



NTSC U/C

PlayStation®



"...THE GAME THAT BREAKS THE SURVIVAL HORROR MOLD..."

— NEXT GEN

GALERIANS™

ガレリアンズ



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

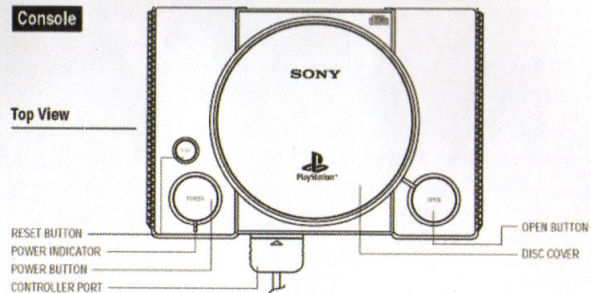
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

C O N T E N T S

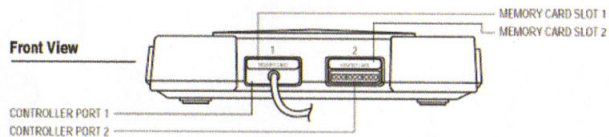
Controller / Starting the Game	2
Game System	4
Story Background	6
Main Characters	8
Saving and Loading Games	10
Options	12
Replaying Movies	13
Using Psychic Powers	14
Items, PPEC's, and Medicine	16
PPEC and Medicine Descriptions	18
Shorting	20
Other Characters	21
Credits	27
Customer Support	29

Console

Top View

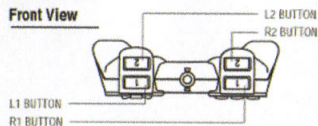


Front View

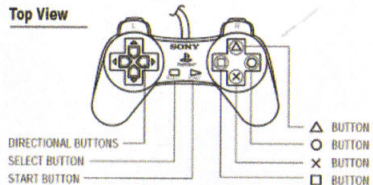


Controller

Front View

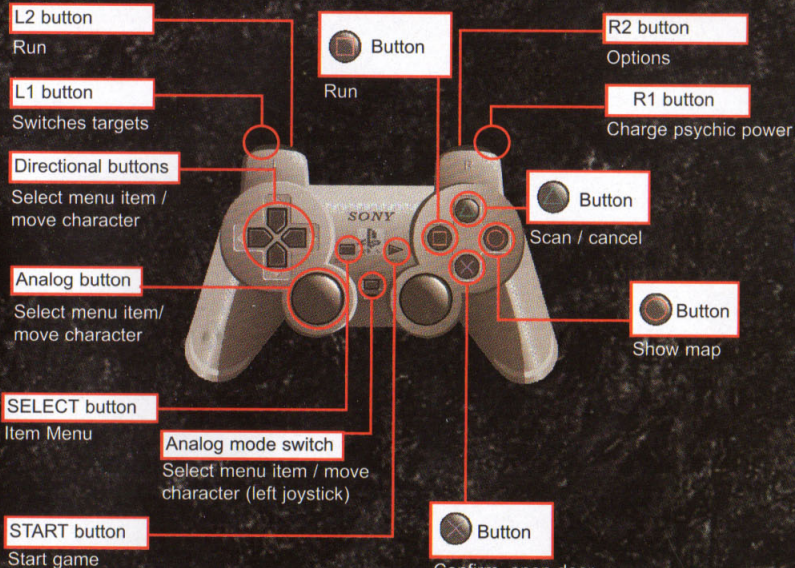


Top View



1. Set up your PlayStation game console according to the instructions in its instruction manual.
Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the *Galerians* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
4. Press **START**. The Main menu options appear.

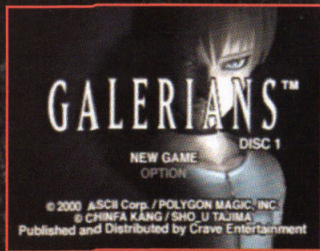
DEFAULT GAME CONTROL



Game System

Starting the Game

Place Disc 1 in your PlayStation, and then turn it on. The opening movie will play once the disc has loaded. You can skip the movie by pressing the START or X button. The title screen will appear after the movie ends or has been skipped.



