



# HARVEY BIRDMAN

ATTORNEY AT LAW™

[WWW.HARVEYBIRDMANTHEGAME.COM](http://WWW.HARVEYBIRDMANTHEGAME.COM)

[WWW.CAPCOM-UNITY.COM](http://WWW.CAPCOM-UNITY.COM)

**CAPCOM®**

[adult swim]

**CARTOON  
NETWORK**



**CAPCOM®**

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

### **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

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 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 a safe distance from the screen.
- Avoid prolonged use of the PSP® 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.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

#### **Use and handling of UMD™**

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



#### **Ejecting the disc**

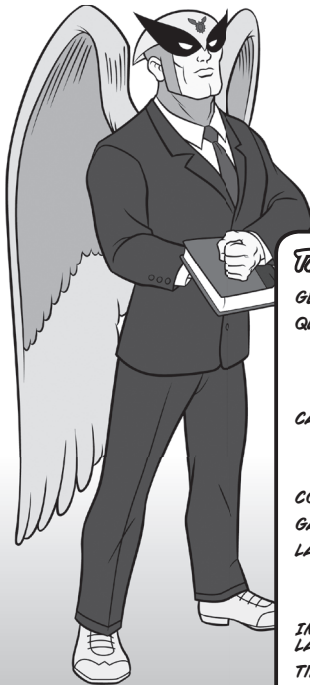
Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

#### **Storing the disc**

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

HOW TO  
PLAY....

# Harvey Birdman ATTORNEY AT LAW™



## TABLE OF CONTENTS

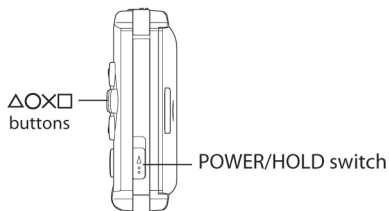
GETTING STARTED	2
QUICK START	4
GETTING INTO THE GAME	4
SAVE, LOAD, QUIT	4
CASE FILES	5
THE BIRD TEAM	5
THE OPPOSITION	6
CONTROLS	7
GAME MENUS	8
LAW THEORY	8
INVESTIGATION	9
COURT	10
IMPORTANT-SOUNDING LAW TERMINOLOGY	11
TIPS OF THE TRADE	11
CREDITS	12

# GETTING STARTED

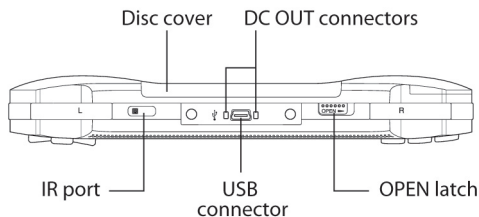
## RIGHT SIDE VIEW

### NOTICE:

**DO NOT EJECT  
A UMD WHILE  
IT IS PLAYING.**



## FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *Harvey Birdman, Attorney at Law™* disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press  $\times$  of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games. Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 256 KB of free space is required for a "Save Game" file.

## SAVING PROFILES AND SETTINGS

*Harvey Birdman, Attorney at Law™* saves data automatically at certain points. Do not remove the Memory Stick™ DUO or switch off the PSP® system when the Memory Stick™ DUO access indicator is flashing.

## LOADING SAVED GAME SETTINGS

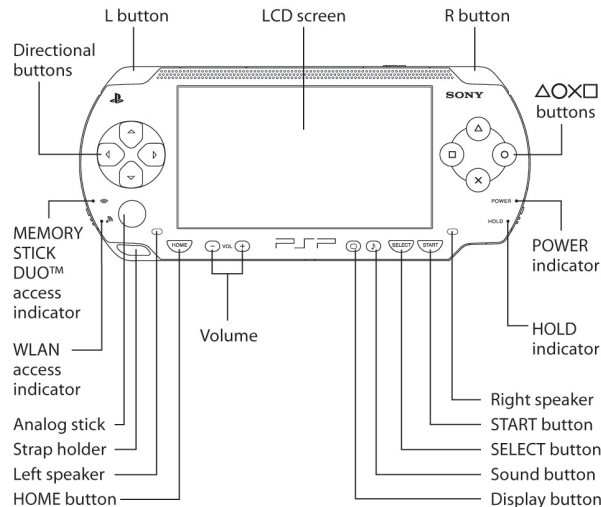
Once you've saved a game, your saved game settings and data are automatically loaded when the game is first booting up.

2

# GETTING STARTED

## STARTING UP

### PSP® (PlayStation®Portable) system configuration



## WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data, and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. Note: *Harvey Birdman, Attorney at Law™* supports Ad Hoc mode and Game Sharing mode. Please see the Multiplayer section of this manual for further details.

