

RESIDENT EVIL[®]

OUTBREAK



CAPCOM[®]

Warning:**Read Before Using Your PlayStation®2 Computer Entertainment System.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console 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.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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 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.

CONTENTS

| | |
|---------------------|----|
| Getting Started | 2 |
| Starting Up | 3 |
| Default Controls | 4 |
| Zombie War! | 5 |
| Characters | 6 |
| Game Play | 10 |
| Saving Game Data | 11 |
| Pausing the Game | 11 |
| Action! | 12 |
| Status Screen | 13 |
| Items | 14 |
| Team Action! | 15 |
| Map | 17 |
| File Screen | 18 |
| Special Item Screen | 18 |
| Results Screen | 19 |
| Collection Screen | 19 |
| Character Log | 20 |
| Option Screen | 20 |
| HDD Install | 20 |
| Network Play | 21 |
| Scenario Mode | 23 |
| Free Mode | 24 |
| Hints | 26 |

A Special Message from **CAPCOM**

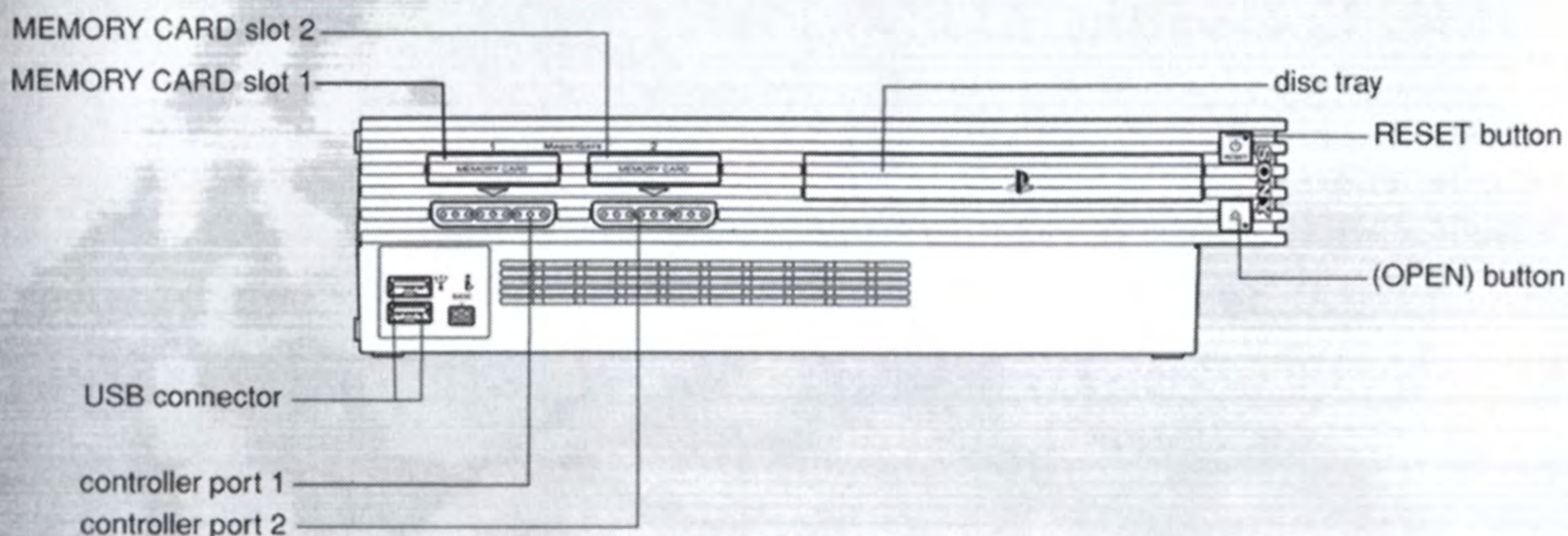
Thank you for selecting RESIDENT EVIL® OUTBREAK for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085

© CAPCOM CO., LTD. 2004. © CAPCOM U.S.A., INC. 2004. ALL RIGHTS RESERVED. RESIDENT EVIL, CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. "auto modellista" is a trademark of CAPCOM CO., LTD.

REGISTER TO PLAY THE GAME AT WWW.CAPCOM.COM

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to 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 power indicator lights up, press the OPEN button and the disc tray will open. Place the *RESIDENT EVIL® OUTBREAK* disc on the disc tray with the label side facing up. Press the OPEN 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.

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

Before beginning play, connect the DUALSHOCK®2 analog controller to controller port 1.

- ▼ When *Vibration* is ON, the controller will vibrate in response to game events. You can turn *Vibration ON/OFF* in Option Mode. (See page 20.)



ONLINE SYSTEM REQUIREMENTS

You must have the following to play *RESIDENT EVIL OUTBREAK* online:

- ▼ PlayStation 2 computer entertainment system.
- ▼ installed Network Adaptor (Ethernet/modem)(for PlayStation®2).
- ▼ Broadband Internet service.
- ▼ *RESIDENT EVIL OUTBREAK* save data (see below).

MEMORY CARDS AND SAVE GAME DATA

To save *RESIDENT EVIL OUTBREAK* game data, you must have a memory card inserted into MEMORY CARD slot 1. (This game does not support MEMORY CARD slot 2.)

Note: In both offline or online play, if less free space exists than what you need, erase unwanted data to make room.

OFFLINE PLAY SAVE GAME DATA

- ▼ You must have 494Kb of free space on the memory card in order to save main game data, which include game history, results, and Collection Mode data.
- ▼ When you interrupt a game, the main game data are saved automatically.
- ▼ You can resume a game from any memory card containing saved *RESIDENT EVIL OUTBREAK* main game data.

ONLINE PLAY SAVE GAME DATA

- ▼ To connect to the *RESIDENT EVIL OUTBREAK* Internet, choose *Your Network Configuration File*.
- ▼ You must have 122Kb of free space on the memory card in order to save the settings in the *capcom.net* file, which is required in order to participate in Network Play mode.
- ▼ You must have 94Kb of free space on a memory card to save *Your Network Configuration File*.
- ▼ You must have 340Kb of free space on the memory card to save main game data.
- ▼ You cannot interrupt a game in Network Play mode.
- ▼ You can resume a Network Play game from any memory card containing saved *RESIDENT EVIL OUTBREAK* main game data.

DEFAULT CONTROLS

| CONTROL | ACTION | EXPLANATION |
|---|--------------------------------------|--|
| left analog stick or directional buttons | Move | Move your player. Move cursor in the Status Screen. |
| directional buttons ↓ + ○ button | Quick turn | Press the directional buttons ↓ + ○ at the same time for a quick 180° turn. |
| L1 button | Reload/Shift target | Toggle either command (also available from the Status Screen). |
| L2 button | Change call | Change your call by pressing L2 while moving the right analog stick. (See "right analog stick" below.) |
| R1 button | Attack stance | Automatically face the nearest enemy. |
| R2 button | Forward attack stance | Face your player toward the front. |
| △ button | Map | Display the Map. |
| ○ button | Run Special actions Cancel | When moving, hold ○ to run. After assuming an attack stance with R1 or R2 , press ○ to perform a Special Action. Cancel menu selections. |
| □ button | Ad lib/Talk | Begin a monologue. If you approach another character, you will strike up a conversation. |
| ⊗ button | Action/Select Confirm | Examine objects, open doors, climb/descend stairways, attack, etc. Confirm menu selections. |
| right analog stick/ ○ R3 button | Call | Move the right analog stick in the correct direction for the call you want to make. You can change your call by pressing L2 while moving the right analog stick. (See page 15.) |
| ▶ button START | Status Screen | Display the Status Screen. |
| ■ button SELECT | Option | Display the Option Screen. |

ZOMBIE WAR!

RESIDENT EVIL OUTBREAK is the newest installment in
Capcom's *RESIDENT EVIL* series of games for PlayStation 2.

It features revolutionary *RESIDENT EVIL* gameplay and
multiplayer scenarios that you can enjoy offline or online.

Take on the role as one of the last few distraught
survivors of Raccoon City.

This time, it's personal!

CHARACTERS



KEVIN RYMAN

OCCUPATION
Police Officer

Officer Ryman works for the Raccoon City Police Department. He possesses superior athletic abilities and is an outstanding shot. A all-round good guy, he's a dyed-in-the-wool optimist who doesn't dwell on petty matters. His happy-go-lucky personality sometimes works against him — he's failed the S.T.A.R.S. selection process twice.

PERSONAL ITEM
Special .45 Automatic

Exhibiting a high level of power, the Special .45 Automatic is Ryman's favorite weapon. (Other weapons in the game can be used in a similar way.)

▼ To reload, use *.45 Auto Bullets*.

SPECIAL ACTIONS

▼ **KICK**

Press **○** + **R1**

Unleash a violent kick that makes the enemy wobble about. Compared to the tackle, this kick can be dealt far more rapidly. When you're surrounded by Zombies and it comes to a showdown, this move can really come in handy.

▼ **TAKE POT SHOTS**

Press and hold **R1**, then when your stance changes, press **×**

When Kevin is equipped with his pistol he can take aim and fire. The enemy will sustain heavy damage.

Note: Some handguns cannot be aimed.



MARK WILKINS

OCCUPATION
Security Guard

Currently working for a security company in Raccoon City, Mark is a Vietnam veteran. Over 50 years old, his robust strength has not diminished. He has tasted the emptiness of war, and now, more than anything, he just wants to live in peace.

PERSONAL ITEM
Handgun

This is Mark's favorite gun. (Other guns in the game can be used in a similar way.)

▼ Use *Handgun Bullets* to reload this weapon.

SPECIAL ACTIONS

▼ **GUARD**

Press **○** repeatedly while pressing **R1**

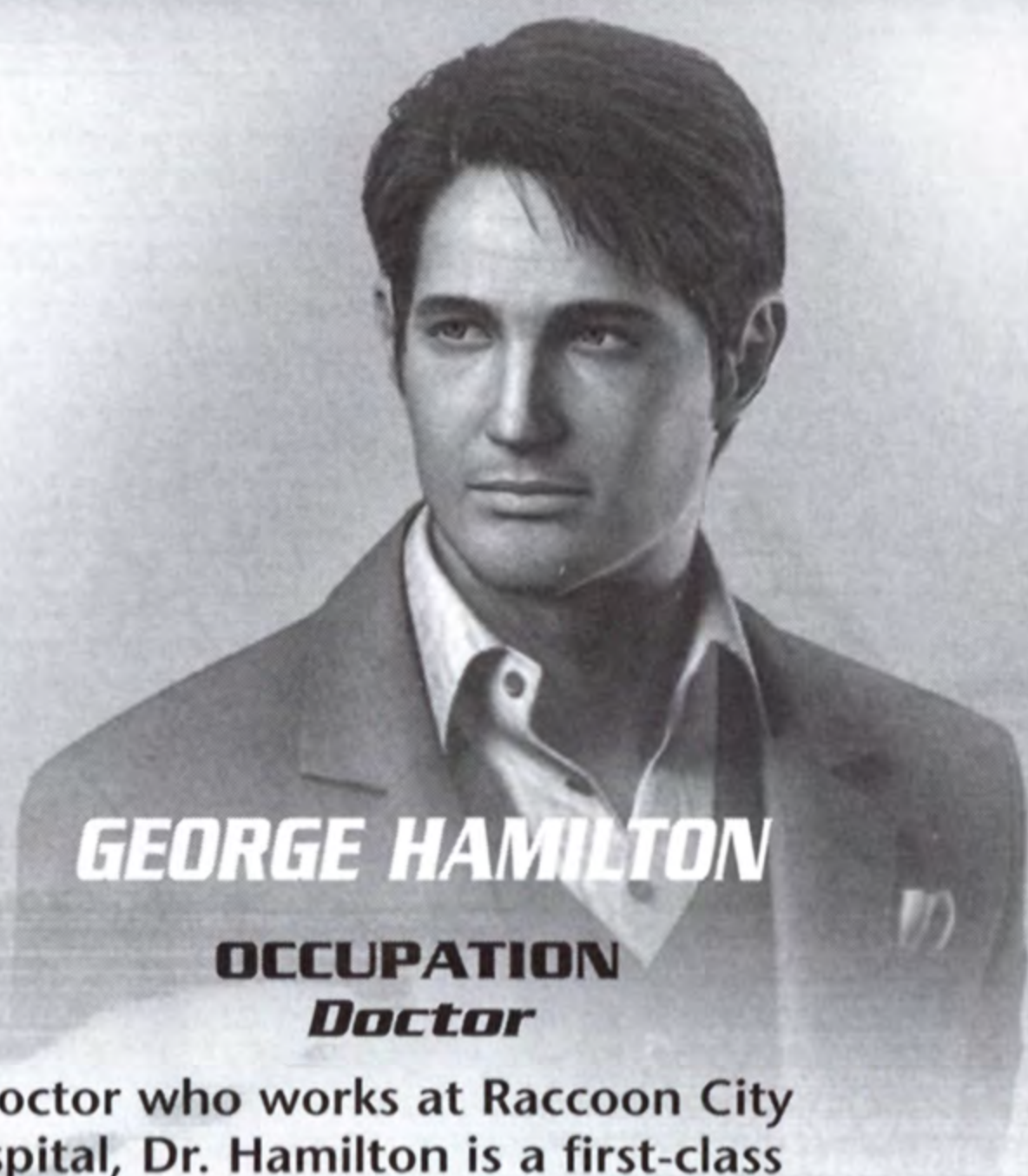
If Mark is on guard when enemies attack, he can repel them.