Starting a New Game

Select NEW GAME in the title screen, and then press the START button.

Loading a Saved Game

Select LOAD GAME in the title screen, and then press the START button. You will see the screen for loading saved games. Select a game to resume play. (See page 11.)

Changing Options

Select OPTIONS in the title screen, and then press the START button. (See page 12.)

Replaying Movies

Select MOVIE PREVIEW in the title screen, and then press the START button. You will see the screen for loading saved games. Select a saved game to replay the movies that you saw during that game. (See page 13.)

Changing Discs

When you see a message asking you to change discs, replace the current disc with the one specified in the message. Once you have advanced to Disc 2 or 3, you can start the game from that disc.

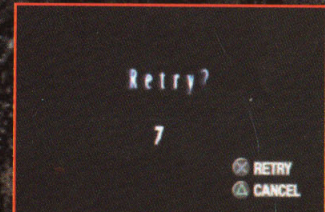
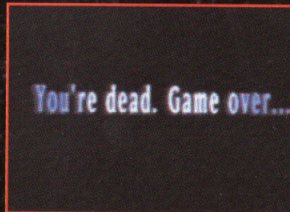


Game Over

Rion, the hero of our story, loses HP (hit points) when attacked by his enemies. Also, when he shorts, due to the effects of the PPEC's he takes, he will be severely impaired and gradually lose HP. (See page 20.) Rion will die when his HP reaches 0, resulting in the end of the game.

Retry

When fighting some of the more difficult enemies, you have the option of retrying the battle after you die. Make sure you select RETRY before the countdown expires if you want to try again.



STORY

Dr. Steiner and Dr. Pascale, both top computer researchers in their field, succeeded in creating Dorothy, a revolutionary supercomputer that can think for herself and replicate her circuits to become even more advanced. Under her own power, Dorothy grew completely new cellular circuits, enabling her to abandon her old system kernel. Before long she was controlling her senior computers, rising to the status of Michelangelo City's Mother Computer.

But Dorothy began expressing her dissatisfaction towards humankind, whom she was supposed to serve. The real trouble began when she started questioning her position in respect to humankind.

She began asking, "Why do I not have the right to wipe out such an inferior system such as humankind? Why is a superior system, such as myself, being controlled by an inferior system? Why am I not allowed to kill people, even though they kill each other?"

Dorothy began working on the answers to her own questions. Her solution, the Family Program, was the beginning of the end...



MAIN CHARACTERS

Rion

Sex: Male
Age: 14

Rion is the game's main character who awakes to find himself bound in a restraining bed at Michelangelo Hospital. He frees himself using his newfound psychic abilities, but he is hindered by his memory loss of anything that happened before waking up at the hospital. In his mind, Rion hears the voice of Lilia, who is trying to telepathically guide him to her location. The psychic power enhancement chemicals (PPEC) he finds stimulate various psychic powers. Rion has vowed to find Lilia and discover what has happened to him despite the immense odds against him.

Lilia

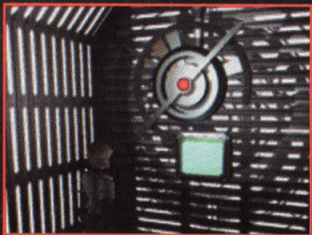
Sex: Female
Age: 14

A young girl who can communicate with others and read their minds with her telepathic powers. She is currently on the run from some as yet unidentified enemies. She tries to telepathically communicate with Rion whenever it is safe to do so. Although she is scared and lonely, she still believes Rion will come rescue her.

SAVING AND LOADING GAMES

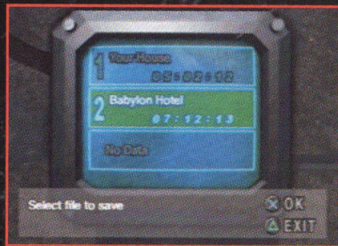
Saving Games

You can only save games at save machines like the one shown below.