### Ad Hoc Mode:

Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

### Game Sharing:

Game Sharing allows you to share a pre-determined portion of *Harvey Birdman, Attorney at Law™* content with other PSP® system users. The other users do not need to have the *Sonic Rivals™ 2* UMD™ in their PSP® system to use this feature. When another PSP® system user is nearby, select Game Sharing from the Main Menu. The other PSP® system owner must select Game Sharing from the Cross Media Bar onscreen display menu. Once this is done, *Harvey Birdman, Attorney at Law™* game content can be sent and played via the PSP® system Wi-Fi functionality.

Note: *Harvey Birdman, Attorney at Law™* supports Ad Hoc mode and Game Sharing mode. Please see the Multiplayer section of this manual for further details.

3

## 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**.

## 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 SEBEN AND SEBEN, 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 SEBEN. BIRDGIRL'S SECRET IDENTITY IS JUDY KEN SEBEN, DAUGHTER OF HARVEY'S BOSS, PHIL KEN SEBEN. 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.

## 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 BIRD-

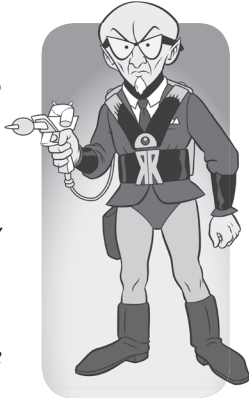
MAN IN THE COURTROOM, THEY ARE FAIRLY CLOSE FRIENDS. REDUCTO IS OBSESSED WITH THE TEENSY, TINY AND WILL HAVE NO PROBLEM MAKING YOU FUN-SIZE IF YOU GET IN HIS WAY.

### VULTURO:

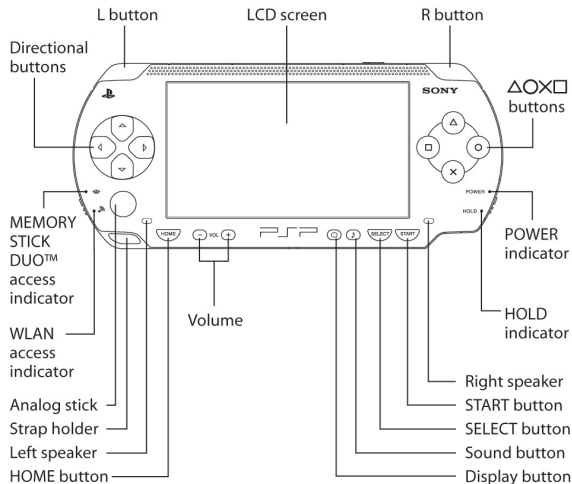
LISTEN CAREFULLY AND YOU MIGHT, JUST MIGHT GET THE JIST OF WHAT VULTURO SAYING. MOST LIKELY NOT THOUGH. IT DOESN'T MAKE IT ANY EASIER THAT VULTURO IS COMPLETELY UNAWARE OF HIS SPEECH IMPEDIMENT. STRANGELY, IT HASN'T AFFECTED HIS SUCCESS AS AN ATTORNEY.

### FREEZOID:

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



## THE CONTROL PAD



SCROLL THROUGH MENU OPTIONS AND TESTIMONY

LEFT RIGHT ANALOG STICK OR DIRECTIONAL BUTTONS

SELECT/EXAMINE/SKIP MOVIE

⊗ **BUTTON**

REPLAY MOVIE/CANCEL

○ **BUTTON**

OPEN EVIDENCE FILE

□ **BUTTON**

DISPLAY GRAVITAS METER/CHANGE TABS

L1 / R1 **BUTTON**

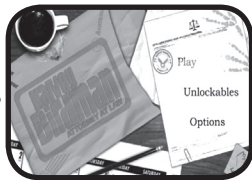
PAUSE/DATA SCREEN

▶ **BUTTON**

## 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:

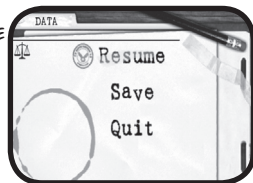
VIEW UNLOCKED MOVIES.

### 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 **PAUSE** 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.

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 BETWEEN 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"**.



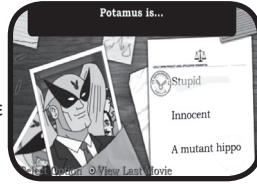
## PRESENT:

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 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.*

## 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'.**



**DEVELOPED BY HIGH VOLTAGE SOFTWARE, INC.**

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**Middleware / 3rd Party Software**

Portions of this software are included under license  
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Uses Bink Video. Copyright (C) 1997-2007 by RAD Game Tools, Inc.



**[adult swim]**

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**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 (650) 350-6700. 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  
800 Concar Drive, Suite 300,  
San Mateo, CA 94402

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.

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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](http://www.esrb.org).

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