

# THE MYSTERY OF THE MUMMY™



*Inspired by  
The Adventures of*

*"Sherlock Holmes"*

*Written by Sir Arthur Conan Doyle*

THE  
ADVENTURE  
COMPANY


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JCB39020

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## Introduction

Become Sherlock Holmes as you embark on a remarkable adventure. Investigate the mysterious case of a missing archaeologist and a valuable Egyptian mummy in turn-of-the-century England. What begins as a simple case quickly becomes a web of intrigue, robbery, priceless artifacts, and murder.

Your skills as an investigative sleuth will be tested as you attempt to uncover the truth behind the mystery, while exploring the many rooms of a large Victorian mansion, solving the many puzzles and riddles that you will encounter. Uncertain leads, an illusive saboteur, the disappearance of an ancient mummy, a strange murder... the plot thickens.

Prepare yourself for a great adventure.

Elementary... I think not.



## System Requirements

### Minimum:

Windows® 98/ME/2000/XP

Pentium® II 300 MHz or Equivalent Processor

64MB Ram

8MB DirectX® 8 Compatible Video Card

DirectX® Compatible Sound Card

12x CD-Rom Drive

130MB Hard Drive Space

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### Recommended:

Windows® 98/ME/2000/XP

Pentium® III 600 MHz or Equivalent Processor

128MB Ram

16MB DirectX® 8 Compatible 3D Accelerated Card

DirectX® Compatible Sound Card

32x CD-Rom Drive

655MB Hard Drive Space

## Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert ***The Mystery of the Mummy*** CD into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and SHSetup.exe (i.e.: D:\SHSetup.exe)

Or

- a) Double-click on 'My Computer.'
- b) Right-click on the CD-ROM drive with ***TMOTM\_CD*** and select 'Open' to access the contents of the CD.



- c) Double-click on the SHSetup file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.
4. A set-up screen will appear. Choose the English option under Language, select the Type of Installation you wish (Medium or Full), and the Destination of where you wish to install the files, then click 'Continue' after each to continue.
5. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
6. To launch the game, from the Windows® desktop, select:  
Start -> Programs -> The Mystery of the Mummy -> The Mystery of the Mummy

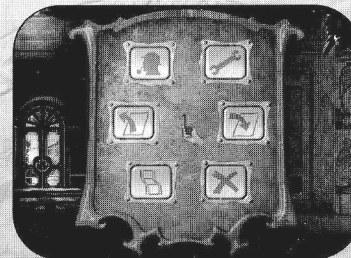
### ----- Uninstall Instructions

To uninstall *The Mystery of the Mummy*, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> The Mystery of the Mummy ->  
Uninstall The Mystery of the Mummy

## The Main Menu



When you launch *The Mystery of the Mummy*, you will be taken to the Main Menu where you may access the following:

**Start New Game** – Begin a new game

**Options** – Adjust the filtering and select subtitles ("Show Notes") to be visible or hidden during gameplay

**Load** – Load a previously saved game

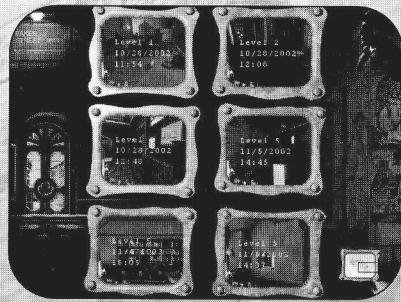
**Save** - Save your game during gameplay

**Credits** – A list of all the people who made the game

**Quit** – Exit out of the game

To access the Main Menu during gameplay, click on the book on the bottom left corner of the gameplay screen.

## Saving Your Game



To save your game, click on the book on the bottom left corner of the gameplay screen. The In-game Menu will appear. Select 'Save' to access the Save Menu.

Click on one of the available spaces. Your game will be saved and you will return to gameplay.

To overwrite a previously saved game with a new one, click on the image of the previously saved game. You will be prompted to confirm that you want to overwrite the saved game. Select to overwrite the saved game and your new game will be saved in that location. You will then return to gameplay.