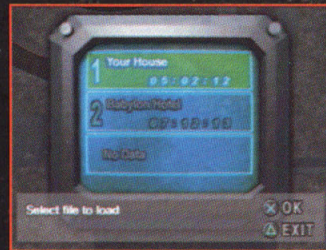
Save Screen

This is the screen for saving games.



Loading Games

To continue playing a game you have saved, insert the memory card containing the saved game into your PlayStation, and then start Galerians. In the title screen, select LOAD GAME to display the load screen where you can select the game you want to resume.



- * Saving games requires a memory card (sold separately).
- * One memory card block is required to save one game. You may save up to three game files.
- * Never remove the memory card while saving or loading games. Doing so may destroy data stored on the memory card.
- * This game only supports memory cards inserted in memory card slot 1.

OPTIONS

Options Menu

Selecting OPTIONS in the title screen displays the OPTIONS MENU.



Adjusting Screen Brightness

Adjust your TV's brightness so that you can clearly see the entire background on this screen. This will enable you to play Galerians in vivid detail. This adjustment requires that your TV has a brightness control.

Key Config. - Choose between four different key configurations.

Volume - Adjust the games volume.

Vibration

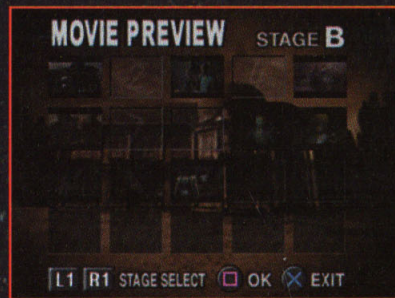
Turns controller vibration on/off. (This option only works when an DUALSHOCK™ analog controller is plugged into your PlayStation.)

REPLAYING MOVIES

You can replay movies you saw during the game by selecting MOVIE PREVIEW from the title screen - then load a saved game.



You cannot replay movies that you have not yet seen during your game.

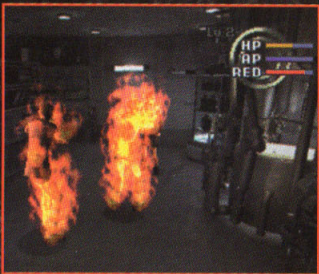


USING PSYCHIC POWERS

Attacking

Pressing the R1 button starts building up psychic power. This will be displayed in the psychic power gauge. Pressing the "X" button while psychic power is built up fires a psychic attack.

The damage the attack inflicts on your enemies is proportional to the psychic power you built up.



- Hit Points (HP) gauge**
Displays Rion's current health. It falls as Rion gets injured and rises when he gets healed.
- Anger Points (AP) gauge**
Displays Rion's current level of psychic anger.
- PPEC gauge**
Displays how much of the currently selected PPEC remains
- Psychic power level (Max. level: 3)**
Rion's psychic power level.
- Psychic Power gauge**
This gauge shows how much psychic power is building up while you hold the R1 button.

- The psychic power gauge appears automatically when you press the R1 button.
- Rion's psychic power drops one level each time he receives damage while his HP gauge is red (only half or less HP remaining).

Searching

You can use Rion's psychic scanning ability to search for things and reveal hidden information by pressing the triangle button. You will receive hints in image form when scanning certain objects. This power may even enable you to perform special actions required to continue with the game.



ITEMS, PPEC's, and MEDICINE

Pressing the SELECT button during the game displays menus containing the items, PPEC's, and medicine you currently possess. Pressing the Triangle button sends you back to the game screen.

Menu Bar

Directional keys: Change item

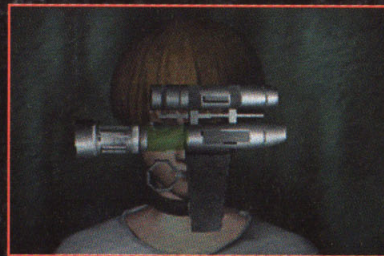
X button: Select | use item

Triangle button : Return to game screen

NOTE: If you are using Controller configuration 3-C, then the menu controls will remain normal, and will not be reflected by what is in the 3-C control set -up.



