



HARVEY BIRDMAN

ATTORNEY AT LAW™



CAPCOM®

WARNING: PHOTSENSITIVITY/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.

**HOW TO
PLAY....**

Harvey Birdman

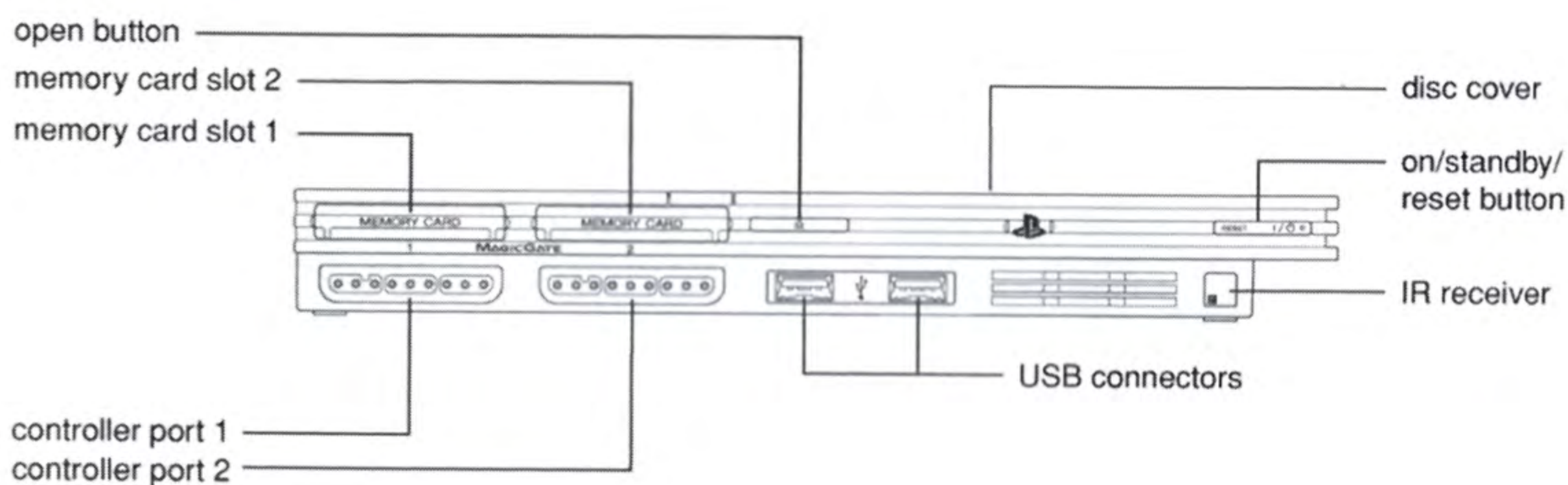
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GETTING STARTED



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 Harvey Birdman, Attorney at Law™ 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)

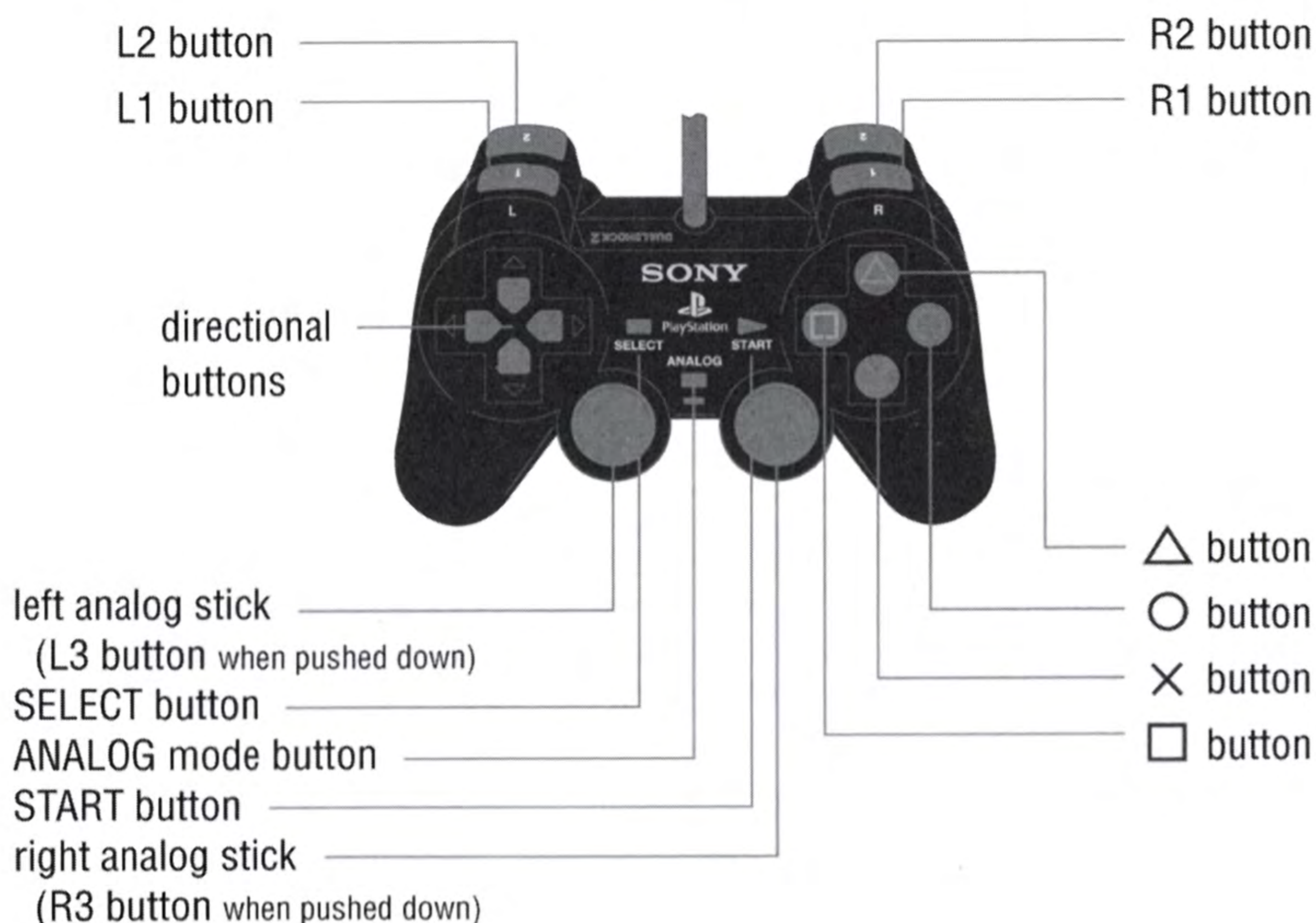
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.