To exit the Save Menu without saving a game, click on the icon on the right of the screen. You will return to gameplay.

Please note: As *The Mystery of the Mummy* is a challenging game, we recommend that you save your game often!

## Loading a Saved Game

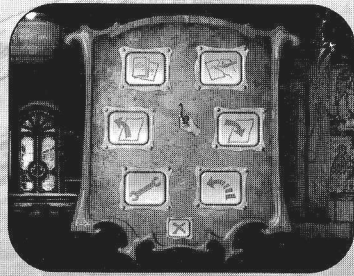
To load a saved game, click on the book on the bottom left corner of the gameplay screen. The In-game Menu will appear. Select 'Load' to access the Load Menu.

The saved games are indicated by an image of the location where the game was saved and are date and time stamped. Click on the saved game image you wish to return to. You will then return to that part of gameplay.

To exit the Load Menu without loading a game, click on the icon on the right of the screen. You will return to gameplay.



## The In-Game Menu



The In-Game Menu is accessed during gameplay by clicking on the book in the bottom left corner of the gameplay screen.

From this menu you may access the following:

**Letters** - Review the letters that Sherlock Holmes has received or picked-up during gameplay

**Notes** - Review the in-game dialogue

**Load** - Load a previously saved game

**Save** - Save your game during gameplay

**Options** - Adjust the filtering and select subtitles to be visible during gameplay or hidden

**Back** - Return to gameplay

**Quit** - Exit out of the game

## Cursor Explanations



**Neutral Cursor:** Indicates that no action is possible.



**Directional Cursor:** Indicates a direction you may go in.



**Hand Cursor:** Indicates that you may pick up an item and take it into inventory.



**Examine Cursor:** Allows you to zoom in on a scene for a close-up view.



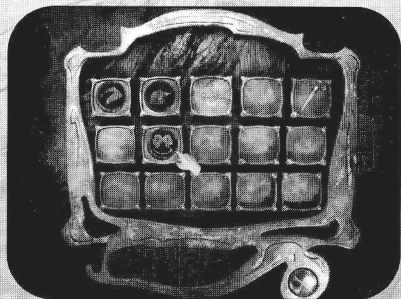
**Inventory Cursor:** Indicates that you must use an inventory item in this area of gameplay.



**Active Inventory Cursor:** Indicates that you have selected the correct inventory object for use in this area of gameplay. Click to use it in gameplay.



## Inventory Menu



The Inventory Menu is where the items you collect during gameplay are stored.

During gameplay, the cursor will change to include an open hand. This indicates that you can collect that object. Click on the object during gameplay and it will automatically be placed into your inventory.

Click on the Carpetbag on the lower left corner of the screen to access the Inventory Menu.

To select and use an inventory item, position the cursor over the object. The cursor will change into a hand. Click on the object to select it and you will return to the game.

## First Five Minutes of Gameplay

### Main Foyer of the Manor

Walk around the room to explore the nooks and crannies. Take close-up views of the various statues and note the dates on the plaques underneath each.

Climb the stairs but you will not yet be allowed access to the upper floors.

Walk back towards the main doors of the manor. Click on the Sphinx-like statue that is to the left of the door. A panel will appear.

To solve this puzzle, you must enter the dates that correspond to the various statues in the room.

The correct answer is:

OK 2200

MK 1650

NK 1069

LD 0332

Click on the button to the right of the numbers to finish the puzzle. If you have entered the correct numbers, a door to a small hidden compartment under the staircase will open.

Go to the hidden compartment. There is a key inside. Take the **key** into inventory.

Next, walk around to the other side of the staircase.

Approach the plant and take the seal under the leaves. Take the **seal** into inventory.

Next, turn around and approach the door. It is locked! The key you took from the hidden compartment will open this door.

Select the key from the inventory and use it on the door to open it.

### **First Egyptian Exposition Room**

Enter the room and look at the various items in the room.

Walk to the left part of the room. Take the second seal from behind the large head statue.

