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WELCOME

Thank you for purchasing Mummy: Tomb Of The Pharaoh, a cinematic first-person interactive adventure. This game has been designed not only to challenge your wits, but to weave a dangerous mystical tale which will take you into the heart of Egyptian mythology...

We know that you will enjoy this product, and we invite you to check out the catalog provided in this package. You'll certainly love the other products turned out by the gaming crew at Interplay and Macplay!

We also recommend that you run the registration program on the game disc. Simply by purchasing Mummy, you've joined a very special club — when you register your purchase of Mummy: Tomb Of The Pharaoh, we'll keep you up-to-date on the release of similar products and special pricing promotions! Once you've filled out and printed the Electronic Registration Form, you can either fax it to 1 (800) 855-6990, send it by way of your modem, or mail in the provided postage-paid envelope.

If your copy of Mummy is a MacPlay product, mail the form to:

MacPlay
16815 Von Karman Avenue
Irvine, CA 92606

If you are playing Mummy on a PC, send the form instead to:

Interplay Productions
16815 Von Karman Avenue,
Irvine, CA 92606



INTRODUCTION

Egypt is not the kind of country you're accustomed to — it's hot, dry, dusty, and as far as you're concerned, further from civilization than you're normally willing to get. However, it seems that there's a "situation" out there involving a National Mining Corporation site. You're already a well-paid facilitator for NMC, but a person with your ambition is always trying to find a way up the corporate ladder; accepting this kind of risky field assignment could be just the ticket you have been waiting for.

Unfortunately, you haven't been provided with much information about your mission. All you're sure of is that once you arrive at the mining camp, you must seek out one Stuart Davenport, the man in charge of NMC's mining operations in Egypt. You've never met Davenport; he's always been strictly overseas personnel, well-regarded by the company for his efficiency in uncivilized settings. All you can recall of the man is that he has a good head on his shoulders...not to mention a reputation for saying exactly what he thinks and damn the consequences. He sounds nothing like the oily-smooth diplomats you usually get stuck with. You're not sure if you're looking forward to meeting Davenport or dreading it.

You're also unsure what to expect of the country itself. Like any other American, when you think of "Egypt" the only images which pop into your mind are those of pyramids, mummies, and the Sphinx. You've had enough spare time on the plane to skim through a tourist's guidebook you picked up at the airport, but it didn't do you much good. How useful is a load of ancient mythology going to be? Not much. At least now you feel more sympathetic towards those mummies in late-night B-movies. You'd be pretty upset too if someone cracked open your grave and took off with your favorite belongings. Especially if you'd been a king to begin with...

The thought makes you chuckle to yourself. The walking dead — what a ridiculous, superstitious concept! What got you thinking about that stuff anyway? You're flying to Egypt to investigate an ordinary mining site, not to a pyramid or an ancient tomb. Davenport is simply having trouble with the local workers and, as far as NMC is concerned, he's taken too long to straighten



things out. He probably won't be thrilled to have a company-assigned facilitator breathing down his neck. You decide to handle this as quickly and as impersonally as possible...

POINT OF VIEW



Mummy: Tomb Of The Pharaoh is played from first-person perspective. This means that the computer will display what would be seen through the eyes of your character.

Occasionally, you will be presented with a close-up of written documents or controls. To leave the close-up, simply click the mouse on either the right or the left edge of the screen (or if looking at written documents, click anywhere on the screen). You can page forward through any document or book you find within the game by clicking on the right portion of the dog-ear in the upper-right corner of the screen. You can also page backward by clicking on the left portion of the dog-ear.

MOUSE USAGE



Using the mouse allows you to navigate through the game and to interact with the environment or characters. The cursor — a hand — will change shape either to point out which direction you may travel or to indicate that a particular item can be carried or manipulated. (See screen shots above.)

INVENTORY



When you pick up an item in the game, you can place the item into your inventory by clicking the hand pointer on your backpack, which is located in the lower right corner of the screen — move your mouse to the lower right corner of your screen to bring up the backpack option. (You'll first have to find the backpack on the plane; read the first set of directions in the walkthrough if you have difficulty locating this item.) You can view the items you are carrying by clicking on the scroll arrows located next to the backpack.

To use an item from your inventory, first click on that inventory item. You will notice that the chosen object then appears on-screen and moves with your mouse cursor. Position the pointer over the object in a scene and click. If the inventory item can be used with the on-screen object, you will see the results immediately.

