



PAL

A close-up portrait of a character with short, spiky blonde hair and a determined, slightly menacing expression. The character is wearing a white, zip-up jacket with a glowing blue aura around the collar and chest area. The background is dark and moody.

GALERIANS
ガレリアンス

CRAVE
ENTERTAINMENT

ASCII

PlayStation®

SLES-4228

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specific versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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1 Player



Memory Card
1 block



Analog Control
Compatible

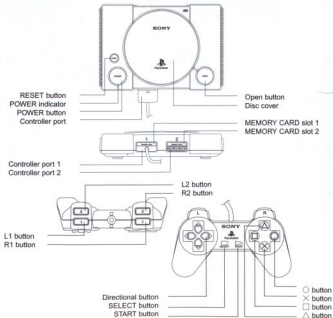


Vibration Function
Compatible

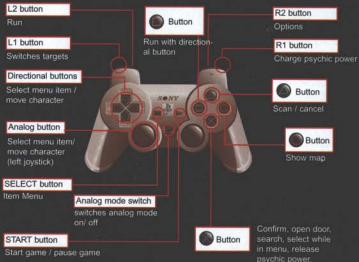
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SYSTEM LAYOUT



CONTROLLER LAYOUT



Galerians is compatible with the Analog Controller (DUAL SHOCK) as the digital Controller is displayed. Please press the analog mode switch (LED:Red) to enter Analog mode. You can use the left stick to steer your character instead of the directional buttons.

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 9.)

Changing Options

Select OPTIONS in the title screen, and then press the START button. (See page 10.)

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 10.)

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 PPECs he takes, he will be severely impaired and gradually lose HP. (See page 14.) 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 newly-found 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 the Analog Controller (DUAL SHOCK) is plugged into your PlayStation.)

REPLAYING MOVIES

You can replay movies you saw during the game by selecting movie previews from TITLE SCREEN - then load loading 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 \ 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.

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 . 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.



ITEM, 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 Δ button sends you back to the game screen.



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.



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

PILLS & DRUGS

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 (Hit 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

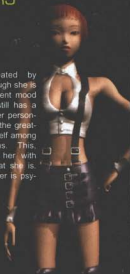
Galerian created by Dorothy. His physique makes him look much younger than he really is and he acts very childish despite his age. He has an abnormal fear of shots and sometimes is unable to control himself. He mainly employs psycho-illusions to defeat his enemies.



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.



OTHER CHARACTERS

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.



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. 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.



OTHER CHARACTERS

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 speed, they are cunning hunters whose only goal is to kill their adversaries.



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.



CREDITS

ASCII

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

Maashiko Maekawa

Game Stage Designer

Hayato Shimoda
Rica Yamakawa
Shunan Goya

Character Designer

Takeshi Suzuki
Izumi Aoki

Movie Director

Maashiko Maekawa
Yoshinori Makiwaka

Movie Designers

Daisuke Kobayashi
Naotaka Zueh
Takeshi Suzuki
Shunan Goya
Hayato Shimoda

Audio

Maashiko Maekawa

Chief Programmer

Shibusaba

Main Programmer

Satoshi Kawakami

Super Programmer

Wataru Fujimoto

Effect Programmer

Takahiro Ushiroda

Opening Theme

SPARKY SPOKEY / "Release Me"
Lyrics: Music: Arrangement /
TOMO

Vocal: KAORI

Producer: TOMO
Engineer: Nonaka Susa

Special Thanks

Toshinobu Sakamoto
Atsushi Tsubura
Takeshi Suzuki
Yukihiko Yoshida
Katsuya Kishiwagi
Nobuo Wada
Masa Tagashi
Ryuichi Ohnuma

Associate Producer

Chris Scapione

Assistant Producer

Kyoko Makino

QA Manager

Mike Schneider

QA Test Team

B.J. Bigley
Dan Chaffee
Daniel Echeverria
John Kellogg
Jeff McLean
Jeff Nachbaur
Richard Roberts
Ron Talty

Marketing

Aline Guggermina
Aurelie Didoloz

PR

Franck Sebastian

CRAVE ENTERTAINMENT

GERMANY

Translation

Textform

Voice recordings

Toniators

Package Design

TURBO DS

Marketing

Marion Lorenz
Bine Rosenkrantz

PR

Raza Aboulo
Klaus Kock

CRAVE ENTERTAINMENT

EUROPE

Operations Director

Andreas von Gintzow

Localization Director

Sophie Cristobal

Director of Product Management

Marc Buro

SPECIAL THANKS

Nima Taghavi
Mark Henke
Holly Newman
Shiny Katsukawa

CRAVE ENTERTAINMENT

U.S. PRODUCTION TEAM

Executive Producer

Mike Arkin

Producer

Jeff Benhart

CRAVE ENTERTAINMENT

FRANCE

Translation

Around the Word

Voice Recordings

Lolita Rose

Customer Service Numbers

• Australia	1902 262 662	Calls charged at \$1.50 per minute. Please call these Customer Service Numbers only for PlayStation Hardware Support.
• Österreich	0900 970 111	Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sec. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
• Belgique/België/Belgien	011 280 996	Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.
• Danmark	+45 33 26 68 20	Åben Man-Tors 16.00-19.00 Du bedes ringe til dette kundeservice nummer for support til din PlayStation.
• Suomi	0600 411911	"4.70 €/min + 20% alvoina ark 17-21" Sofia näihin asiakaspalvelunumeroihin van PlayStation-laiteistotukua varten.
• France	01 40 88 04 88	Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.
• Deutschland	01805 / 766 977	Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
• Greece	(00 301) 6777701	Παρακαλούμε να καλείτε αυτό το Τηλέφωνο Εξυπηρέτησης Πελάτη μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation.
• Ireland	(01) 4054022	Please call these Customer Service Numbers only for PlayStation Hardware Support.
• Italia	167 520 523	Chiamate i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.
• Nederland	0495 544 562	Wij verzorgen u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.
• New Zealand	(09) 415 2446	Please call these Customer Service Numbers only for PlayStation Hardware Support.
• Norge	2336 6600	
• Portugal	(01) 318 7450	Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.
• España	902 102 102	Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.
• Sverige	587 610 00	Vänligen ring till dessa kundtjänstnummer endast om problem uppstår på PlayStations programvara.
• Schweiz/Suisse	0900 55 20 55	Ein Anruf kostet Fr. 1.-/min. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.
• UK	0990 99 88 77	Please call these Customer Service Numbers only for PlayStation Hardware Support.