Walk over to the middle of the room, to the right side of the mummy in the sarcophagus. To the right is a small box.

Click on it to open it and take the **hammer**, the **oil flask** and the **screwdriver** into inventory.

Walk to the right side of the room and look under the small footstool. There is a tie pin there. Take the **tie pin** into inventory.

Return to the left side of the room again and go into the next room via the door near the large head statue.

### **Second Egyptian Exposition Room**

Once again, explore the room and look at the various artifacts.

Against the back wall of the room are sarcophagi of varying sizes. Approach the largest one and click on it. It will move aside to reveal a locked compartment.

Select the screwdriver from inventory and use it on the locked compartment to pop the lock off. Take the **key** from within and put it into inventory.

Walk to the left side of the room. Approach the large stone and take the **third seal** from the floor into inventory.

Walk to the door between the large stone and the sarcophagi. The door is locked and the lock appears to be very rusty. Take the oil flask and then the key from inventory and use them on the lock to unlock the door.

Enjoy the rest of the adventure!



## Credits

THE  
ADVENTURE  
COMPANY

**President:**

Richard Wah Kan

**VP Marketing:**

Marshall Zwicker

**Product Manager:**

Renata Richardson

**Graphics Department Manager:**

James Meecham

**Graphic Design and Layout:**

Trang To

**PR/Marketing Coordinator:**

Tara Reed

**Quality Assurance Testing:**

Mike Adams - Department Manager

Mike 'Clockwork' Mitres - Lead  
Tester


Dan 'Newbie' Dawang

Chris 'Dr. OwNaGe' Elliott

Aldo 'The Mothman' Fazzari

Yohany 'STING RAY' Lee

Nick 'C.C. Rider' Mucci

 wanadoo

**Senior Vice President Production:**

Vincent Berlioz

**Localization Manager:**

Alex Lepoureau

**Localization Project Manager:**

Fanny Jacob

**International Product Manager:**

Thomas Otton



FROGWARES UKRAINE

**Project Manager:**

Wael AMR

**Game Design:**

Aurelie Ludot

**Producers:**

Wael AMR, Pascal Ensenat

**Production Assistant:**

Sergey Heraschenko

**Designers - Animators:**

Valeriy Guba as 'VV'

Bogdan Gursky as 'Bodeman'

Ruslan Gabdrahmanov as 'Rullez'

Vitaliy Smik as 'Sid'

Victor Blagomir as 'Vandal'

Alexandre Andreev as 'Alex'

Natalia Suvilova as our 'Princess'

**Developers:**

Anton Shekhovtsov as 'Shek'

Alexandre Grona as 'Now it's OK'

Andrey Umrik as 'Never'

**Music & Sounds:**

Alexandre Dudko & Radio Continent

**Special Thanks to:**

John Bell, Enrique Estopina-Gil, Helene Estopina-Gil, Elisabeth Estopina-Gil, Jalil AMR, Delphine Tardiff, Dune AMR, Ocean AMR, Beatrice & Michel Ludot, Mamouche, Kiki, Valery Alexievitch, Michelle Coleman, for their voices, Axelle, Toya, Tifosi,

**Very Special Thanks To:**

Sir Arthur Conan Doyle



## TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

**Online Support** – <http://www.AdventureCompanyGames.com>

Please visit the Support section of our Web site at:  
[www.AdventureCompanyGames.com](http://www.AdventureCompanyGames.com)

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support – 416-638-1170\***

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

**Please have the following ready:**

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

**\* Phone support is located in Toronto, Canada.**

Please note: We do not provide hints via technical support. Hints are available at our website.  
Support is available in English only.

## PRODUCT WARRANTY

The Adventure Company will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees.

**Please be sure to include the following:**

- Full Name
- Address, City, State/ Province, Zip Code/ Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

**Mail To:**

DreamCatcher Interactive Inc.  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
U.S.A.

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## EPILEPSY WARNING

**Please read this caution before you or your child play a video game:**

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

### Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.



**Notes:**



**Notes:**

