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- Maps
- Walkthrough
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- Walkthrough
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never use PPECs, collect skips.
- [08] Correspondence from Tester at Crave
- [09] Special Thanks and Credit
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PRE-REQUISITES FOR PLAYING: RESIDENT EVIL vs. GALERIANS

- [00] You must be familiar with Resident Evil.
RE 2 in particular. "Rion" = Leon.
- [01] You will need about 6 to 8 hours to get into and then finish this game if you have ever played ANY survival horror game. IFF you are already good at RE 2 then this is a 4 hour game the first time through. For RE players who like being able to run through in 2 hours~ forget it. You won't want to spend that much time on fresh start replays. You can play the game in 2 hours with Super Short after you have a CLEAR save.
- [02] The hospital has roughly the same floorplan as Raccoon City Police Dept. with a woman's statue in the middle whose feet point south.
- [03] "Your house" is essentially the Arklay Mansion.
East Wing, West Wing + stairs in the front room.
- [04] The Hotel is the Underground Lab from RE 2 and involves a lot of back-tracking for items between bosses.
- [05] IMPROVEMENTS ON RE?
What isn't like RE is that you get a Heads-Up Display (HUD) Map. nice.
- [06] THE BEST ADAVANTAGE-
You have all the item room you need to carry all the keys. This is cool since it makes no sense that a "gate key" would take as much room as a shotgun.
- [07] What are the HANDICAPS for RE players?
No inventory box.~ You have to remember where stuff was that you couldn't pick up, which is why I made maps for you. No response. You must charge for all kills. No pause to stop the clock. You are not visible on the map as a triangle. It is very easy to get lost, which is why I included labeled maps.
- [08] THE WORST HANDICAP-
You must select a key and use it to open doors. This is really frustrating and you will find yourself backtracking to find keys you already had because they don't automatically open doors.
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GUIDE TO DRUGS AND FIGHTING:

 [00] INJECTABLE LIQUID DRUGS (AMMO):

- NALCON - green. shockwave.
- RED - red. fire blast
- D-FELON - blue. anti-gravity.

[01] HEALING TABLETS:

- Recovery Capsule - yellow. heals HP.
- Delmetor - blue. cures short.
- Apollinar - red. causes short.

[02] SKIP - green. attack up.

At first Skip seems useless. The trick is that it keeps your attack level up as long as you never fall below half your HP. Even if you don't use Skip to charge all the way up~ which you won't have time for against bosses~ It makes your 1/4 and 1/2 charges come faster.

[03] MISLEADING FILE:

The Beeject is the gun you shoot drugs with. Melatropin you don't need / never find.

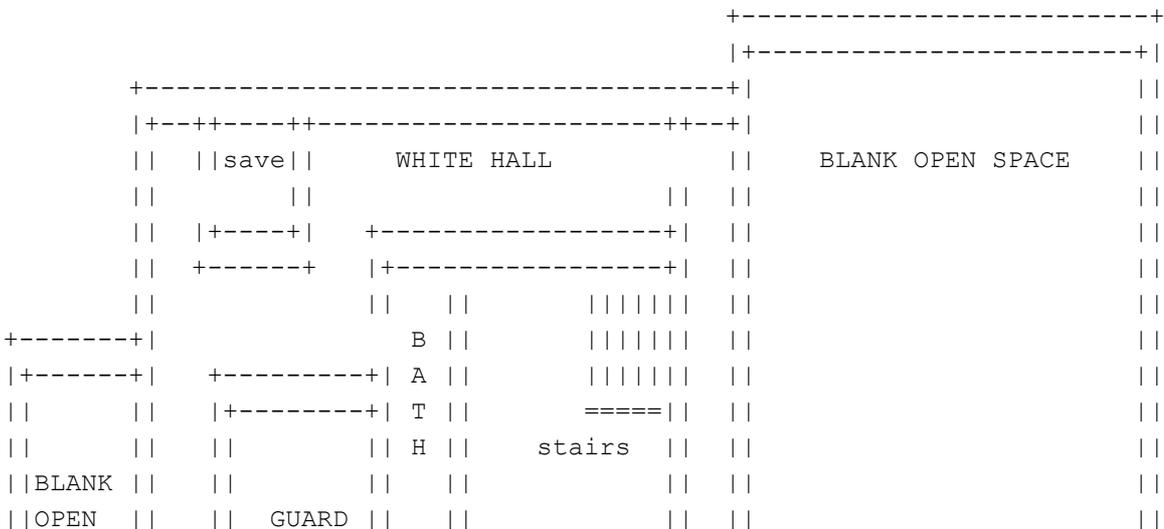
[04] SHORT

is a condition. Yes it kills you, but it kills everybody near you when you deliberately set it off by allowing your anger points/AP to fill and start blinking. The danger is that you must walk and cannot RUN while you are shorting (On replays you can RUN while you short which is really cool). This is the best way to deal with Robo-guards. Just save up your AP as if it is a Limit Break. After you hit R1 + short, they die instantly and you use a delmetor once you clear the room. In fact, when you begin~ you are very angry and you will short if let any of the scientist guards punch you. Your tolerance for abuse gets better as the game progresses. Moreover, try to run past single enemies when the AP blinks and look for multiple enemies to lay out. Run right up to them and hit R1 to pop all their heads.

[05] CAN'T TAKE IT - MEDICINE POUCH IS FULL

ah, CTMPF. I honestly recommend to the home user that you print the maps and write CTMPF next to each item that you can't pick up. When you return for these items~ cross them off. I wish there were inventory boxes.