Note: Mark cannot protect against Viral Infection or defend against some attacks.

▼ **FULL SWING**

Press and hold **R1**, then when your stance changes, press **×**

Mark can execute his special body moves only when equipped with a clubbing weapon (an iron bar, for instance). When he channels all his physical strength into one attack, he does an impressive amount of damage.



GEORGE HAMILTON

OCCUPATION
Doctor

A doctor who works at Raccoon City Hospital, Dr. Hamilton is a first-class surgeon. He doesn't exactly take the lead and call the shots, but he does possess a cooperative spirit and the knack of easily acquiring other people's trust.

PERSONAL ITEM
Medical Set

Using the *Prepare* command, George can mix a variety of different herbs in his Medical Set and prepare a range of useful cures.

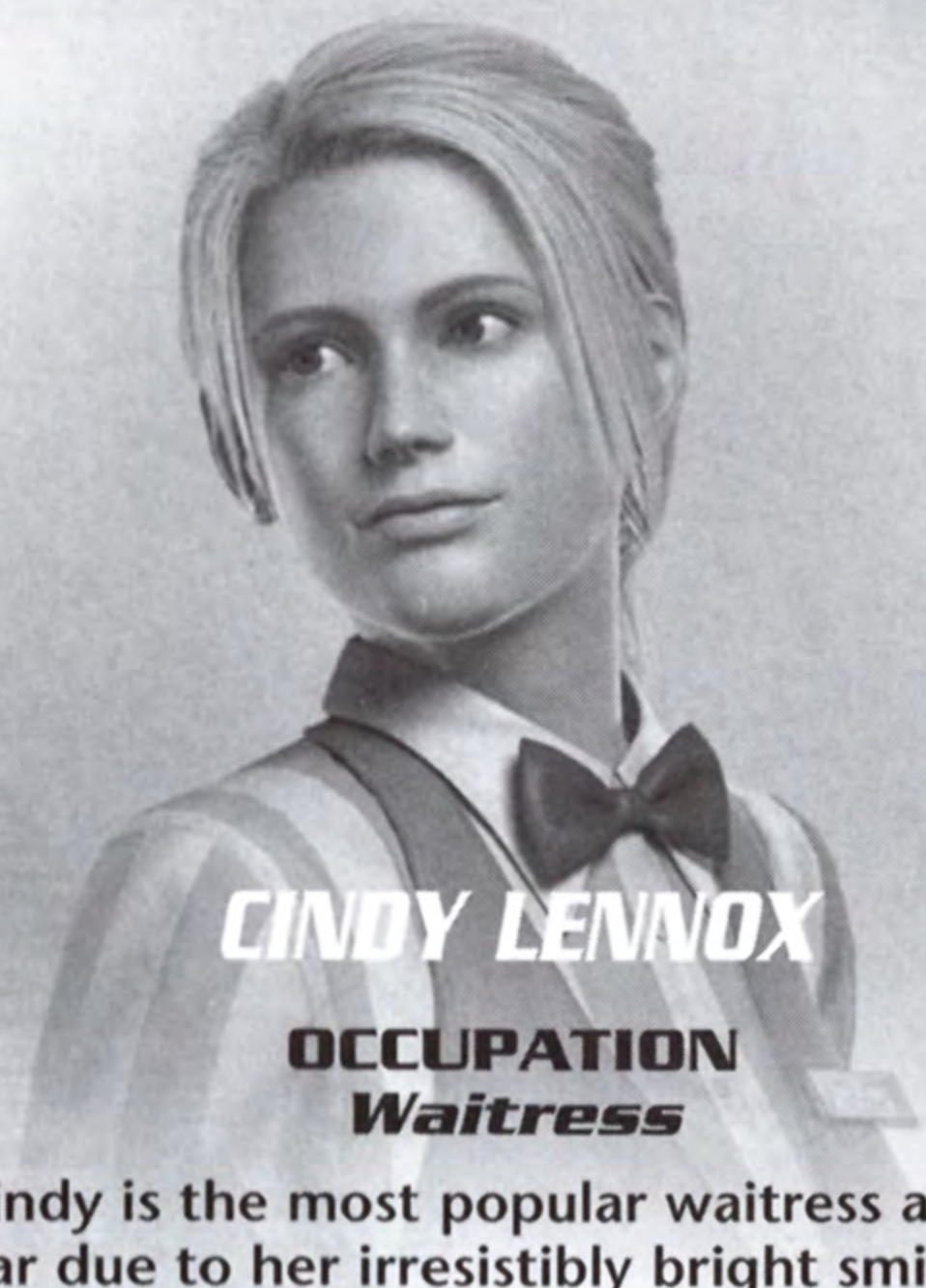
- ▼ Try combining herbs in as many ways as you can think of to discover new medicines.

SPECIAL ACTIONS

▼ **TACKLE**

Press **○** + **R1**

After an enemy's attack, George counterattacks with a tackle. Change the timing of the tackle by holding down **○**.



CINDY LENNOX

OCCUPATION
Waitress

Cindy is the most popular waitress at J's Bar due to her irresistibly bright smile. She's a helpful, service-oriented person who always thinks of other people first. Even in extreme situations, she quickly rallies her courage and adapts to the reality of a harsh society.

PERSONAL ITEM
Herb Case

The Herb Case lets Cindy individually store each of the numerous herbs she can find. Herbs can also be mixed together directly inside the case, though you cannot store multiple amounts of mixed herbs.

- ▼ To operate the Herb Case, select the *Herb Case* command on the Status Screen. The contents of the Herb Case will be displayed.
- ▼ To treat other characters, move up close to them, choose an herb, and select the *Aid* command.
- ▼ To mix and prepare herbs:
 1. Select an herb in the Herb Case.
 2. Select the *Combine* command.
 3. Select the herb you would like to combine with and press **⊗**.

SPECIAL ACTIONS

▼ **DUCK**

Press **○** + **R1**

In the blink of the eye, Cindy can duck and elude an enemy's attack — an effective tactic when it looks like an enemy is about to charge.



DAVID KING

OCCUPATION
Plumber

A quiet worker, David doesn't talk much about his past. It's not because he's unfriendly; he's just a man of few words. With sharp eyesight and deft movements with his knife, he proves his worth getting around in a scene of bloodshed.

PERSONAL ITEM *Toolbox*

The toolbox holds many useful tools:

- ▼ *Folding Knife* — Can be used as a weapon.
- ▼ *Lug Wrench* — Use as a Special Action with *Lug Wrench Throw* (see below).
- ▼ *Junk Parts* — When you use the *Put Together* command, these Junk Parts will fix a broken item.
- ▼ *Duct Tape* — When you assemble specific items to make weapons, you'll use the Duct Tape. (The Toolbox holds only a limited amount of Duct Tape.)

SPECIAL ACTIONS

- ▼ **LUG WRENCH THROW**
Press **○** + **R1**

Throw your Lug Wrench to make this attack. The number of wrenches you have is limited, so make them count.

- ▼ **CONTINUOUS KNIFE ATTACK**
Press and hold **R1**, and repeatedly press **⊗** 3 times with the correct timing
Attack enemies without touching them. You can use this Special Action only when you're equipped with an edged tool such as a knife.



ALYSSA ASHCROFT

OCCUPATION
Journalist

Alyssa writes for the local paper. She has an insatiable appetite for collecting every bit of information she can dig up. With her strong personality, she is a sore loser who often clashes with others. Even though she's stuck on herself, she'll take care of others in a pinch.

PERSONAL ITEM *Lock Picks*

Use these tools to wrench your way through simple locked doors.

Note: Some doors don't respond to the Lock Picks and will only open with a Key.

1. Select *Picking Tools* from the Item Menu. Select one of the four different types and choose the *Use* command.
2. Stand in front of a locked door. Press **⊗** repeatedly until the door opens.
Note: The time required to unlock a door depends on the Lock Pick. Using the right tool to fit the door will shorten the time.
3. Press **△** to cancel the lock picking.

SPECIAL ACTIONS

- ▼ **BACK STEP**
Press **○** + **R1**

When an attack is imminent, Alyssa can move swiftly backward to evade it.

- ▼ **TAKE POT SHOTS**
Press and hold **R1**, then when your stance changes, press **⊗**

When Alyssa is equipped with her pistol she can take careful aim and fire. The enemy will sustain more damage.
Note: Some handguns cannot be aimed.



JIM CHAPMAN

OCCUPATION
Subway Agent

An agent with the Raccoon City subway, Jim is friendly and cheerful, but sometimes reveals a hesitant side. Even though he means well, he talks too much and sometimes bothers people around him. To his credit, he has strong powers of intuition and is skillful at solving puzzles.

PERSONAL ITEM *Coin*

Jim always carries his lucky Coin. A casual coin toss can change his destiny.

- ▼ Select the Coin from the Item Menu and then select the *Use* command.