CONTROLS

THE CONTROL PAD

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SCROLL THROUGH MENU OPTIONS
AND TESTIMONY
STICK

SELECT/EXAMINE/SKIP MOVIE
REPLAY MOVIE/CANCEL

OPEN EVIDENCE FILE

DISPLAY GRAVITAS METER/
CHANGE TABS

PAUSE/DATA SCREEN

LEFT / RIGHT ANALOG

OR DIRECTIONAL BUTTONS

△ **BUTTON**

○ **BUTTON**

□ **BUTTON**

L1 / R1 BUTTON

▶ **BUTTON**
START

QUICK START

GETTING INTO THE GAME

WE SEE HOW IT IS. YOU'RE JUST SO EAGER TO PLAY, YOU WANT TO READ ONE PAGE OR LESS FOR BASIC INSTRUCTIONS AND THEN USE THIS MANUAL FOR A COASTER. SO HERE'S YOUR DOWN AND DIRTY LAW CORRESPONDENCE COURSE IN A NUTSHELL. THERE ARE TWO PHASES TO SOLVING EACH CASE:

INVESTIGATION:

BEFORE YOU GO TO COURT, YOU'VE GOT TO GATHER EVIDENCE AND COLLECT TESTIMONY. VISIT EVERY AVAILABLE LOCATION AND EXAMINE EVERY LITTLE COTTON-PICKIN' ITEM YOU FIND. TALK WITH ANY CHARACTER YOU COME ACROSS, AND, IF YOU'RE CARRYING AN ITEM YOU THINK MIGHT BE CONNECTED TO THAT CHARACTER, PRESENT THAT ITEM TO THEM TO GET MORE INFORMATION. AS YOU ADD EVIDENCE TO YOUR INVENTORY AND MEET FOLKS TO ADD TO YOUR PROFILES, YOU OPEN UP NEW LOCATIONS.

COURT:

WOW. THINGS GET A BIT TOUGHER IN THIS ROOM. SURROUNDED BY SHRINK RAYS, SUPER VILLAIN LITIGATORS AND A MIND-TAKING JUDGE, THE JURY CAN TELL YOU'RE UP A CREEK FROM THE GET GO. TO PROVE YOUR CASE, YOU'RE GOING TO HAVE TO CAREFULLY LISTEN TO EACH WITNESS' TESTIMONY AND LISTEN FOR INCONSISTENCIES TO PRESS THE WITNESS ABOUT. YOU WILL ALSO NEED TO PRESENT PIECES OF EVIDENCE FROM YOUR INVENTORY RELATED TO THE TESTIMONY IN ORDER TO PROVE YOUR CASE.

IN COURT, THE GRAVITAS METER ON THE RIGHT SIDE OF THE SCREEN INDICATES HOW WELL YOU'RE PLEADING YOUR CASE. PRESENT THE WRONG PIECE OF EVIDENCE LIKE A BOOB AND YOU LOSE A GRAVITAS POINT. LOSE ALL OF YOUR GRAVITAS POINTS AND YOU LOSE ALL CREDIBILITY, THE CASE IS KAPUT.

THAT'S RIGHT, WE SAID "BOOB". TAKE A MOMENT IF YOU NEED ONE.

SAVE, LOAD, QUIT

DURING A MOVIE, PRESS THE **START BUTTON** TO PAUSE THE GAME, THEN THE **X BUTTON** TO SKIP THE MOVIE OR THE **START BUTTON** TO CONTINUE THE MOVIE.