 TOP FLOOR - MICHELANGELO HOSPITAL:



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||SPACE ||  || ROOM |+-+--+| ATRIUM || || | | | | | | |
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||  ||  || 1 DEL-- O ||  ||  ||
||  ||  || 1 NAL || R ||  || |+-+-----+|
||  ||  ||  || E ||  || +-----+-----+-----+|
||  || |+- -+-----+-----+|  ||  || c ||
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||  ||  || 1 REC ||  ||  ||  || a ||
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||  || |+- -+-----+-----+|  || START  || HAZARD ||
||  || CARD  ||  ||  ||  || CHAIR  ||
||  || ENCODER |+-+-----+  ||  ||  || 1 DEL  ||
||  || 1 NAL  +---+-----+|  ||  || |+- -+-----+|
||  || 1 RED  ||  ||  || |+- -+-----+|
||  ||  ||  ||  || |+- -+-----+|  ||
||  || |+-+-----+|  ||  || |+- -+-----+|  ||
||  || +-----+|  ||  || |COMPUTER|| FREEZER  ||
||  ||  ||  ||  || |ROOM  ||  ||
||  ||  ||  ||  ||  ||  || 2 REC CAP  ||
||  ||  ||  ||  || 1 REC || 1 NALCON  ||
||  ||  ||  ||  || CAP  ||  ||
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MIDDLE FLOOR - MICHELANGELO HOSPITAL:

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||  ||  ||  ||  ||  || BLACK SPHERE  ||
||  || +----- -+| |+-+|  ||  ||
||  || |+-+ -+| +-----+|  ||  || BOSS FIGHT  ||
+-----+|  ||  || ....||  ||  || DR. LEM  ||
|+-+-----+| |medicine|| ....||  ||  || | | | | | | |
||  || |room  || ....|| +-----+|  ||  ||
||  || DARK HALL  || 1 RED || ....|| |+-+|  ||  ||
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||  || +-----+| 1 SKIP || |+-+|  ||  ||
||  || |+-+-----+| 1 DEM ||  ||  ||
||  ||  ||  ||  || |+-+|  ||  ||
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||  || GUARD  ||...||  ||  ||  ||
||  ||  ||...|+-+-----+|  ||  ||
||  ||  ||...|+-+-----+|  ||  || ATRIUM  ||  ||
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||  ||  ||...|| A || A ||  || SPACE  || |+-+-----+|
||  ||  ||...|| V || T ||  ||  || |+-+-----+|
||  || |+-+| E || H ||  || STATUE  ||  ||

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|+-----++-----++-----+---+---+---+|  ||          || 1 NAL |+---+|  ||
||  ||          ||          ||  ||          ||  || 1 RED ||  ||  ||
||  ||          ||          ||  ||          ||  || 1 REC ||  |+---+|
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||  ||          ||          ||+-----+-----+-----+|  ||          ||
|| FETUS || SCREEN || TELEVISION ||+-----+-----+-----+|  ||          ||
|| HALL || ROOM  || TREE          ||  ||          ||  ||          ||
||  ||          ||          ||          ||  ||+-----+-----+|  ||
||  ||          ||          ||          ||  ||  +-----+-----+  ||
|| 1 DEM          ||          ||          ||  ||          ||          ||
||  ||          ||          ||          ||  ||          || BLANK OPEN SPACE ||
|+-----++-----+-----+---+---+---+|  ||+-----+-----+|
+-----+-----+-----+-----+-----+  ||+-----+-----+|

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 BOTTOM FLOOR:

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                                          ||          RED HALL          ||          PROBE ROOM  ||
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|+-----+  +-----+|          ||          ||          1 SKIP          || | | | | | | | | | |
||          ||+-----+-----+|          ||          ||          3 ROBOTS          ||
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|| PHOENIX ||          ||  SKIP  ||          ||          ||
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||          ||  SERVICE ||  wolf  ||          ||+-----+-----+---+  -+|
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||          ||+-----+-----+---+|          -=:::  ||  R  ||  SKIP  ||          ||
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||          ||  |-|  ||  PAD  ||          ||  L  ||  NAL  ||          ||
|+----  ---+---+  |-|  SAVE||  CELL||          ||  ||  =====  ||
|+----  -----+|  |-|  ||          ||          MAIN ROOM  ||  R  ||  ||          ||
|  |          ||  |-|-  ---+-----+|          ||  O  ||  ||          ||
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|  |          ||  stairs          ||          ||  M  ||  ||  =====  ||
| p | LEM's  ||          ||          ||          ||          ||          ||
| A | OFFICE ||          ||          ||          ||          ||          ||
| T |          ||+-----+-----+---+---+---+|  -+-----+---+  -+-----+-----+|
| I | eagle  ||+-----+-----+---+---+---+|  -+-----+---+  -+-----+-----+|
| O | circuit||          ||          ||          ||          ||          ||
|  |          ||  DARK          ||          ||          ||          ||          ||
| r |          ||  COMPUTER  ||          ||          TEST  ||          COLD  ||
| e |          ||  ROOM          ||          ||          LAB  ||          INCUBATOR  ||
| c.|          ||  w/ Blue          ||          ||          ||          ||          ||
| c |          ||          Lamps  ||          ||          snake  ||          1 REC CAP  ||

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| a |           ||           ||           ||           || 1 RED           ||
| p =           || 1 RED           ||           ||           ||           ||
| =           || 2 NALCONS           ||           ||           ||           ||
| T-----+-----+-----+-----+-----+-----+-----+-----+
+-----+-----+-----+-----+-----+-----+-----+-----+

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 STAGE A - MICHELANGELO HOSPITAL:

[00] START ROOM

You are on the TOP floor of 3 floors. Various keys and signs disagree about what level floor you are on, so call them TOP, MIDDLE, and BOTTOM. Search the Start Room for the File on Drugs. Scan the PPEC locker and the door for hints. One door opens with a scan. From now on, you must SACN all objects to see their "hints." However, excess scanning will make you angry so be conservative.

[01] COMPUTER ROOM

There is a scientist ready to punch you. Run past him, let him miss and burn him from behind. Grab the recovery capsule and the SECURITY CARD.

[02] HALL

In the next Hall are three scientists. From exactly where you enter begin charging your ESP and release full bursts. It travels a long distance, even off screen, so you should listen for their screams of death.

[03] SECURITY HALL

In the Security Hall scan the device on the wall. The next short hall has two padded guards who order you back to your room. Since there are 2 of them in a small space, now is a good time to let your first short happen. Don't worry, there's delmetor in the next room. Before you go, hit the button on the desk if you want to run in circles later. There is also a recovery capsule opposite the desk.