SPECIAL ACTIONS

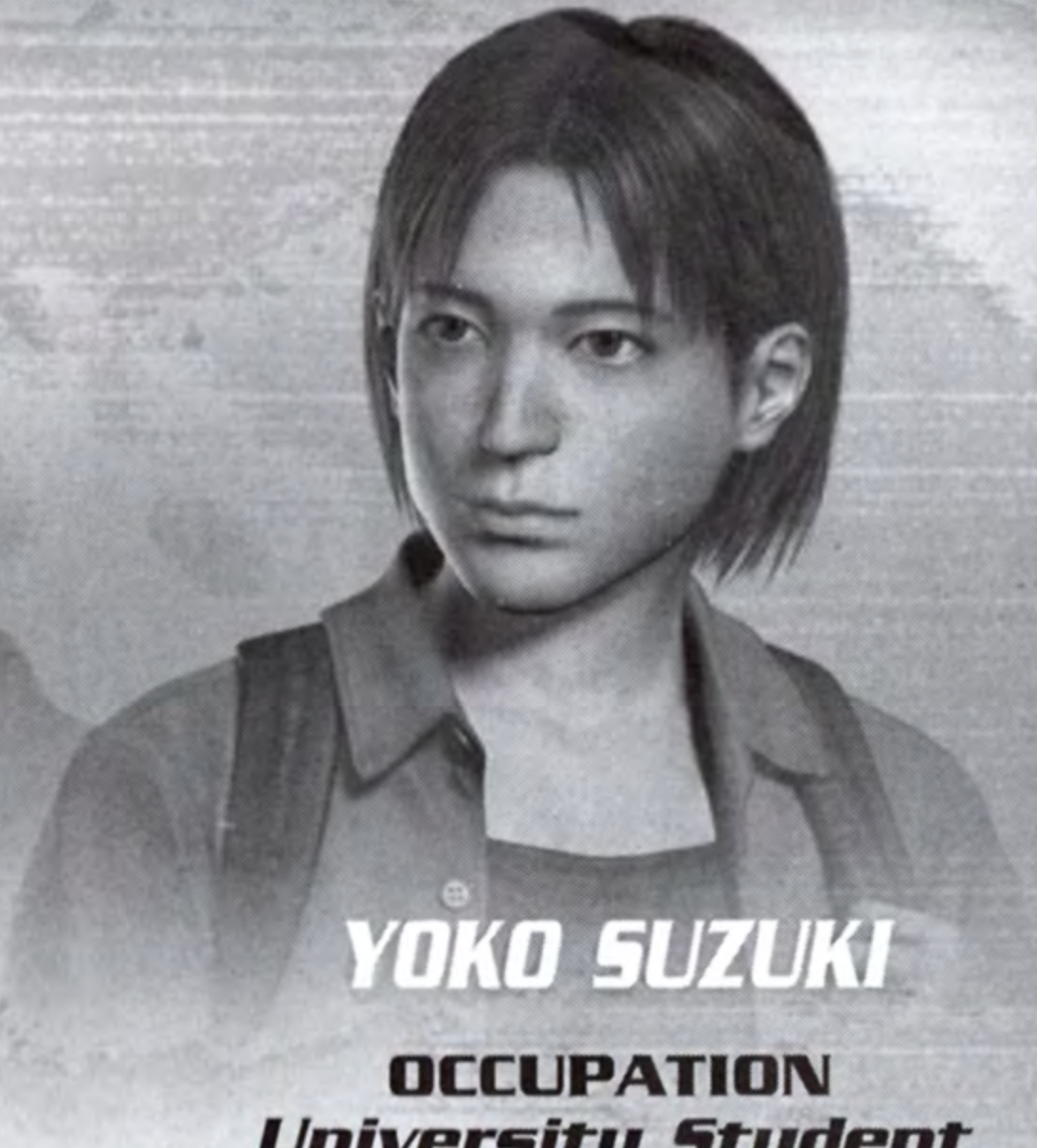
▼ **PLAY DEAD**

Press and hold **○** while pressing **R1**

Enemies ignore Jim while he is playing dead, so this skill is particularly useful when he's surrounded. Since the speed of the Virus Gauge increases when Jim plays dead, use this skill carefully.

▼ **ITEM SEARCH**

When Jim enters a room and the Map is open, the positions of items in that room appear as question marks on the Map (though the Item types are not specified).



YOKO SUZUKI

OCCUPATION
University Student

As a result of her studies, Yoko is extremely knowledgeable about computers. She has a quiet, reserved personality, but the strength of her inquisitive mind emerges with a surprising toughness. Once she gets focused on something, it's hard to distract her attention.

PERSONAL ITEM *Knapsack*

Along with the usual four items, Yoko can hold an additional four items in her Knapsack for a total of eight in all.

- ▼ To move items into and out of the Knapsack, select an item in the Knapsack and choose the *Switch* command. Then select an item from the Item Menu and press **×** to make the trade.

SPECIAL ACTIONS

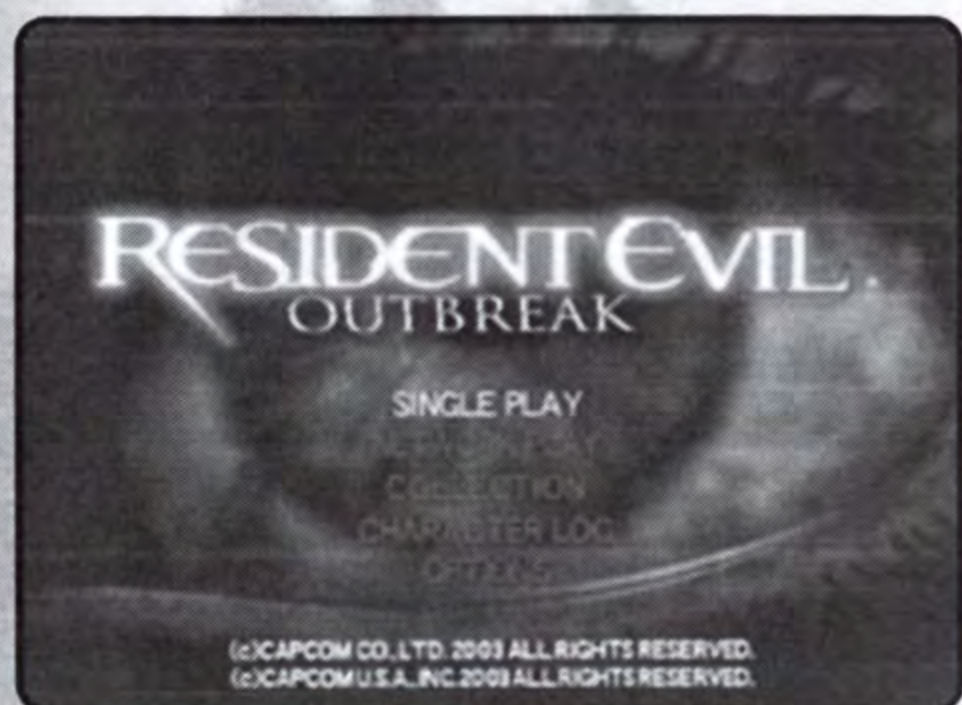
▼ **ESCAPE**


Press and hold **○** while pressing **R1**


When it looks like Yoko is going to be attacked, she can evade injury and take several steps away. The distance Yoko runs depends on how long you hold down **○**.

GAME PLAY

THE MAIN MENU



Turn on the power to your PlayStation 2 and press . The Main Menu will appear. If you are using a memory card containing *RESIDENT EVIL OUTBREAK* save game data in MEMORY CARD slot 1, the data will load automatically.

Use the left analog stick or directional buttons to highlight the option of your choice, and press  to confirm your selection. To begin a game, select either *Single Play* or *Network Play* from the Main Menu.

- ▼ *Single Play* — 1 Player. Proceed through the game, assisted by computer operated non-player characters (NPCs).
- ▼ *Network Play* — 1 to 4 Players. When you connect to the network, this mode lets you enjoy playing games with players across the country. (See page 21.)
- ▼ *Collection* — Get your hands on bonus features depending on your result points acquired in either Single Play or Network Play. Select this option to see your prizes. (See page 19.)
- ▼ *Character Log* — Browse through data, records, and other information for different characters. (See page 20.)

- ▼ *Option* — Set various game preferences, including the controller button configuration. (See page 20.)
- ▼ *HDD Install* — You can install data on the special PlayStation 2 hard disk drive. Although you can play a game without installing data, doing so will shorten loading time and allow for more seamless play. (See page 20.)

GAME OBJECTIVES

Hordes of difficulties await you in *RESIDENT EVIL OUTBREAK*. For most of the game, your object is to fight against time, escape or destroy enemies who are trying to take your life, and somehow survive.

While you figure out the riddles in each scenario, you will also dig up the last, secret objective.

DAMAGE

When attacked by an enemy, you incur damage. If you're attacked beyond a certain level of damage, you enter a state of near death.

In this state, most of your activity is limited, and the speed of your Virus Gauge increases (see page 13). If you don't use a regenerative item right away, or if another player doesn't offer to "shoulder" you (see page 15), then you're in danger.

You can check your degree of damage on the Status Screen Electrocardiogram (see page 13). The color of the text shows your damage level.

- ▼ *Green* — Fine (normal)
- ▼ *Yellow* — Caution (low damage)
- ▼ *Orange* — Caution (medium damage)
- ▼ *Red* — Danger (heavy damage)


UNUSUAL STATUS

The Electrocardiogram also displays your unusual status, if any: *Bleeding* or *Poison*.

- ▼ *Bleeding* — You will bleed when you are attacked by enemies, go through various events, and so on. In this state, your movements and physical power decrease slowly. After a fixed period of time, your status returns to normal. If you find a special item, you won't have to wait for the time to expire before your status returns to normal.
- ▼ *Poison* — Poison infects you during specific enemy attacks. In this state, your physical power decreases slowly. You must use a specific item to revive yourself after a poison attack.

GAME OVER

A game ends as a result of Viral Infection or a Fatal Event.

- ▼ *Viral Infection* — **You begin the game infected by the virus.** The Virus Gauge in the Status Screen increases both over time and when an enemy attacks you. In Network Play, when the gauge reaches 100%, you become a Zombie. In this state you can attack other players, open doors, and so on by pressing . After a fixed period of time, the game ends.
- ▼ *Fatal Event* — Various kinds of events, room gadgets, and so on can result in game over.

SAVING GAME DATA

Save game data include game history, results and Collection Mode features. After ending a scenario, you'll have the option to save all game data. You can also save game data in Option Mode from the Title Screen. (See page 20.)

Once game data are saved, you can load them from Option Mode to continue play.

Warning! In Network Play, there is one set of saved data per character. If you begin a New Game using a character that already has saved data, the data will be overwritten. Be careful! Once data are overwritten, they cannot be restored.

PAUSING THE GAME

In Single Play Mode, you can pause the game and record your current status by checking the typewriter you'll find in set locations. When you pause the game, you return to the Title Screen and *Pause Data* appears on the screen. Your game data is temporarily saved while the game is paused.

When you want to return to the game, select *YES* on the Pause Screen. You'll resume play from the point where you paused. If you select *NO*, you'll return to the Select Scenario Screen. At this point you can play the scenario again, or choose a different one to play.

In either case, the temporarily saved Pause data will be erased. If you die, you cannot reset to a save.

ACTION!

EXAMINE/OPEN

Press **X** in front of areas that interest you

- ▼ Examine something in front of you and see if a message appears. If you press **X** in front of a door, you'll open the door.
- ▼ Check out all kinds of places, since hints you'll need in order to survive might be hidden, just waiting for you to check them out. (If no message appears, there is nothing to find.)

ATTACK STANCE/ATTACK

Using **R1** or **R2**, move into attack stance and press **X** to attack

- ▼ Attack with your current weapon. While in attack stance, move the left analog stick or directional buttons **↑** and **↓** to raise or lower your weapon. (The position of some weapons cannot be changed.)
- ▼ If you are not equipped with a weapon, assume an attack stance and press **X** to release a tackle attack. While in the attack stance, press **X** + **↓** to perform a low kick attack.

If you use **R1** to guard, you will automatically face the nearest enemy. If you use **R2**, you will guard in the direction you are currently facing.

RELOAD

Hold **L1** to reload your weapon

- ▼ When your equipped weapon runs out of bullets, continually pressing **L1** will reload your weapon. (You must have backup ammo to reload.)
- ▼ You can also reload your weapon with backup bullets on the Status Screen. (Continue loading until your backup ammo is depleted to fully equip your weapon, or press **△** to cancel at any point during the reload.)

Note: Some items exist that allow you to reload in one motion. Some weapons cannot be reloaded.

PUSH/BAR THE DOOR

Move continually in the direction of the object you want to push

- ▼ Stand close to an object and move continually in the direction you want to go to push it.
- ▼ Hold a door shut by continuously pushing in its direction. You can do this for a fixed period of time to protect against enemies who are trying to invade the room.

