

RESIDENT EVIL

OUTBREAK

FILE #2



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.

RESIDENT EVIL®

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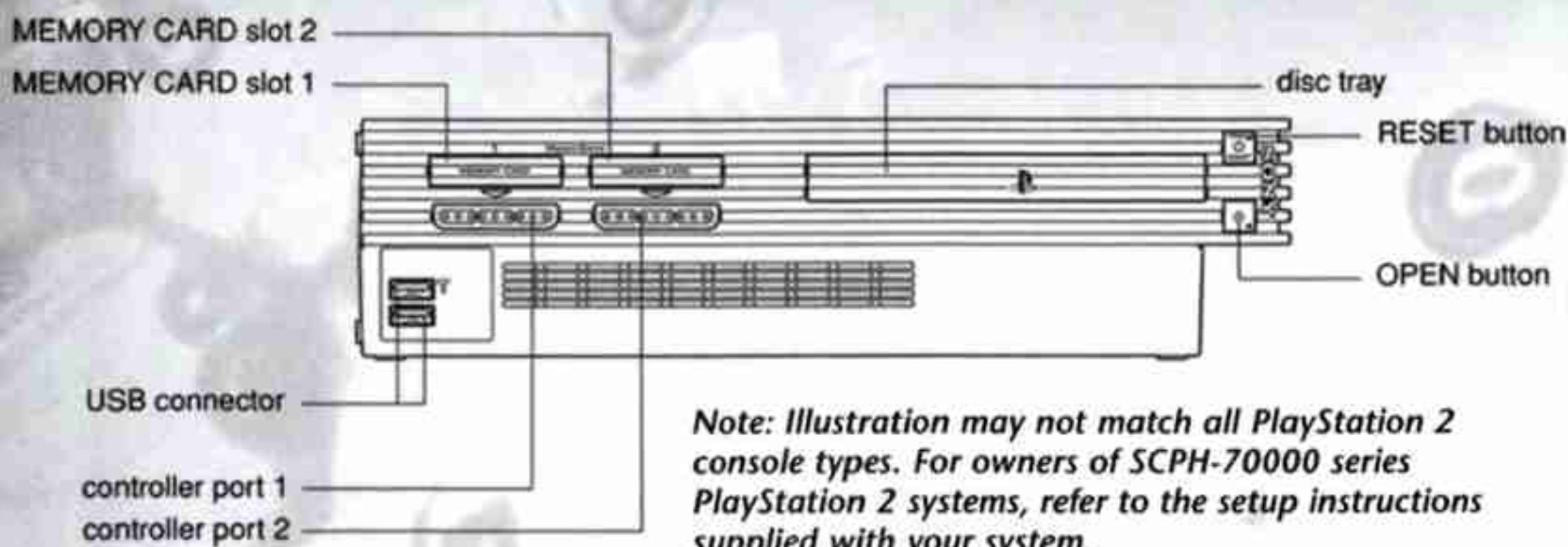
Getting Started	2
Starting Up	3
Default Controls	4
In the Chill of the Night...	5
Characters	6
Game Play	10
Saving Game Data	11
Actions!	12
Status Screen	13
Items	14
Team Action	15
Map	17
File and Special Item	18
Results	18
Collection	19
Character Log	19
Options	20
HDD Install	20
Online Play	21
Network Settings	21
Main Lobby	23
Hints	26
Troubleshooting	26
Online End User	27
License Agreement	
Rules of Conduct for Online Play	30

A Special Message from **CAPCOM**

Thank you for selecting RESIDENT EVIL® OUTBREAK FILE #2 for your PlayStation®2 computer entertainment system. CAPCOM ENTERTAINMENT is proud to bring you this new addition to your video game library.
CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085
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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 FILE #2* 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 Options. (See page 20.)



ONLINE SYSTEM REQUIREMENTS

You must have the following to play *RESIDENT EVIL® OUTBREAK FILE #2* online:

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

MEMORY CARDS AND SAVE GAME DATA

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

Note: If you do not have enough free space on your memory card, please erase unwanted files to create the space needed before beginning the game.

MAIN DATA

- ▼ Used to save main game data, which includes game history, Result points and Collection mode data.
- ▼ It is also used to save game data during scenarios in Single Play. (You cannot save while playing a scenario online.)
- ▼ To save the data on a memory card, you need at least 348KB of free space.

CAPCOM NET FILE

- ▼ Used to save network settings in order to play online. You must have at least 123KB of free space on your memory card to save this file.

YOUR NETWORK CONFIGURATION FILE

- ▼ Used to save the network settings. You must have at least 94KB of free space on your memory card to save this file.

Warning: Game data may be corrupted if you turn off the system, press the RESET button, or remove the memory card while the game is loading or saving game data.

Note: You can resume a game from any memory card containing saved RESIDENT EVIL® OUTBREAK FILE #2 main game data.

DEFAULT CONTROLS

CONTROL	ACTION	EXPLANATION
left analog stick	Move character Move cursor	Move character; push objects. Move cursor in Status Screen.
directional buttons	 Move cursor	Step forward/backward. Turn left/right. Move cursor in Status Screen.
right analog stick/ R3 button	Call to allies (message set A)	Move the right analog stick  /  /  /  to call out to allies with the corresponding phrase. Hold the L2 button to switch to message set B. (See page 15.)
 +  button	Quick turn	Press the directional buttons  + the  button for a quick 180° turn.
L1 button	Reload Change target	Hold to reload weapon; release to stop reloading. While holding the R1 button, if there are multiple enemies, press the L1 button to switch targets.
L2 button	Call to allies (message set B)	Hold to change the phrases spoken with the right analog stick messages. (See page 15.)
R1 button	Attack stance facing enemy	Automatically face the nearest enemy in an attack stance.
R2 button	Forward attack stance	Assume an attack stance facing your current direction.
 button	Ad lib/Talk Cancel	Comment on the current situation. If you are close to another character, talking may spark a conversation. Cancel menu selections.
 button	Run Special Actions Cancel	When moving, hold the  button to run. With no weapon equipped, press the R1 or R2 button to assume an attack stance, then press the  button to perform a Special Action. Cancel during gameplay.
 button	Map	Display the Map.
 button	Action Confirm	Examine objects, open doors, climb up/down ladders/ledges, perform special moves, etc. Confirm menu selections.
 button	Status Screen	Display the Status Screen.
 button	Options	Display the Options Screen.

IN THE CHILL OF THE NIGHT...

RESIDENT EVIL® OUTBREAK FILE #2 is the second installment in Capcom®'s *RESIDENT EVIL® OUTBREAK* series, featuring even more intense gameplay and group scenarios you can enjoy offline with AI-controlled characters, or online with other players around the country.

Raccoon City is gripped by another mysterious rash of horror-filled episodes. Terror looms as Kevin and the rest of the survivors search for the truth behind the catastrophic events.

Survival depends on teamwork. Yet no one is sure who...or what... the enemy is.

Only one thing IS for sure... ***YOU CAN'T SURVIVE ALONE!***

CHARACTERS



KEVIN RYMAN

OCCUPATION
Police Officer

Officer Ryman works for the Raccoon City Police Department. He possesses superior athletic abilities and is an outstanding marksman. An 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
.45 Automatic (Kevin only)

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

▼ Requires .45 ROUNDS to reload.

EXTRA ITEM
.45 Auto Magazine

Magazine for Kevin's .45 Automatic.

▼ Use for a single reload to load all the ammunition.

SPECIAL ACTIONS

▼ **KICK**
Hold the **R1** or **R2** button and press the **○** button

Unleash a violent kick that throws the enemy off balance. It's quicker to kick than to tackle, so when you're in a tight spot, surrounded by Zombies, this move can really come in handy.

▼ **CRITICAL SHOT**
Hold the **R1** or **R2** button; when your stance changes, press the **×** button

When equipped with a handgun, Kevin takes careful aim and fires a deadly shot for even more damage than normal.

Note: This action may not be available with all handguns.



MARK WILKINS

OCCUPATION
Security Guard

A Vietnam vet working for a security company in Raccoon City. Even at more than 50 years old, his robust strength has not diminished. He has tasted the emptiness of war. Now, more than anything, he just wants to live in peace.

PERSONAL ITEM
Handgun (Mark only)

Mark's favorite gun. Other guns in the game can be used in the same way.

▼ Requires HANDGUN ROUNDS to reload.