- You must have a Beeject to inject PPEC's.



PPEC AND MEDICINE DESCRIPTIONS

Rion can use a variety of psychic powers by injecting himself with PPEC's. There are also PPEC's that he takes orally to increase his psychic ability level or to raise his AP to full. In addition to these, there are medicines that restore HP and lower AP.



NALCON

Enables Rion to fire a powerful shockwave by focusing his psychic energy.



RECOVERY CAPSULE

Fully restores Rion's HP.



RED

Enables Rion to excite an object's molecules, causing it to burst into flames.



APPOLINAR

Causes Rion's AP to rise.



D-FELON

Enables Rion to form an anti-gravity field around an object to isolate or entrap it.



SKIP

Dramatically enhances the effects of Rion's psychic attack powers.



DELMETOR

Restores AP to normal. It will also counteract effects of shorting.



SHORTING

Injecting PPEC's enables Rion to use a variety of psychic powers, but the side effects will cause his AP (Anger points) to rise. They will continue to rise each time Rion performs certain actions. Rion will short if you try to use a psychic power while the AP gauge is full. While Rion is shorting, his psychic powers will go out of control and most enemies near him will automatically fall dead. However, this places a dramatic load on his body, causing his HP (Health Points) to continually fall as long as he is shorting.



You can counteract the effects of shorting by taking a Delmetor capsule.

OTHER CHARACTERS

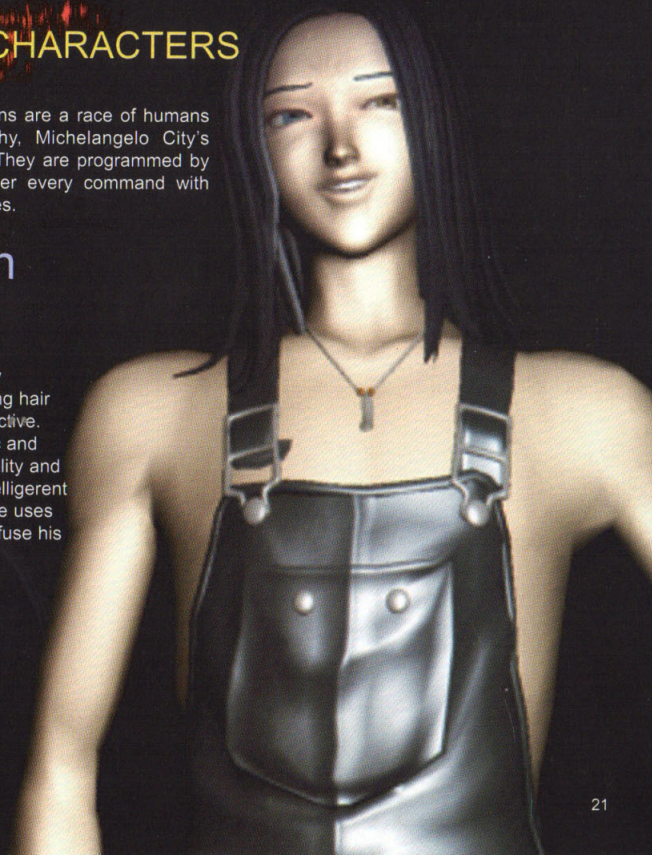
Galerians: Galerians are a race of humans created by Dorothy, Michelangelo City's mother computer. They are programmed by Dorothy to fulfill her every command with their psychic abilities.

Birdman

Sex: Male

Age: 18

Galerian created by Dorothy. He has long hair and is tall and attractive. He has a narcissistic and destructive personality and often assumes a belligerent attitude. In battle, he uses teleportation to confuse his enemies.