AT ANY OTHER POINT, PRESS THE **START BUTTON** TO PAUSE THE GAME AND BRING UP THE **DATA MENU** AND THE OPTIONS: **SAVE**, **RESUME**, AND **QUIT**. SELECT "**SAVE**" TO SAVE THE CURRENT GAME OVER A PREVIOUS SAVE, OR "**QUIT**" TO RETURN TO THE **START MENU**.

GAME MENUS

START MENU

PLAY:

ONCE THE GAME HAS LOADED, SELECT A BLANK SLOT TO LAUNCH A NEW GAME OR, TO LOAD A PREVIOUS SAVED GAME, SELECT FROM ONE OF THREE SAVED GAME SLOTS.

UNLOCKABLES:

VIEW UNLOCKED MOVIES.

OPTIONS:

THIS OPTIONS SCREEN SHOWS THE ADJUSTMENT OF THE SOUND EFFECTS AND MUSIC VOLUMES, AS WELL AS THE ACTIVATION OF SUBTITLES.

DATA MENU, SAVING THE GAME

PRESS THE  **START** BUTTON TO PAUSE THE GAME AND BRING UP THE DATA MENU.

RESUME:

PLAY THE GAME FROM THE POINT AT WHICH YOU PAUSED.

SAVE:

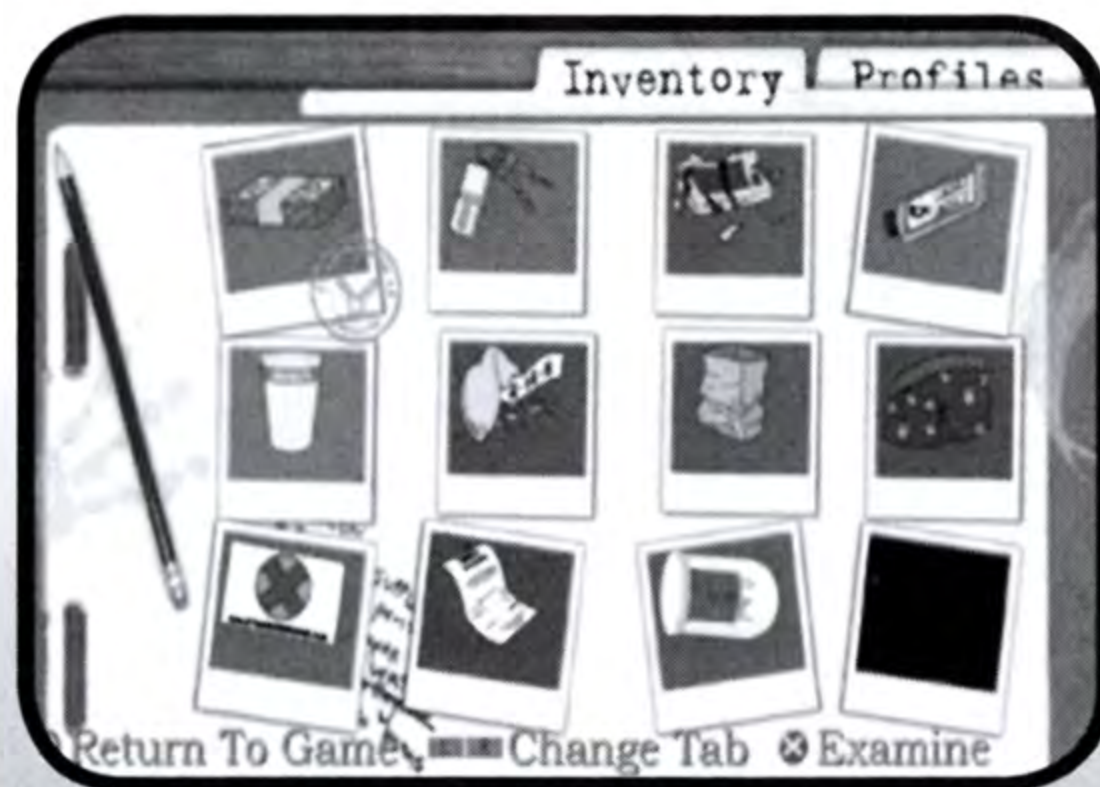
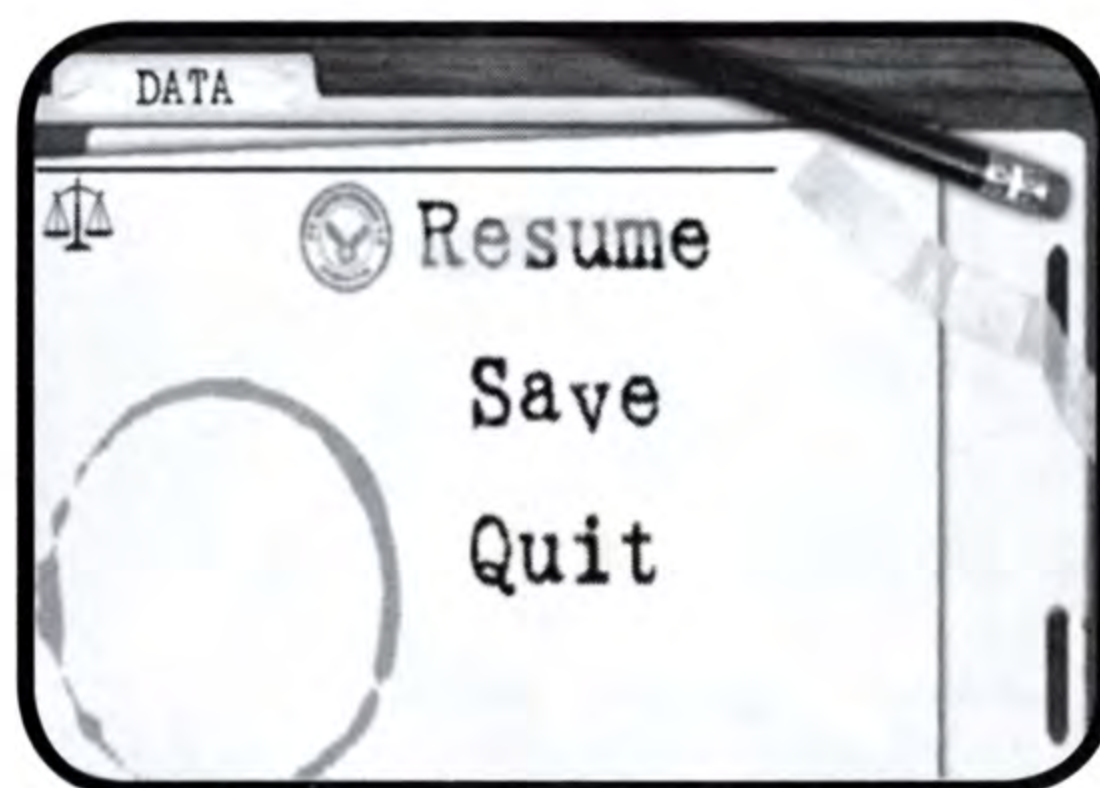
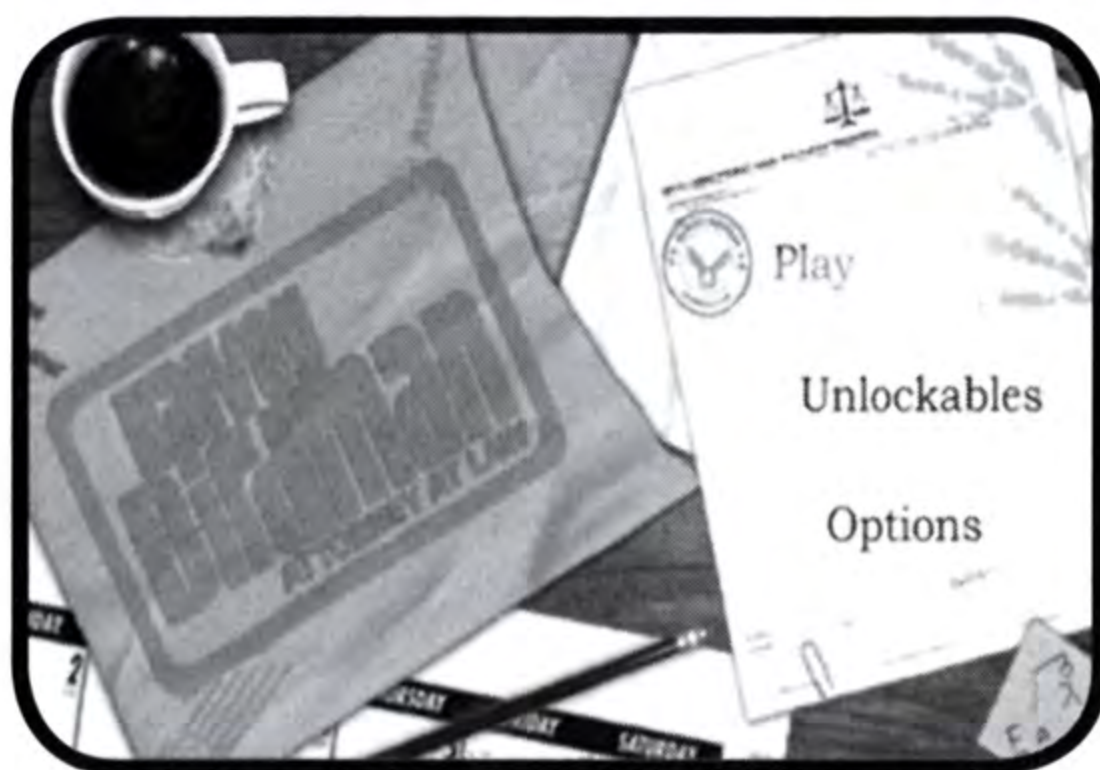
SAVE THE GAME.

QUIT:

RETURN TO THE LOAD SCREEN.

EVIDENCE FILE

OUTSIDE OF COURT, SELECT "PRESENT" TO PULL UP THE **EVIDENCE FILE**. USE THE **L1** OR **R1** BUTTON TO CHANGE BETWEEN THE TABS AT THE TOP OF THE SCREEN: **INVENTORY** OR **PROFILES**. SELECT THE "**INVENTORY**" TAB TO VIEW THE ITEMS YOU ARE CARRYING, OR THE "**PROFILES**" TAB TO EXAMINE EACH OF THE PEOPLE YOU'VE MET WHO ARE IMPORTANT TO YOUR CASE.