CLIMB UP/DOWN

Press **X** in front of a step, to grip ladders, and to pull yourself up while descending

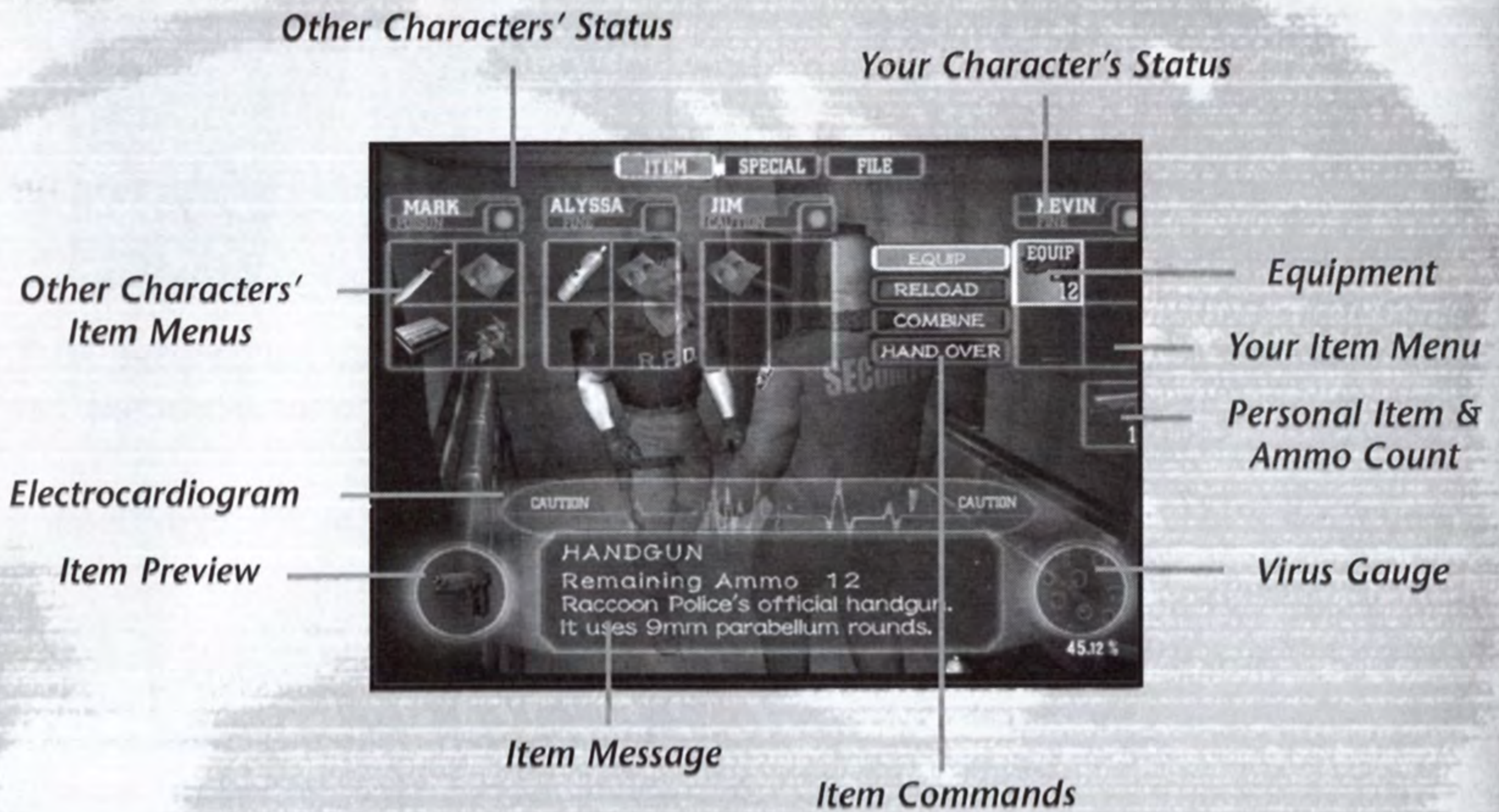
- ▼ When you come to multi-level areas, press **X** to climb up or down.
- ▼ When in front of a ladder, press **X** to grip the ladder. Then move the left analog stick or directional buttons **↑** and **↓** to maneuver up and down.
- ▼ When you make a mistake and fall and grab a ledge, press **X** repeatedly to pull yourself back up.

SPECIAL ACTIONS

Press **R1** or **R2** to move into attack stance, and then press **○**

- ▼ After assuming an attack stance, press **○** to use your Special Actions. (Character-specific attack, protect and evade movements are all different.)

STATUS SCREEN



During the game, press **START** to display the Status Screen. Here you can get a good grasp of your own and other players' status and item techniques.

From this screen, you can display the File and Special Item Screens (see page 18). Use **L1** and **R1** to place the cursor in the top portion of the screen to move among various subscreens.

Press either **START** or **○** to close the Status Screen.

- ▼ **Other Characters' Status** — Displays the names, conditions, and level of Viral Infection of other players in the same room.
- ▼ **Your Character's Status** — Shows information about your player character. The character's condition changes with the Electrocardiogram. The Simple Virus Gauge adjusts with the Virus Gauge, and its color changes gradually.
- ▼ **Other Characters' Item Menus** — Displays items belonging to other players in the same room.
- ▼ **Electrocardiogram** — Displays your player's current condition.
- ▼ **Item Preview** — Displays your currently selected item.
- ▼ **Equipment** — An Equip mark shows currently equipped items.
- ▼ **Your Item Menu** — Lists the items you are currently holding.
- ▼ **Personal Item & Ammo Count** — Displays each character's Personal Item and amount of ammo remaining, if relevant.
- ▼ **Virus Gauge** — Displays your character's Viral Infection status.
- ▼ **Item Message** — Displays information about the selected item.
- ▼ **Item Commands** — Move the cursor over your player's or other characters' items and press **X** to display item commands such as *Use* and *Combine*.

ITEMS

GETTING/CHANGING ITEMS

Press **X** in front of an item

- ▼ Press **X** in front of an item to open the Status Screen. Move the cursor over a blank space in the Item Menu and press **X** to pick up the item.
- ▼ To replace an item you have, move the cursor over another item and press **X**. The item you have will be exchanged with the item just chosen.

USING ITEMS

Press **X** to select Use

- ▼ Display the Item commands and select Use. Then press **X** to use the item.

EQUIPPING ITEMS

Press **X** to select Equip

- ▼ Display the item you want to equip, select *Equip*, and then press **X** to equip yourself with that item.

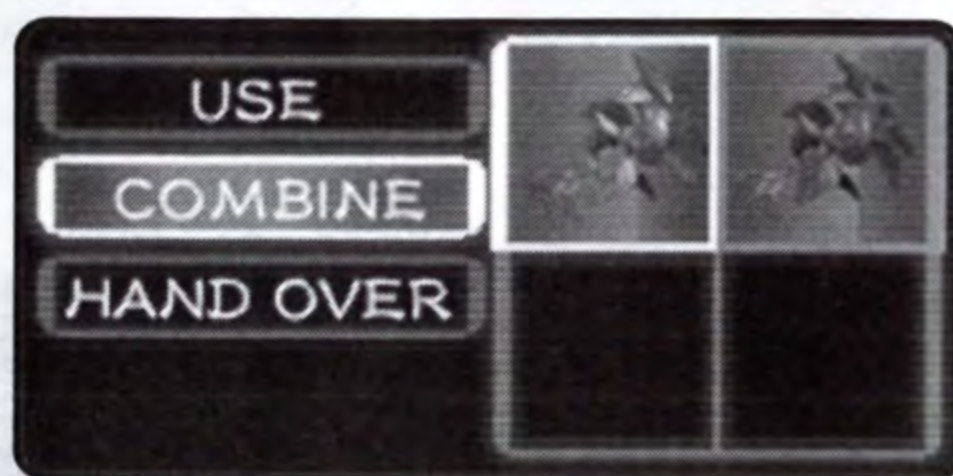
Note: You can only equip items that are available.

- ▼ An item must be equipped in order to use it. If you have a weapon in your hand but do not select *Equip*, you will not be able to attack with it.

COMBINING ITEMS

Some items can be combined with other items, such gun bullets (useful items), herbs (special effects items), and so on. To combine items:

1. In the Item Menu, move the cursor over the first item you want to combine and display the Item commands. Select *Combine* to display the Combine cursor.



2. Move the Combine cursor over the second item to be combined and press **X**.
3. The item created by the combination will be displayed.

Example:

Combining a gun with a bullet:

When you combine a gun with bullets, the bullets reload the gun. Once you do this, any weapon that is automatically reloaded in the game will be re-equipped. You can load the gun completely or load all the bullets until they are depleted. Press **○** at any time to stop the reload. While reloading, you cannot move from your current position.

PUTTING TOGETHER PERSONAL ITEMS

You can assemble specific Personal Items using items from the Item Menu. For example, if you put an item from the list with Yoko's Personal Item, that item will be stashed away in her Knapsack. You can move the contents of the Knapsack by moving the cursor over it and pressing **X**.

TEAM ACTION!

SHOULDERING TEAMMATES

Press **X**

- ▼ Move alongside a damaged partner and press **X** to assist that character with your shoulder.
- ▼ You can move while being supported by a teammate's shoulder, but you cannot attack.

HELPING TEAMMATES UP

Press **X**

- ▼ Move alongside partners and NPCs who are hanging over a ledge and press **X** to pull them up.

CALLING TO OTHER PLAYERS

Hint: If you can persuade other partners to help you out, your odds for survival will increase dramatically.

right analog stick/**R3**

- ▼ **CALL A** — right analog stick alone:

↑: Go!

When you're not performing any other action and you make a call, you will point in the direction you are facing.

↓: Come On!

When you're not performing any other action and you make a call, you will beckon in the direction you are facing.

←: Help!

→: Thanks!

R3: Wait!

Push down the right analog stick to motion to your partners to stay where they are.

- ▼ **CALL B** — right analog stick + **L2**:

↑: Call the names of other characters in front of you.

↓: Yes!

←: Call the names of other characters to your left.

→: Call the names of other characters to your right.

R3: No!

Push down the right analog stick to motion to your partners to stop what they're doing.

AD-LIB CONVERSATION

Press **□**

- ▼ When you press **□**, a remark appropriate to the situation appears.
- ▼ Press **□** to reply to another player's remark and establish a conversation. In certain situations, if you repeat a reply to a remark, the conversation will continue for awhile.

Hint: You can gather game hints through conversations with other characters.

REQUESTING AN ITEM

When you want an item that another character is holding, you can make a request. You can only take possession of an item held by another character when you and that character are in the same room.

1. On the Status Screen Item Menu, move the cursor over the item you want to take from another character, and press **X**. The *Request* command will appear.

2. When you press **X** again the item will appear on the Request side of the screen in text form.

Hint: When the character you are requesting an item from opens the Status Screen, you can no longer view the Request display. After making a request, if you get no reply from the other character, try repeating the request.

OFFERING AN ITEM

You can also offer items on your Item Menu to other characters. When an item has been requested, follow these steps:

1. On the Status Screen Item Menu, move your cursor over the item that you want to hand over and press **X**.
2. Select the *Present* command and press **X** to complete the hand over.

When offering an item, move the left analog stick or directional buttons **←** and **→** to change the direction of the hand off.

When the item is taken, move alongside the other player and press **X**.

SHORTCUT OPERATION

On the Status Screen, if you move the cursor over an item you want to hand over and press **□**, you can hand over the item immediately. You won't need to select an Item command.

OBTAINING ITEMS FROM CORPSES

You can recover items from other characters who have died or become Zombies. Open the Status Screen in rooms where you've found the corpse of another character or where a character has become a Zombie. Then:

1. The dead character's Item Menu is displayed. Place your cursor over the item you want and press **X**. The *Exchange* command appears.
2. Press **X** and a cursor appears on your own Item Menu. Move this cursor to a blank space or to the item that you want to exchange, and press **X**.

Hint: You can confirm the death of other characters on the Map. Sometimes corpses do not remain long in their rooms, so be sure to check the Map often.