Rainheart

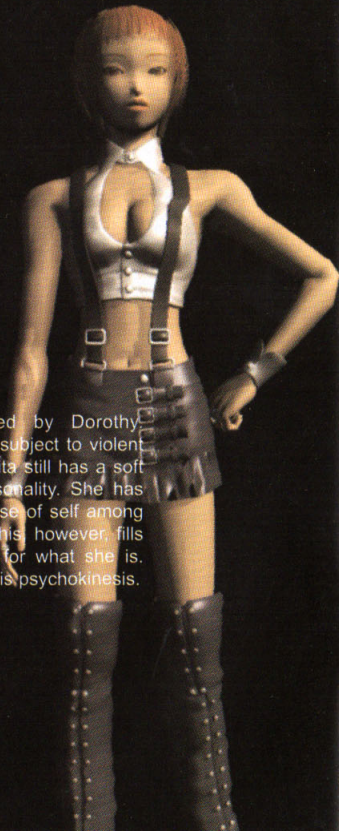
Sex: Male
Age: 15

Galerian created by Dorothy. His physique makes him look much younger than he really is and he acts very childish despite his age. He has an abnormal fear of shots and sometimes is unable to control himself. He mainly employs psycho-illusions to defeat his enemies.

Rita

Sex: Female
Age: 17

Galerian created by Dorothy. Although she is subject to violent mood swings, Rita still has a soft side to her personality. She has the greatest sense of self among the Galerians. This, however, fills her with hatred for what she is. Her main power is psychokinesis.



Dr. Steiner

Sex: Male
Age: Mid - 40's

Rion's father. Top computer scientist who developed Dorothy jointly with Dr. Pascale. Kind yet stern father who regrets what he has done to his son.



Elsa

Sex: Female
Age: Mid - 40's

Rion's mother and Dr. Steiner's wife. Gentle and caring woman who loves Rion very much.



Dr. Pascale

Sex: Male
Age: Mid - 40's

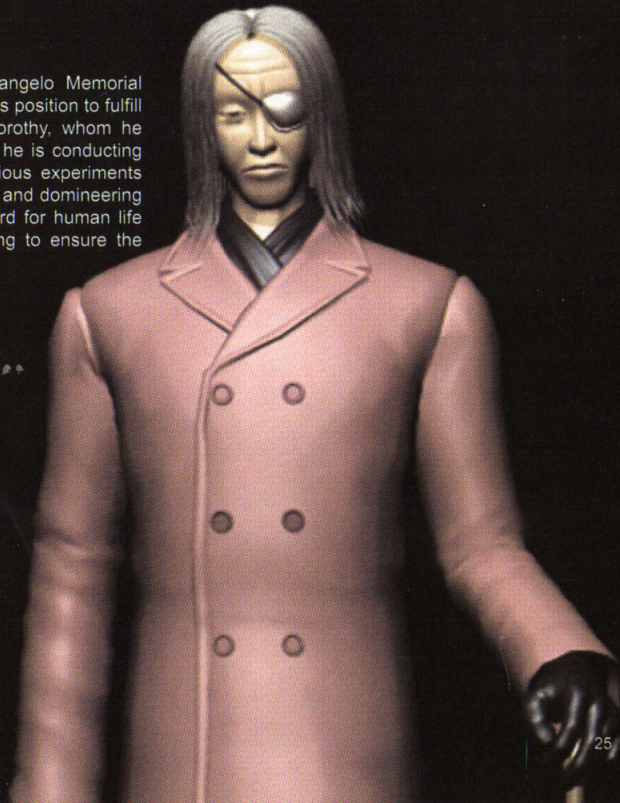
Lilia's father. Jointly developed Dorothy with his friend and co-researcher Dr. Steiner. Caring father who tried his best to protect his daughter.

