



NTSC U/C

PlayStation™



PHILOSOMA™

KIDS TO ADULTS



AGES 6+

SCUS-94403
94403

SONY



COMPUTER
ENTERTAINMENT™

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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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, near a radiator or other sources 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.

HINT LINE

Hints are available:

Within the US: \$0.95 per minute pre-recorded information,
 \$1.15 per minute live representative assistance
 1-900-933-SONY (1-900-933-7669)

Within Canada: **1-900-451-5757** \$1.25 per minute (U.S. dollars)
 pre-recorded hints and tips

Automated support available 24 hours a day, 7 days a week. Representatives available Monday-Friday 9am-5pm Pacific Coast Time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Long-distance charges are included in the above rates. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. You must have a touch-tone phone to use this service.

For questions and information regarding the Hint Line, write to:

**Sony Computer Entertainment America
Consumer Service Department
P.O. Box 25147
San Mateo, CA 94402**

Consumer Service/Technical Support/Order Line

1-800-345-SONY (1-800-345-7669)

Call this number for help in installing or running our products, plus general product questions and order information. Representatives are available Monday-Friday, 9am-5pm Pacific Coast Time. There is no charge for this service.

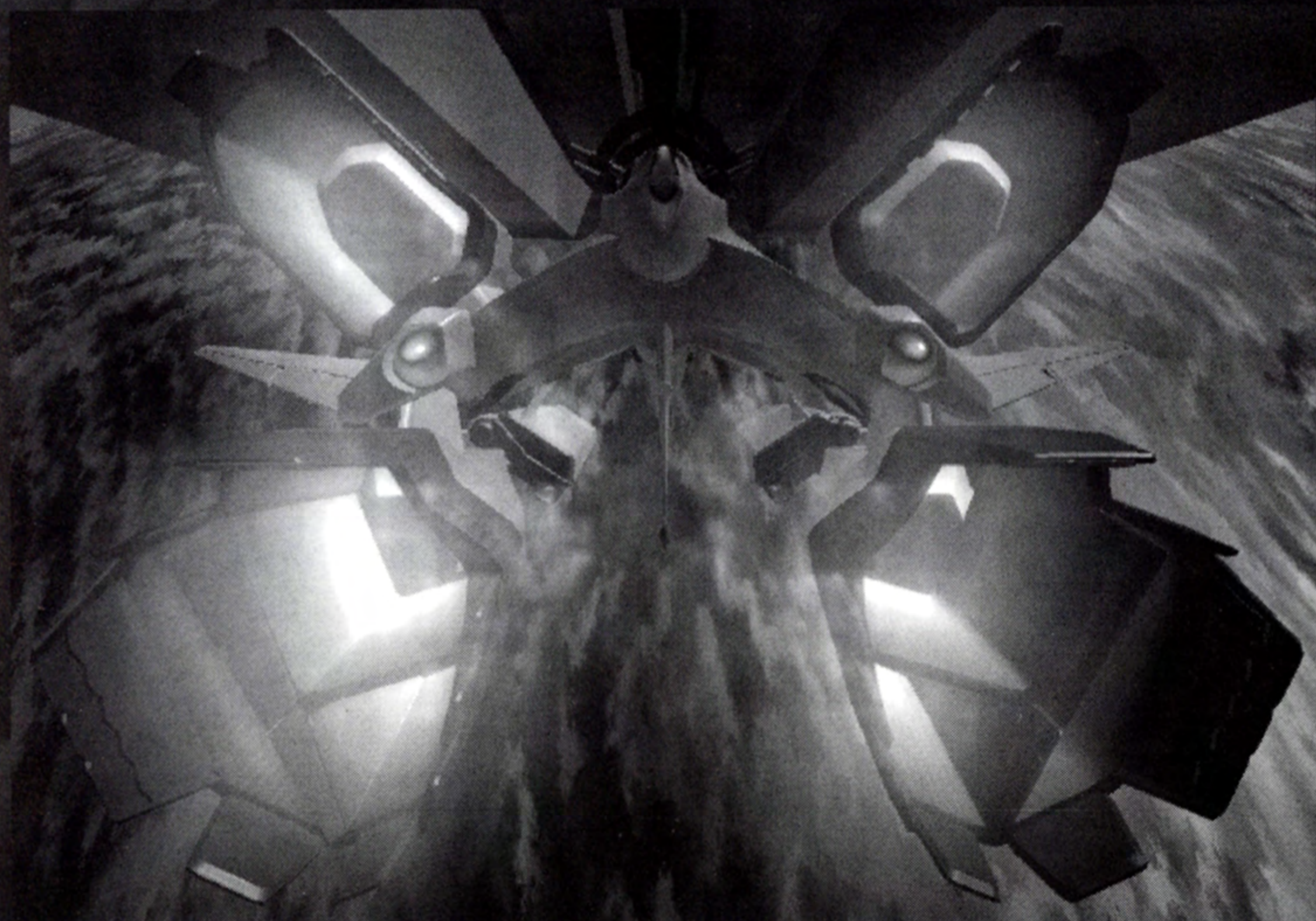
Sony Online: <http://www.sony.com>

Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the PlayStation game console.

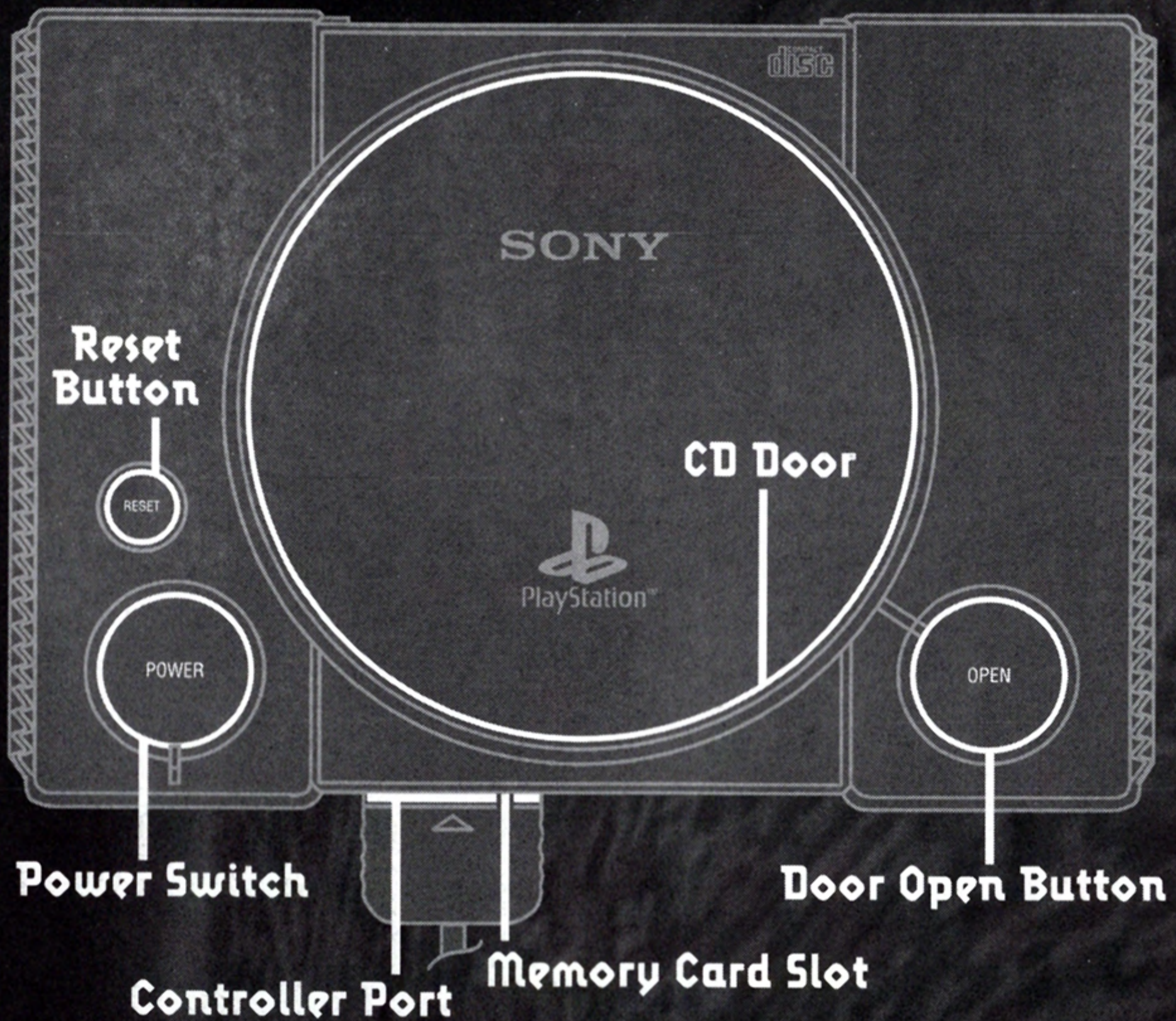
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Starting Up



