• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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1 Player • Memory Card (8MB) (for PlayStation®2): 216KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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THE MUMMY

TOMB OF THE DRAGON EMPEROR

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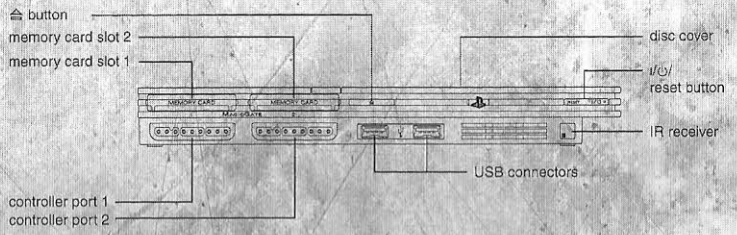
GETTING STARTED



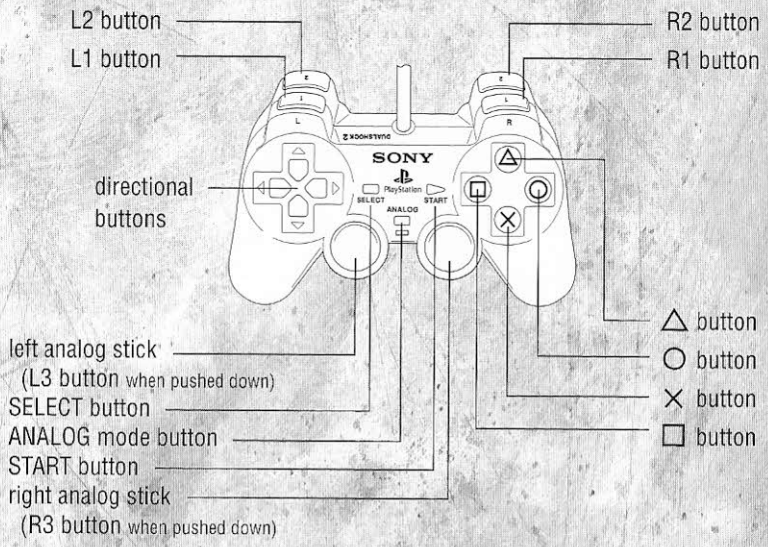
Set up your PlayStation®2 computer entertainment system in accordance with the instructions in its Instruction Manual. Make sure the MAIN POWER switch located on the back of the console is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place "The Mummy™: Tomb of the Dragon Emperor" disc on the disc tray with the label side facing up. Press the ⏏ button again 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. It is advised that you do not insert or remove accessories once the power is turned on. Select your desired language via the console's internal System Configuration.

Memory Card (8MB)(for PlayStation®2)

You may save your progress while playing "The Mummy™: Tomb of the Dragon Emperor." In order to do so, you must have a Memory Card (8MB) (for PlayStation®2) with enough free space inserted into MEMORY CARD slot 1 of your console. Game data can only be loaded and saved to a Memory Card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a Memory Card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION



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Controlling Your Character

The game features two integrated combat styles: Melee and Gunplay. You can switch to/from either mode at any time by simply pressing the appropriate attack button.

General

Move/Action	Button
Move / Strafe	Left Analog Stick
Jump	⊗ Button
Dodge	⊗ Button (while locked-on)
Lock-On	L1 Button

Weapons

Move/Action	Button
Fire Weapon	R1 Button
Reload	R2 Button
Weapon Select	Directional Button ↓ = Small Round Weapons Directional Button ← = Shot Weapons Directional Button → = Large Round Weapons Directional Button ↑ = Explosive Weapons

Melee

Move/Action	Button
Light Attack	▢ Button
Heavy Attack	△ Button
Charged Heavy Attack	△ Button (hold)
Power Attack	△ Button (double-tap)
Jump Attack 1	⊗ Button, ▢ Button
Jump Attack 2	⊗ Button, △ Button

Grabbing

Move/Action	Button
Grab	○ Button
Grab Attack 1	▢ Button
Grab Attack 2	△ Button
Throw (Any Direction)	Left Analog Stick + ○ Button
Shake Off	Rapid Press ○ Button

Navigation

Move/Action	Button
Ledge Shimmy	Left Analog Stick
Jump Up	⊗ Button
Drop Down	△ Button
Ledge Jump	Left Analog Stick + ⊗ Button
Interact	⊗ Button

Gun Turrets

Move/Action	Button
Aim Reticule	Left Analog Stick
Move Camera	Right Analog Stick
Fire Weapon	R1 Button

Playable Characters

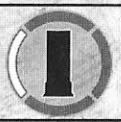
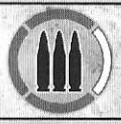
There are three playable characters that you can control throughout the game, each with a unique Melee fighting style.