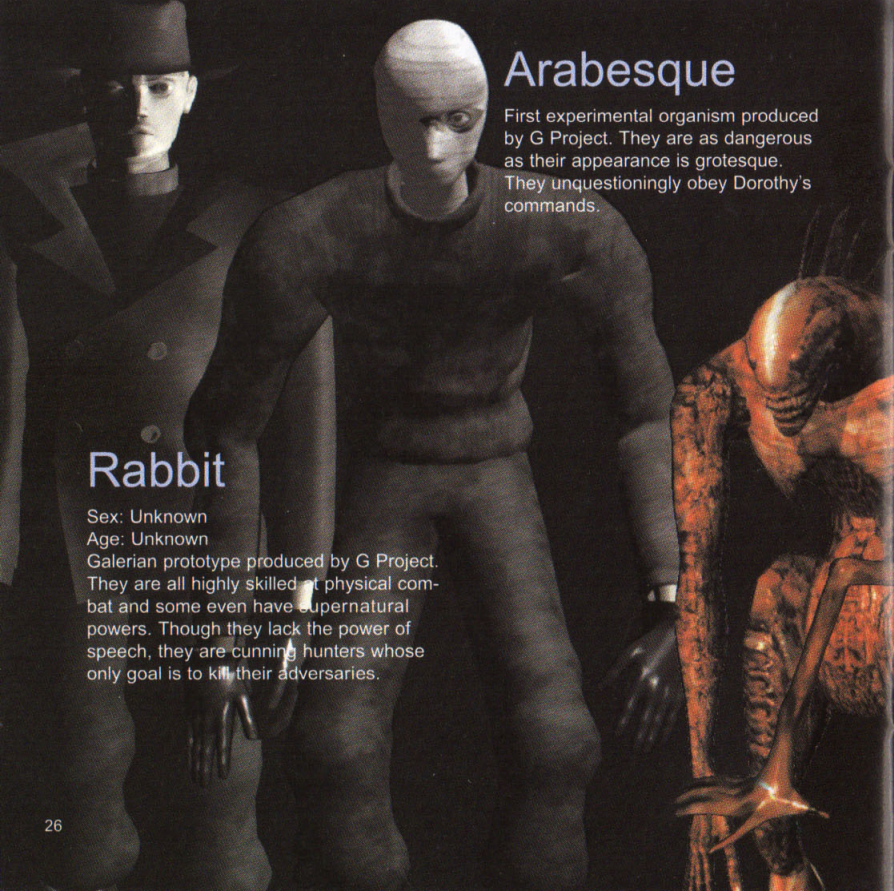


Dr. Lem

Sex: Male
Age: Mid - 40's

Clinic chief of Michelangelo Memorial Hospital. He is using his position to fulfill the evil designs of Dorothy, whom he worships. To this end, he is conducting the G project and various experiments on Rion. He is a mean and domineering man who has no regard for human life and will stop at nothing to ensure the project's success.





Arabesque

First experimental organism produced by G Project. They are as dangerous as their appearance is grotesque. They unquestioningly obey Dorothy's commands.

Rabbit

Sex: Unknown
Age: Unknown

Galerian prototype produced by G Project. They are all highly skilled at physical combat and some even have supernatural powers. Though they lack the power of speech, they are cunning hunters whose only goal is to kill their adversaries.

U.S. PRODUCTION TEAM

Executive Producer
Mike Arkin

Producer
Jeff Barnhart

Associate Producer
Chris Scaglione

Assistant Producer
Kyoko Makino

QA Manager
Mike Schneider

QA Test Team
B.J. Bigley
Judy Britton
Daniel Echeverria
John Kellogg
Solomon Kupu
Jeff McLean
Jeff Nachbaur
Richard Robledo
Ron Talay
Maximillian Zarou

Licensing / Localization Coordinator
Shinji Katsukawa

Translation
Jason Franzman

Voice Direction
Ellyn Stern

Casting
Ellyn Stern

U.S. Cast

Rion | Cain
Frank Newman

Dr. Lem
Gangster
Maintenance Man
Dr Steiner
Richard Epcar

Rainheart
David Umansky

Birdman
Dr. Pascalle
Researcher B
Soldier A
Bo-Williams

Researcher A
Guard A
Guy in lobby
Maniac Terrorist
Drug Dealer
Priest
Michael Sorich

Brainscan Unit
Sonja S. Fox
Elsa
Woman in Distress
Computer
Lillia
Julie Maddelena