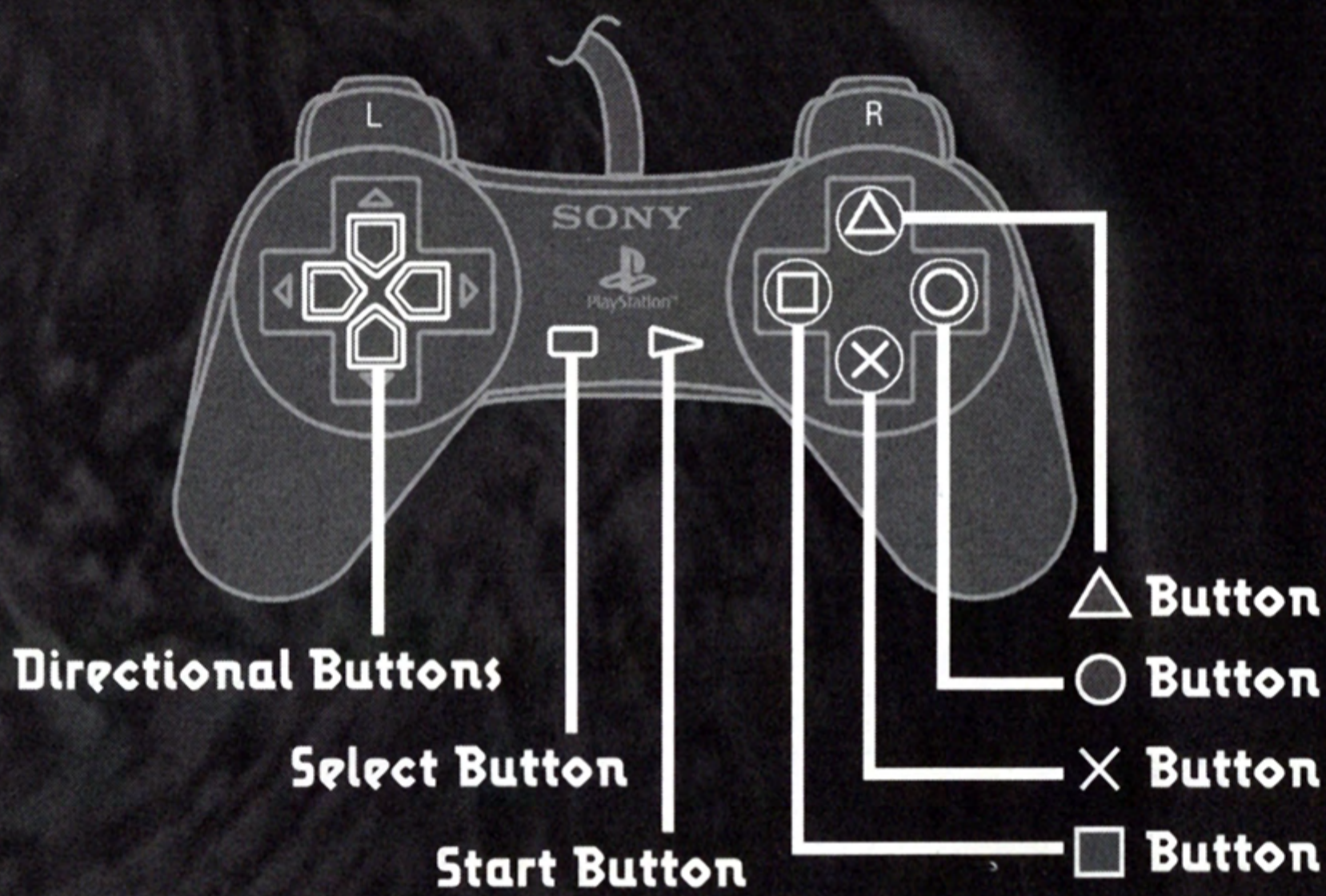
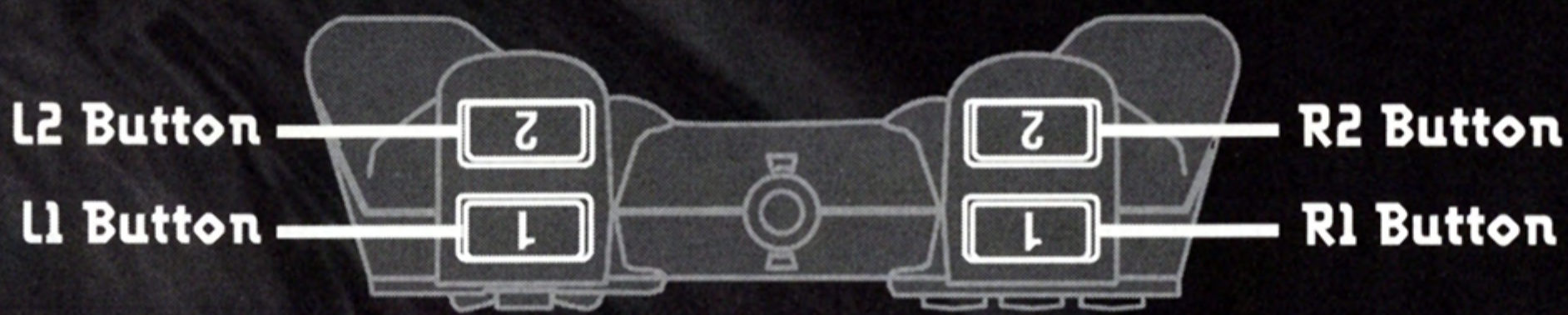
1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the PHILOSOMA™ disc and close the CD door.
Note: Make sure the PlayStation game console's power is OFF before inserting or removing a compact disc.
3. Plug in one game controller and turn the PlayStation game console ON. The opening movie will begin.
4. While the opening movie and game demo are playing, press the START Button to make the Title Screen appear. See page 6 for additional data regarding the Title Screen.

