

THE
MUMMY
TOMB OF THE DRAGON EMPEROR



SIERRA

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- 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.



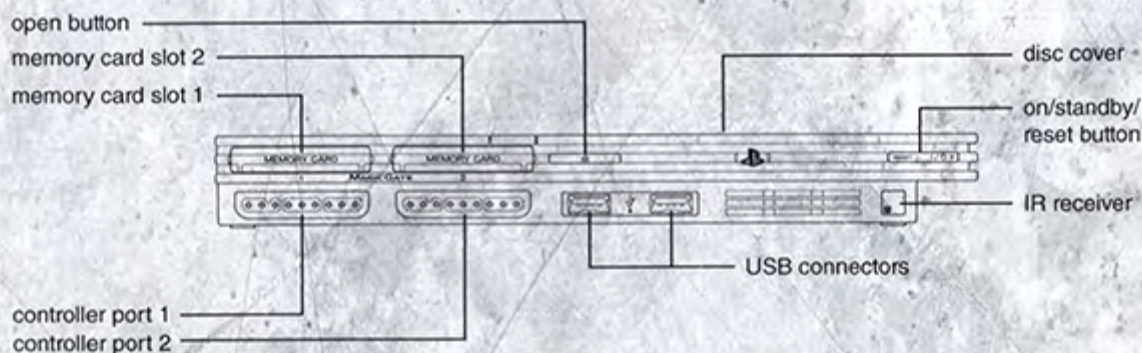
THE
MUMMY
TOMB OF THE DRAGON EMPEROR

TABLE OF CONTENTS

Getting Started.....	2
Starting Up	3
Controlling Your Character	4
Weapons.....	6
Object Interaction.....	7
In-Game HUD.....	7
Introduction	8
Playing the Game	8
Game Menu.....	8
Options Menu.....	8
Bonus Menu	9
Credits Menu.....	11
Customer Support.....	12
License Agreement	Inside back cover

The Mummy: Tomb of the Dragon Emperor is a trademark and copyright of Universal Studios.
Licensed by Universal Studios Licensing LLLP. All Rights Reserved."

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *The Mummy™: Tomb of the Dragon Emperor* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

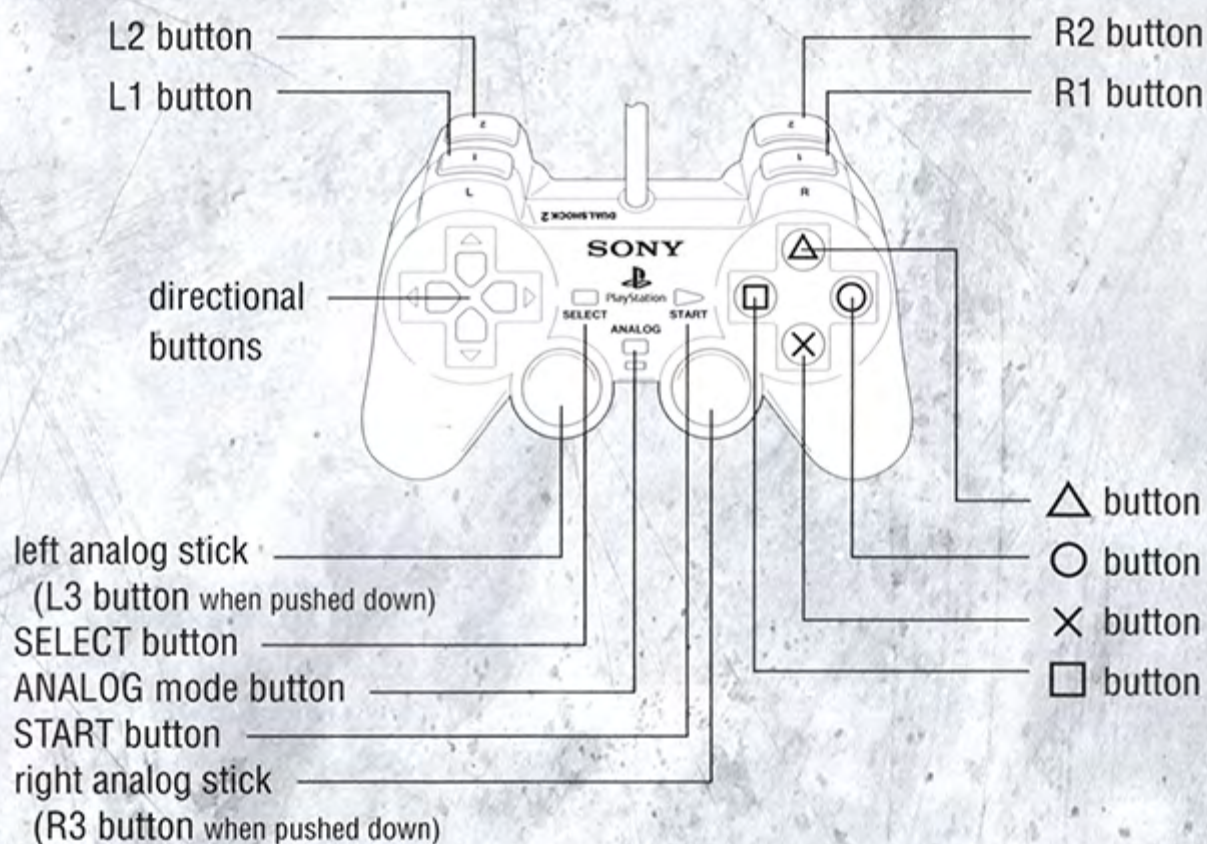
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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. When playing as the Yeti, press the Fire Weapon button to taunt and growl at your enemies!

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



WEAPON GRADE

Your current weapon grade is denoted by 4 small dots underneath the ammo icon. Each dot represents one of the 4 upgrades you can unlock.

AMMO PACK SIZE

Your current Ammo Pack Upgrade is denoted by small 4 dots between the two ammo counts. Each dot represents one of the 4 upgrades you can unlock.

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 **X** button to confirm.

You can now select one of the following options:

- **Game**
- **Options**
- **Bonus**
- **Credits**

Highlight the selection you want, then press the **X** 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 **X** 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.
-------------------------	---





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 X 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.

HIDDEN ARTIFACTS

Displays all of the Hidden Artifacts you have found so far.

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!

CUSTOMER SUPPORT

Technical Support

Phone: (800) 630-0811, 10:00 AM-8:00 PM M-F EST

Online Support: <http://support.vgames.com>

Customer Service

Phone: (800) 757-7707, 10:00 AM-8:00 PM M-F EST

Mail

Vivendi Games
4247 South Minnewawa Avenue
Fresno, CA 93725



LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Vivendi Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

- Limited Use License.** Vivendi Games, Inc. ("VG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a PlayStation®2 computer entertainment system.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VG's licensors may act to protect their rights in the event of any violation of this Agreement.
- Responsibilities of End User.**
 - Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VG.
 - You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VG; or exploit the Program or any of its parts for any commercial purpose.
- Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- Limited Warranty.** VG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VG warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VG's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- Limitation of Liability.** NEITHER VG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- Equitable Remedies.** You hereby agree that VG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

NOW AVAILABLE ON DVD

ALL-NEW

2-DISC DELUXE EDITIONS

THE
MUMMY

AND

THE
MUMMY
RETURNS

BOTH FEATURING
Digitally Restored Picture
and All-New Bonus Features

ALSO AVAILABLE ON BLU-RAY

PG-13

www.universalstudioshomeentertainment.com

©2008 Universal Studios. All Rights Reserved.

UNIVERSAL
STUDIOS
HOME ENTERTAINMENT

7279510