EXTRA ITEM
Handgun Magazine

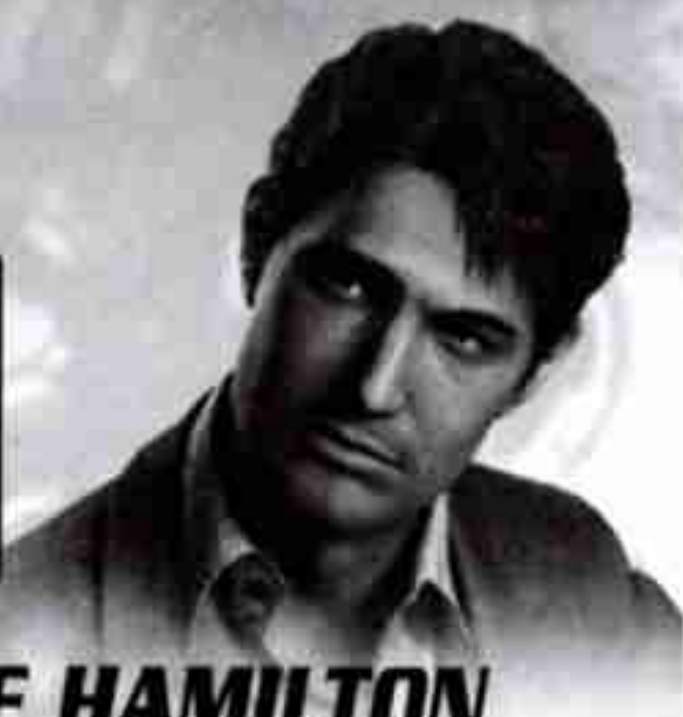
Magazine for Mark's special handgun or other handguns in the game.

▼ Use for a single reload to load all the ammunition.

SPECIAL ACTIONS

▼ **GUARD**
Press and hold the **○** button while holding the **R1** or **R2** button
Block enemy attacks while guarding.
Note: Does not protect against viral infection or some types of attacks.

▼ **FULL SWING**
Hold the **R1** or **R2** button; when your stance changes, press the **×** button
Mark puts all his strength into this devastating attack. Only available when equipped with a club weapon (i.e., steel pipe).



GEORGE HAMILTON

OCCUPATION *Doctor*

A top-notch surgeon at Raccoon City Hospital. 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 *COMBINE* command, George can mix a variety of different herbs in his Medical Set to prepare a range of useful medicines.

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

EXTRA ITEM *Capsule Shooter*

- ▼ Load capsules made with the Medical Set and shoot them at friends or enemies to reap their effects instantaneously.

SPECIAL ACTION

▼ **DODGE TACKLE**

Hold the **R1** or **R2** button and press the **○** button

After pulling back to dodge an enemy's attack, counterattack with a tackle. Change the timing of the tackle by holding down the **○** button.



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. Being accustomed to the harsh realities of society, she never loses her cool even in extreme situations.

PERSONAL ITEM *Herb Case*

The Herb Case lets her store many of each kind of herb. Herbs can be mixed together inside the case. (Cannot store multiple mixed herbs.)

- ▼ To work inside the Herb Case, select *HERB CASE* on the Status Screen to open it and view the contents.
- ▼ To treat other characters, move close to them, choose an herb and select *AID*.
- ▼ To remove herbs and combined herbs from the Herb Case:
 1. Select an herb to move.
 2. Select *TAKE OUT*.
 3. Select a location to move it to and press the **×** button.

EXTRA ITEM *Bandages*

With these in your inventory, you can stop bleeding caused by enemy attacks. You can also stop a friend's bleeding instantly when you lend a shoulder.

SPECIAL ACTION

▼ **DUCK**

Hold the **R1** or **R2** button and press the **○** button

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. He's not unfriendly — just a man of few words. With sharp eyesight and deft movements with his knife, he knows his way around a fight.

PERSONAL ITEM
Tool Box

David's tool box holds useful tools:

- ▼ **FOLDING KNIFE**
 - ▼ **MONKEY WRENCH** — Use as a Special Action with **MONKEY WRENCH THROW** (see below).
 - ▼ **JUNK PARTS** — When you use **PUT TOGETHER**, Junk Parts fix broken items.
 - ▼ **VINYL TAPE** — When combining certain items such as a kitchen knife and a wooden stick, use Vinyl Tape to hold them together.
- Note: Vinyl Tape is limited.*

EXTRA ITEM
Lighter

A lighter with *J's Bar* inscribed on it.

- ▼ This could possibly be combined with another item to create something new.

SPECIAL ACTIONS

- ▼ **MONKEY WRENCH THROW**
Hold the **R1** button and press the **○** button
Throw a Monkey Wrench at an enemy. The number of wrenches you have is limited, so make them count.
- ▼ **KNIFE COMBO**
Press and hold the **R1** button and press the **×** button four times in a row
You can use this Special Action only when equipped with a sharp object such as a knife. Press the directional buttons **↑** / **↓** to change the height and direction of the attacks (up to two attacks in a row).



ALYSSA ASHCROFT

OCCUPATION
Reporter

Reporting for the local paper, Alyssa has an insatiable appetite for collecting information. Her strong personality makes her a sore loser who often clashes with others, but she'll take care of those close to her in a pinch.

PERSONAL ITEM
Picking Tool

Use these to open locked doors.

Note: Some locks cannot be picked and will only open with a Key.

1. Stand in front of a locked door, select **PICKING TOOLS** from the Item Menu, select a tool type and choose **USE**.
2. Press the **×** button repeatedly until the door opens.

Note: The time required to unlock a door depends on how closely the pick matches the lock.

3. Press the **△** button to cancel.

EXTRA ITEM
Stun Gun

A personal protection device that emits high voltage sparks.

- ▼ Use to damage and stun enemies.
- ▼ Combine with a battery to recharge.

SPECIAL ACTIONS

- ▼ **BACK STEP**
Hold the **R1** button and press the **○** button
When an attack is imminent, Alyssa can move swiftly backward to evade it.
 - ▼ **TAKE POT SHOTS**
Press and hold the **R1** button; when your stance changes, press the **×** button
When equipped with a handgun, Alyssa takes careful aim and fires a deadly shot for even more damage than normal.
- Note: This action may not be available with all handguns.*



JIM CHAPMAN

OCCUPATION
Subway Staff

Friendly and cheerful, but sometimes lets his cowardice show through. 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 this Coin. A casual Coin toss could change his destiny.

- ▼ Select the Coin from the Item Menu and then select *USE* to flip the Coin.

EXTRA ITEM
Lucky Coin

"If I have this, something good's bound to happen."

SPECIAL ACTIONS

▼ **PLAY DEAD**

Press and hold the **○** button while holding the **R1** button

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

▼ **ITEM SEARCH**

Even if he's never been in the room before, Jim can guess locations of items in the room, shown as "?" on the Map. (Item types are not specified.)

▼ **COMBO SWING**

Press and hold the **R1** button and press the **X** button

When equipped with a long object (i.e. steel pipe), use this Special Action to swing it back and forth to make enemies keep their distance.



YOKO SUZUKI

OCCUPATION
Student

A would-be college student, 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, she stops paying attention to everything else around her.

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 an item to the Knapsack, select the item, select *COMBINE*, then select the Knapsack. To move an item out of the Knapsack, select the item in the Knapsack and select *SWITCH*. Then select a spot in the Item List and press the **X** button to move it.

EXTRA ITEM
Good Luck Charm

Yoko always carries this Japanese Good Luck Charm. Who knows, it may just save her hide.

SPECIAL ACTIONS

▼ **ESCAPE**

Press and hold the **○** button while holding the **R1** button

When it looks like Yoko is going to be attacked, she can evade injury and take several steps away. Hold down the **○** button longer to step back further.

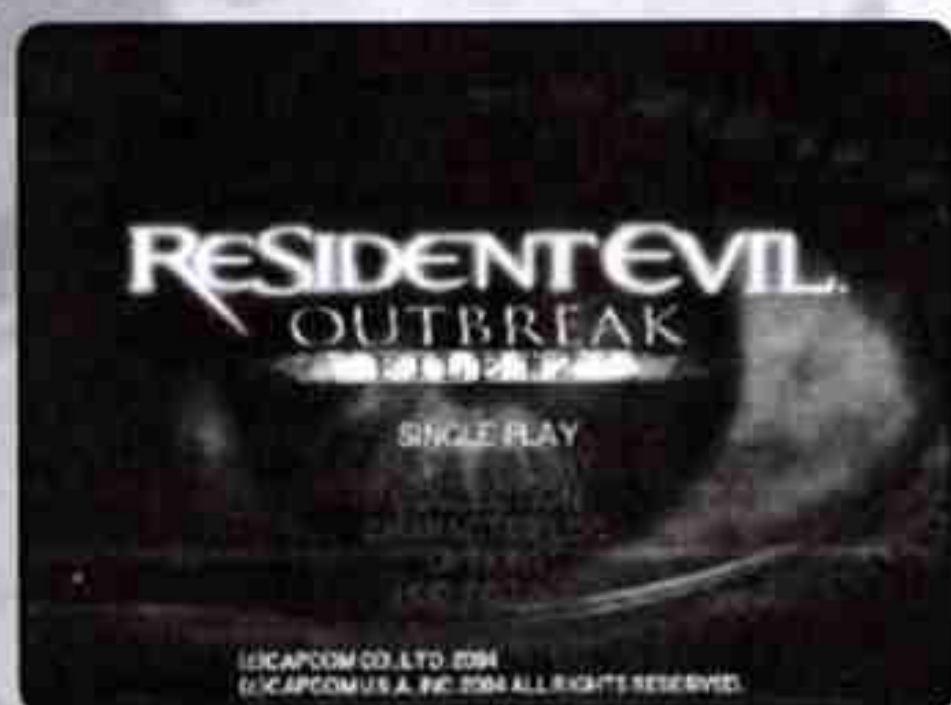
▼ **PUSH AWAY**

Press and hold the **R1** button and press the **X** button

Use this defense when Yoko has no weapon equipped.