PHILOSOMA

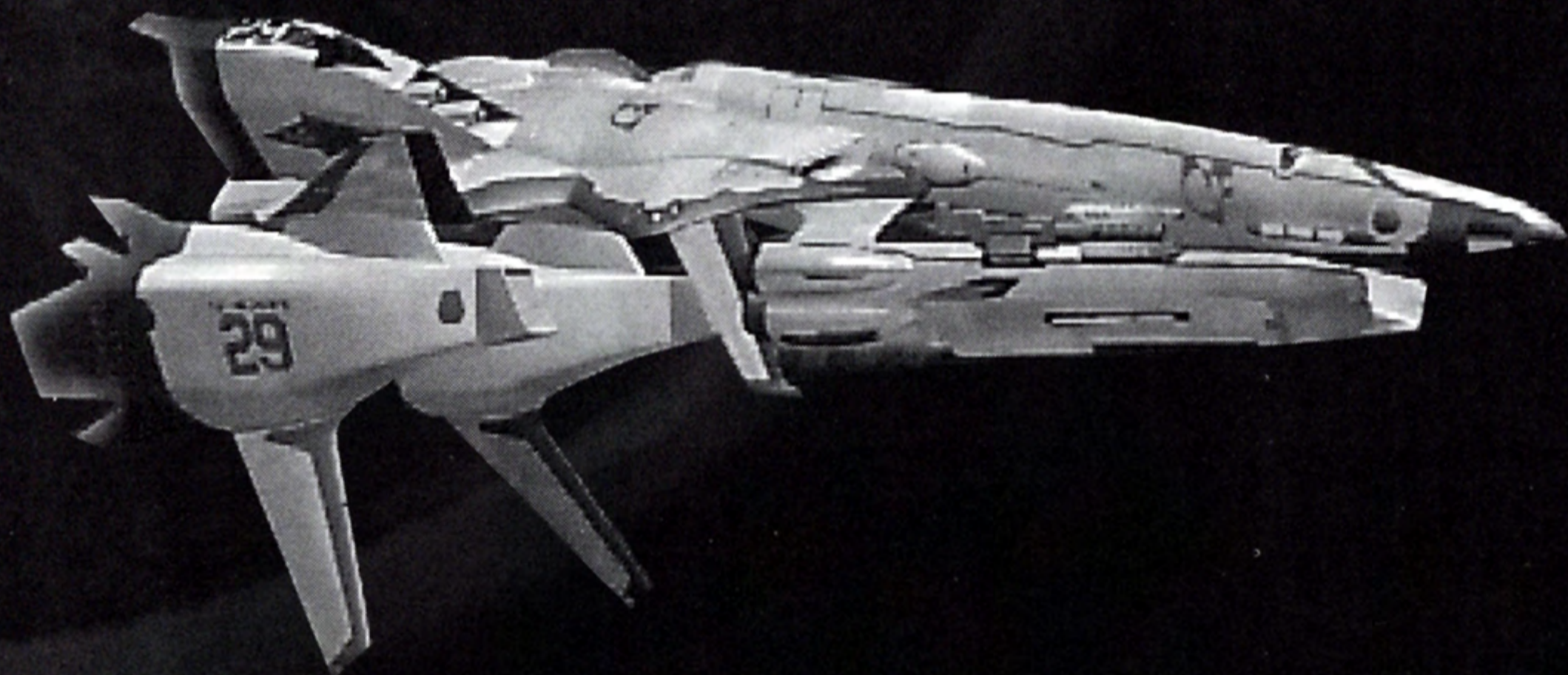
MOVIE
START
CONFIGURATION

Strega Fighter Controls

03

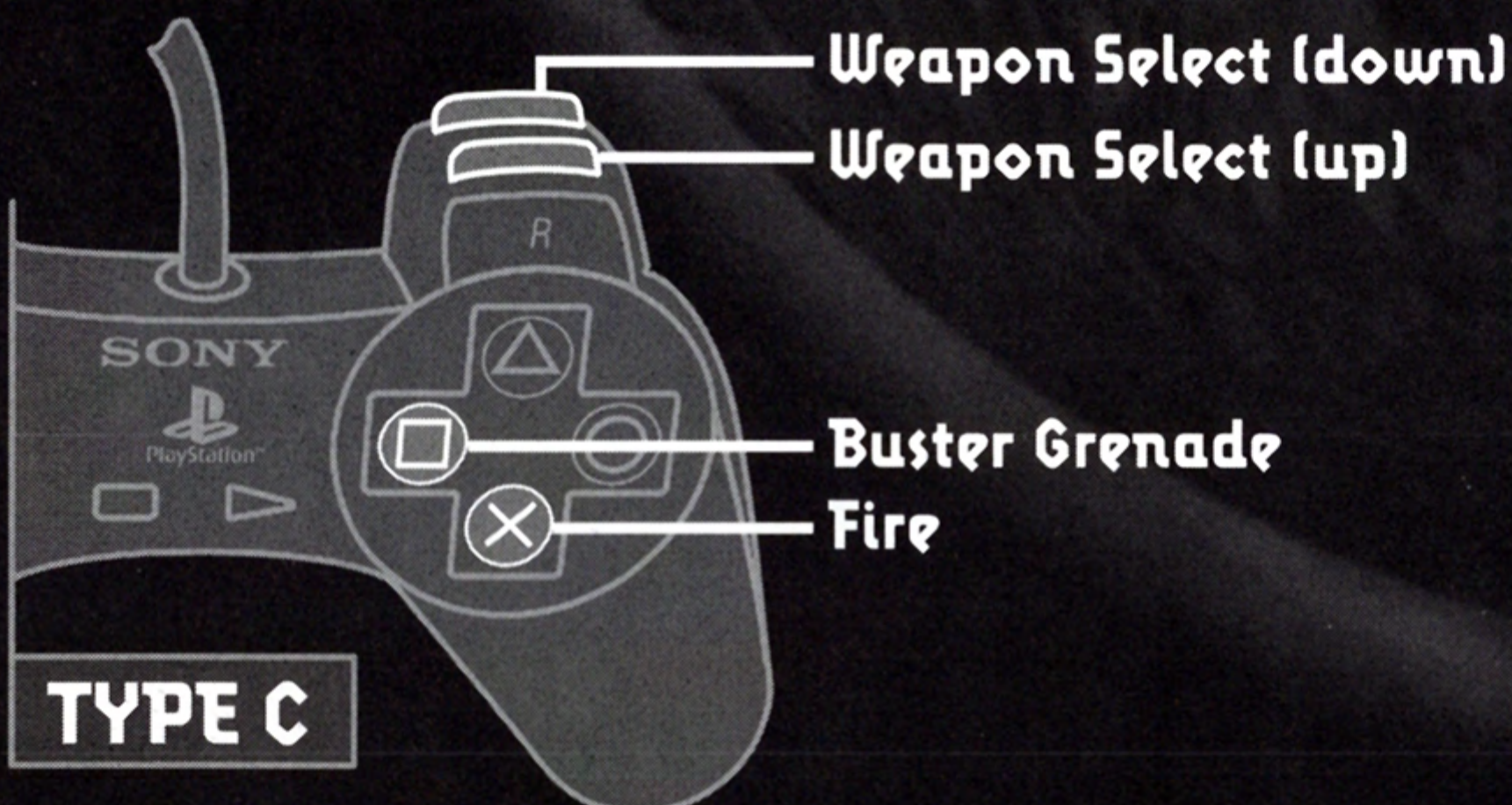
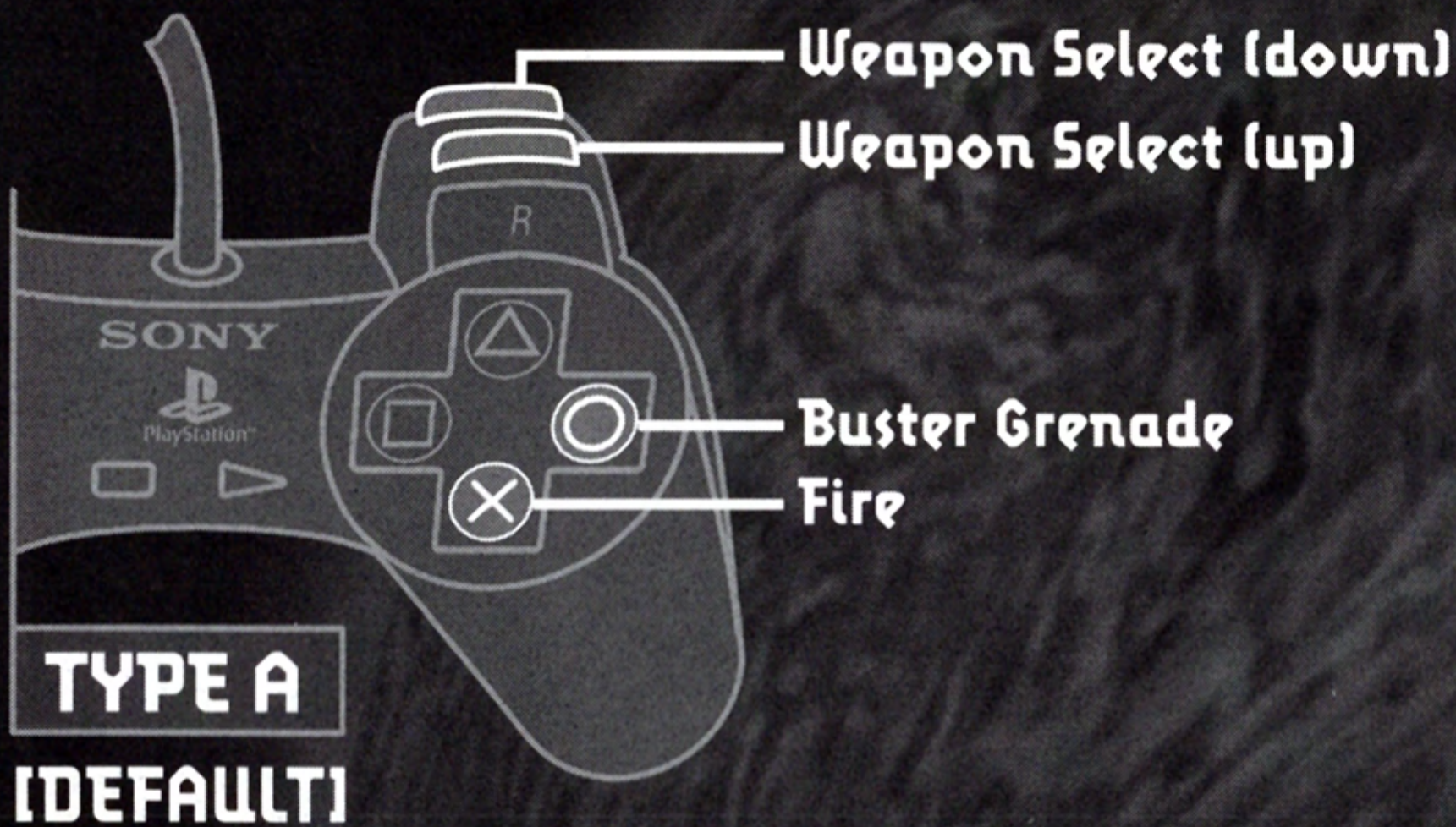