[04] GUARD ROOM

has one guard and many monitors. Burn him and take the FREEZER KEY. Scan the mirror then head back into the storage room.

[05] STORAGE ROOM

IFF you are shorting grab the DELMETOR off the shelf first. There is also a RECOVERY CAPSULES and NALCON. The stairs against the shelves allow you to climb up and grab another beeject, which you will need later if you want to be able to use D-Felon as well as Red and Nalcon for ammo.

[06] WHITE HALL

Guards appear every other time you run thru this hall, IFF you get a sniper run zig-zag on the straight-aways and hook the corners. Begin charging and when he catches up Burn him. This white hall has a save room and an empty bathroom.

[07] HAZARD CHAIR

In this room is a large torture chair with black and yellow hazard lines painted on the floor. You need to kill 2 scientists, but luckily they don't look up when you enter so you can burn them long distance. You find the PPEC STORAGE KEY. There is also a Demetrol and several scans from the torture equipment.

[08] SMALL CHAIR ROOM

Is inside the Hazard Chair room. Get Nalcon off the chair

read the number on the wall and SCAN the chair to watch a CG movie.

[09] FREEZER ROOM

Take 2 REC CAP, 1 NALCON. Open the fuse box and take the fuse. When the cold smoke fills the room run and go hit the huge red button on the other side of the room.

[10] BACK TO START

Use Fuse to re-renter start room. The PPEC Storage Key opens the locker. Recieve LIQUID EXPLOSIVE + DEMETROL. Return to what on the map above is labeled "stairs"

[11] SHUTTER

Use the Liquid Freeze on the door and then SCAN it~ don't waste PPECs!

[12] MIDDLE FLOOR START HALL

Kill the swat guards from the start alcove, listen for their footsteps.

[13] TELEVISION TREE

recognize this from intro movie?
Touch it for Dr.Lem's warning movie.
Use the control post by the tree to open the doors. There is a SAVE room and a BATHroom with a NEWSPAPER you can add to your files that reveals more on Lion's parents and background. scan the mirror?

[14] LARGE SCREEN ROOM

Run around the table to charge full burns for the scientists. Touch to the right of the screen to see what they were watching. G PROJECT REPORT.
The Report says the monsters are called "Rabbits."

[15] FETUS HALL

Take SPECIAL PPEC OFFICE KEY (Card Encoder Room) for TOP floor. Take DEMetrol. Sadly there are no scans from the fetii.

[16] CARD ENCODER ROOM (top floor)

Enter the number: 9607932
To change the security card you already have. The scientists again are busy, so you can get long distance burns. Also collect RED + NALCON.

[17] MEDICINE STORAGE ROOM

2 Recovery Capsules
1 Skip
1 Red 1 Nalcon 1 Demetrol

[18] ROBOT GUARD ROOM

Don't be scared of the CG movie as this robot guard begins his attack. You can short him if AP full. Collect RECOVERY capsule off desk.
Use stairs at back of room to go to the bottom floor.

[19] BOTTOM FLOOR

When you come down the stairs there are doors to the west you cannot open yet (around back of stairs). There may be guards here already, try to fight from behind the stairs. There is a save room to north.

[20] DARK COMPUTER ROOM

When you enter this room, the door locks and lights go out. Hit the lamps in the middle of the room: Right, Left, + Middle. Collect CONTROL ROOM KEY + PICTURE OF PARENTS.
2 NALCONS

[21] MAIN HALL

This is where it gets confusing, just remember that the statue of Dorothy~ her feet point south. There are 2 claw-handed rabbits here. Try to get them snagged on the stairs so you can Full Burn them.

- Go up the stairs.
- [22] EXAMINATION ROOM HALL (Middle Floor)
2 more rabbits. Cart in Hall has RED.
- [23] EXAMINATION ROOM
Get the Research LAB KEY + RION'S TEST DATA.
1 Nalcon, 1 Red, 1 Recovery Capsule.
- [24] CONTROL ROOM
Fry the guards and deactivate two door locks.
The two doors you unlock are Chief's Office (Dr. Lem)
and the door to the Auto-Service Machine Room.
Continue into the Research Lab. 1 NALCON 1 RED.
- [25] RESEARCH LAB
Burn the scientists. One should remain unaware while
you burn the first two. IFF short~ no problem.
Get MONKEY circuit.
1 NAL 1 SKIP 1 DEMETROL
- [26] ARMORY
Room is large enough to run circles around the robo guards
and not waste PPEC or fill AP fighting them.
Get WOLF circuit.
1 SKIP
- [27] PADDED CELL
Stop in this room to see the order Rion says
the cube/circuits: Snake, Eagle, Wolf, Monkey.
- [27] AUTO SERVICE MACHINE ROOM
Collect Test Lab Key, recovery capsule and Nalcon.
- [28] TEST LAB
Collect the Snake Circuit.
- [29] DR. LEM'S OFFICE
Collect the Eagle Circuit.
On the Patio/Balcony is another recovery capsule
and a telpathic transmission from Lillia.
- [30] PHOENIX ROOM
Place circuits in order: Snake, Eagle, Wolf, Monkey.
This opens the Giant Eagle Mural Wall and opens the Red Hall.
Proceed through hall, run past any robo guards. Not worth the
waste of PPEC.
- [31] PROBE ROOM
There are three robot guards that must die.
Run in circles and give them 1/2 nalcon shots til they drop.
Use the save point? Scan the probe droid mine looking thing
for questions that irritate Rion. collect 1 SKIP.
Proceed to the as-of-yet unlit room below you (HUD) and
up the stairs to the final room.
- [32] COLD INCUBATOR ROOM
Scan the incubator for hunter image and then 2 attack.
Collect 1 RED 1 REC capsule after they die.
- [33] BLACK SPHERE - BOSS FIGHT DR. LEM
2 full burns will take the flesh off Lem.
His robot form needs Nalcon and his pattern is similar
to that of Super Tyrant from RE 2.
Run a J hook and throw 1/2 charges at him.
He is pretty easy and you shouldn't need RESTARTs.
END STAGE A.