GAME PLAY

THE MAIN MENU



Turn on the power to your PlayStation®2 and press the  button. The Main Menu will appear. If you are using a memory card containing *RESIDENT EVIL® OUTBREAK FILE #2* 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 the  button 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-controlled non-player characters (NPCs).
- ▼ *NETWORK PLAY* — 1 to 4 Players. Go online to enjoy playing with players across the country. (See page 21.)
- ▼ *COLLECTION* — Unlock bonus features depending on your Result Points acquired in either Single Play or Network Play, then select this option to see them. From the Collection Screen, select *DATA CONVERT* to convert and use save data and carry over extras from *RESIDENT EVIL® OUTBREAK*. (See page 19.)
- ▼ *CHARACTER LOG* — Browse through data, records, and other information for different characters. (See page 19.)

- ▼ *OPTIONS* — Set various game preferences, including the controller button configuration. (See page 20.)
- ▼ *HDD INSTALL* — You can install data on the special internal hard disk drive (40GB) (for PlayStation®2). 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

For most of the game, your objective is to fight against time, escape or defeat enemies who are trying to take your life, and somehow survive. Figure out the riddles in each scenario as you work to discover the final objective.

DAMAGE

When attacked by an enemy, you incur damage. If you're attacked beyond a certain point, you reach critical status (crawling on the ground).

In that state, most of your activity is limited, and the speed of your Virus Gauge increases (see page 11). Try to use a healing item or get someone to help (shoulder) you. (See page 15.)

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. By using certain items, you can heal yourself instantly.

▼ *POISON* — Certain enemy attacks can also poison you. In this state, your physical power decreases slowly. You must use a specific item to heal yourself after a poison attack.

GAME OVER

The 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 the  button. After a fixed period of time, you die and the game ends.

▼ *FATAL EVENT* — Various kinds of events, puzzles, and so on can result in death for your character.

SAVING GAME DATA

Save game data includes game history, Results and Collection Mode features. After finishing a scenario, you'll have the option to save all game data. You can also save game data in Options from the Main Menu. (See page 20.)

Once game data is saved, you can load it from Options to continue play.

Warning: There is only one saved game for all scenario data. If you begin a new game with previous data already saved, any save during the new game will overwrite the older data. Once data is overwritten, it cannot be restored.

SINGLE MODE TEMPORARY SAVES

In Single Play Mode, you can save your game progress by using typewriters in set locations. After saving, you will return to the game.

ACTIONS!

EXAMINE/OPEN

Press the **X** button in front of an area

- ▼ Examine something in front of you and see if a message appears. Press the **X** button in front of a door to open it.
- ▼ Check out all kinds of places to find hints you'll need in order to survive. (If no message appears, there is nothing to find.)

ATTACK STANCE/ATTACK

Using the **R1** or **R2** button, move into attack stance; press the **X** button 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 (not available with all weapons).
- ▼ When you don't have a weapon, assume attack stance and press the **X** button to perform a tackle. While in attack stance, press the **X** button + **↓** to perform a low kick.

By pressing the **R1** button, you automatically face the nearest enemy. Press the **R2** button to assume an attack stance in the direction you are currently facing. (Good for destroying doors and objects.)

RELOAD

Hold the **L1** button to reload

- ▼ When you're out of bullets, press and hold the **L1** button to reload. (You must have spare ammo to reload.)
- ▼ You can also reload with spare ammo on the Status Screen. (Continue loading until the spare ammo is depleted to fully load your weapon. Press the **○** button to cancel.)

Note: Some weapons cannot be reloaded.

PUSH OBJECT/HOLD DOOR

Move in the direction of an object

- ▼ Stand close to an object and press and hold the left analog stick in the direction you want to push it.
- ▼ Hold a door shut by holding the left analog stick in that direction. You can do this for a fixed period of time to keep out enemies who are trying to break into the room.

CLIMB UP/DOWN

Press the **X** button in front of a ledge, to get on ladders, and to pull yourself up while hanging

- ▼ Near multi-level areas, press the **X** button to climb up or down.
- ▼ In front of a ladder, press the **X** button to grip the ladder. Move the left analog stick or directional buttons **↑** / **↓** to climb up/down.
- ▼ If you fall and grab a ledge, press the **X** button repeatedly to pull yourself back up.

SPECIAL ACTIONS

Press the **R1** or **R2** button to move into attack stance; then press the **○** button

- ▼ After assuming an attack stance, press the **○** button to use your character-specific Special Action. (See pages 6-9.)

ACTION AIMING

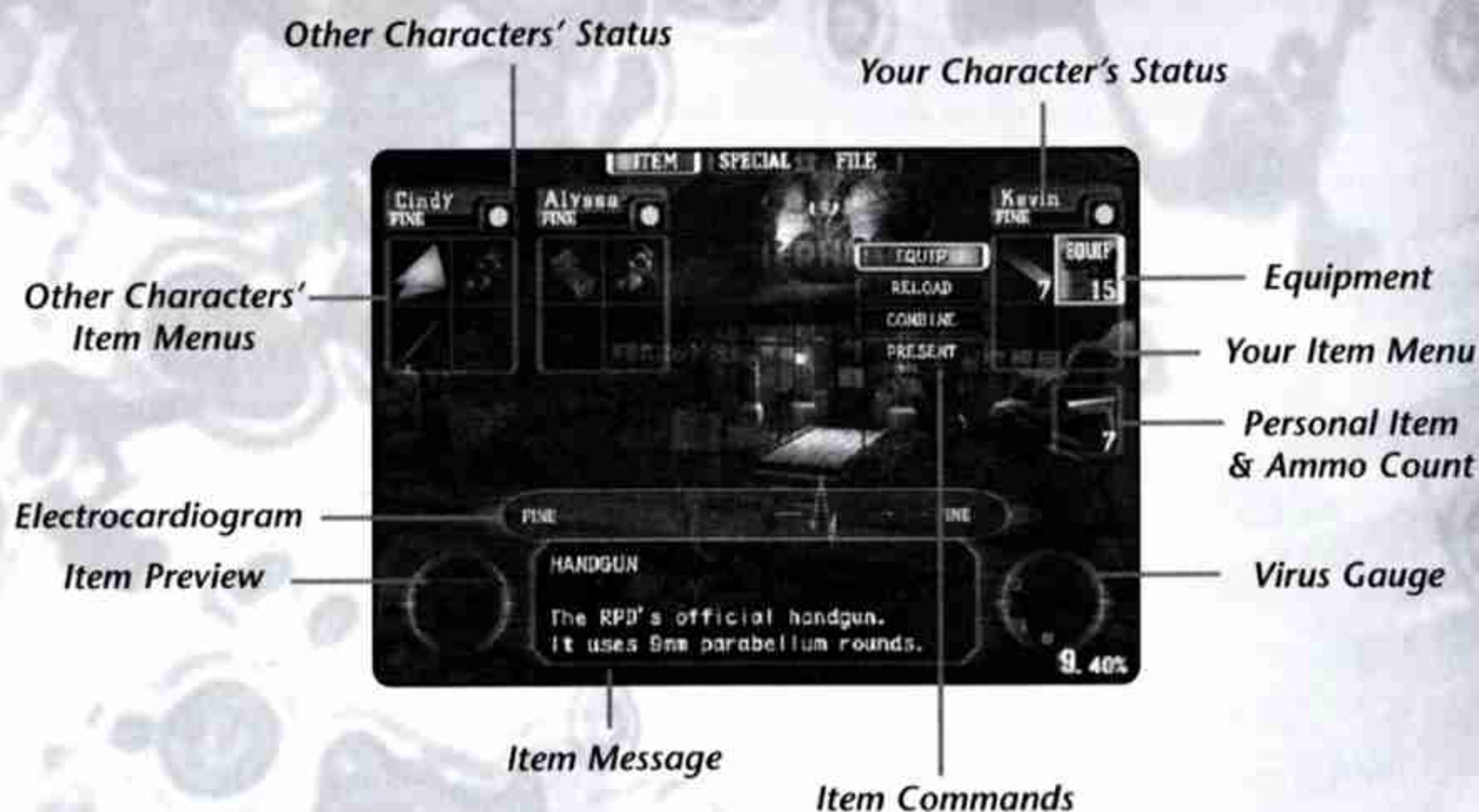
Move while holding the **L1** + **R1** buttons

- ▼ Hold the **L1** + **R1** buttons to move in an attack stance.