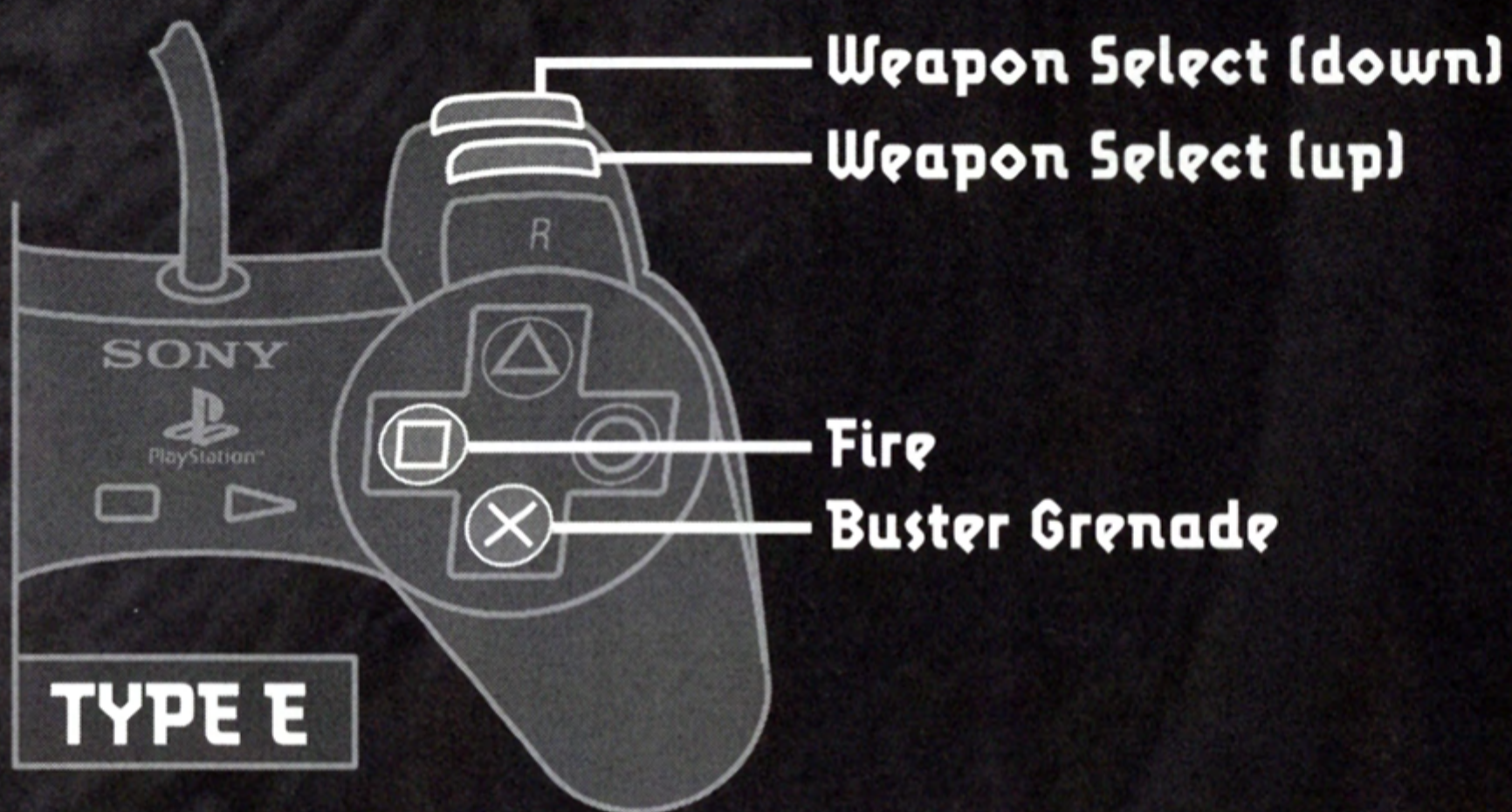
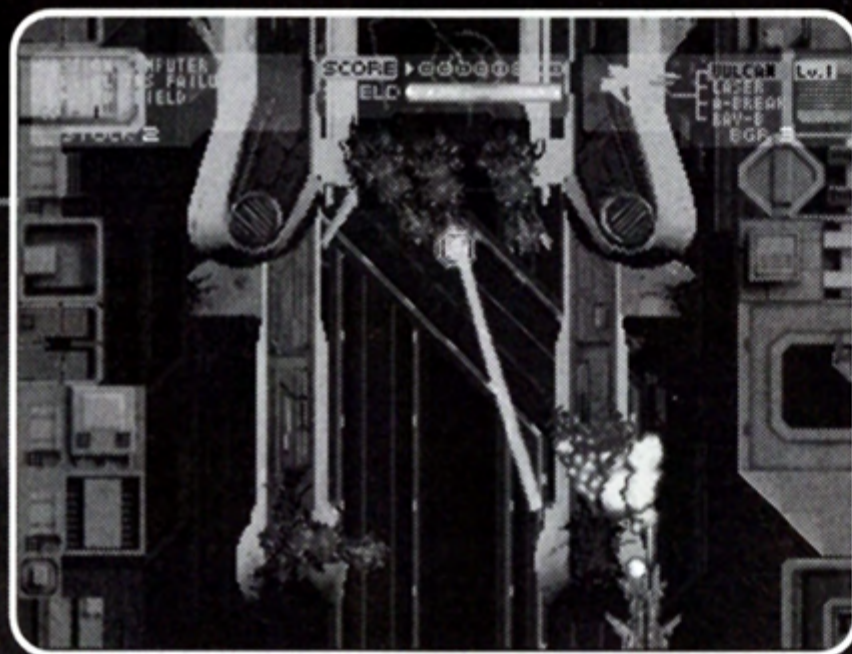
Shown above are the standard controls for F/A-37 Strega Space Fighters. These controls may be reconfigured to suit the needs of various pilots. Please select your controller type from those shown on pages 4 & 5.