GAME PLAY EXAMPLE

• • • WARNING • • •

The following paragraphs contain solutions for a short portion of the game. If you wish to enjoy the challenge without assistance, SKIP THIS SECTION.

However, if you are unfamiliar with adventure gameplaying as featured in Mummy: Tomb Of The Pharaoh, you may wish to refer to this section.

The game begins with you in the passenger cabin of a private jet...

PASSENGER CABIN



Search the cabin until you find a backpack. Click on the backpack. Notice how the backpack briefly appears in the lower right corner of the screen and then disappears? Move your mouse to the lower right corner and observe that the backpack reappears beside two arrow buttons. If you search the backpack by clicking the two arrow buttons, you'll notice it contains a canteen and your company ID. Turn to face the computer screen. Pick up a cigar by clicking on it and put it into your backpack. Now click on one of the arrow buttons by the backpack until the cigar appears. If you want to use the cigar, click on it. The cigar will appear on the screen and move around with the hand pointer. For now, there's nothing you can do with the cigar, so return it to the backpack.

Access the computer. There is a voice mail message on the computer — listen carefully to learn of your mission! As it plays, the opening credits will be displayed. After the opening credits are completed, the jet will land. Walk to the unmarked exit, open the door, and exit the jet.



MINING CAMP



Chris

You will be greeted by a local named Chris. You must win his confidence to get any kind of help from him. Give him the cigar and he'll tell you where to find his boss, Davenport.

It is nighttime, so there's not much activity. You can explore the grounds a bit without drawing any attention to yourself, but eventually you will have to talk to Davenport. When you decide you want to find him, go to the building next to the satellite dish and enter the building.

DAVENPORT'S OFFICE

Talk to Davenport — he's the camp's Chief of Mining Operations. After he's done briefing you, he'll give you the keys to your guest quarters and the key to a warehouse; place them in your backpack. Exit.



Davenport



Davenport's office (outside view)

As you exit Davenport's office, turn left and proceed to the warehouse at the far end of the road. As you move the hand pointer over the doorknob, you'll notice the keys from your inventory appear in your hand. Click the keys on the doorknob. You will enter the warehouse.

WAREHOUSE

Observe the woman studying the Egyptian box that Chris and Davenport both spoke about. The woman is Lorrie, an Egyptologist assigned to the operation...and incidentally, your former girlfriend. After she is finished telling you about the artifact, exit the warehouse.



Lorrie



Warehouse (outside view)

As soon as you step outside, Davenport will approach you. While he doesn't have anything useful to tell you at this time, the topic of his conversation does give you some insight into his character. Proceed forward and turn right to face the trailers. Go to the first trailer on the right and enter it.

JERRY SEGAL'S QUARTERS



Jerry Segal

Here you will meet geology specialist Jerry Segal. He has some interesting information about the mine and some apparent deposits: He tells you about some unusual gas pockets. After he's done telling you about them, leave his trailer.



Outside Cabin

There's Davenport again. Isn't he just a little paranoid? Obviously, you won't want to antagonize him – he seems a bit unpredictable...

After you have explored a bit and discovered most of the Quonset huts are locked, Davenport will approach you again. Enter Quonset hut number eight.



QUONSET HUT 8

While exploring a bit you'll find a scorpion and a cobra. **DO NOT** touch them! Instead, walk to the back of the hut where you will find Chris performing some kind of ritual. If you disturb him, he'll make it clear that he doesn't appreciate being bothered. Click on the statue next to the storage locker. Chris will tell you about it. Exit the Quonset hut.



Beware of Cobra!



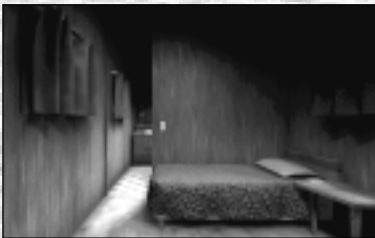
Quonset Hut 8

That's about all you can do for now. If you want to sleep (and really, that's the only way to get to the next part of your adventure), return to the trailers and make sure to enter the one assigned to you: the second one on the left).

YOUR QUARTERS

Click on the bed. Time to call it a day. Get some rest while you can...