GROUND GRAB

When you've been attacked and are on the ground, you can pick up items off the ground. For example, if you are crawling and find a Health Recovery item, you can heal yourself and start walking again.

STATUS SCREEN



During the game, press the **START** button to bring up the Status Screen. This is where you can get a good idea of your own and other players' status and use items.

From this screen, you can display the File and Special Item Screens (see page 18). Use the **L1** and **R1** buttons to cycle through the various subscreens shown at the top.

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

- ▼ **OTHER CHARACTERS' STATUS** — Displays the names, status and level of viral infection of other players in the same area.
- ▼ **YOUR CHARACTER'S STATUS** — Shows information about your character. The character's status changes with the Electrocardiogram. The simplified Virus Gauge changes color according to the level of viral infection.
- ▼ **OTHER CHARACTERS' ITEM MENUS** — Displays items belonging to other players in the same area.
- ▼ **ELECTROCARDIOGRAM** — Displays your player's current condition.
- ▼ **ITEM PREVIEW** — Displays the item currently selected.
- ▼ **EQUIPMENT** — An Equip mark shows items currently equipped.
- ▼ **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 any.
- ▼ **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 the **×** button to display item commands such as *USE* and *COMBINE*.

ITEMS

GETTING/CHANGING ITEMS

Press the  button in front of an item

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

USING ITEMS

Press the  button to select USE

- ▼ Bring up the Item commands and select *USE*. Then press the  button to use the item.

EQUIPPING ITEMS

Press the  button to select EQUIP

- ▼ Select the item you want to equip, select *EQUIP*, and then press the  button to equip that item.
Note: Some items cannot be equipped.
- ▼ Once you find a weapon, you must equip it from the menu in order to use it.

COMBINING ITEMS

Some items can be combined with other items, such as ammunition, herbs, healing items and so on.

To combine items:

1. In the Item Menu, move the cursor over the first item you want to combine and bring up the Item commands. Select *COMBINE* to display the Combine cursor.
2. Move the Combine cursor over the second item to be combined and press the  button.
3. The item created will be displayed.

Note: You can combine a gun with ammunition to reload it. It will continue to reload bullets until the gun is full or you run out of ammunition. You must either wait for it to fully reload or press the  button to cancel in order to perform any other actions.

COMBINING PERSONAL ITEMS

You can combine specific Personal Items using items as well. For example, if you combine an item with Yoko's Personal Item, the Knapsack, that item will be stashed away in her Knapsack. You can view the contents of the Knapsack by selecting it with the  button. (See pages 6-9 for information on each character's Personal Item.)

TEAM ACTION

SHOULDERING TEAMMATES

Press the **X** button next to the person

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

PULLING TEAMMATES UP

Press the **X** button next to the person

- ▼ Move alongside a person hanging over a ledge and press the **X** button to pull that person up.

CALLING TO OTHER CHARACTERS

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

right analog stick/**R3** button

- ▼ MESSAGE SET A — right analog stick:

↑ : Go!

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

↓ : Come On!

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

← : Help!

→ : Thanks!

R3 button: Wait!

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

- ▼ MESSAGE SET B — right analog stick while holding the **L2** button:

↑ : 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 button: No!

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

△ button: Sorry...

AD-LIB CONVERSATION

Press the **△** button

- ▼ When you press the **△** button, a remark appropriate to the situation appears.

- ▼ Press the **△** button 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 go on further.

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 request it. You can only take possession of an item held by another character when you and that character are in the same area.

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

2. When you press the  button 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, the item request text fades. If you get no response 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 the  button.
2. Select the *PRESENT* command and press the  button to complete the hand over.

When offering an item, move the left analog stick or directional buttons  or  to hold the item out in that direction. To take an offered item, press the  button.

SHORTCUT

On the Status Screen, if you move the cursor over an item you want to hand over and press the  button, you can offer the item directly without having to select the command for it.

OBTAINING ITEMS FROM CORPSES

You can recover items from other characters who have died or become Zombies. Stand next to the body, open the Status Screen, and then:

1. In the dead character's Item Menu, place your cursor over the item you want and press the  button. The *Exchange* command appears.
2. Press the  button to exchange. 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 the  button.

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.

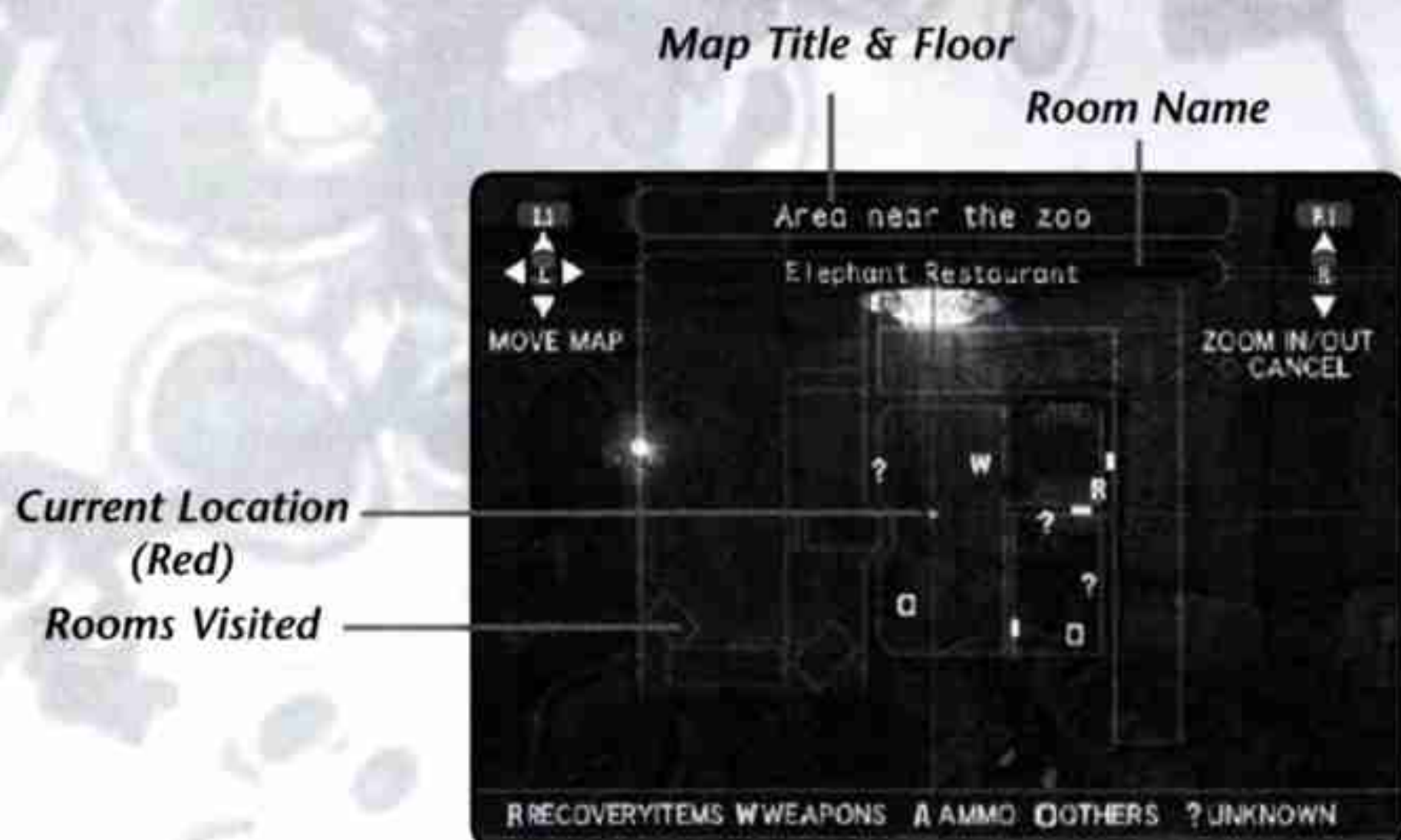
ASKING TEAMMATES TO USE THEIR ITEMS

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 the  button.
2. Select the *ASK TO USE* command, and the item that you want the person to use will be displayed on the Status Screen in text format.

Hint: When another player opens the Status Screen, the usage direction text fades. If you receive no response, try repeating your request.

MAP



During gameplay, press the  button to open the Map. Use the Map to check the current positions of players in a room, see how rooms are connected, etc. View different areas of the Map by moving the left analog stick. As you move the Map, the name of the room under the red crosshairs is displayed. Use *AD LIB/TALK* from the Map to tell others where you are, where you want to meet, etc.