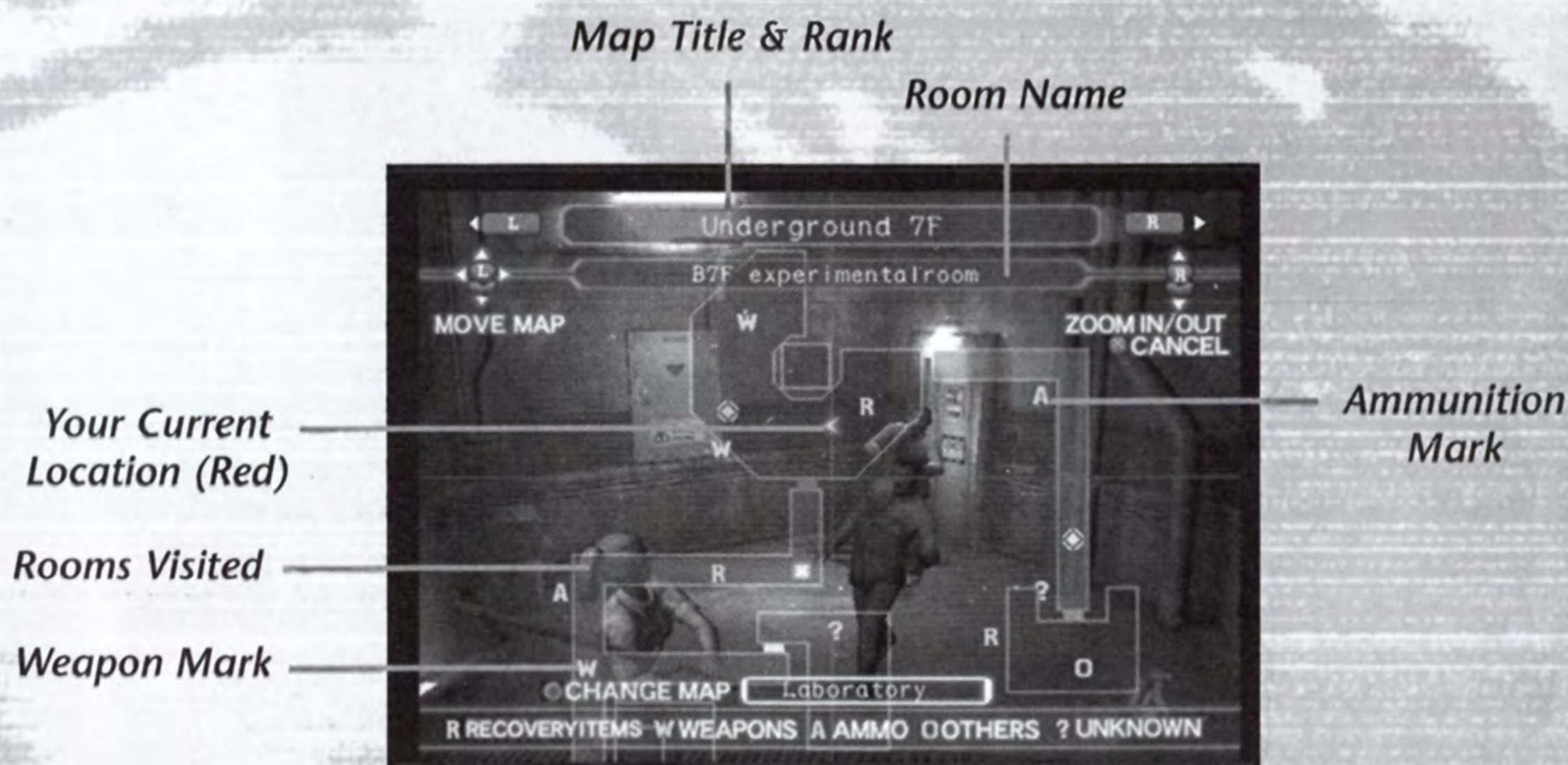
ASKING TEAMMATES TO USE THEIR ITEMS

In Network Play, you can tell other characters that you want them to use an item they're holding.

1. On the Status Screen, move your cursor over an item you want another character to use and press **X**.
2. Select the *Usage Direction* command, and the item that you want to be used will be displayed on the Status Screen in text format.

Hint: When another player opens the Status Screen, you can no longer view the Usage Direction display. If you receive no reply, try repeating your Usage Direction request.

MAP



During gameplay, press to open the Map. Use the Map to check the current position of a player in a room, see how rooms are connected, and so on.

View different areas of the Map by moving the left analog stick. As you move the Map, the name of the room where the red marker is will be displayed.

Note: You can only view rooms on the Map that you've already explored.

Move the right analog stick to zoom in/out. Press to close the Map.

▼ **Map Title & Rank** — Displays the name of the Map you are currently in. Press **L1** or **R1** to change the zoom level of the Map.

▼ **Room Name** — Displays, in red, the name of the room you are in. With the left analog stick, move the Map to center the name of a room on screen. Press to display the Room Map. Press to close the Room Map.

Note: Use the same process to see the names of buildings.

▼ **Rooms Visited** — Rooms you have already visited appear in green on the Map.

▼ **Doors** — Door colors differ depending on the circumstances:

- **Blue Doors** Allow free passage.
- **Red Doors** Are not yet opened.
- **Yellow Doors** Have not been examined.

▼ **Player Marks** — Player marks indicate different circumstances:

- | | | | |
|--|---|--|---|
| | Your current location. | | Location of other characters' voices (green). |
| | Location where a character is dying (yellow). | | Location where a character has died. |

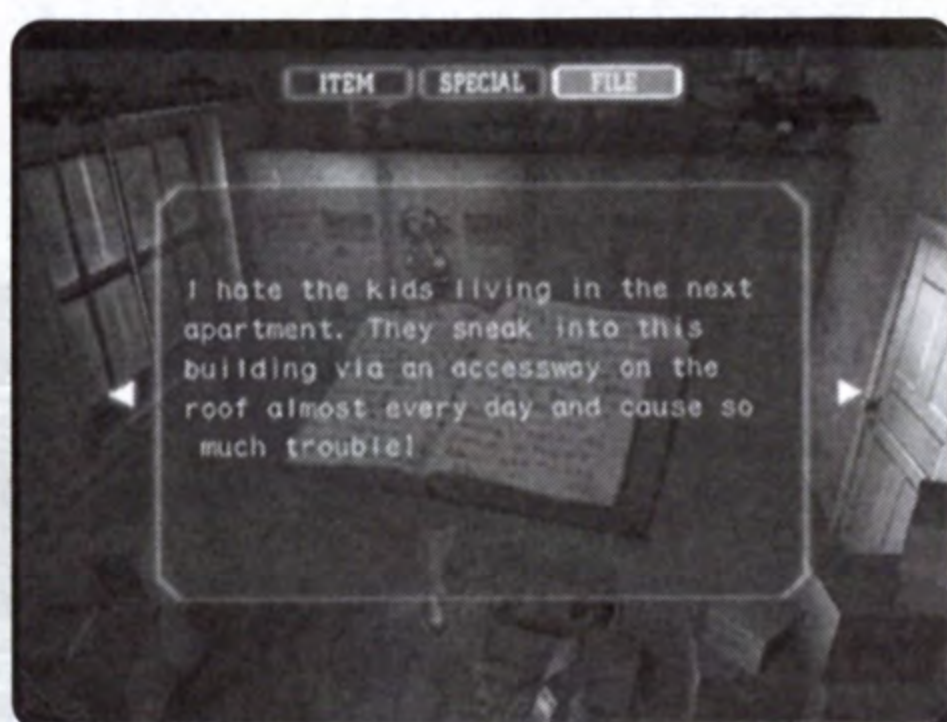
▼ **Item Marks** — Show where you can pick up items that were dropped or replaced.

- | | | |
|------------------|------------------|----------------|
| R — Healing item | W — Weapon | A — Ammunition |
| O — Other items | ? — Unknown item | |

FILE SCREEN

Select *File* on the Status Screen to display the File Screen. Here you can view all the information you've acquired so far.

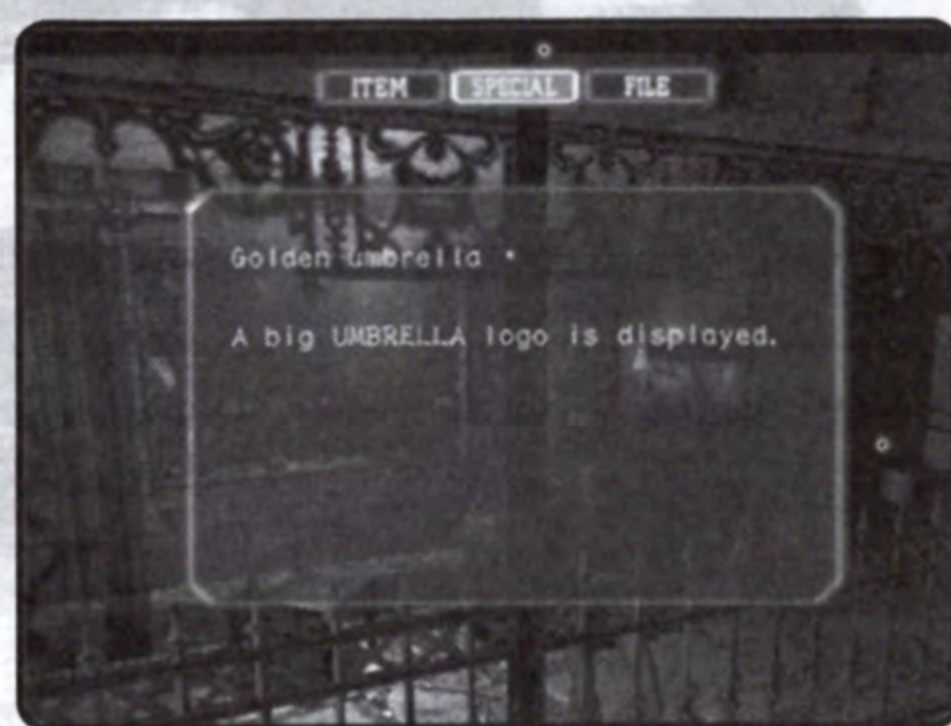
A list of the files and items you currently have will appear. Move the left analog stick or directional buttons **↑** and **↓** to select the file you want to view. Press **⊗** to view its contents. If a file has multiple pages, move the left analog stick or directional buttons **←** and **→** to turn the pages.



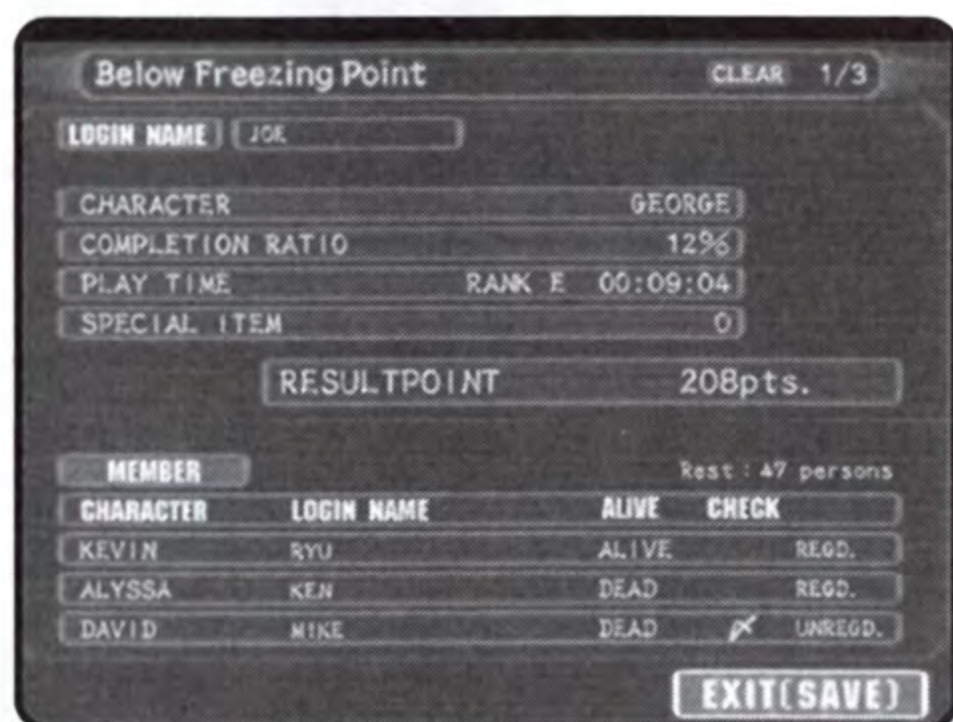
SPECIAL ITEM SCREEN

Select *Special* on the Status Screen to display the Special Item Screen. Here you can view all the Special Items you've acquired so far.

Throughout the game, Special Items are hidden in every nook and cranny. If you obtain these Special Items and clear the game, you can win a large number of result points and purchase bonus features.



RESULTS SCREEN



After you play the first scenario, the Results Screen is displayed (even if you don't clear the scenario).

On the Results Screen, you can confirm the time it took to clear the game, the events you experienced, the items you acquired, and various game play records.

SINGLE PLAY RESULTS SCREEN

The Results Screen consists of several pages. The number of pages differs for each scenario. Press **X** to turn pages. Press **C** to move from the Results Screen to the Save Screen.