Control Configurations

At the PHILOSOMA Title Screen, select the CONFIGURE option to select one of the following control setups. Choose the one that best suits your piloting preferences.





GALANT CREW ATTENTION>>ATTENTION>>>
AI LINES MONITORING PRIORITY INTERRUPT
14:42:07>>>INCOMING WIDE BAND DISTRESS
SIGNAL>>>DATA ONLY NO VISUAL>>>WARNING:
SIGNAL QUALITY SUB-NOMINAL>>>ATTEMPTING
SOURCE IDENTIFICATION AND FILTER>>>
MESSAGE FOLLOWS>>>

SOS SOS ALPHA PRIORITY Distress -
This is INTERCORP SHINFOKAIFER stationed
on Planet ORA-194-220 Please respond #
Repeat PRIORITY distress ORA-194-220 #
[MESSAGE BREAK] installation under att
[MESSAGE BREAK] UNKNOWN SOURCE -
configuration not in database #
Perimeter defenses overwhelmed #
Weapons not [MESSAGE BREAK] respond #
SHINFOKAIFER ORA-194-220 to any ship
in range # Ple [MESSAGE BREAK]

DATABASE SEARCH: ORA-194-220>
CHARTERED 07-16-37.2> 40% EXPLORED
TESTED AS RICH IN SILICATES AND
UNRECORDED VALUABLE MATERIALS>MINING
RIGHTS SECURED 09-23-39.4 BY
INTERPLANETARY CONGLOMERATE
SHINFOKAIFER CORPORATION>FURTHER
DATA CLASSIFIED KEY:INTERCORP

SCV-13 GALANT

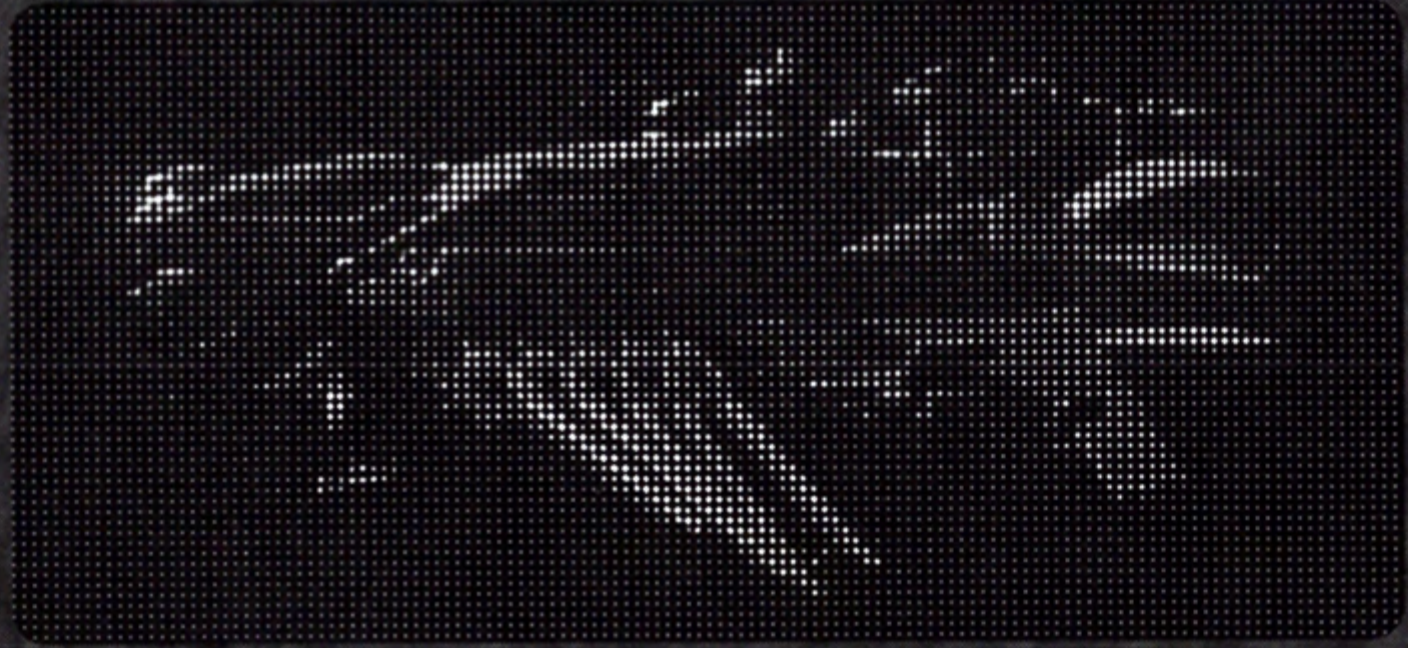


UNABLE TO REESTABLISH COMMUNICATION>>>
UNABLE TO RESPOND>>>PLANET ORA-194-220
CONFIRMED INDEPENDENT NATURAL RESOURCES
MINING FACILITY>>>RESOURCES INTERCORP
CLASSIFIED>>>CURRENTLY IN USE BY
SHINFOKAIFER CORP. INTERPLANETARY>>>
FACILITY SIZE AND LOCATION CLASSIFIED>>>
COORDINATES RELAYED TO GALANT BRIDGE>>>
AWAITING CONFIRMATION OF COURSE
CHANGE>>>

Background Data: SCU-13 Galant

The SCU-13 Galant is an incredible, one-of-a-kind starship battle cruiser that has seen a lot of action. Nearly 12 years old and ready to be decommissioned, the Galant has received a distress call and is proceeding to what may be its last tour of duty.

Alice, (Artificial Intelligence Tochodenshishishaseishoun LN68) the voice-automated AI computer system on board the Galant, handles, processes and controls all mission data and relays it to the Strega fighters. This allows the fighter pilots to concentrate on the mission at hand.



Personal Log: D3 - UNF Strega Fighter Pilot

Time: 17:30:22

It came in three hours ago. An IDCA – Interplanetary Distress Call Alpha. There have only been eight on record. All of them have been major disasters – Nuclear disasters, atmospheric catastrophes – but this latest call from ORA-194-220... nobody knows. Even Alice was barely able to filter the S.O.S. through the static. No response after that – just dead air.



Galant to UNF Strega Pilot D3 - UFA-29 D6

Received: Priority Distress Call Alpha

Proceed to: ORA-194-220

Time: 17:36:57

Alice, initiate self-diagnostics.

INITIATING SELF-DIAGNOSTICS

PREFLIGHT DIAGNOSTICS COMPLETE>>ALL SYSTEMS NOMINAL

Thruster warm-up started, Alice — hold for drop sequence

CONFIRMED>>>LAUNCH BAY CLEARED

Canopy display's warming up — cameras forward.

ALPHA, BRAVO, THRUSTERS OFF

CHARLIE FLIGHT 1 2 3 NORMAL

DELTA FLIGHT 1 2 3 NORMAL

Next in line — prepare for final launch sequence.

CATAPULT TENSIONING>>>DELTA FINAL LAUNCH SEQUENCE

Delta ready. Launch catapult towards planet now. Heat shields prepped for atmospheric entry.