Note: On the Map, you can only view rooms that you've already explored. Some characters already have previous knowledge of certain buildings or areas.

Move the right analog stick to zoom in/out. Press the  button to cycle through Maps of areas you have found Maps for or have actually been to. Press the  button to speak the name of the room designated by the red crosshairs. Press the  button to close the Map.

- ▼ **MAP TITLE & FLOOR** — Displays the name of the Map you are currently in. Press the **L1** or **R1** button to change the floor level of the Map.
- ▼ **ROOM NAME** — Shows the name of the room you are currently in. When you move the Map with the left analog stick, this changes to show the name of the room in the middle of the Map (under the red crosshairs). (Before you obtain the Map, only names for rooms you have already been in are available.)
- ▼ **CURRENT LOCATION** — The room or area you are currently in is shaded in red.
- ▼ **ROOMS VISITED** — Rooms you have already visited are shaded in green.
- ▼ **DOORS** — The color of the door signifies its status:
BLUE: Unlocked and open. **RED:** Not yet opened. **YELLOW:** Not yet examined.
- ▼ **PLAYER MARKS** — Player marks at a location indicate different circumstances:



Your current location.



Other characters' voices (green).



Character is dying (yellow).



Character has died.

- ▼ **ITEM MARKS** — Show where you can pick up items that were dropped or replaced.
R — Recovery item **W** — Weapon **A** — Ammunition
O — Other items **?** — Unknown item*

*Jim has the ability to sense the location of items in a room. (See page 9.)

FILE AND SPECIAL ITEM

FILE SCREEN

Select *FILE* on the Status Screen to open the File Screen. Here you can view all the files and documents 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 the **⊗** button to view its contents. If a file has multiple pages, move the left analog stick or directional buttons **←** and **→** to turn the pages.

Use *AD LIB/TALK* on the File Screen to tell the others what's written in the file, say what you think about what's written, etc.

SPECIAL ITEM SCREEN

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

Throughout the game, check every nook and cranny for Special Items. If you obtain these Special Items and finish the game, you can win a large number of extra Result Points and purchase bonus features.

Hint: Different characters can find different special items. Can you find all the special items in the game?

By collecting special items you can unlock new features in the Collection Screen.

RESULTS

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

On the Results Screen, you can check the time it took to finish the scenario, the events you unlocked, the items you found, and various gameplay records.

SINGLE PLAY RESULTS SCREEN

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

NETWORK PLAY RESULTS SCREEN

▼ **RESULT POINTS** — Your gameplay is evaluated (based on factors such as the time it took to clear the scenario, the events you unlocked, and the Special Items you found), and you are awarded Result Points. Depending on these Result Points, you can unlock various bonus features on the Collection Screen. (See page 19.)

▼ **INFORMATION ON PLAYERS YOU HAVE PLAYED WITH** — The Results Screen displays information on players who accompanied you through the scenario. Here you can save players' Login Names to your Friend List.

COLLECTION

Select **COLLECTION** from the Main Menu to switch to a screen with two options: **COLLECTION** and **DATA CONVERT**.

COLLECTION

Select **COLLECTION** to unlock bonus features. Press the **L1** or **R1** button to select a category, then highlight and select the item you want. (You must have the required number of Result Points to purchase it.)

- ▼ **GALLERY** — View characters' portraits.
- ▼ **COSTUME** — Change your character's wardrobe.
- ▼ **MOVIE** — Play the game's movies.
- ▼ **SOUND** — Play back the game's music and sound effects.
- ▼ **EXTRAS** — And much more!

Hint: By fulfilling specific requirements, you can increase the number of available bonus features. Try playing the game in different ways to reveal more unlockable features.

DATA CONVERT

Select **DATA CONVERT** to convert data between **RESIDENT EVIL® OUTBREAK** and **RESIDENT EVIL® OUTBREAK FILE #2**.

- ▼ **FROM FILE #2** — You can open all hidden collection data (not purchased yet) and also carry over unlocked characters from **RESIDENT EVIL® OUTBREAK FILE #2** to **RESIDENT EVIL® OUTBREAK**.
- ▼ **TO FILE #2** — Collection data such as costumes and characters can be carried over from **RESIDENT EVIL® OUTBREAK** to **RESIDENT EVIL® OUTBREAK FILE #2**. No change will be made to the original data of **RESIDENT EVIL® OUTBREAK**.

CHARACTER LOG

Select **CHARACTER LOG** from the Main Menu to see information about your game, including the number of scenarios played, character usage percentages, and various other gameplay data.

OPTIONS

Select **OPTIONS** from the Main Menu or press the  button during the game to display the Options Screen. Select an option to adjust and press the  button. 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 you are in the game.

- ▼ **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 it so that the area below the red line on the color bar appears completely 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.
- ▼ **NETWORK SETTING** — Set and edit network settings necessary for playing online.
- ▼ **EXIT** — Close the Options Screen.
- ▼ **QUIT** — End your game.

HDD INSTALL

Use this feature to optionally install game data on the internal hard disk drive (for PlayStation®2). Doing so will shorten loading time and provide more seamless gameplay.

- ▼ You need at least 1152MB of free space on the hard disk drive in order to install **RESIDENT EVIL® OUTBREAK FILE #2** game data.
- ▼ While installing data, do not turn off the power, reset the system, or remove the hard disk drive. Doing so could corrupt 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.

ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at www.us.playstation.com/support/useragreements.

YOUR NETWORK CONFIGURATION FILE

RESIDENT EVIL® OUTBREAK FILE #2 is compatible with Your Network Configuration file created with other PlayStation®2 online games.

- ▼ To play *RESIDENT EVIL® OUTBREAK FILE #2* online, you need to have Your Network Configuration file saved to the memory card.

- ▼ You can use the Network Adaptor Start-Up Disc included with your Network Adaptor (for PlayStation®2) to set up your network connection. Refer to the instructions that came with the Network Adaptor Start-Up Disc.

SETTING UP

In order to play online, you'll need:

- ▼ Memory card (8MB) (for PlayStation®2)
- ▼ Network Adaptor (for PlayStation®2)
- ▼ Broadband connection
- ▼ Network configuration set up using your Network Adaptor Start-Up Disc (see above).

NETWORK SETTINGS

FOR EXISTING USERS

If you already have an account from *AUTO MODELLISTA™* or *RESIDENT EVIL® OUTBREAK*, follow these instructions:

1. Select *EDIT ACCOUNT*.
2. Select *SUPPORT*.
3. Select *SAVE LOGIN*.
4. At the Login Name and Password Entry Screen, enter the exact Login Name and password used for either of these two games.

5. Select *SUBMIT*, and then save the data to your memory card. You can now play *RESIDENT EVIL® OUTBREAK FILE #2* using your existing Login Name.

If you already have an account from *MONSTER HUNTER*, you can play *RESIDENT EVIL® OUTBREAK FILE #2* without going through the above steps.

FOR FIRST-TIME USERS



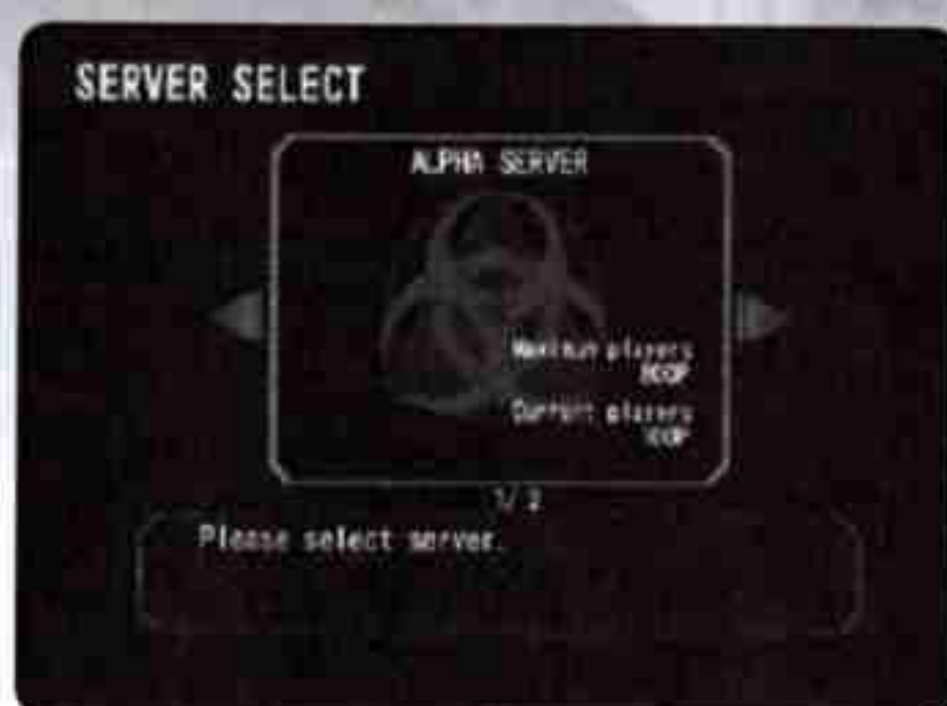
First, set up your network configuration by following these steps:

1. Select **NETWORK CONNECTION**, then select **EDIT NETWORK CONFIGURATON**.
2. Answer **YES** on the next screen to add a new network setting.