NETWORK PLAY RESULTS SCREEN

▼ *Result Points* — The content of your gameplay is evaluated (based on factors such as the time it took to clear a scenario, the events you experienced, and the Special Items you obtained), and you are awarded Result Points. Depending on these Result Points, you can obtain various bonus features in Collection Mode.

▼ *Information on Players You Have Played With* — The Results Screen displays the data of the players who accompanied you through a scenario. Here you can register in the ID List. Players who have registered in the ID List can search for each other and converse in the Free Mode Chat Room. (See page 24.)

COLLECTION SCREEN

Here you can access your bonus features. Press **L1** or **R1** to select a category, then highlight and select the item you want. (You must have the required number of Result Points to acquire a bonus feature.)

- ▼ *Gallery* — View character portraits and stage scenes.
- ▼ *Costume* — Change your character's wardrobe.







- ▼ *Movie* — Play the game's movies.
- ▼ *Sound* — Preview the game's music playlist and sound effects.
- ▼ *Extras* — There's more! Find out what!

Hint: By fulfilling the game's hidden conditions, you can increase the number of available bonus features. Try playing the game in different ways to unlock more, more, more!

CHARACTER LOG

Go to the Character Log to see information about your game, including number of scenarios played, character usage percentages, and various other play data.

OPTION SCREEN

Select *Option* from the Main Menu or press  during the game to display the Option Screen. Select an option to adjust and press . In the submenu, move the left analog stick or directional buttons  /  to select an option and  /  to change the setting.

Note: Some options may not be available, depending on where in the game you accessed Option Mode.

- ▼ *Controller Settings* — Reconfigure the button controls, choosing from three types of pre-set configurations. You can also turn the controller's *Vibration* function *On/Off*.
- ▼ *Sound Settings* — Set your speaker setting to *Stereo* or *Mono* and adjust the volume of the game's *BGM* (background music) and *SE* (sound effects).

- ▼ *Brightness* — Set the screen brightness to its optimum level by adjusting the area below the red line on the color bar to total black.
- ▼ *Screen Adjust* — Use the left analog stick or directional buttons to position the game screen in the center of your TV.
- ▼ *HDD Settings* — Choose whether or not to use the game data installed on the hard disk drive (see below).
- ▼ *Save/Load* — Save current game data or load previously saved data.
- ▼ *Exit* — Close the Option Screen.
- ▼ *Quit Game* — End your game.

HDD INSTALL

Use this feature to optionally install game data on the PlayStation 2's hard disk drive. Doing so will shorten loading time and provide more seamless gameplay.

- ▼ You need at least 1024MB of free space on the hard disk drive in order to install *RESIDENT EVIL OUTBREAK* game data.

- ▼ While installing data, do not turn off the power, reset the system, or remove the hard disk drive. Doing so could destroy your game data.
- ▼ You can play a Mini Game while data is being installed. Use the directional buttons or left analog stick to move the puzzle and complete the picture. When you clear one picture, the next will appear.

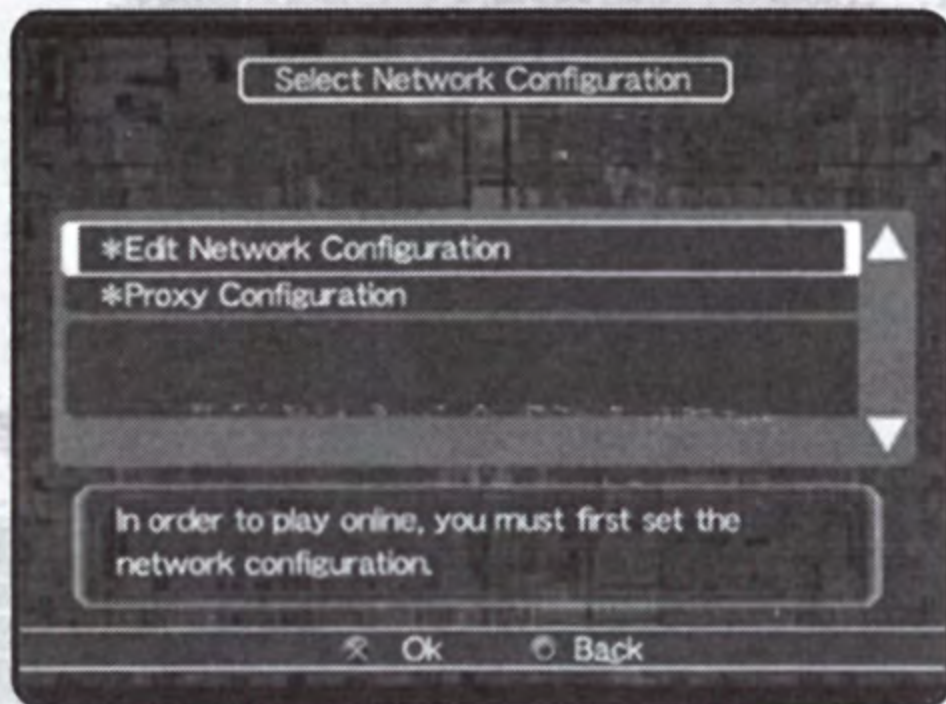
NETWORK PLAY

FOR EXISTING USERS

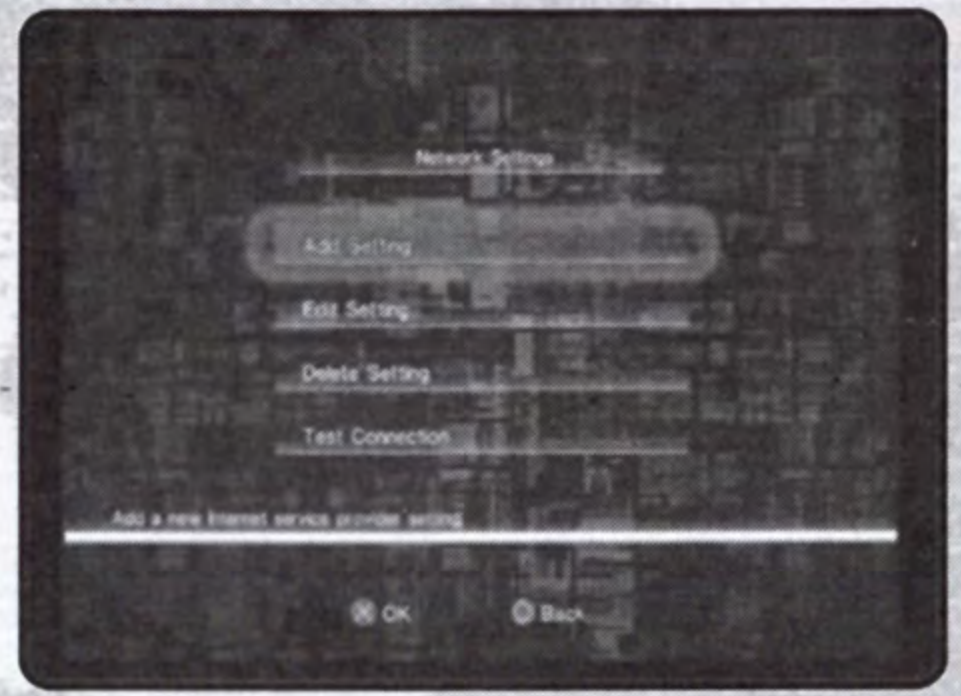
If you are an existing user from *AUTO MODELLISTA™* for PlayStation 2, you can use your existing user name in *RESIDENT EVIL OUTBREAK*. To reload your *AUTO MODELLISTA* user name:

1. Go to *Edit Account*.
2. Select *Support*.
3. Select *Reset Login*.
4. At the User Name and Password Entry Screen, enter the exact user name and password from *AUTO MODELLISTA*.
5. Select *Submit*, and then save the data to your memory card. You can now play *RESIDENT EVIL OUTBREAK* using your *AUTO MODELLISTA* user name.

NETWORK SETTINGS



1. Select your network configuration from the Select Network Configuration Screen and press **X**. The screen above appears if the network setting was configured prior to starting play on *RESIDENT EVIL OUTBREAK*. The Edit Network Configuration option is only available once the network configuration has been created.



2. Select *Add Setting* to create a new network configuration and press **X**. The screen above appears only if a *Network Configuration File* has not been created.



3. The screen above lists the network Adaptor (Ethernet/modem)(for PlayStation®2) currently installed. Press **X** to confirm your selection.

Note: Once the device is selected, it cannot be changed until you reset the system.

4. The Network Adaptor Start Up Disc is required in order to configure a PPPoE setting. You will be asked for the User ID and Password of your ISP.
5. To use DHCP, select *Not Required* for the User ID and Password, and *Auto* for the remaining options. Press **X** to confirm and finish the setup.

- For Static IP address entry, choose *Manual*. You will need to enter the IP address manually. Continue by selecting different IP properties. To proceed to the next screen, press the directional buttons ← or →.
- Follow the onscreen instructions to name the settings and save. Then proceed with the connection test.



- Follow the onscreen instructions to set up *Proxy Configuration*, which is required to connect to the Web.
- Finally, connect to the Web.

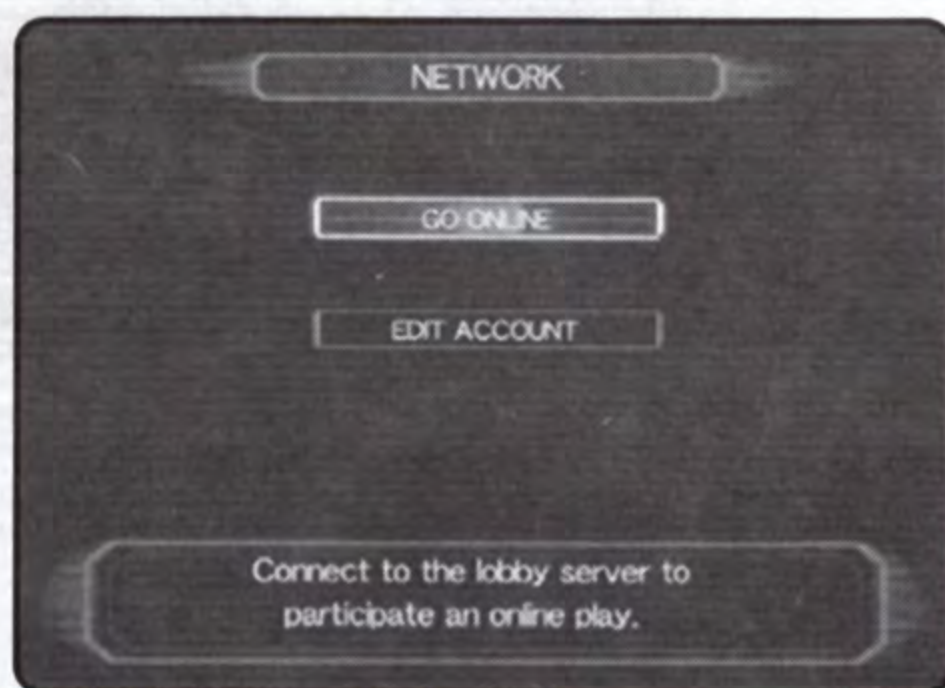
FIREWALLS

In order to join or host a *RESIDENT EVIL OUTBREAK* game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable **PORT FORWARDING**. You will need to route, or forward, all data on port(s) 1027-65535 (UDP) and 10127 (TCP) to the IP address assigned to your PlayStation 2 console.

Note: Users using DHCP must ensure that their PlayStation 2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation 2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always get to your PlayStation 2 console.

if you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation 2 console directly to your DSL modem, cable modem or other broadband device.