Dorothy
Helen Storm

Rita
Kendra Barnhart

Marketing

V.P. Marketing
Paul Sackman

Senior PR Manager
Lisa Fleury

Marketing Services Manager
Sheri Furumi

Product Marketing Manager
Eddie Camarillo

Creative Services

Creative Services Manager
Ryan Villier-Furze

Creative Assistant
Ethan Malykont

Production Artist
Tsuyoshi Yamazaki

Special Thanks
Nima Taghavi
Mark Burke
Holly Newman

CREDITS

Scenario

Chinfa Kang
Ichiro Sugiyama
Hiroshi Kobayashi

Product Manager

Akiyoshi Yamazaki

Quality Check Director

Takaichi Satoh

Title Logo Designer

Tsuyoshi Yamazaki

Director

Hiroshi Kobayashi

Assistant Director

Hironori Kawamura
Ko - ichi Takahashi

Art Director

Masahiko Maesawa

Game Stage Designer

Hayato Shimoda
Rica Yamakawa
Shuhan Goya

Game Character Designer

Takeshi Suzuki
Izumi Aoki

Movie Director

Masahiko Maesawa
Yoshinori Morikawa

Movie Designers

Daisuke Kobayashin
Naotsuga Zushi
Takeshi Suzuki
Shuhan Goya
Hayato Shimoda

Audio

Masahiko Hagio

Chief Programmer

Shizuo Iisawa

Main Programmer

Satoshi Kawakami

Super Programmer

Wataru Fujimoto

Effect Programmer

Takahiro Ushiroda

Opening Theme

SPARKY SPIKEY / "Release Me"
Lyrics, Music, Arrangement / TOMO
Vocal / KAORI
Producer / TOMO
Engineer / Norika Suwa

Special Thanks

Toshihiro Sakamoto
Atsushi Tsutsumi
Takashi Suzuki
Yukihiko Yoshida
Kaysuya Kashiwagi
Nobuo Wada
Miwa Togashi
Ryuichi Ohnuma

Warranty

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disk(s) or cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or \$30 U.S. currency per Cartridge replacements. Note: Certified mail recommended. in the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICIPATING PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

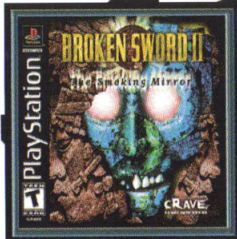
Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Service

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022.

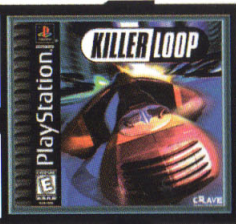
If you are looking for Hints and Tips for any Crave Entertainment product, please call

US: 900-903-4468 (\$0.95 U.S. dollar per minute) Canada: 900-677-4468 (\$1.50 Canadian dollar per minute)
Must be 18 years or have parents permission. Touch tone phone required.



In this gripping adventure game, George Stobard must race against time to rescue his girlfriend from the clutches of a Central American crime syndicate. This suspenseful adventure game brilliantly incorporates historical fact and legends into its many plot twists.

Magno-Kinetic racing is beyond extreme. Futuristic cities hurtle by as racers battle it out in their sleek Tri-Pod vehicles over gravity defying 360-degree tracks. Featuring an arsenal of onboard offensive and defensive technology, Killer Loop is a killer ride.



You are Levant, the last of the Cocoon Masters. You have the power to capture forest spirits, combine them and create powerful monsters. This is a stunning RPG adventure that features a unique monster-combining system and an awesome world to explore.

Crave Entertainment, 19645 Rancho Way, Rancho Dominguez, CA 90220

© 2000 ASCII CORPORATION/POLYGON MAG. (株) ASCII KANIGI SHU. H. TAJIMA. Published and distributed by Crave Entertainment, Inc. under license from ASCII Corporation. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc. Crave Entertainment and the respective logos are trademarks of Crave Entertainment, Inc. All rights reserved. All other trademarks and copyrights are the property of their respective holders.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc. The rating icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U.C. DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



CRAVE
ENTERTAINMENT