COORDINATES SET ON 220>>>BURNERS ON MAXIMUM THRUST

Ready for battle.

OKAY>>>GO



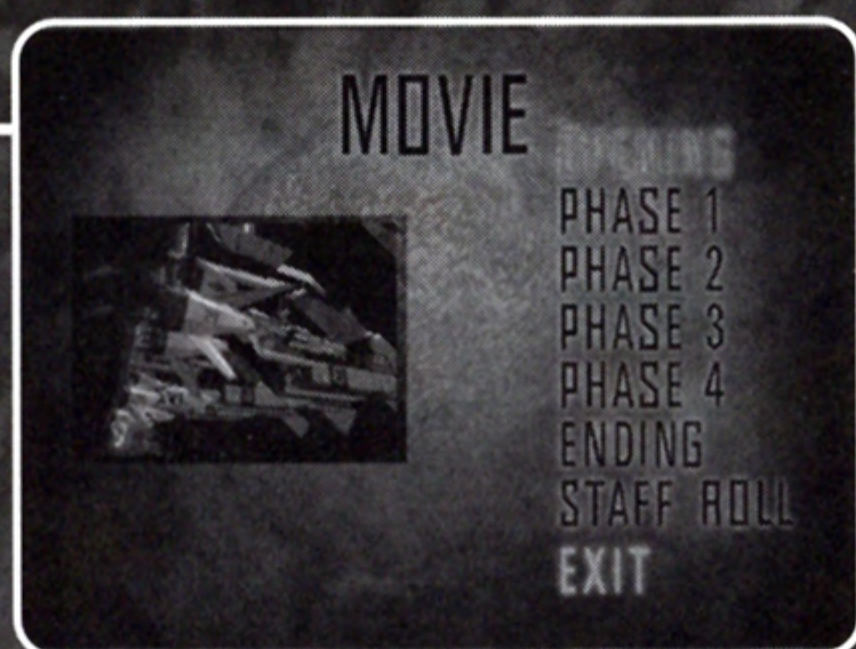
Title Screen



At the PHILoSOMA Title Screen, use the Directional Buttons to pick one of the three options: MOVIE, START, or CONFIGURATION. Press the **X** or **START** Button to select.

MOVIE

You are able to view the movie up to any phase that you have completed. Use the Directional Buttons to select your option. Press the **X** or **START** Button to begin the movie. While the movie is playing, press the **START** Button to return to the Movie menu. To return to the Title Screen, select the **EXIT** option or press the **△** Button.



START

Highlight this menu option and press the **X** or Start Button to begin a game.

CONFIGURATION

Press the Directional Buttons **UP** or **DOWN** to choose your option on the screen. Press the Directional Buttons **LEFT** or **RIGHT** to change options on a particular selection.



Level: Game difficulty option – Easy, Normal or Hard.

Controller: Use to select one of the different controller configurations. You are able to select from six choices (see pages 4 & 5).

Sound: Choose between MONO and STEREO sound.

Using a Memory Card

11

Place the memory card in slot 1. Remember that it takes up one block space to save DATA. Also, do not remove the memory card while it is loading, saving, or formatting DATA. After inserting the memory card for Philosoma, the PlayStation game console will automatically recover the DATA and it will come into view. **NOTE:** The Memory Card may be used to save your Movie status only.

MEMORY CARD

Press the Directional Buttons **LEFT** or **RIGHT** to choose the **SAVE** or **LOAD** option. Press **START** or the **X** Button to confirm.

LOAD

When reading the DATA for Philosoma, one of the following messages will appear.

Load Complete – DATA completely loaded.

No memory card found – Insert the memory card with Philosoma DATA into slot 1.

Philosoma DATA not on memory card – There is no Philosoma DATA on the card. Insert the proper memory card into slot 1.

DATA read error – Error in reading Philosoma DATA.

SAVE

When saving Philosoma DATA on the memory card, one of the following messages will appear.

SAVE complete – Philosoma DATA has been saved.

No memory card found – Insert a memory card into slot 1.

Cannot save. Memory card full – There are not enough memory blocks available to save the DATA. You must either delete unwanted DATA or insert another memory card.

EXIT

Press either **START** or the **X** Button to return to the Title Screen. You may also press the **△** Button when you are in another screen and wish to return to the Title Screen.

Heads-Up Display

1 Message Window-

This display shows messages from ALICE. Also, your remaining number of fighters appear.

2 Status Window-

Score readout and remaining shield power.

3 Weapons Control Window-

The weapon you are currently using and its power level are highlighted, as are any additional support weapons that are operating. The number of remaining Buster Grenades appears below.



Mission Phases

13

Your mission is divided into four separate phases, each in a different area of planet ORA-194-220. In order to discover and destroy the current threat, you must successfully complete each phase.