NETWORK MENU

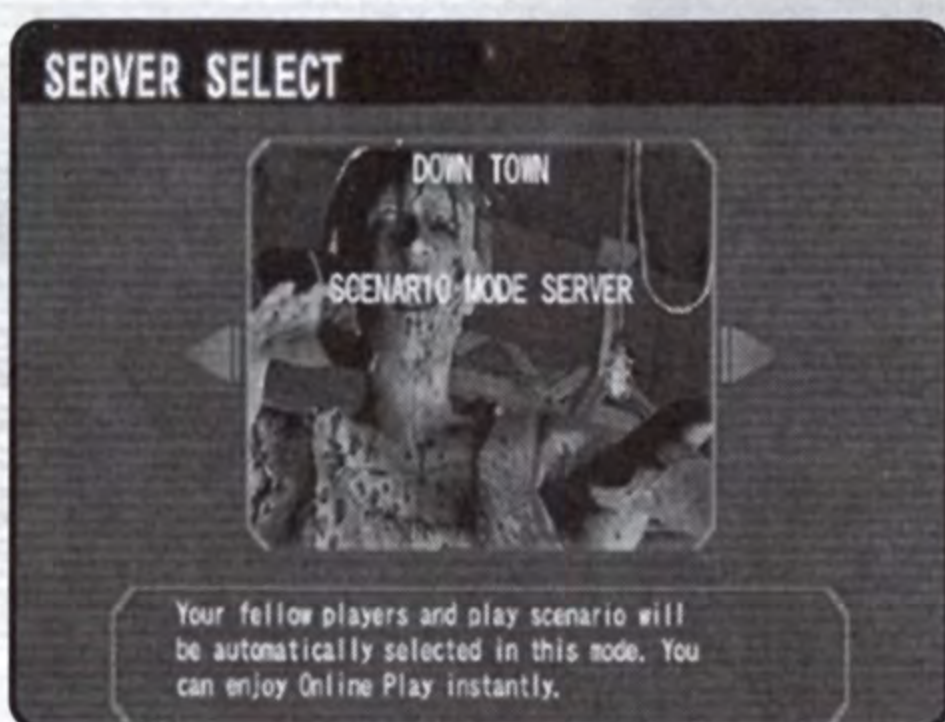


- Select *Go Online* to access the online game using a registered name and password.
— or —
Select *Edit Account* to create a new account, edit account information, and access other account or service options.
- You must save the login name to a memory card to enter the Lobby.

WEB REGISTRATION/ PASSWORD ENTRY

Use the soft keyboard to enter the password you used when registering.

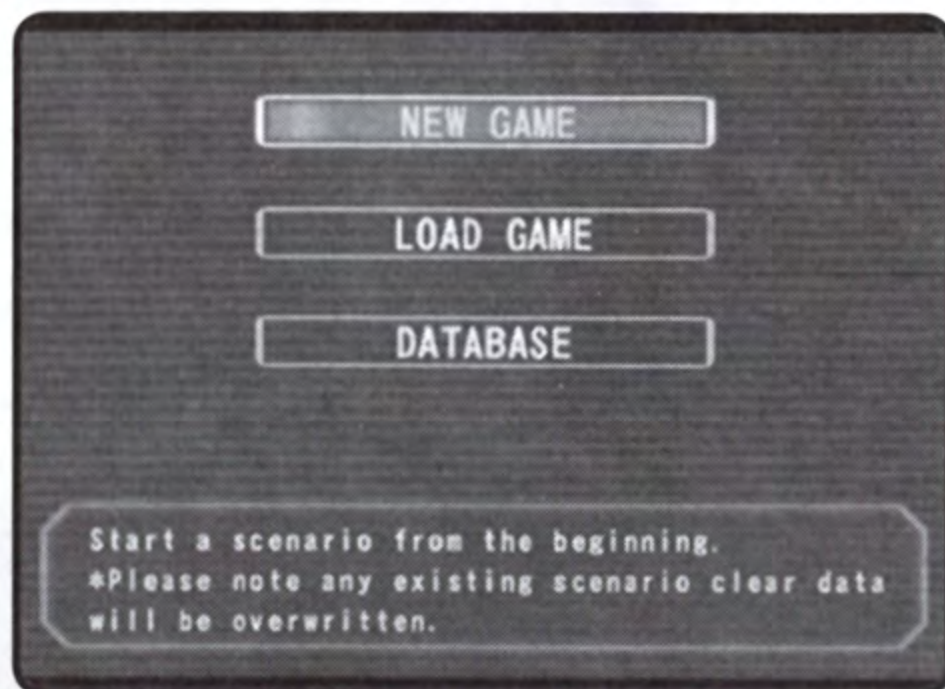
LOBBY MAIN MENU



Upon entering the Lobby, you'll see the Lobby Main Menu, where you can select either *Scenario Mode* or *Free Mode*.

SCENARIO MODE

MAIN MENU



When you select Scenario Mode, its Main Menu is displayed. Use the directional buttons/left analog stick to make your selection, and press **X**.

- ▼ *New Game* — Select this option to start a new Scenario Mode game.
- ▼ *Load Game* — Select a save game data file to continue play from the point where the game was saved.
Note: You can only save one file per character.
- ▼ *Database* — Check information from Capcom and the nationwide rankings.

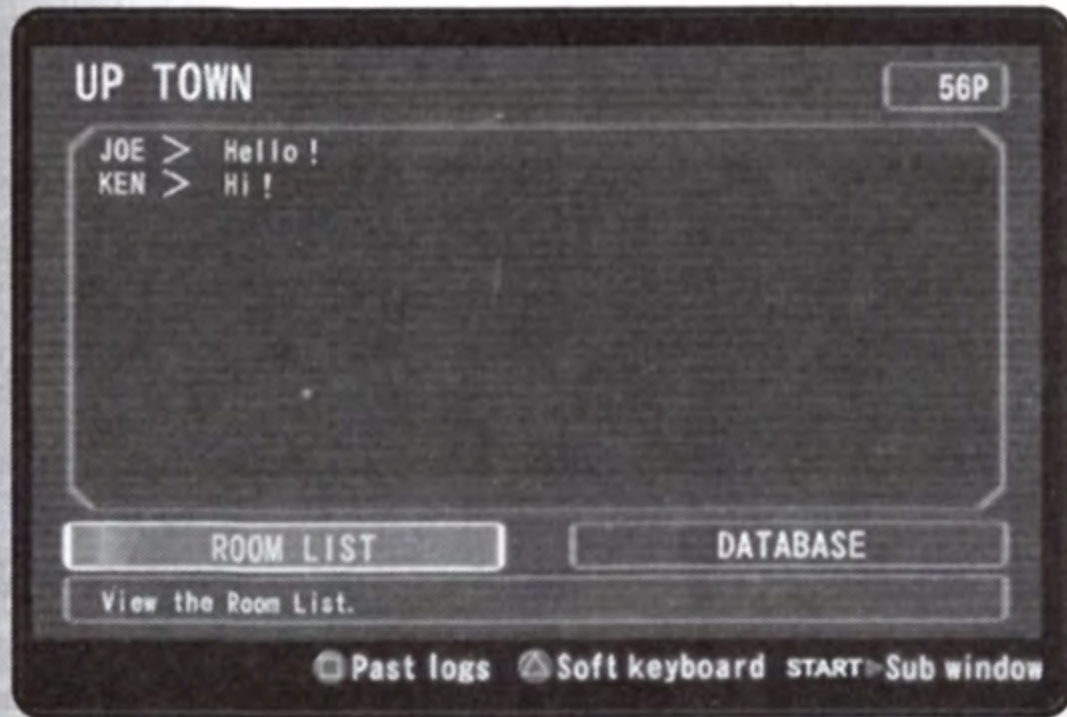
SCENARIO MODE GAME PROGRESS

1. Select *New Game* from the Main Menu the first time you play Scenario Mode, or select *Load Game* to continue play on save game data.
2. Select your game character.
3. Play through the scenario. (One scenario takes about an hour on average. Times vary for different players with various play methods and skills.)
4. When you clear a scenario, the Results Screen appears. Check your rankings, and then continue to the next scenario, which is selected automatically.
5. If you manage to fulfill the conditions of the game by clearing several scenarios, you will come to the End Scenario. Clear this scenario to complete the game.



Note: To exit Scenario Mode during gameplay, select Logout from the Option Screen.

FREE MODE

MAIN MENU




When you select *Free Mode*, the Main Menu appears. Its features and options include:

- ▼ *Lobby Name*
- ▼ *Chat Screen* — Chat with other players via either the USB keyboard or the soft keyboard. Press  to open the soft keyboard. Press  to view past logs, containing all chat content up to the present.
- ▼ *Number of Persons in Lobby*
- ▼ *Room List* — Display the Room List Screen.
- ▼ *Database* — Display the Database Screen. From here, you can view nationwide rankings (based on clear times and result points) and more.

SUBSCREEN

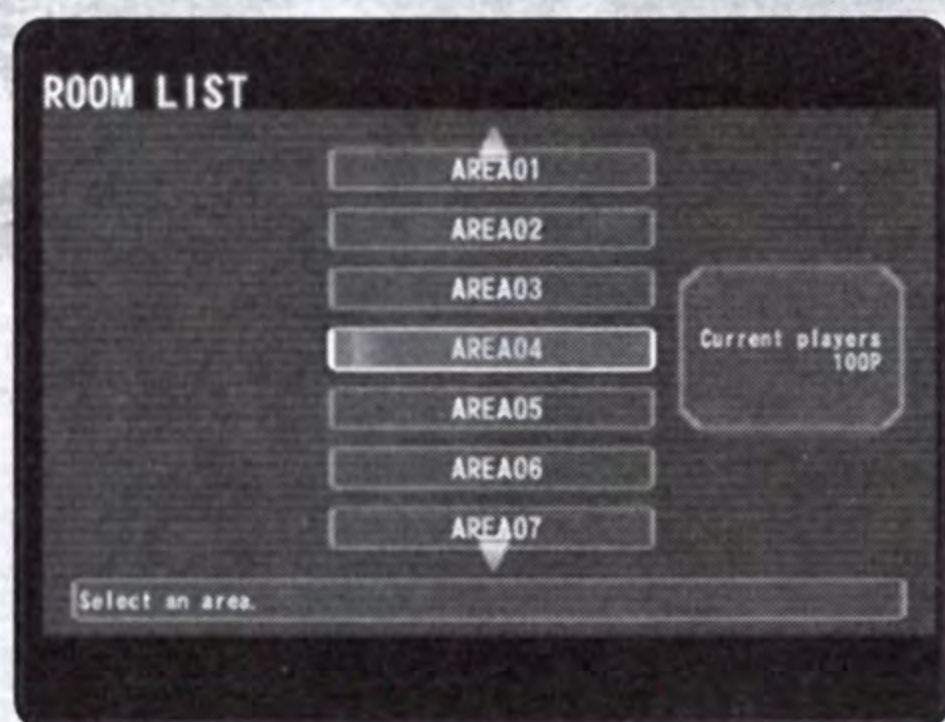


Press  on the Main Menu to view the Subscreen. Its options include:

- ▼ *Main Menu* — Return to the Free Mode Main Menu.
- ▼ *List of People Chatting* — Check out who's chatting. You'll see a list of people currently using the chat room. You can also record a selected person's ID.
- ▼ *Look for a Specific Person* — Search for other people by using their IDs. Use the ID List Reference to select an ID, or input an ID manually. If a person is in a different room, you can move to that room. Search results are limited to users who are currently connected to the server. You will not find users who are currently in mid-game or not connected.