3. Select **ADD SETTING** and enter the necessary information provided by your ISP.

SERVER SELECTION



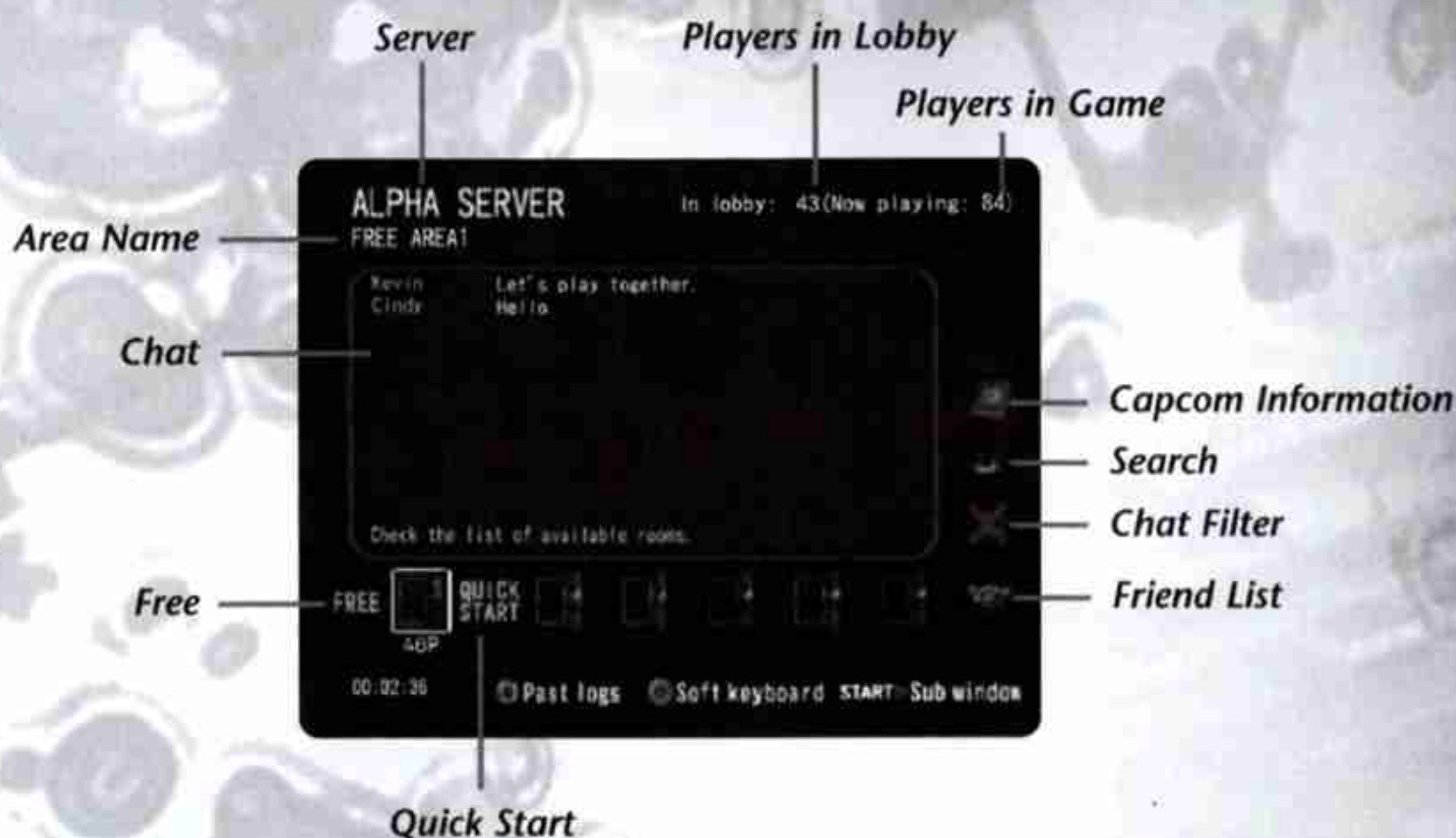
A number of servers are available for **RESIDENT EVIL® OUTBREAK FILE #2**. You can play on any server you like. If you plan to meet and play with friends online, select a specific server that you all agree on.

AREA SELECTION



After selecting a server, you move on to the Area Select Screen, where each area has different rule settings. Select the area with the rule settings you want to play with.

MAIN LOBBY



- ▼ **SERVER** — Name of the server you're using.
- ▼ **PLAYERS IN LOBBY** — Displays the number of players in the Lobby.
- ▼ **PLAYERS IN GAME** — Displays the number of players in the game.
- ▼ **AREA NAME** — Name of the area you're in.
- ▼ **CHAT** — Chat with other players by using the USB keyboard or the in-game soft keyboard.
- ▼ **FREE** — Display the Room List. (See page 24.)
- ▼ **CAPCOM INFORMATION** — Check the Capcom database and information about Capcom.
- ▼ **SEARCH** — Search for other users here. (See page 24.)
- ▼ **CHAT FILTER** — Go here to block specific users' comments. (See page 24.)
- ▼ **FRIEND LIST** — Check the status of players in your Friend List. (See page 24.)
- ▼ **QUICK START** — Auto-match with other players by selecting a character.

Use these controls on the Main Lobby Screen:

- | | |
|--|--|
|  button | Bring up the subwindow. (See page 24.) |
|  button | Open the soft keyboard for chat. |
|  button | Display the past log in the Lobby. |

SEARCH



Search for the current online status of users by scrolling through your Friend List or manually entering their Login Names (up to 3 names at a time).

Note: Login Names not currently logged in to the server will not be found.

CHAT FILTER



Select **OFF** to block the display of specific users' comments in the Lobby Chat Screen. Toggle comments **ON** to redisplay them.

FRIEND LIST



View the list of friends registered in your Friend List, the number of times you have played together, and their current online status. To delete a name, select it and press the **[button]** button.

SUBWINDOW

- ▼ **SPEAKER LIST** — List of users currently chatting in the Lobby.
- ▼ **CONTROL HELP** — Help for using the controller.
- ▼ **KEYBOARD HELP** — Help for keyboard use.
- ▼ **MESSAGE FOR YOU** — Information or message from Capcom.
- ▼ **END NET PLAY** — Disconnect from the network and exit online play.
- ▼ **EXIT** — Close the subwindow.

ROOM LIST



Select **FREE** on the Main Lobby Screen to view the Room List, which shows the number of people in each room and any open slots. Refer to this list when you're selecting a room.

- ▼ **TITLE & SCENARIO** — Shows the room name and scenario. When you select a room that has already been started, you can view the other members already there and the rules set already chosen. You can join a room or start your own if open slots are available.
- ▼ **KEY ICON** — Indicates a password is needed to join the room.
- ▼ **HEADS** — Number of people who have already joined the room.

RULE SETTING



When you create your own room, use this screen to set the game rules.

- ▼ **ROOM TITLE** — Choose a name for the room.
- ▼ **PASSWORD** — If you set a password, other users will be required to know it in order to join you.
- ▼ **NO. OF PLAYERS** — Select the number of people (max. 4) who can join.
- ▼ **WAITING TIME** — Set the maximum wait time. When the time expires, the game starts automatically.
- ▼ **DIFFICULTY** — Set the scenario's difficulty level.
- ▼ **SCENARIO** — Choose a scenario for your game.
- ▼ **CHARACTER** — Select your character.
Note: In some cases the rule settings may be different.