Move/Action	Rick O'Connell	Alex O'Connell	Shangri-La Yeti
Style/Specialty	Punching	Kicking	Wrestling
Light Attack	Left/Right Jab	Left/Right Jab	Left/Right Claw
Heavy Attack	Uppercut	High Kick	Swipe
Charged Attack	Power Uppercut	Double High Kick	Power Swipe
Power Attack	Shoulder Barge	Roundhouse Kick	Body Barge
Jump Attack 1	Ground Punch	Ground Punch	Ground Punch
Jump Attack 2	Flying Kick	Somersault Kick	Flying Kick
Grab Attack 1	Punch	Punch	Hammer Attack
Grab Attack 2	Knee	Knee	Body Crush

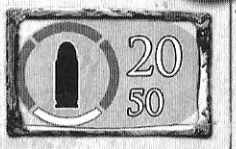
NOTE: The Yeti only has Melee attacks.

Weapons

There are 16 weapons in the game: four default weapons and another 12 weapons to unlock. Each weapon falls into one of four ammunition categories: Small Round, Large Round, Shot and Explosive. The amount of ammunition you carry in each category is shared with all weapons in that category. Ammo is shown on your HUD as follows:

	
Ammo Type: SMALL ROUND Weapon Slot: PISTOLS	Ammo Type: SHOT Weapon Slot: SHOTGUNS
	
Ammo Type: LARGE ROUND Weapon Slot: MACHINE GUNS	Ammo Type: EXPLOSIVE Weapon Slot: THROWN EXPLOSIVES

The larger number shows how many rounds you have in the currently active weapon, and the smaller number shows how many rounds you have left.



When you press the L1 button to Lock-On, a targeting reticule appears over the enemy or object you are targeting.

The reticule mirrors the design of the weapon HUD so you can see which weapon slot is selected without taking your eye off the target.

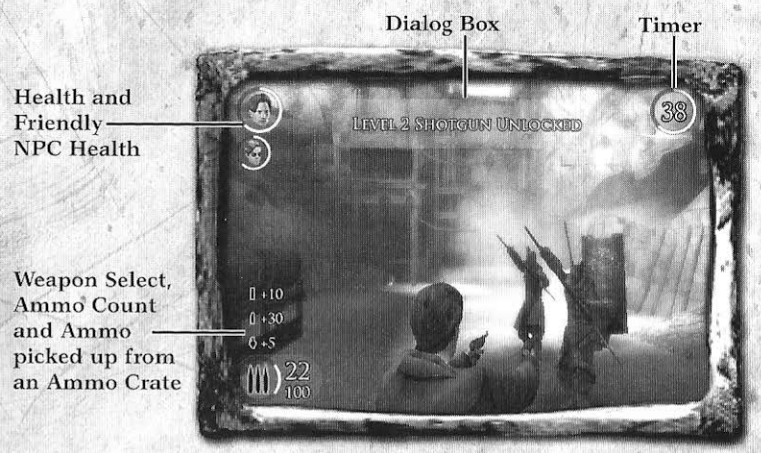
TIP: When the backgrounds of the on-screen HUD and your targeting reticule start to pulse red, you are running low on ammunition and will soon need to reload.

Object Interaction

Object interaction occurs in first-person, meaning you see the puzzle through the eyes of either Rick or Alex. You will see their hands on-screen, holding various levers or switches. The Analog Sticks represent the left and right hands; to move the hands, simply push the Analog Sticks in the direction indicated to complete the hand gesture.

Each object is accompanied by on-screen Gesture Hints, which give you instructions on how to interact with the object. When you are familiar with the controls, you can turn off the Hints in the Options Menu.

In-Game HUD



Introduction

Rick and Alex O'Connell must defend the world from the evil Dragon Emperor, who has been resurrected from his terracotta tomb by the warlord General Yang. Fight across six different locations taken from the movie and ultimately confront the Emperor himself. If you fail to defeat the Dragon Emperor, he will continue the quest he began 4000 years ago—to become immortal and take over the world.