STAGE B - YOUR HOUSE - FIRST FLOOR:

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|| READING || S || POOL TABLE ||
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|+-----+| || || V || 1 NAL ||
|| S || || stairs to || E || || 1 DEM ||
NAL || H || || rion's || || || 1 REC ||
1 SKIP || E || || room || || || ||
|| D || || 1 RED 1 DEM || || || ||
|| || |+-----+ +-----+| |+-----+|
|+--- -+| |+-----+ +-----+| |+-----+|
+--- -++ || ||
|| || || +-----+
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|| |+-----+| || ||
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|| || | capsule
1 NAL || || |
bench || ||stair+
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|| TUB || || || +-----+| ||
|| || || REC || stairs ||...||
|| KEY || || CAP ||...||
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|| SINK || || ||
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YOUR HOUSE - SECOND FLOOR:

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|+-----+|+-----+|+-----+|+-----+| | | | | |
|| RION'S ||storage|| || MASTER ||
|| BEDROOM ||closet || || BEDROOM ||
|| || || ||
|| 1 RED || || 1 REC CAP ||
|| 1 DEM || || ||

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- Near fridge is REC capsule.
- [03] WEST HALL
Nothing you can do at the sink yet.
Flip a switch next to the Bathtub to receive 2nd FLOOR KEY.
Beware next short hall to North.
- [04] HOLE HALL BOTTOM
Rabbits punch through the ceiling and drop on you.
Run til they swing and miss then 1/2 smoke 'em til they burn.
- [05] READING ROOM
Collect the painting "Metamorphosis" you hang upstairs in
Rion's bedroom to open a shortcut ladder back to the Reading Room.
1 RED 1 DEMETROL.
- [06] POOL TABLE
1 NALCON 1 DEMETROL 1 REC capsule
Collect Doorknob and scan pool table.
Return to Dining Room.
- [07] MAIN ROOM
Use the doorknob to enter.
Burn two rabbits. Hopefully they get snagged on the stairs.
Nothing in this room; but remember to unlock the front door.
- [08] DAD'S OFFICE / STUDY
Take (master) BEDROOM KEY from desk and then scan desk to get the
"Hide Lillia" movie.
1 NALcon 1 DEMetrol
- [09] HOLE HALL TOP
Here's that hole the rabbits made for you.
Notice Birdman walking below you.
Select "yes" to jump. Thump X to climb up.
Hold down to drop (but don't bother).
- [10] RION'S ROOM
Hang the Metamorphosis just inside door to open
trap door under the blue floormat version of metamorphosis.
1 RED 1 DEM + Scan the bed.
- [11] STORAGE CLOSET
Find your dad's murder scan. note ~ 2:50 on watch.
- [12] MASTER BEDROOM
You have to select the Bedroom key and use it to get in.
Seems obvious, but the text message sometimes differs
from "you need a key" and just says "won't open."
Take mother's letter, scan mirror, collect 1 REC cap.
Scan the jewelry box for hint (and to unlock downstairs sink).
- [13] DOWNSTAIRS SINK
Use stairs in Rion's room to get down (or the hole)
and scan the sink to bring up your mother's ring.
Use the stairs in the reading room to come back up
to the master bedroom. When you re-enter the reading room
you will get another movie: Mom shows you her ring.
- [14] JEWELRY BOX
Use mom's circle ring to open.
Collect Dad's square ring.
Re-collect Mom's ring.
- [15] LIBRARY
Just like "red gems" in RE 2. Set the rings on the side
of the window. Take the book: NEW REPLICATIVE COMPUTER THEORY
from the file cabinet.
Enter the Recording Room.
- [16] RECORDING ROOM
Hit X to activate recording from Father.
Take 3 Ball + REC cap.
- [17] POND

Scan the Pond to raise Pascalle's Car.

The 9 ball falls from it.

[18] POOL TABLE

Place the 3 and 9 to slide the table back from stairs down.

[19] BASEMENT

Flip lightswitch on.

Examine/ Scan the objects. Enter Birdman.

Collect PASCALLE'S NOTES + SHED KEY.

As you run back to Shed, smack Birdman with Nalcon

just so you can hear him say "that hurts." ha ha.

Good idea to save right outside Pool Table Room.

[20] SHED

Collect Lillia's Doll.

2 NALcon 1 SKIP.

On Exit will be Birdman, so use your SKIP now~

that way you can "restart" with it already going.

Equip Nalcon.

[21] BIRDMAN

If you are at Skip Level 1 you can charge a full Nalcon shock quickly; but I don't recommend going for the times 2 blue shock. In fact, the 1/2 Nalcon blast smacks him twice and leaves him recoiling long enough for you to run away.

Yep. Run in circles. After he shoots eighty times and pauses it is your turn to shoot. Did they test this game?

"oh yeah, the kids will love running in circles. that's fun."

And stay to the outside, because sometimes the birdman trio will bomb the middle of the playing field.

Beware that the playing field is a square with lots of invisible walls. If a Birdman knocks you down, stay down until his buddies shoot their shots over you.

END STAGE B. END DISC 1.