Note: A user's ID appears during chat. If you change an ID that has already been recorded, the new ID will overwrite the old one when the new ID is saved.
- ▼ *Operation Explanation* — View the basic control configuration.
- ▼ *End Network Connection*

SELECTING A GAME ROOM



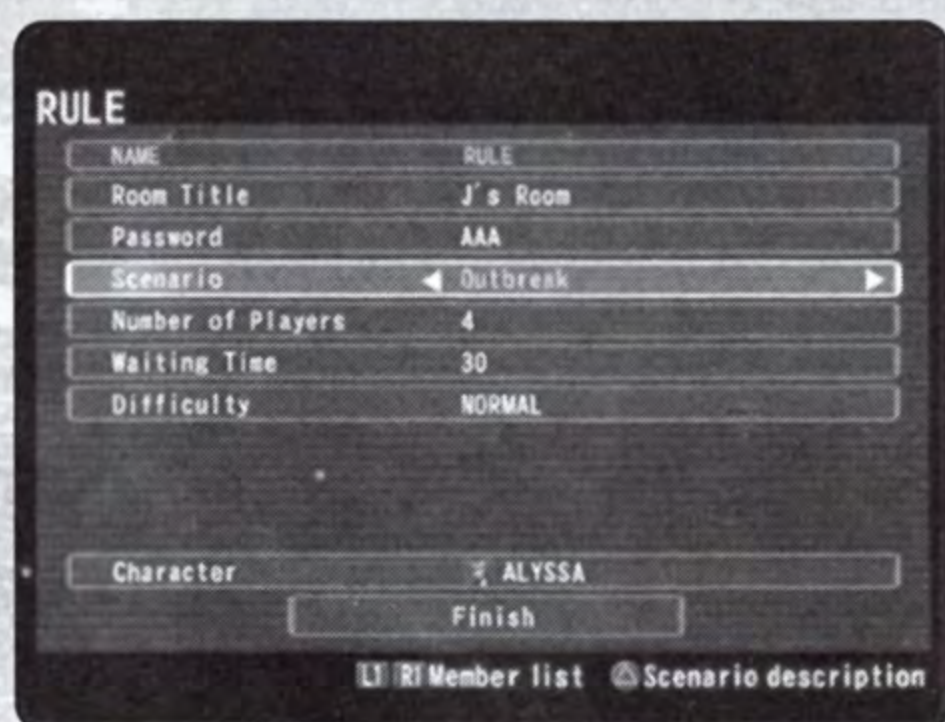
Start Free Mode by selecting a game room. Use the directional buttons or left analog stick to select an area and press **X**. In each area, the current number of participants will be displayed.

▼ *Title and Scenario* — The room name and scenario will be displayed. When you select a room name, you can check the list of participating members, then press **L1** or **R1** to see the battle rules. You can also select a character before entering the room. (You cannot select characters that have already been chosen.) Select *Open* to create a new room.

▼ *Password* — Enter the password for the room, if required.

▼ *Heads* — Check the number of participants and room status.

SETTING UP GAME RULES



When you create rules, they will appear on this screen, and the game will proceed according to these rules.

▼ *Title* — Apply an optional name to the room.

▼ *Password* — When you set up a password, you set up the room. Only the people who know the password can enter the room.

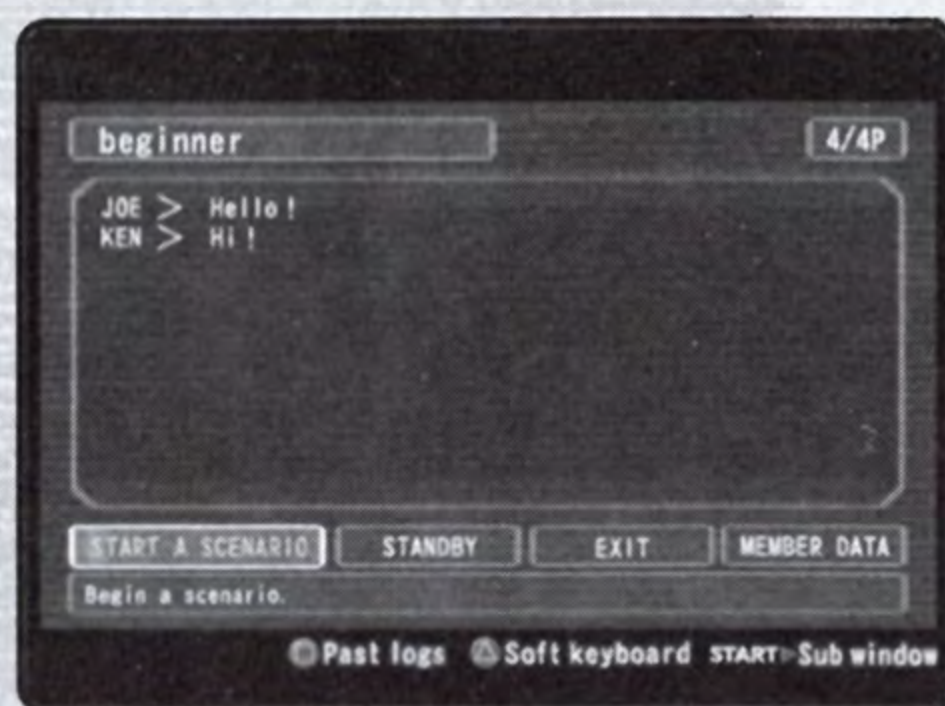
▼ *Scenario* — Select the scenario for the room.

▼ *Level of Difficulty* — Select the level of difficulty for the scenario.

▼ *Character Usage* — Select your player character. Characters vary depending on the scenario you chose.

▼ *Maximum Number of Participants* — Select the number of people who can participate in that room, up to a maximum of four.

▼ *Room Time Limits* — Designate the scenario's beginning time limit. When the time expires, the game begins automatically (even if the maximum number of participants has not been reached).



WAITING ROOM

This is the standby room where you wait until the game begins.

▼ *Begin Scenario* — Start play. (Only the room creator can select this option.)

▼ *Standby* — Open up the scenario while chatting.

▼ *Leave Room* — Exit the room. If the room creator leaves, the room is dissolved.

HINTS

DEALING WITH ENEMIES

- ▼ As your first line of defense, consider running! If you've got plenty of ammo or nearby characters are backing you up, then you can attempt to stand and fight.
- ▼ Remember that each weapon has its own characteristics, such as *Wide Attack Range*, *Automatic Fire*, or *Knock Down in a Single Blow*. Use the best weapon for the situation.
- ▼ You can unearth information and secrets in memos, files, and other items. Collect information from all areas of every room. Your highest priority is understanding your enemy.

OPENING DOORS

- ▼ Depending on the door, you can open it with a key, use a weapon, beat the door in, and so on.
- ▼ If you can't find the key, or the door is guarded by enemies, then breaking it down is probably the best way to go.
- ▼ Using a gun to open a door consumes bullets. A tackle works only in certain situations. Figure out the best method to fit the circumstances.

OTHER CHARACTERS

- ▼ Listen for game sounds as audible clues. You can hear other characters in nearby rooms. Listen for their footsteps, screams, gunshots, etc.
- ▼ When you hear a scream, open the Map right away. The location of the scream will appear.

ATTACK OBJECTS

- ▼ In some areas, room items and fixtures can maximize damage to enemies when you shoot them. Try using these "attack objects" in different ways — they can help you survive a fight!

HIDDEN POWER OF ITEMS

- ▼ Herbs, emergency spray, and other medicinal items momentarily halt the Virus Gauge. Use them frequently in situations where the Viral Infection is evolving.
- ▼ Combine green, blue, and red herbs to add more effects than if using them individually. Get creative!

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-800-466-5333. For additional information concerning "DNAS," visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

Two Heroes. One Destiny.

ONIMUSHATM
DEMON SIEGE

THE FINAL BATTLE BEGINS
May 2004

RATING PENDING

RP

CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information

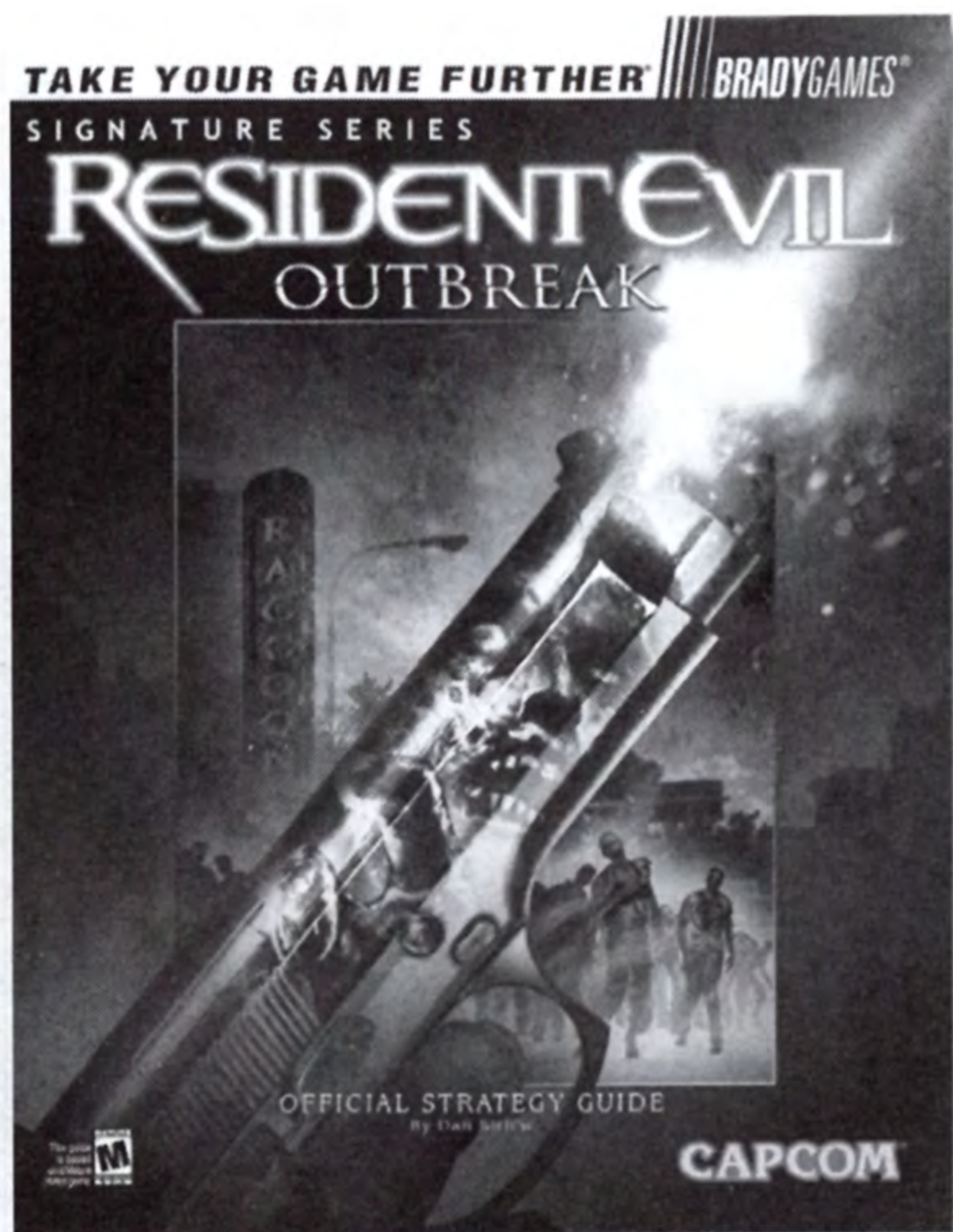
PlayStation[®] 2



Character Samanosuke by ©Fu Long Production, ©CAPCOM CO., LTD. 2004. ©CAPCOM U.S.A., INC. 2004 ALL RIGHTS RESERVED. Capcom and the Capcom logo are registered trademarks of Capcom Co., Ltd. ONIMUSHA is a trademark of Capcom Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Digital Software Association. All other trademarks are owned by their respective owners.

TAKE YOUR GAME FURTHER **BRADYGAMES**

SURVIVAL IS A MATTER OF STRATEGY...



Get the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough
- Expert Boss Tactics and In-depth Bestiary.
- Highly Detailed Maps.
- Complete Item and Weapon Rosters.
- Game Secrets and Online Tactics!
- Signature Series Guide Includes Cool Bonus Content, a Premium Insert, and Much More!

To purchase BradyGames' *Resident Evil*® *Outbreak Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0345-8

UPC: 7-52073-00345-6

PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK

CAPCOM

BRADYGAMES
TAKE YOUR GAME FURTHER

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott Denoyer, Jack Symon, Laili Bosma, Robert Johnson, Nate Williams and Rey Jimenez; Creative Services: Jennifer Deauville; Package Design: Michi Morita and Corey Tran; Translation: Thomas Huston; PR: Melinda Mongelluzzo, Carrie Root, Arne Cual and Alicia Kim; Customer Service: Philip Navidad; Special Thanks: Takashi Kubozono.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this DVD-ROM from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the DVD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
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
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to

CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

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 1-800-771-3772.

IMPORTANT INFORMATION

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.