This concludes the sample walk-through. You have achieved the following in this short section of the game:

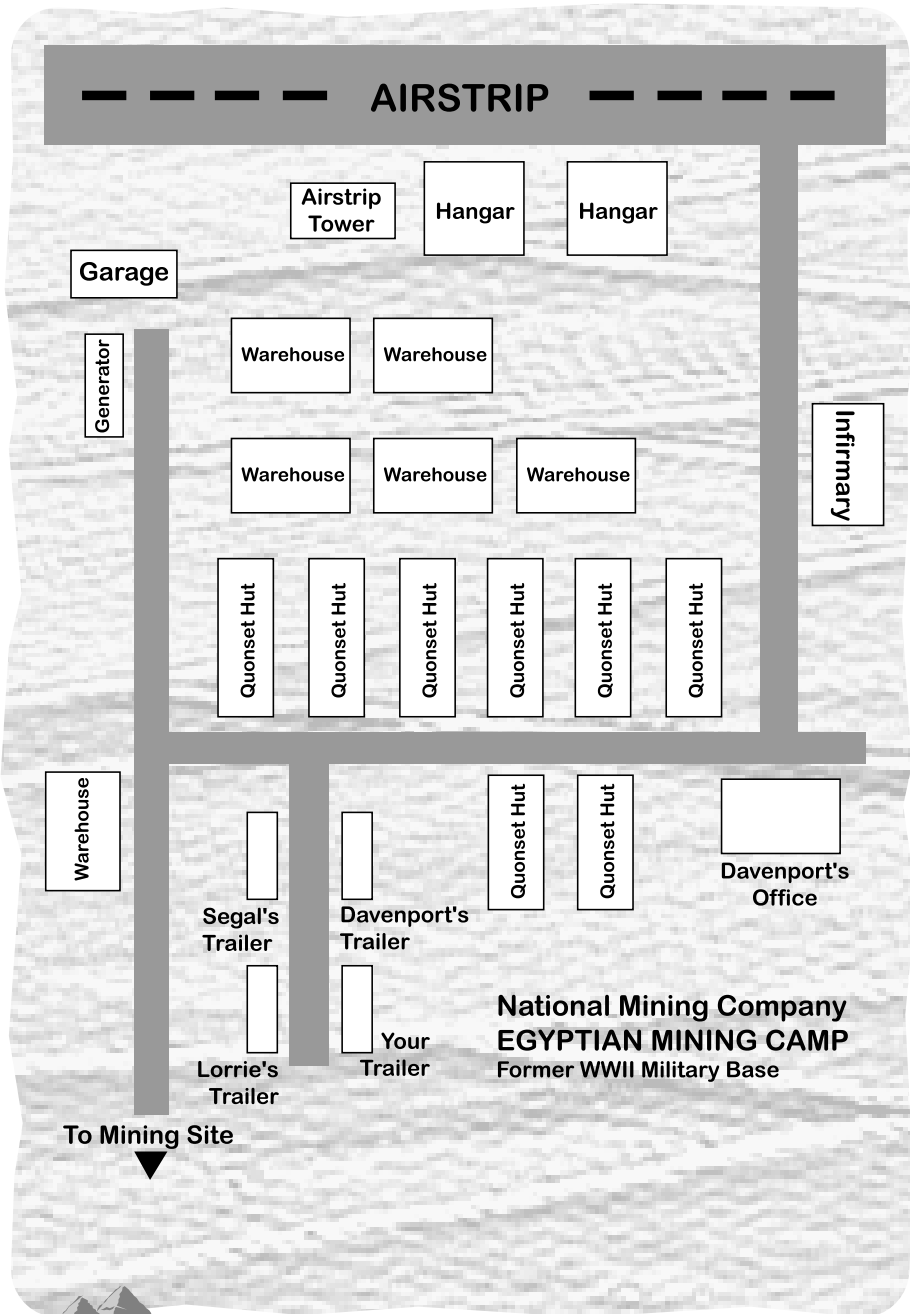


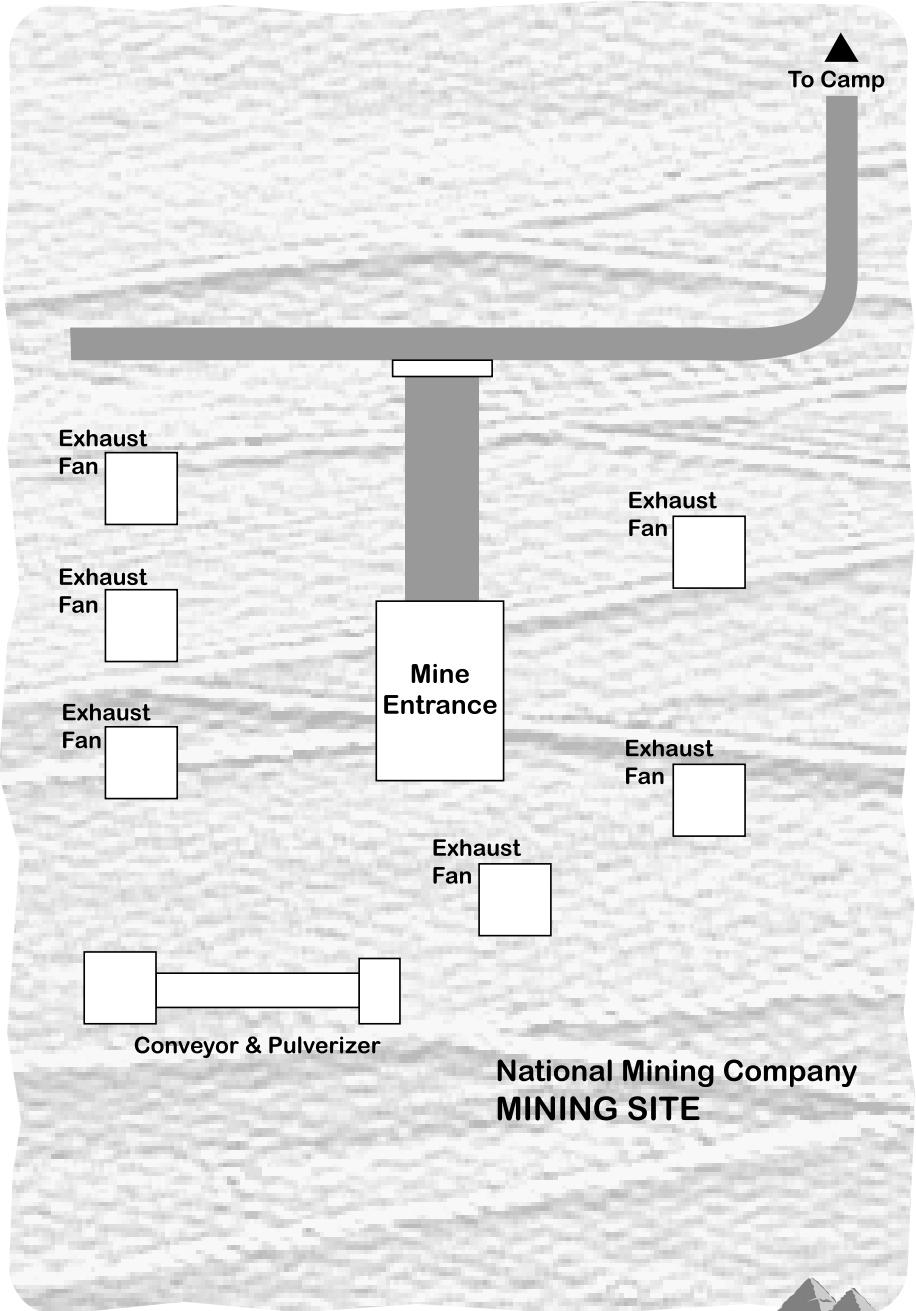
Inside Your Quarters

- Discovered how inventory and the interface works
- Learned the purpose of your visit to the mining operation
- Met all the major players and learned a little about them
- Familiarized yourself with the layout of the base