WAITING ROOM

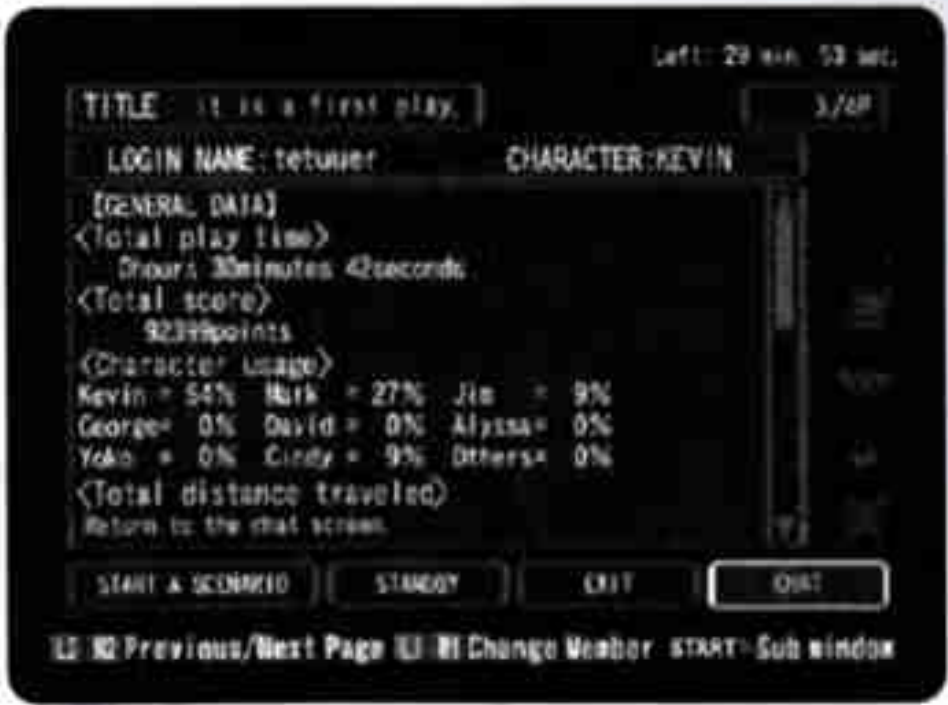


- ▼ **START A SCENARIO** — Only the room creator can select this to start the game.

- ▼ **CHAT FILTER** — Blocks comments from designated users.
Note: Of the icon features, only the Chat Filter is available in the Waiting Room.
- ▼ **STANDBY** — Enjoy the chat while waiting for the game to start.
- ▼ **MEMBER DATA** — Bring up the Member Data Screen (see below).
- ▼ **EXIT** — Leave the room. When the room creator leaves, the room is canceled and all players return to the Room List.

MEMBER DATA

View various data about the members in a room.



Press the **L1** or **R1** button to cycle through the members, and the **L2** or **R2** button to cycle through the information.

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 try to stand and fight. Each weapon has a special characteristic, so use the best weapon for the situation.

OPENING DOORS

If you can't find the key, or the door is guarded by enemies, then breaking it down is the best way to go. Using a gun to open a door consumes ammunition and a tackle works only in certain situations. Figure out the best method to fit the circumstances.

OTHER CHARACTERS

Listen for game sounds. You can hear characters' footsteps, screams, gunshots, etc. in nearby rooms. When you hear a scream, open the Map right away to pinpoint its location.

ENVIRONMENTAL OBJECTS

Items such as gas cans can be shot to damage nearby enemies. Try using these objects in the environment in different ways — they can help you survive a fight!

HIDDEN POWER OF ITEMS

Herbs, emergency spray, and other medicinal items can momentarily halt the Virus Gauge. Even if your health is fine, use these items to push back the spread of the virus if it gets too high. Combine green, blue, and red herbs to add more effects than if using them individually.

FALLEN & CAN'T GET UP?

If your character is unable to walk, try using healing items. If you don't have any, search the area or call for help.

AN EASIER WAY TO ATTACK

You can stay faced towards enemies with Action Aiming. Combine this with normal aiming to help you defeat enemies.

TROUBLESHOOTING

FIREWALLS

In order to join or host a *RESIDENT EVIL® OUTBREAK FILE #2* 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 gets 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 broadband device.

ONLINE TECHNICAL REQUIREMENTS

Broadband access and the Network Adaptor (Ethernet)(for PlayStation®2) required for Network Capabilities. Players are responsible for all applicable Internet fees. Network Capabilities may

be subject to change, withdrawal and charge for use. Go to www.playstation.com for Network Capabilities access terms and availability.

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RATINGS

The Game's content has been rated M for Mature content with Intense Violence, Blood and Gore and Strong Language. However, the content of the Game may change due to interactive exchanges between players in the online mode. Neither Capcom nor Sony Computer Entertainment accept any responsibility for content which is external to the Game itself. Please refer to the Terms of Service for further conditions of use relating to online play.

ONLINE END USER LICENSE AGREEMENT

THIS AGREEMENT DESCRIBES THE TERMS ON WHICH CAPCOM ENTERTAINMENT INC. ("CEI") ALLOWS YOU THE ABILITY TO PLAY THIS ONLINE GAME (THE "GAME"). IF YOU PRESS THE "I AGREE" BUTTON, YOU AGREE TO THE TERMS AND CONDITIONS BELOW, INCLUDING THE RULES OF CONDUCT. IF YOU PRESS THE "I DO NOT AGREE" BUTTON, YOU MAY NOT PLAY THIS GAME AND YOU WILL NEED TO CONTACT YOUR RETAILER REGARDING RETURNING THE GAME. If you have any questions regarding these terms and conditions, please contact customer service at megamail@capcom.com.

1. Accounts are available only to adults or, in their discretion, their minor child. If you are a minor, your parent(s) or guardian(s) must complete the registration process, in which case they will take full responsibility for all obligations under this Agreement. By clicking the "I Agree" button, you represent that you are an adult and are either accepting this Agreement on behalf of yourself or your child. You are responsible for all activity under your Account and parents or guardians are liable for the activities of their child. You are responsible for maintaining the confidentiality of any password connected with your Account. Corporations and other entities are not eligible to procure Accounts.
 2. To play the Game, you must (a) purchase the online game CD/DVD (the "Media"), which includes software required for the Game (the "Software"), (b) have a broadband Internet connection (which we do not provide) to access your Account, and (c) have all applicable or required hardware and software to operate the Game (which we do not provide). You are responsible for paying all fees and taxes (those not collected by us) for the Software, service and other costs you incur to access your Account. Neither this Agreement nor your Account entitles you to any subsequent releases of the Software, nor to any expansion packs or similar ancillary products. You understand that we may update or otherwise enhance the Software at any time and in doing so incur no obligation to furnish such updates to you pursuant to this Agreement.
 3. We may amend this Agreement at any time in our sole discretion. Amendments shall be displayed at www.capcom.com/EULAPS2. Such amendments shall be effective on the date listed on the site. If we change this Agreement, then we will notify you at least 30 days before such changes become effective. We may notify you via email, online posting or other means. If you do not agree to such changes, then you must stop playing the Game before such changes become effective. Your continued use of the Game after the effective date of such changes constitutes your acceptance of and agreement to such changes.
 4. DNAS (as defined below) will provide each Account with a unique ID which identifies your PlayStation®2 computer entertainment system.
- Each unique ID may create up to three (3) login names. Please note that you may be banned from playing the Game if your login name is banned for a total of three (3) times.
- Login names: You must create a Login Name (15 letters max) in order to play the Game. However, you may not select as your Login Name the Login Name of another user, or a name which violates any third party's trademarks, publicity rights or other proprietary right, or which may mislead other players to believe you to be an employee of CAPCOM, any other partners or affiliates or which CAPCOM deems at its sole discretion to be vulgar, offensive, racist or includes profanities. CAPCOM reserves the right, in its sole discretion, to delete any Login Name or terminate that Login Name.
5. GameMasters will observe the chat between players and search for cheaters. The GameMaster will give warnings and will restrict your access when you break the Rules. In addition, the GameMaster will broadcast urgent messages through the servers. We may terminate this Agreement (including your Software license and your Account) and/or suspend your Account immediately and without notice if you breach this Agreement or repeatedly infringe any third party intellectual property rights, or if we are unable to verify or authenticate any information you provide to us, or upon gameplay, chat or any player activity whatsoever which we, in our sole discretion, determine is inappropriate and/or in violation of the spirit of the Game as set forth in the Rules of Conduct, which are posted at WWW.CAPCOM.COM/ROC. If we terminate this Agreement or suspend your Account under these circumstances, you will lose access to your Account. We may also terminate this Agreement if we decide, in our sole discretion, to discontinue offering the Game.
 6. Subject to the terms of this Agreement, we hereby grant to you a non-exclusive, non-transferable, revocable license to use the Software solely in connection with playing the Game via an authorized Account. You may not copy, distribute, sell, auction, rent, lease, loan, modify or create derivative works, adapt, translate, perform, display, sublicense or transfer all or any portion of the Software. You may not copy any of the written materials accompanying the Media. You may not reverse engineer, disassemble or decompile the Software except to the extent that this restriction is expressly prohibited by applicable law.
 7. We and our suppliers shall retain all rights, title and interest, including, without limitation, ownership of all intellectual property rights relating to or residing in, the Media, the Software and the Game, all copies thereof, and all game character data in connection therewith. You acknowledge and agree that you have not

and will not acquire or obtain any intellectual property or other rights, including any right of exploitation, of any kind in or to the Media, the Software or the Game, including, without limitation, in any character(s), item(s), coin(s) or other material or property, and that all such property, material and items are exclusively owned by us.