CASE FILES

THE BIRD TEAM

WHETHER HARVEY TAKES THE ROLE OF DEFENSE OR PROSECUTION, THE BIRD TEAM ALWAYS STANDS FOR TRUTH AND JUSTICE... EVEN IF THE CLIENT IS SOMEHOW LINKED TO THE BURNING DOWN OF HARVEY'S HUMBLE ABODE OR THE PILFERING OF ALL OF HIS OFFICE FURNITURE.



HARVEY BIRDMAN:

WITH YEARS OF EXPERIENCE FIGHTING FOR JUSTICE, BOTH INSIDE AND OUT OF THE COURTROOM, HARVEY BIRDMAN IS A SEMI-FAMILIAR NAME YOU MIGHT HAVE HEARD BEFORE...POSSIBLY. AS PART OF THE LAW FIRM OF SEBBEN AND SEBBEN, BIRDMAN IS A LONG WAY FROM HIS DAYS AS A LOWER-LEVEL SUPERHERO THAT DERIVES HIS POWER FROM THE SUN. REST ASSURED

THAT THESE DAYS, WHEN YOU HIRE HARVEY BIRDMAN, YOU ARE DEALING WITH A MID-TO-LOWER-LEVEL ATTORNEY WHO DERIVES HIS POWER FROM A CRIPPLING ADDICTION TO TANNING CRÈME.



PEANUT:

PEANUT IS HARVEY BIRDMAN'S LEGAL CLERK AND AN IMPORTANT MEMBER OF THE BIRD TEAM. UNLIKE HARVEY AND AVENGER, PEANUT'S WINGS ARE NOT NATURAL AND ARE MECHANICAL. ALSO, UNLIKE HARVEY AND AVENGER, PEANUT NEVER ACTUALLY DOES ANY WORK. PEANUT IS JUST BEGINNING TO DEVELOP HIS SUPER POWERS AND IS STILL GOING THROUGH SUPERTY (SUPER HERO

PUBERTY). BUT, PEANUT CAN SPEAK SEVERAL LANGUAGES AND SEEMS TO KNOW A LOT ABOUT A BUNCH OF DIFFERENT THINGS THAT CAN KILL YOU.



BIRDGIRL:

BIRDGIRL IS HARVEY'S NEWEST AND MOST EAGER ADDITION TO THE BIRD TEAM. NEVER AFRAID TO GET INTO THE THICK OF THE ACTION, BIRDGIRL TAKES A VERY HANDS-ON APPROACH WHEN IT COMES TO JUSTICE. SHE IS ALSO A SMOKIN' HOT REDHEAD WHO WEARS VERY TINY SKIRTS THAT TURN THE HEADS OF JUST ABOUT EVERYONE, ESPECIALLY HARVEY'S BOSS, PHIL KEN

SEBBEN. BIRDGIRL'S SECRET IDENTITY IS JUDY KEN SEBBEN, DAUGHTER OF HARVEY'S BOSS, PHIL KEN SEBBEN. LET THAT SINK IN FOR A MOMENT.



AVENGER:

AVENGER AND HARVEY GO WAY BACK AND SHARE A DEEP BOND. NOT QUITE DEEP ENOUGH THAT HARVEY SPARES AVENGER FROM DOING HIS MENIAL WORK, BUT PRETTY DEEP. AVENGER OFTEN FINDS HIMSELF TAKING DICTATION OR FILING AND IS A VALUABLE, IF OFTEN OVERLOOKED, MEMBER OF THE BIRD TEAM.

CASE FILES

THE OPPOSITION

THESE CHARACTERS CONSTANTLY TRY TO THWART HARVEY'S CASE BY INTERJECTING FALSE EVIDENCE, SURPRISE WITNESSES AND PLAUSIBLE OBJECTIONS. FREEZING AND SHRINKAGE ARE ALSO POSSIBLE KNOWN COURTROOM TACTICS, SO WATCH OUT. OF COURSE, THE BRIGHT SIDE OF FINDING YOURSELF SUDDENLY TWO INCHES TALL IS KNOWING THAT YOU MUST HAVE THE UPPER HAND.



REDUCTO:

BACK OFF! MYRON REDUCTO IS AN ATTORNEY AT FREEZOID, ZAROG & SKON. EVEN THOUGH REDUCTO FREQUENTLY

OPPOSES BIRDMAN IN THE COURTROOM, THEY ARE FAIRLY CLOSE FRIENDS. REDUCTO IS OBSESSED WITH THE TEENSY, TINY AND WILL HAVE NO PROBLEM MAKING YOU FUN-SIZE IF YOU GET IN HIS WAY.



VULTURO:

LISTEN CAREFULLY AND YOU MIGHT, JUST MIGHT GET THE JIST OF WHAT VULTURO SAYING. MOST LIKELY NOT

THOUGH. IT DOESN'T MAKE IT ANY EASIER THAT VULTURO IS COMPLETELY UNAWARE OF HIS SPEECH IMPEDIMENT. STRANGELY, IT HASN'T AFFECTED HIS SUCCESS AS AN ATTORNEY.