BABYLON HOTEL LOBBY:

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||          ||   save   ||elevator || boiler room ||
||  bath    ||          ||          ||          ||
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||          ||          ||          ||
|+-----+|          BABYLON HOTEL          ||
|+-----+|          ||          ||
||          ||          LOBBY              ||
||          ||          ||          ||
||Electric ||          ||          ||
||1 REC Cap||          ||          ||
||          ||          sofas             ||
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||                ||+-----+-----+||                ||
||  GUN MAN       ||+-----+-----+||  BALLERINA     ||
||                ||                ||                ||
||  1 REC CAP     ||                ||  1 NALCON      ||
||  1 RED         ||                ||  1 DELMETOR    ||
||                ||  THIRD       ||                ||
||                ||  FLOOR       ||                ||
||                ||                ||                ||
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||+-----+-----+||+-----+-----+||
||                ||                ||                ||
||                ||                ||                ||
||  ROOM 302      ||                ||  ROOM 305      ||
||                ||                ||                ||
||  YOUR ROOM     ||                ||  RAINHEART     ||
||                ||                ||  -BOSS-        ||
||  1 REC CAP     ||                ||                ||
||                ||                ||                ||
||                ||                ||                ||
||+-----+-----+||+-----+-----+||
||+-----+-----+||+-----+-----+||
||                ||                ||                ||
||  ROOM 301      ||                ||  ROOM 306      ||
||                ||                ||                ||
||                ||                ||  RED HEAD      ||
||                ||                ||  SUIT MAN      ||
||  2 REC CAP     ||                ||                ||
||  1 DELMETOR    ||                ||  1 NALCON      ||
||                ||                ||  1 DELMETOR    ||
||                ||                ||                ||
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BABYLON HOTEL - STAGE C:

- [00] You begin at the south end of the Lobby from the Map Above. The revolving doors behind you do not open; but there is a point at which you can scan them for a image of Rita's face.
- [01] Talk to the Hotel Clerk at the counter.
 Note Rainheart standing next to him.
 He gives you the key to your room, 302.
 There is a save room to the north.
 A Bathroom is also available; but completely empty.
 The stairs down to the boiler room will not become open until after you fight Rainheart.
- [02] Rather than go immediately up to your Room, I recommend that you check all the other doors first and scan them to get an idea of what face goes with the names I have given them.
 Also it helps unlock a cool movie of Rita's arrival at the hotel with the Rabbits.
- [03] Your room is 302.
 Inside is a recovery capsule (CTMPF)
 Also there is a note on the bathroom mirror~

- "come to room 306"
- [04] Room 306
A Red Headed Man announces that you look okay but that he'll need to make a call first.
He asks you to meet him in the lobby.
- [05] At the lobby (and hopefully after Rita's movie) you find the hotel clerk and room keys missing.
Note the blood smear where he was.
You can now explore the electric room.
- [06] The clerk is dead in the sink.
Begin now your collection of all the gruesome murder scenes of Rainheart killing all the occupants of the hotel.
There is a recovery capsule (CTMPF).
Note the electric diagram to the sink's side.
At the back flip the switch off then back on.
- [07] In the lobby the RedHead has appeared to let you know what you're looking for is in room 304.
He gives you an audio clue:
Morse code: -...- (long, 3 short, long)
- [08] Begin following Rainheart to all the rooms previously locked and where occupants wouldn't let you take the stuff out of their rooms.
Start at Room # 204.
The morse code is tricky, but probably get it on your third try.
Hopefully you have left room to pick-up the Apollinar! You will need to short when you get ambushed by three rabbits later in room 301. Just make sure that you also have a Delmetor to cancel it.
- [09] 201 Boiler Man sends you to 304
201 has 2 recovery capsules and a delmetor (CTMPF?)
205 nalcon, red
202 rec caps
- [10] Room 304
Talk to the ballerina.
When the room spits you out, re-enter for Nalcon + Recovery Capsule.
When you leave again, Rainheart is standing in the hall and tells you that room 301 is paging you.
Now might be a good time to save.
- [11] Room 301
If your Anger Points/AP is not already flashing indicating you will short the next time you hit R1~
You can use the APPOLINAR; but its the only one you will ever have; so I recommend saving it for the mushroom tower lickers.
There are three rabbits inside that are too much to fight by charging up.
When they die, check the table for a note from Lillia.
- [12] Room 303
The Gunman asks you to do him a favor by going to room 205 to await contact.
He has a recovery capsule and a Red (CTMPF)
- [13] Room 205
The phone is ringing. Answer it quickly (SE corner) or it will stop ringing. The text reads:
"Its me. I think they're on to me.
I can't come today. Maybe later."
If you miss it, don't worry. It doesn't change anything.
- [14] Room 203
Nukeman says "Meet me in 305 later, the girl might be

there too." which is a total lie.

305 is where Rainheart will show up after you collect all the murder scene scans.

[15] Room 206

Jesus tells you that Room 202 has mystic energy.

His room has 2 recovery capsules.

[16] Room 202

Ambush by rabbits. 2 more recovery capsules.

Return to 206 to collect Jesus murder scan.

[17] ROOM 305

Actually, you do have to go once and fight the 3 rabbits here, then return to ask Nuke Man why, and find him dead.

In the hall by the clock, rainheart appears again, letting you know he will be in room 305 for the Boss fight.

I still recommend collecting all the murder scans.

The one thats hard to find is that 206 Red Head Suit Man is dead in the first floor bathroom.

For all the other tenants, except the pusher, return to their rooms after you fulfill the requests to find them dead. The pusher will be dead after the Rainheart fight.

[18] ROOM 305 AGAIN

Its ready when Rainheart appears at the clock and "tells" you the story about why the time on the clock "No, Its only 2:50" is so important.

CHECK:

You should have 3 rec caps, 4 reds, 4 nalcons, 1 delmetor before you go to duke it out with Rainheart.

[19] RAINHEART:

This is a little room and Rainheart teleports a lot.

Hopefully you are at Skip 2 and can charge 1/2 reds at him.

Smoke him til he burns.

If his volcano men are walking while you are down, stay down!

They fall at the floor and disappear without hurting you.

If he begins his explode fire thing, try to knock it out of him by smacking him with 1/4 nalcons.

Run, shoot, run. You will probably never get a full charge off.

[20] SAVE

Back to the lobby and definitely save!

The boiler man lets you know the boiler is shared with a restaurant accessible through the basement.

Hopefully you marked on the map what was CTMPF

(Cant Take It, Your Medicine Pouch is Full)

and fully stock up before you save.

[21] BOILER ROOM

Into the Electric Room and flip the switch off.

Go down the boiler room stairs.

Two of those acid-spitter hunter things are there.

Run past them and open the next door (they aren't worth fighting)

In the kitchen there is a nalcon.