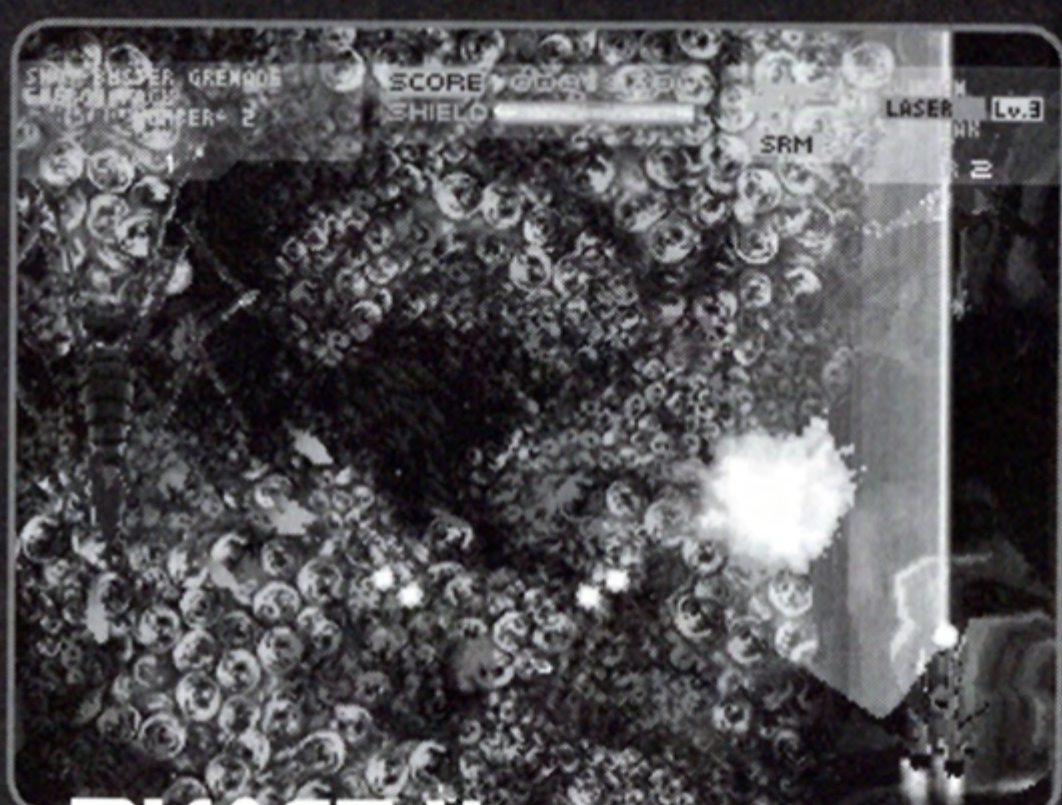
PHASE 1



PHASE 2



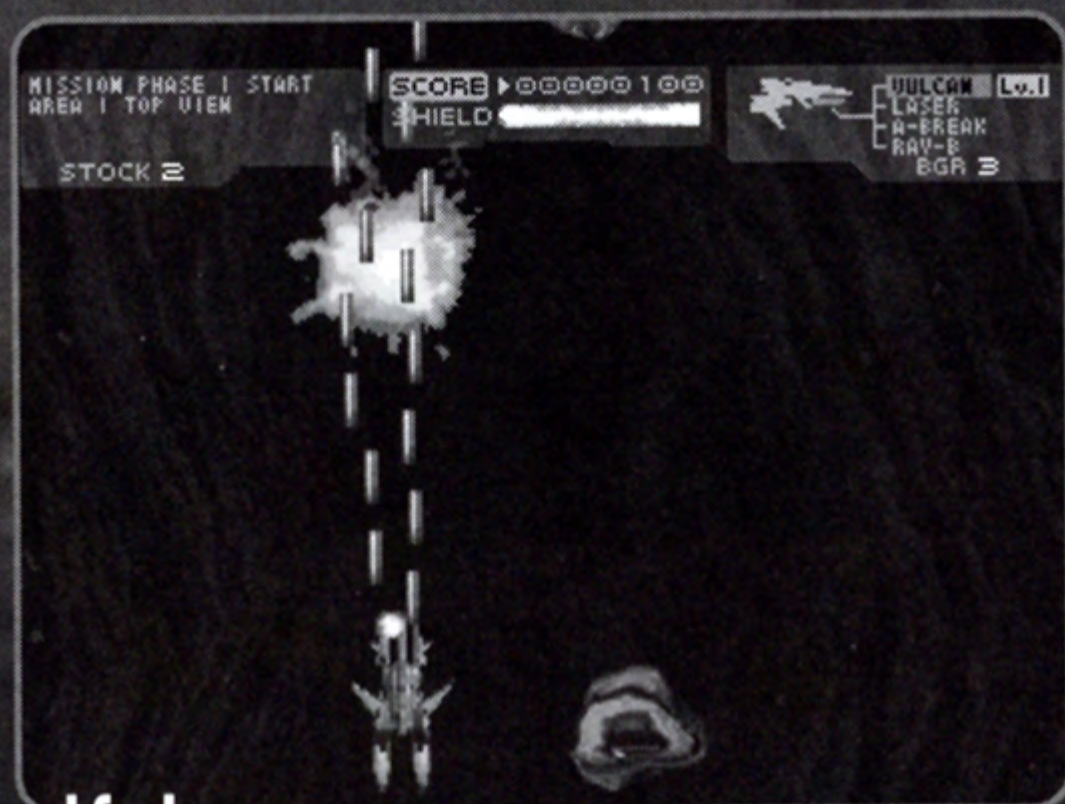
PHASE 3



PHASE 4

Streza's Armaments

The Streza fighter has four main weapons. During play, you are able to switch weapons at will. Each main weapon may be upgraded to 3 different power levels when certain power-up icons are picked up.



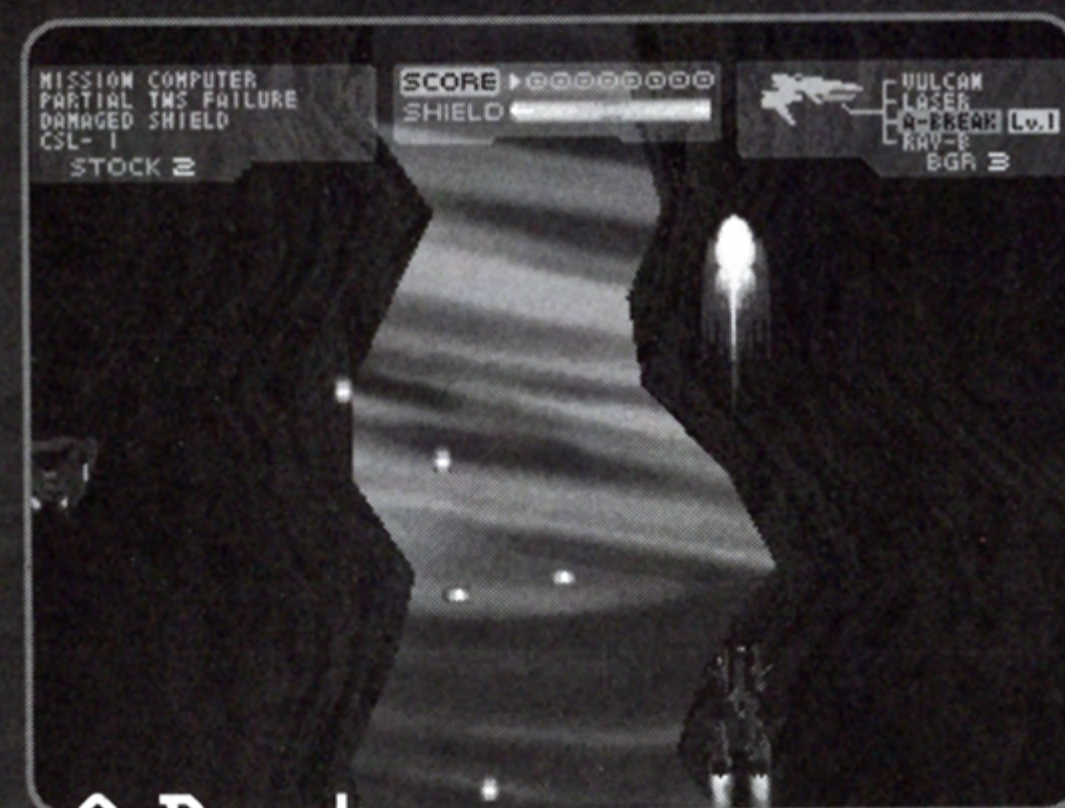
Vulcan

Basic weapon which fires an expanding spread of shots. Hold the Fire button for continuous fire.



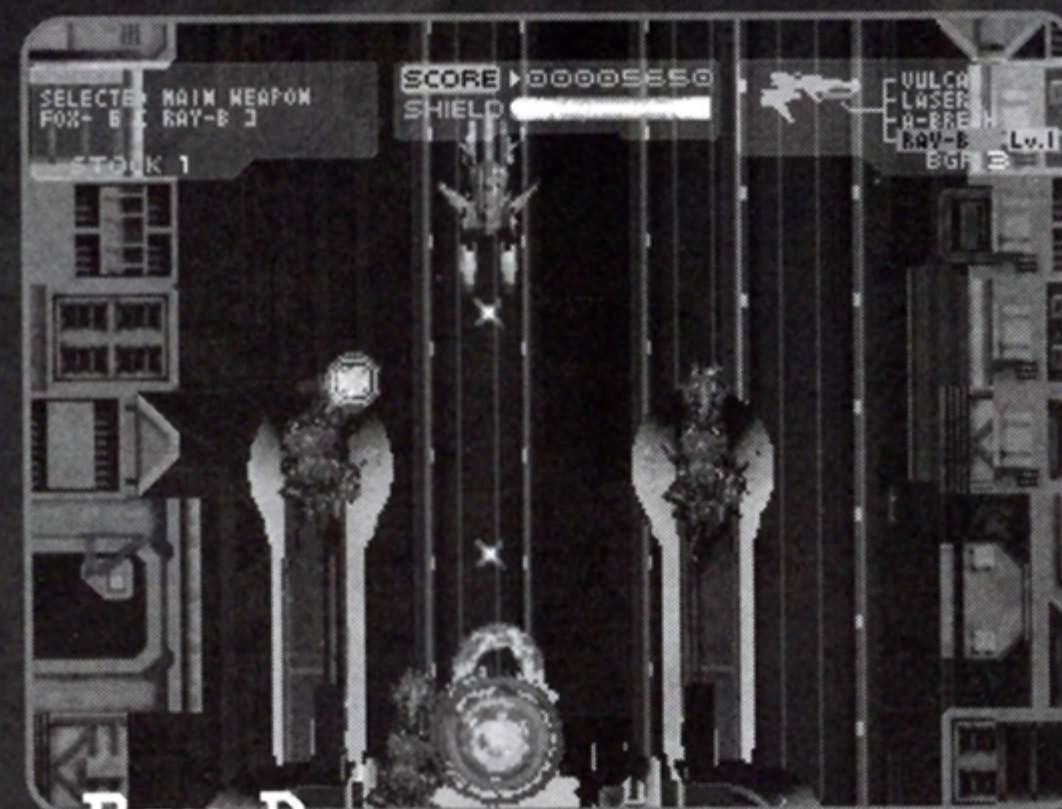
Laser

A piercing energy beam which can be controlled by pressing the Directional Buttons in the direction you want to fire while holding the Fire button.