FREEZOID:

STAN IS THE FREEZOID IN "FREEZOID, ZAROG & SKON". REDUCTO HAS REFERRED TO HIM AS "THE BEST CRIMINAL DEFENSE GUY IN THE BUSINESS". THIS MAY BE DUE TO HIS COOL HEADED APPROACH TO DEFENSE LAW OR IT MAY BE BECAUSE HE HAS THE ABILITY TO FREEZE ANYONE HE WANTS TO WHEN HE LOSES HIS TEMPER.

LAW THEORY

WELCOME, JUSTICE SEEKER, TO THE EXCITING WORLD OF CRIMINAL LAW! YOU MAY BE SERVING IN THE ROLE OF DEFENSE ATTORNEY OR YOU MIGHT FIND YOURSELF SITTING BEHIND THE PROSECUTOR'S DESK. IT REALLY ALL DEPENDS ON WHICH CLIENT WALKS THROUGH YOUR DOOR AND WHAT YOU'VE GOT ON YOUR CALENDAR AT THE TIME. NO MATTER WHAT, YOU'LL TAKE THE CASE!

INVESTIGATION

ONCE YOU'VE COMPLETED THE FIRST CASE, EVERY CASE THEREAFTER REQUIRES THE KEEN EYE OF A SHREWD DETECTIVE. SINCE THERE AREN'T ANY ON HAND, IT'S UP TO YOU. GET OUT THERE AND GO PLACES! SEE THINGS! DO STUFF! GET THE THINGS THAT PEOPLE SENT YA', AND SO FORTH. YOU NEED TO EXPLORE LOCATIONS, **TALK** TO PEOPLE AND COLLECT EVIDENCE IN ORDER TO BE VICTORIOUS IN COURT.

MOVE:

SELECT **MOVE** TO BRING UP A LIST OF ALL AVAILABLE LOCATIONS TO VISIT AND EXPLORE. GETTING TO THE LOCATION YOU WANT TO VISIT IS AS EASY AS SELECTING IT. AS YOU VISIT LOCATIONS AND TALK TO PEOPLE, NEW LOCATIONS BECOME AVAILABLE.



EXAMINE:

EVERY LOCATION HAS ITEMS TO **EXAMINE**, FROM POTTED PLANTS TO DEATH RAY MACHINES. SIMPLY MOVE THE MAGNIFYING GLASS OVER EACH OF THE ITEMS FOR A DETAILED DESCRIPTION AND PRESS THE **X BUTTON**. IF THE ITEM IS IMPORTANT TO YOUR CASE, IT IS AUTOMATICALLY ADDED TO YOUR INVENTORY.

TALK:

IF SOMEONE IS AVAILABLE TO **TALK** TO AT THE LOCATION, SELECT THIS OPTION TO HAVE A CHAT. TALKING DIRECTLY TO SOMEONE OR ABOUT SOMEONE WILL ADD PEOPLE TO YOUR PROFILES. YOU CAN REVIEW YOUR PROFILES AT ANY TIME BY OPENING THE **DATA SCREEN** AND SELECTING THE **"PROFILES"** TAB.



PRESENT:

IF YOU ARE CHATTING WITH SOMEONE AND YOU WANT TO QUESTION THEM ABOUT AN ITEM IN YOUR INVENTORY, OPEN THE **INVENTORY** SCREEN, SELECT THE ITEM AND SELECT **"PRESENT"**. FOLLOW THESE SAME STEPS IN THE COURTROOM WHEN YOU'RE READY TO SHOW THE ITEM TO A WITNESS AND QUESTION THEM ABOUT IT.

COURT

THIS IS WHERE THE REAL MAGIC HAPPENS. IT'S JUST YOU, THE SUPER VILLAIN OPPOSING COUNSEL, A JUDGE FROM ANOTHER PLANET, AND A BUNCH OF JURORS WITH BIZARRE FASHION SENSE. THIS IS WHERE THE EVIDENCE YOU'VE WORKED SO HARD TO COLLECT WILL COME IN HANDY.

AS EACH WITNESS IS CALLED TO THE STAND, YOU GET A CHANCE TO LISTEN TO THEIR STORY AND ASK QUESTIONS. EVERYTHING THEY SAY APPEARS AT THE BOTTOM OF THE SCREEN AND YOU CAN SCROLL BACK AND FORTH THROUGH EACH STATEMENT.

PRESS:

IF SOMETHING THE WITNESS SAID SOUNDS FISHY, YOU HAVE THE OPTION TO **PRESS** THEM ABOUT IT. WHEN THEIR TESTIMONY APPEARS AT THE BOTTOM OF THE SCREEN, SCROLL TO THE PARTICULAR QUESTIONABLE PIECE OF DIALOG AND SELECT "**PRESS**".