[22] RESTAUARANT BATHROOM

In the bathroom there is:

1 skip, 1 red, + 1 recovery capsule

You need to be at skip 1 when you begin fighting Rita, so if you need to waste a recovery or delmetor in order to get the skip~ go for it.

Reload your nalcon + red.

CHECK:

[23] Full Red, Nalcon, + D-Felon
3 Reds, 3 Nalcons, 1 Delmetor, 4 Recovery Capsules

[24] RITA:

Rita sucks. You have to run in circles continuously until she is on the ground. At first its just her flying on a table, so wait for her to land and charge a level 2 d-Felon to lift her up and then drop her. Begin charging a full level 2 red while she is stunned. When she stands burn her.
You get 4 full shots and then she improves.
Rita powers up and starts throwing stuff at you.
Okay to waste recovery capsules to keep yourself above half HP so that you don't lose the Skip 1 on your abilites.
Once she's at this level, D-Felon won't help anymore, she's too fast.
Use red and toss 1/4 at her fast as soon as she hits the ground.
(I also recommend muting the TV so that it doesn't irritate you when the tables SMACK you down.)
Continuously smoke her with 1/4 reds until she burns.
It should only take 3 smokes for a burn.
This tactic involves a lot of running and she gets super fast at the end, but smoking will get her. Just wait til her table starts to lower and then hit it.
END STAGE C. END DISC 2.

STAGE D : MUSHROOM TOWER:

[00] No Maps are available on your HUD through the final stage.

This is okay, becuae you can't really go anywhere.
The pattern is you on Floor, Lillia hit disks, You go up
Fight some monsters, go back down to replenish supplies,
Lillia hit switches, You go up. Repeat.

[01] Examine bottom room.

There are 4 shooter tubes (elevators).
And there are 3 vending machines:
2 D-Felon (useless) 2 REC capsules + 2 RED
While examining broken shooter, Lillia steps
away and into the teleport tube center.
2 Rabbits replace her.
Rion must scan the four shooters to find available patterns.
One of them will be the code for the next shooter.

B=Blue R=Red LB=LightBlue G=Green Y=Yellow PR=Purple P=Pink.
The first code is a clockwise pattern starting from top,
Y, G, B, P, R.

[02] 78th FLOOR

CG movie of yellow astronauts.
Run in cirles around the room and after 3 shots miss you,
peg an astronaut with 1/2 to full Nalcon.
Return to first floor for more supplies:
2 NALCON 2 REC capsules 2 DELMETOR
The code for the next level is: Pink, LB, Green, Red, Blue
Midway through code,
collect Birdman movie.

[03] 103rd FLOOR

Another Birdman movie.
Fight 3 hunters, hopefully your AP is full and you can short them.
Check fetii for 2 RED 2 NALCON 2 D-FELON

[04] LILLIA

B,R,Y,LB,G

Rainheart Movie

Opens shooter to 105

[05] 105th FLOOR

There are 3 Lickers running around.

Red just tickles them. Either hit your Apollinar, or

pummel them with Nalcon to crack their skulls. (great Sound effect)

Go Back Down to collect:

2 RED 2 REC capsules 2 NALCON 2 DELMETOR

The code for the next/final shooter is: R,B,G,Y,P

[06] HAND OF GOD AREA

There are 5 incubators for Mother's Galerians in a semi-circle.

Check with X all 5; BUT DO NOT SCAN the one with no-name.

The one with no-name ---- is you.

When you scan it you have to fight Cain. Wait.

Go through the double doors and use the save point.

PEGASUS FAMILY ----, G 76S chromosome abnormal

CAIN, Q 7G chromosome abnormal

PROCYON FAMILY BIRDMAN 03 RX chromosome abnormal

SIRIUS FAMILY 02 RITA RX negative chromosome abnormal

RAINHEART RX chromosome abnormal

CHECK:

D-Felon is now useless. Hopefully it isn't clogging up your inventory.

Also the Hand of God Area does have:

2 NALCON 2 DELMETOR 2 RED 2 RECOVERY capsules

but they do not replenish after your fight with Cain, so be cool and don't waste any PPECs or health.

When you've got in your inventory:

3 RED 3 NALCON 3 RECOVERY 2 DELMETOR

and have RED equipped you are ready for your LAST SAVE.

[07] CAIN - BOSS FIGHT-

The trick is to not watch him or you.

Watch the tiles inside the circle spotlights.

Use your spotlight to run circles around his.

Initially, after three shots you stop running, begin charge

and as soon as he appears (which is always in front of you)

let the Burn fly.

Beware that there are invisible walls. Your legs keep moving, but watch the tiles to make sure they are still moving. If the tiles are not moving as you run, you have hit a wall.

Irritatingly, this is the only way to tell.

Then he begins that irritating lightning stuff~

I seriously recommend that you mute your TV or you will bounce your controller off the floor like me.

The lightning hits you for a stun, not a knock down

and alllows Cain to catch up and throw three shots at you in a row.

Your health will get cut in half from one of these volleys.

Next he begins his own Burning.

Change your running pattern. Run toward him then turn and run

staright away from him. As soon as you are outside the flame circle

charge up Nalcons (red not work anymore) and smack him.

About 6 full charges should do it.

[08] MOTHER DOROTHY

If you get angry and turn off the game, remember that you have to watch the LONG CGs of CAIN all the way through again~ IF you skip them by thumping start or X~ you don't get to collect 'em as movies to watch later. Really, did they test this game? sucks.

You have about 3 inches of running room. Charge up full Nalcons and smack the flying eyes; but immediately turn 45 degrees and run so that they can't counter-smack you (mute the TV, it helps). Actually if you burn them, you can at least see which one you hit because he's on fire; but charging fire turns you too far to be able to run away subsequently.

Dorothy is meanwhile blasting you with lasers you can't run from. She also spotlights you for a second before lightning strikes you. If you are charging for an eyeball and see the spotlight on you, stop it and run! Otherwise the lightning hits after you smack the eye and then it counter smacks you after the lightning stuns you. At least the lasers don't start until after you drop 1 of 3 eyes. It sort of helps with the lasers if you thump menu when you hear her start the laser~ you can see where to run.