8. You may not use any third party software to modify the Software to change Game play. You may not create, facilitate, host, link to or provide any other means through which the Game may be played by others, such as through server emulators. You may not take any action which imposes an unreasonable or disproportionately large load on our infrastructure. You may not buy, sell or auction (or host or facilitate the ability to allow others to buy, sell or auction) any Game characters, items, coin or copyrighted material.
9. As part of your Account, you can upload content to our servers in various forms, such as in the selections you make for the Game and in chat rooms and similar user-to-user areas (collectively, your "Content"). Your Content shall not: (a) infringe any third party intellectual property, other proprietary or publicity/privacy rights; (b) violate any law or regulation; (c) be defamatory, obscene, child pornographic or harmful to minors; or (d) contain any viruses, trojan horses, worms, time bombs, cancelbots or other computer programming routines that are intended to damage, detrimentally interfere with, surreptitiously intercept or expropriate any system, data or personal information. We may take any action with respect to your Content if we believe it may create liability for us or may cause us to lose (in whole or in part) the services of our ISPs or other suppliers. You hereby grant to us a worldwide, perpetual, irrevocable, royalty-free, sublicenseable (through multiple tiers) right to exercise all intellectual property rights, in any media now known or not currently known, associated with your Content.
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- Don't use the Game to do anything illegal. CEI isn't responsible for anything you say on the service or for anything that happens because of what you say; you alone are responsible.
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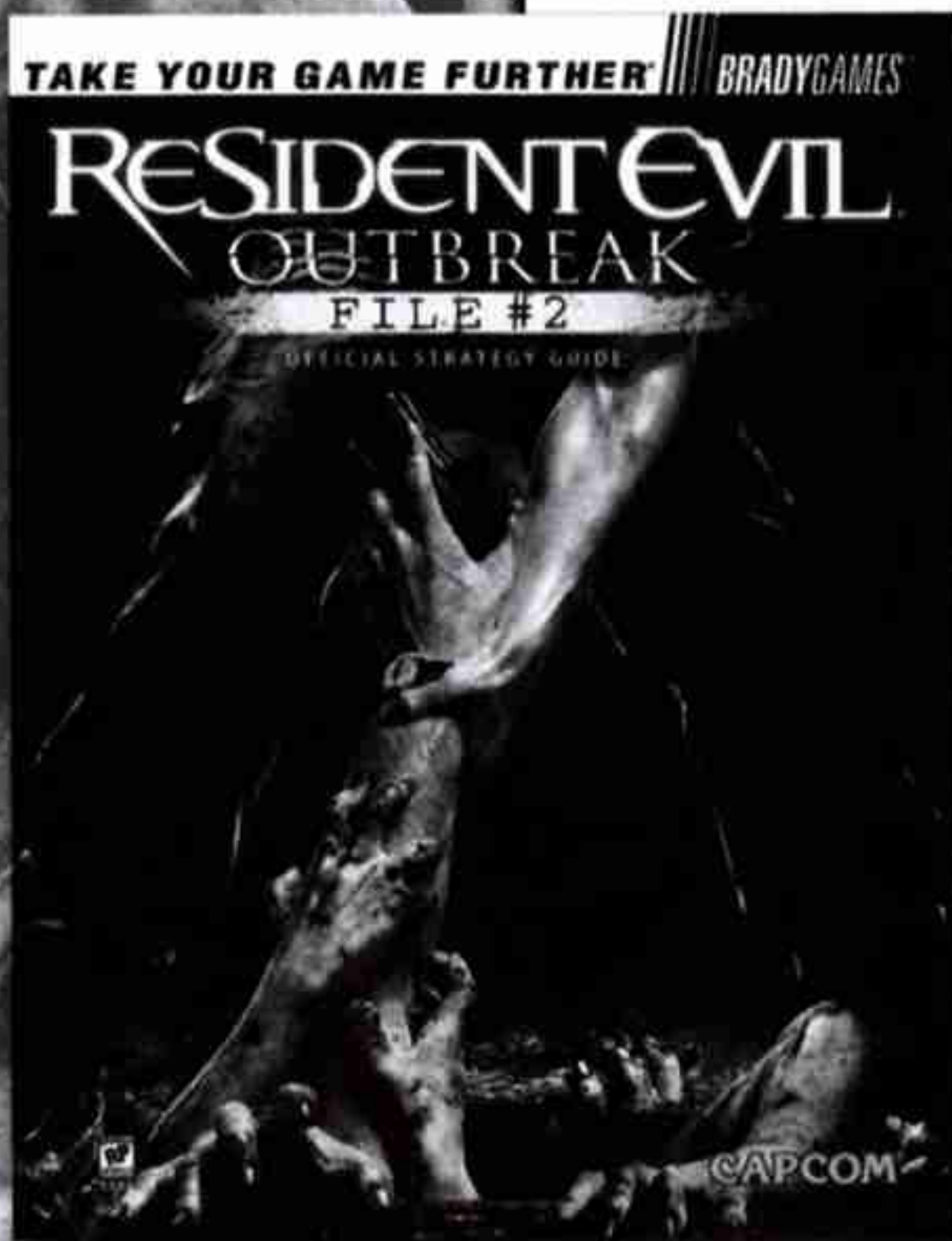
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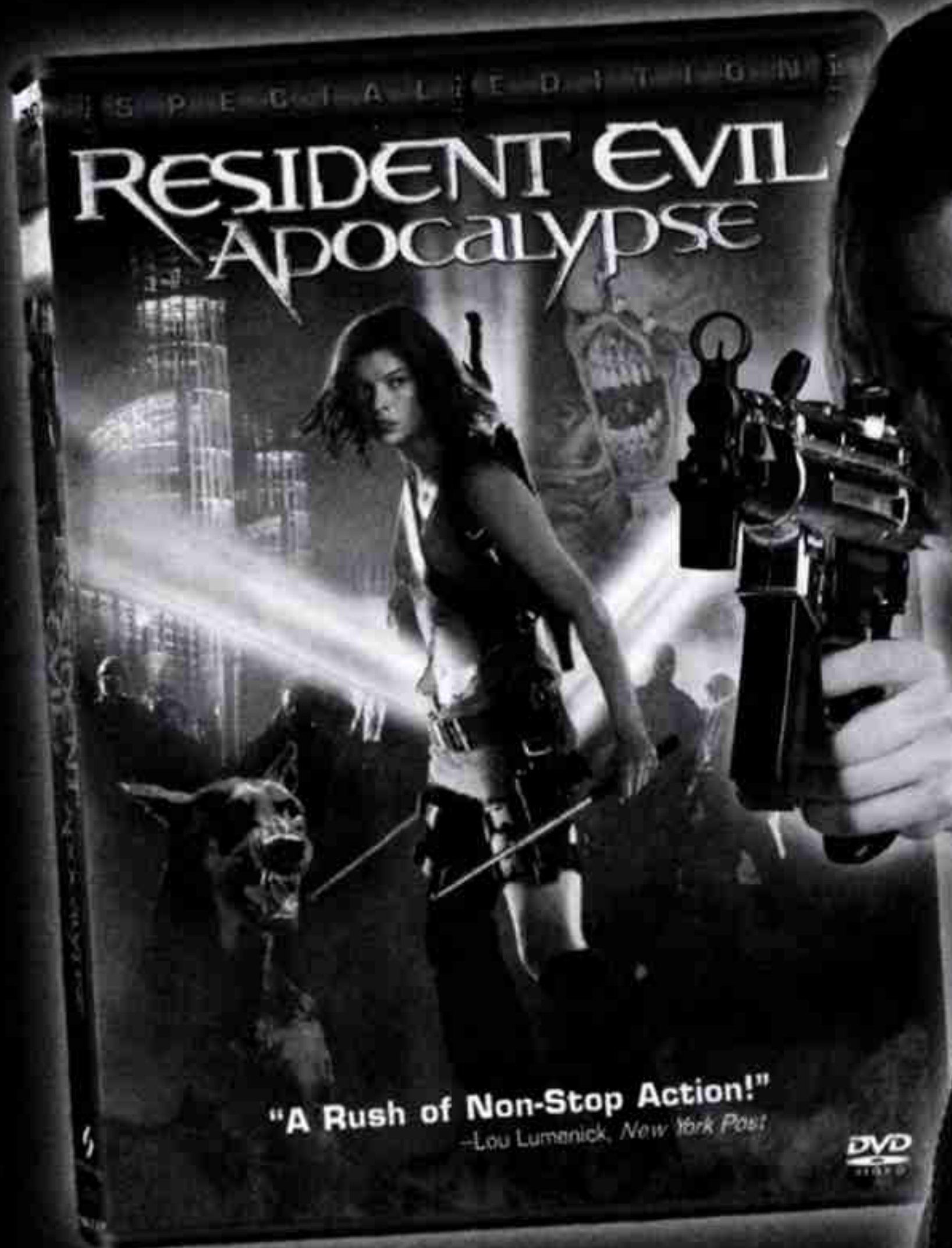
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