Playing the Game

After pressing the START button, select either New Game to start a new game or Load Game to continue a previously saved game. Press the ⊗ button to confirm.

You can now select one of the following options:

Game
Options
Bonus
Credits

Highlight the selection you want, then press the ⊗ button to confirm.

Game Menu

If you want to start a new game, select New Game. If you have already loaded a saved game, select Continue to carry on where you left off. You can revisit a level you have already cleared in a saved game by selecting Replay Level. Press the ⊗ button to confirm.

Once you've cleared a level, you can choose to replay it and complete any achievements that you missed. The Achievements screen displays anything you missed (see page 10).

Options Menu

(Also Available on the Pause Menu)

Access the Options Menu to adjust the game's various settings.

Gameplay Settings:

Vibration ON/OFF	When turned ON, your controller will vibrate with the on-screen action.

Gameplay Settings:

Vibration ON/OFF	When turned ON, your controller will vibrate with the on-screen action.

Visual Settings:

Widescreen ON/OFF	If you have a widescreen TV, turn this setting ON for an optimized 16:9 picture.
Subtitles ON/OFF	When ON, all story cut scenes will display subtitles.
Gesture Hints ON/OFF	When ON, all First-Person Interactive Objects will provide you with control hints.
Screen Position	Using the directional buttons, position the display so that the four arrows fit inside the edges of your TV display.

Audio Settings:

Mono/Stereo/ Surround	Press the ⊗ button to cycle through the different sound settings.
Sound ON/OFF	Turn all the in-game sound effects ON or OFF.
Music ON/OFF	Turn all the in-game music ON or OFF.

Bonus Menu

Access the Bonus Menu to view your achievements and unlockable items.

Weapons

Press the ⬅ or ➡ directional button to cycle through the four weapon slots. Each screen displays the weapon you currently have and what grade it is. You will also see which achievements you need to complete to upgrade the weapon.

Achievements

Press the ⬅ or ➡ directional button to cycle through the six levels. Each screen will show you all the possible achievements for that level. If you have completed any achievements, the screen will show you what you've unlocked.

When you've completed all the achievements for all six levels, you will achieve 100% Game Complete.

Unlock Table

Achievement	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Clear Level	Concept Artwork	Concept Artwork	Concept Artwork	Concept Artwork	Concept Artwork	Concept Artwork
Gun Kill	SR Upgrade	E Upgrade	S Upgrade	E Upgrade	SR Upgrade	Infinite Small Rounds
Melee Kill	S Upgrade	SR Upgrade	N/A	N/A	LR Upgrade	Infinite Large Rounds
Grab Kill	LR Upgrade	LR Upgrade	G Upgrade	SR Upgrade	N/A	Infinite Shots

Hidden Artifact	Medium Ammo Pack	Large Ammo Pack	X-Large Ammo Pack	Double Damage	Double Health	Infinite Explosives

Key

SR Upgrade	Small Round Upgrade
E Upgrade	Explosive Upgrade
S Upgrade	Shot Upgrade
LR Upgrade	Large Round Upgrade
Ammo Pack	Upgrades the maximum amount of ammunition you can carry
Double Damage	Doubles the damage of each weapon
Double Health	Doubles your health (or halves the damage of enemies)

When a reward is unlocked, a notification appears on the in-game HUD and a detailed explanation is given on the end-of-level results screen.

Clear Level
Complete a level to unlock a portfolio of film concept artwork, including character and location stills. The artwork is viewable from the within the Gallery.

Hidden Artifact
Hidden within the levels are a specific number of artifacts. Find them all to complete the achievement.

Gun Kill
Using only your weapons, kill a certain amount of enemies in the level.

Melee Kill
Using only your melee skills, kill a certain amount of enemies within the level.

Grab Kills
Using only your grab attacks, dispatch a certain amount of enemies within the level.

Gallery
Press the ⬅ or ➡ directional button to cycle through the six levels. If you have unlocked a level, you will be able to enter and view the concept artwork for that level. Press the ⬅ or ➡ directional button to cycle through the various images, and press the ⊗ button to view in full-screen mode. Press the △ button to exit.

Cheats
Any cheats that you have unlocked will be available here. Press the ⊗ button to toggle them ON or OFF.

Credits Menu
View the game production credits.

We'd like to thank you for purchasing this game, and we hope you enjoy playing it as much as we enjoyed creating it!

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