Knock all three eyeballs out and you win.

"I was wrong. I will treat you better."

END DISC THREE. END GAME.

-REPLAY BONUSES- SUPER SHORT:

[00] WHY REPLAY?

Replay may not sound that great at first; but you get to start the game over with a drug administered that you see on your CLEAR GAME file. Since they don't name it, I'm going to call it SUPER SHORT. This drug causes you to begin in SHORT; but you can RUN while you are shorting. If you use a Delmetor this status disappears. However, the status will return when your AP fills back up.

[01] HOSPITAL

You only need to pick Recovery Capsules and Skip. Don't bother picking up any Reds or Nalcon. It takes just under 30 minutes to clear the hospital. You use about 8 recovery capsules (you start with 3 in your inventory). Locations for use of rec caps to stay on 30 minute clearance: 1)onExit Save room 2)onExit Freezer 3)onExit Fetii Hall 4)onExit Special PPEC Office. Keep this pace up for the next several capsules and heal if you below half when snipers are near you. Hug the walls and you can rush them. You CAN short out BOTH versions of Dr.Lem. You just cleared Stage A without hitting R1 once.

[02] YOUR HOUSE

If you save at the stage clear screen and then turn off/on, you begin at the house with your super-short missing! You have to let your AP fill back up to get it back. It takes about 15 minutes to run the house. Birdman cannot be killed with the super short. Use delmetor, then hit him with 1/2 nalcons and reds.

[03] BABYLON HOTEL

The super short is gone when you start and doesn't come back until you are ready to fight Rainheart, at which point you have to use a Demetrol to fight him. You probably have 5 skip still in your inventory. You only need to carry 2 Skip to get to level 3 Charges. So, you might want to leave the ones where they are until after you kill Rainheart and go to fight Rita. I also recommend saving the Apollinar until Stage D. Using a Level 3 (2 Skips) D-Felon is really cool. You lift Rainheart up, shake him around and then smack him down on the ground. 3 level 3 shots of this and he's gone. No volcano men, No flying above you. Because of all the backtracking it still takes about half an hour to clear Stage C.

[04] MUSHROOM TOWER

The Hotel wouldn't let you run shorting much, but hopefully you have lots of recovery left over. If you do you should hit the Apollinar and run the whole tower. Everyone's heads will pop and you clear to 105th floor in about 10 minutes. Then you should hit the demetrol after the 3rd lick and go all the way back down to stock back up on the vending machine supplies. Be fully stocked without having taken anything from the Hand of God Area for supplies so that you can get them after Cain. When you are healed stocked and have red equipped with nothing taken from HOG area, this is your Last Save. Fight Cain and Dorothy's eyeballs just as before.

[05] GAME CLEAR 2 HOURS.

You don't get anything extra for a second run. The only reason to do it is to look for movies you may have missed (The ones you already have you can skip through on the replay).

-MOVIE LIST-

[00] IFF you progress for a while then shut it off and start back off from a save point and then skip any movies, they do not show up on your saved movie file. This is very irritating. I put this list up so that you kind of know where to look for any movies you might have missed.

[01] STAGE A MOVIES

- [A-01] Introduction
- [A-02] Open/Scan the first door.
- [A-03] "What am I doing here?"
- [A-04] "Return to your room"
- [A-05] "Who am I? Is that my face?"
- [A-06] Hazard Chair
- [A-07] Little Chair
- [A-08] Freezer Eyes
- [A-09] Liquid Explosive
- [A-10] Dr. Lem's Television Tree
- [A-11] ??
- [a-12] First Robo-Guard
- [A-13] Rabbits from Dorothy
- [A-14] Phoenix Wall Opens

- [A-15] Probe Room
- [A-16] Black Sphere, Enter Lem
- [A-17] Take Lem's Eye
- [A-18] Inject Nalcon
- [A-19] Inject Red
- [A-20] Inject D-Felon (from Disc 2)

[02] STAGE B MOVIES

- [B-01] Approach House
- [B-02] Picture of Parents
- [B-03] "Pascalle,...suspicious men..."
- [B-04] "Rion's fever won't break"
- [B-05] New ring we made
- [B-06] Ring in sink
- [B-07] Mother 2:50
- [B-08] Father 2:50
- [B-09] Recording
- [B-10] Raise Pascalle's Car
- [B-11] Enter Birdman
- [B-12] Glowing Doll, fight Birdman
- [B-13] Dead Bird

[03] STAGE C MOVIES

- [C-01] Approach Hotel
- [C-02] room 302 phone rings, Suddenly Rita!
- [C-03] Red Head 1st (Not SoftImage movie-NSI)
- [C-04] Gun Man 1st (NSI)
- [C-05] Gun Man 2nd (NSI)
- [C-06] Gun Man 3rd (NSI)
- [C-07] Nuke Man 1st (NSI)
- [C-08] Nuke Man 2nd (NSI)
- [C-09] Jesus 1st (NSI)
- [C-10] Jesus 2nd (NSI)
- [C-11] Ballerina 1st(NSI)
- [C-12] Ballerina 2nd(NSI)
- [C-13] Boiler Man
- [C-14] Pusher "hey you're addicted"
- [C-15] Rainheart at clock
- [C-16] Dead Rainheart
- [C-17] Hello Lillia, Hello Rita
- [C-18] Die Rita
- [C-19] ??

[04] STAGE D MOVIES

- [D-01] Approach Tower
- [D-02] Shooters Align
- [D-03] Yellow Astronauts
- [D-04] Birdman vs. Lillia
- [D-05] Rainheart Phantom
- [D-06] Rita
- [D-07] Cain
- [D-08] Death of Cain
- [D-09] Dorothy
- [D-10] Finale
- [D-11] Credits

CREDIT AND THANKS FOR A REALLY GREAT JOB:

The Story is really Cool and well worth the Rental of the game. Better money spent than at the movies.

Hiroshi Kobayashi - Director, 2D Art, Asst. Producer
The character design rocks even if it is all homage to Dark City, Enemy Zero, Brazil, Blade Runner, Resident Evil, Akira, + Black Magic M-66.