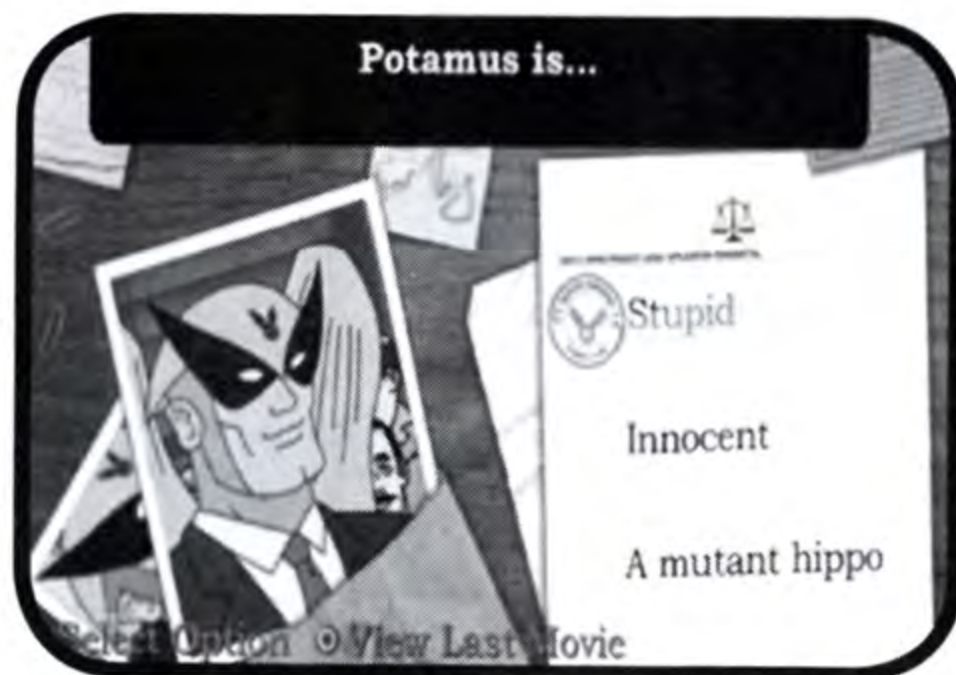
PRESENT:

WHEN SOMEONE ON THE STAND GIVES TESTIMONY RELATED TO A PIECE OF EVIDENCE YOU'RE CARRYING, SCROLL THROUGH THE WITNESS' DIALOG TO THE STATEMENT IN QUESTION AND SELECT "**PRESENT**". YOU CAN THEN SELECT THE ITEM IN YOUR **INVENTORY** TO **PRESENT IT** TO THE WITNESS AND THE COURT.

CHOOSE:

IN SOME CASES, PRESSING THE WITNESS AND, OR THE OPPOSING LAWYER'S OBJECTIONS GIVES YOU CHOICES:

- IF YOU'RE ASKED A QUESTION RELATIVE TO YOUR AVENUE OF PRESSING- ANSWERING CORRECTLY WITH THE INFORMATION COLLECTED SO FAR AIDS YOUR CASE. ANSWERING INCORRECTLY HURTS THE CASE.
- YOU MAY HAVE TO CHOOSE A TOPIC TO ASK IN HOPES IT WILL BREAK OR CHANGE THE TESTIMONY.
- YOU MAY BE ASKED A SIMPLE YES OR NO QUESTION. THIS COULD BE SOMETHING BASIC LIKE "DO YOU WANT TO OBJECT?"



GRAVITAS METER:

IN COURT, THE **GRAVITAS METER** ON THE RIGHT SIDE OF SCREEN INDICATES HOW WELL YOU'RE PLEADING YOUR CASE. SAY THE RIGHT THING OR PRESENT THE RIGHT ITEM AT THE RIGHT TIME AND YOU'LL GAIN A **GRAVITAS POINT**. SOUND LIKE A BOOB OR PRESENT A WRONG PIECE OF EVIDENCE AND YOU LOSE A **GRAVITAS POINT**. LOSE ALL OF YOUR **GRAVITAS POINTS** AND YOU LOSE ALL CREDIBILITY, THE CASE IS KAPUT.

IMPORTANT-SOUNDING LAW TERMINOLOGY



DEFENDANT:

THE DEFENDANT IS THE PERSON ON TRIAL. THE JUDGE RULES WHETHER THE DEFENDANT IS GUILTY OR NOT GUILTY.

DEFENSE ATTORNEY:

ARGUES AGAINST EVIDENCE AND TESTIMONY OFFERED BY THE PROSECUTION TO PROVE THE DEFENDANT'S INNOCENCE. IF THE DEFENDANT IS HARVEY'S CLIENT, THEN HARVEY MUST PROVE HIM INNOCENT.

PROSECUTOR:

SUBMITS EVIDENCE AND CALLS WITNESSES TO TESTIFY IN ORDER TO PROVE THE DEFENDANT'S GUILT. IF HARVEY IS THE PROSECUTOR, HE NEEDS TO PROVE THE DEFENDANT GUILTY.

JUDGE:

CONTROLS THE COURTROOM AND MAKES FINAL JUDGMENT BASED ON CASES PRESENTED BY BOTH DEFENSE ATTORNEY AND PROSECUTOR. HARVEY DEALS MAINLY WITH JUDGE MIGHTOR AND JUDGE MENTOK.