MUMMY: TOMB OF THE PHARAOH





National Mining Company
MINING SITE

CREDITS

STARRING

Malcolm McDowell as Stuart Davenport

CO-STARRING

Joe Paulino ~as~ Micheal Cameron

Bill Krauss ~as~ Simhotep

Marcia Pizzo ~as~ Lorrie

Paul Cosention ~as~ Pharaoh and the Guard

Michael Carrera ~as~ Chris Crowley

John X. Heart ~as~ Dr. Jerry Segal

VIDEO SHOOT

Directed by – Keith Metzger, Loring Casartelli
and Jeff McDonald

General Assistance – Peter Casartelli

Costumes – Victoria Moreno

Hair & Make-up Artist – Nancy Marsalis

Stage Manager – Howard Steinman

Director of Photography – Jerry Slick

Gaffers – Dick Favarro, Eric Dueker

Technical Director – Claudio Fernandes

Ultimate Engineer – Jim Rolin

Sound Engineer – Marcio Camera

Grip – Mush Emmons, Donovan Gates

Teleprompter – Lucy Stern, Paul Kablik - Speakeasy

Boom Operator – Cielito Torrijos

AMAZING MEDIA CREDITS

EXECUTIVE PRODUCERS

Loring Casartelli and Keith Metzger

PRODUCER, CREATIVE DIRECTOR AND STORY BY

Keith Metzger

GAME PLAY/PUZZLES

Keith Metzger, Norm Badilloo,
Jeff McDonald and Phil Mikkelson

LEAD PROGRAMMERS

John Parker, Alan Maldonado, Darren Ensley

ART DIRECTION

Keith Metzger, Dave Parsons

LEAD ARTISTS/ANIMATORS

David Parsons, Bill Martin, Sean McKee,
Jose Scarpita, Brian Unflat

PROJECT MANAGEMENT

Anne Marquis, Jeff McDonald

ADDITIONAL PROGRAMMING

Peter Casartelli, Natalie Chew, Greg Warrington,
Jeff McDonald, Keith Metzger, Mark Shepherd,
Jacqueline Neuwirth, Caroline Sloan, William Smith,
Steve Vargas, Peter Young, Ian Brown

ADDITIONAL ARTISTS/ANIMATORS

Reed Ingersol, Corby Waste, Kevin Byall, Keith Metzger, Michael
Lawrence, Geoff Brandenburg, Shane Keeble, Steve McClure,
Jacqueline Neuwirth, Rainey Straus, Paul Taylor, Jamie Teran,
Soraya Younossi, Robert Dougherty

MUSICAL SCORE COMPOSED AND PERFORMED BY

David Dvorin, rebeat@netcom.com

ADDITIONAL MUSIC

Keith Metzger

AUDIO DESIGN

Don Souza

VIDEO COMPOSITING/PROCESSING/EFFECTS

Claudio Fernandes, Melissa Stolberg, Andre Salcido

DIALOGUE WRITTEN BY

Keith Metzger, Jeff McDonald, Andy Valvur

STILL PHOTOGRAPHY

Don Souza

INTERPLAY CREDITS

EXECUTIVE PRODUCER

Alan Pavlish

PRODUCERS

Fred Royal, Brian Christian, Ken Allen

LINE PRODUCER

Ronald E. Austin

AUDIO

Spot Sound Effects – Larry Peacock

Audio Mastering – Craig Duman

Voice-Over Editing – Chris Borders

Audio Assembly – Chris Borders and Charles Deenen

Cinematic Sound Effects – EFX, Burbank, CA



THE SOUND OF PICTURES

MACINTOSH QUALITY ASSURANCE

Director of Quality Assurance – Jeremy S. Barnes

Assistant Director of QA – Chad Allison

Information Systems Technician – Steve Cabiness

Lead Testers – Jim Dodds, Colin Totman, Mark Murakami,
Chad Allison

Testers – Frank Pimentel, Greg Hersch, David Oh, Michael
Motoda, Marc Duran, Rob Loudon, David L. Simon, Henry
Kahng, Kaycee Vardaman, Savina Greene, Glenn Murray,
Anthony Taylor

WINDOWS QUALITY ASSURANCE

Director of Quality Assurance – Jeremy S. Barnes

Assistant Director of QA – Chad Allison

IS Technicians – Aaron Meyers, Bill Delk

Compatibility Technicians – Dan Forsyth, Aaron Olaiz,
Marc Duran, Phuong Nguyen, Jack Parker, Derek Gibbs

Lead Testers – Colin Totman, Darrell Jones, Marvic Ambata,
Chad Allison, Jim Dodds

Testers – Frank Pimentel, Kaycee Vardaman, Greg Hersch,
Henry Kahng, Chris Peak, Tony Martin, Derek Bullard,
Steve Baldoni, Michael Motoda, Anthony Taylor, Glenn Murray,
Savina Greene

MARKETING FOR MACINTOSH

Diane Zammit

MARKETING FOR PC

Charlene Steele and Tamera De Gennaro

INTERNATIONAL MARKETING MANAGER

Tamera De Gennaro

MANUAL WRITER

Chris Scott, Kelly O'Guinn

MANUAL GRAPHIC DESIGN AND LAYOUT

Luis A. Morales

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