TOMO - Music
This is great music. Not the intro rave stuff, but the cool "Dissecting Table" Jigoku stuff that provides the score.

WHO MIGHT BE TO BLAME FOR WHAT YOU DON'T LIKE:

Mike Schneider - U.S. QA Manager
"yeah, rather than aim and shoot which is fun in Resident Evil; let's make it aaaaaaiiiimmm and shoot." We'll try to make it so not-fun that it becomes the advertisable "40 hours of gameplay" because you get disgusted often and walk away from it with a pause button that doesn't stop the clock.

I can't believe that skipping the cinemas means you can't watch them later.

Ellyn Stern - Voice Director (Rion sounds awful)
The dialogue is stiff.
The voice talent is mind numbing and breathy.

Masahiko Maesawa - SoftImage Movie Director
You put long dramatic pauses into the FMV!?
His fault this is 3 discs and not 1.

Shinji Katsukawa - Localization Co-Ordinator
The Japanese are "gamer" for games but they still think that American players want "challenge." This is true, but making the bosses harder without the levels full of clever enemies is really dumb. Moreover, as soon as they port these to US releases all the main characters who are 14 (Lion) and Rita who is 17 need to be turned into a 21 year old Rion and a 28 year old Rita. I guess pedophilia is okay in Japan, but we here are sick of it. We want Rita to have Demi Moore's voice and not some little girl's! I know this seems like a Creative Director task; but it must become a Localization responsibility since Japanese art departments are full of pervert freaks.

SPECIAL NOTE FROM CRAVE GAME TESTER:

-----Original Message-----

>From : Jeff

To : jrkerrbomb@evil.co.uk

Date : 28 April 2000 05:14:16

Subject : Galerians

Hi JR,

>

>As a tester on Galerians, I would like to clear some things up on your

>FAQ's

>and reviews of this game.
>
>The "long dramatic pauses" you speak of in the FMV's were quite
>unavoidable.
>You see, these are the very same, unedited movies from the Japanese
>version,
>with maybe the exception of a breast shot or two that had to be cut to pass
>SONY US standards. Considering the complicated nature of the Japanese
>language, and the length of time to which some things may take to say in
>Japanese that may not take as long to say in English, would explain the
>pauses you felt were put in on purpose. Sure, we did edit the American
>voices into the game, but if we had not put pauses into the dialogue, the
>VO's would have ended way before the FMV's. Now how bad would that have
>looked? You would have had 10-15 seconds of FMV with no voice and lips
>moving. I think our solution to the problem was a much wiser choice.
>
>Also, your "no thanks for a lousy job" of my manager in your FAQ was
>totally
>uncalled for. Whatever the aiming issue is your speaking of, which in
>itself
>is hard to understand, refers to a game design issue, which would have
>nothing to do with the US QA manager. Lest you forget the Japanese version
>of the game came first, I don't understand how you can compare a design
>issue in one game (Resident Evil) to a design issue in a US game that was
>not modified from its Japanese counterpart. The advertising claim you
>speak
>of came after the design of the game.
>
>And once again, as this game was a port of the Japanese version, the clock
>not stopping you will also find in the Japanese version. We alerted the
>developer to this, and it was their decision not to fix it. You forget that
>it is not the QA manager's final decision as to what gets fixed in a game
>and what doesn't. It is always the Producer and the Developer's decision.
>We
>are the bug finders, not the exterminators. Your blaming the wrong people.
>
>Now, on to skipping the cinemas and not being able to see them later. I'm
>not sure exactly what you mean as I haven't seen this myself, but you have
>me very curious, because in my opinion, that would be a bug. And you can
>bet
>when I get in to work tomorrow, this is the first thing I will be
>investigating.
>
>Thank you for your time,
>
>Jeff

I replied to this message by forwarding one of about 15 e-mails
I get a day complaining about not being able to get the mother's
ring back out of the box and Jeff responded back with:

-----Original Message-----

>From : Jeff
>To : 'jrkerrbomb@evil.co.uk' <jrkerrbomb@evil.co.uk>
>Date : 28 April 2000 19:14:11
>Subject : RE: Re: pls reply soon

>Yes, so do we. All the people who can't get the ring are using Game Shark

>codes and cheat codes, which breaks the game. DON'T CHEAT!!!!

This is a good opportunity for me to mention that I do not have a gameshark. I think you can get codes for one at gameshark.com or something...but I have no idea what gameshark codes for this game are, so please don't e-mail me asking just for those. I don't know!

RECOGNITION + CORRESPONDENT NOTES:

There are two other FAQs I have seen now that I wish I had seen when I played through the game. These are done by JT Kaufman and Bodi Anderson. Both are very helpful but are written for the Japanese release of the game. I notice that one cinema I am missing is from the Fetus Hall, where I did in fact, push on and scan every tube. So, I think the game's cinemas got messed up in the translation. I have also already got about 50 e-mails that complain that the mother's ring is not coming back out of the jewelry box. I did not have this problem but I suspect the answer (as I replied) was that more hints and cinemas, particularly [B-05] are needed to allow you to take the your mom's ring.

I'm not going to swipe what JT calls [A-11] and add it to this FAQ; because I didn't see it. But you might want to look at his, and compare notes. Apparently the cinemas are important for letting you move through the game.

If anybody would like a really detailed description of the two cinemas I am missing...I will post them at the bottom of my cinema list. Again, I returned the rental so I can't say that I know what these look like.

SPECIAL THANKS TO:

- [01] Beth for letting me play.
- [02] Alex for his years of video-game co-insanity.
- [03] Dave "my controller is broken" Wallin.
- [04] Ben "Pokum Taco" Groves for always floating me quarters.
- [05] CJayC - <http://www.gamefaqs.com>
- [06] Amaloo - <http://www.gamewinners.com>
- [07] Old Man Murray
- [08] Whoever designed Notepad. Bless You.
- [09] J.T. Kaufman -
- [10] Bodi Anderson - for revealing [A-11]
- [11] Jeff at Crave