WITNESS:

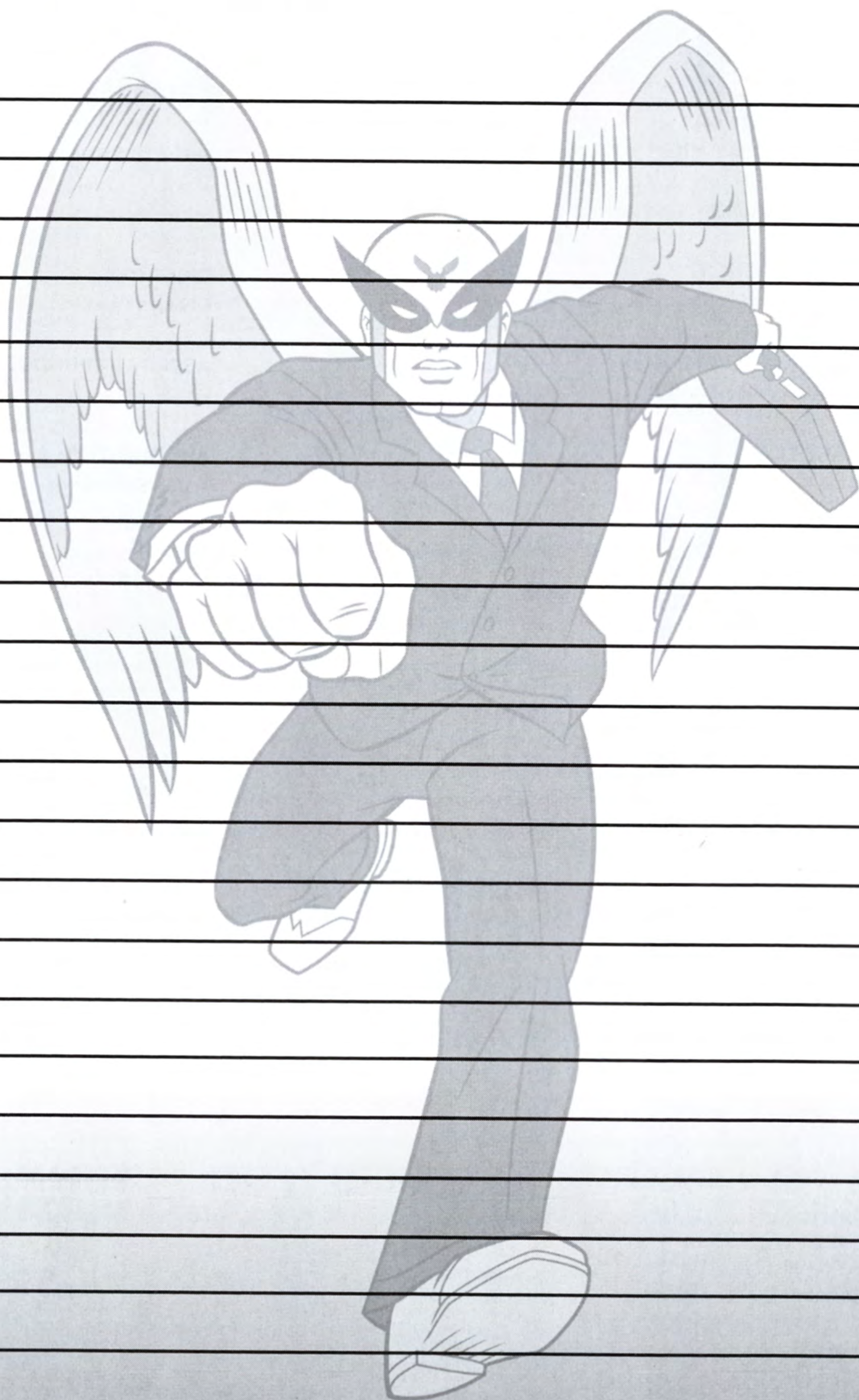
WITNESSES ARE BROUGHT IN TO ARGUE FOR OR AGAINST A DEFENDANT.

TIPS OF THE TRADE!



- Try exploring different areas and returning to previously visited locations.
- Examine every object closely.
- Listen to what people tell you and try out different responses.
- Press witnesses with different pieces of evidence.
- If you find edible evidence, don't present it to Potamus. We're just sayin'.

NOTES



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VOLTAGE
SOFTWARE, INC.**

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Middleware / 3rd Party Software

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[adult swim]

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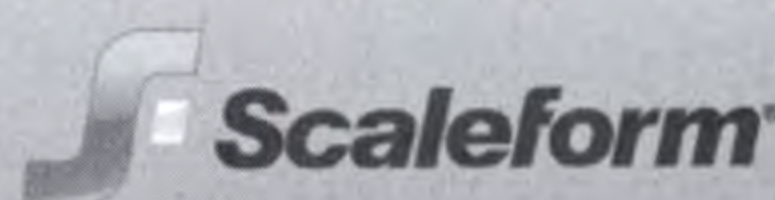
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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
800 Concar Drive, Suite 300,
San Mateo, CA 94402

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REPAIRS AFTER EXPIRATION OF WARRANTY

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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[adult swim]