A-Break

Launches a burst of destructive energy. Hold the Fire button longer for a larger blast.



Ray-B

Fires backwards to eliminate enemies following your Streza.



Buster Grenades

Releasing one of these powerful bombs destroys all enemies and enemy missiles in sight. You begin your mission with three Buster Grenades.



In addition to your main weapons, there are two types of additional weaponry that can be added to your arsenal by collecting power-up icons during your mission.



NRM

Missiles fire straight out of your Strega.



SRM

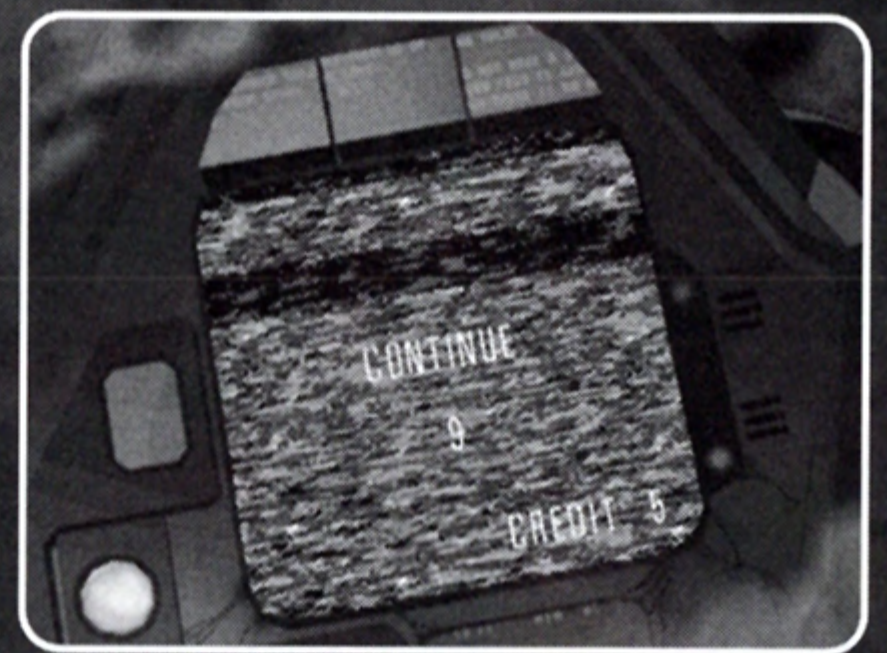
Homing missiles lock onto and track your enemy.

STREGA SHIELDS

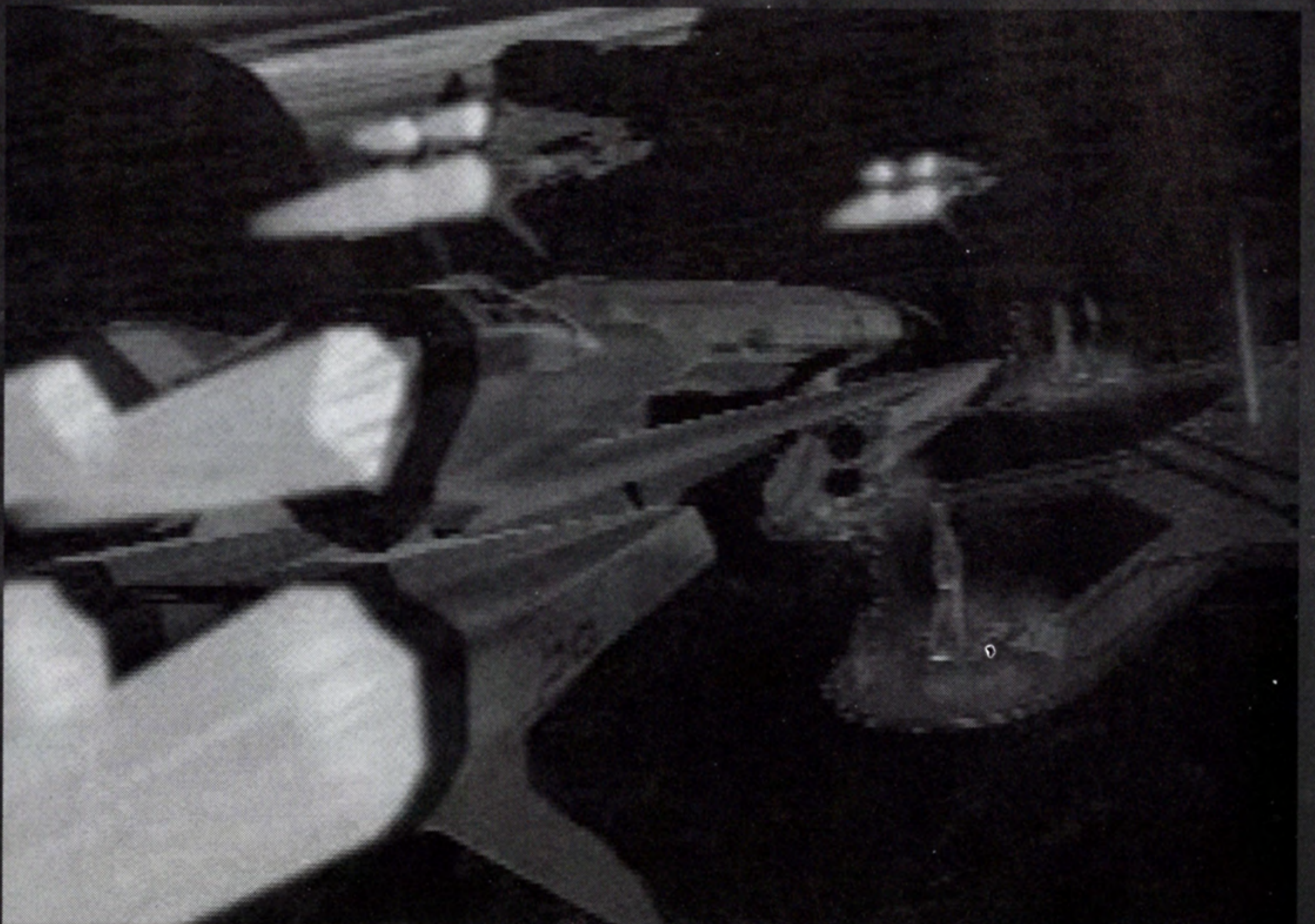
The high-energy Strega defensive shield is able to absorb hits from enemy missiles or obstacles. Each time you are hit, your shield power level decreases. Once your shield is entirely depleted, you will lose a fighter.

GAME OVER & CONTINUE

When all of your fighters have been destroyed, the game will end. If you have any credits left, you may continue your game. When continuing, you will begin on the phase in which your last ship was destroyed. You will begin your mission with three credits.



NOTE: You will gain an extra fighter for every 100,000 points earned.



Power-Up Icons

17

Power-Up icons will appear randomly throughout your mission.



Green Power Pack

The main weapon that you are using increases one power level



Blue Power Pack

Every main weapon is increased to maximum power level — shield power is also replenished



Shield Energy Pack

Shield Energy increases one power level



MRM

Additional missiles are added to your fighter



SRM

Homing missiles are added to your fighter



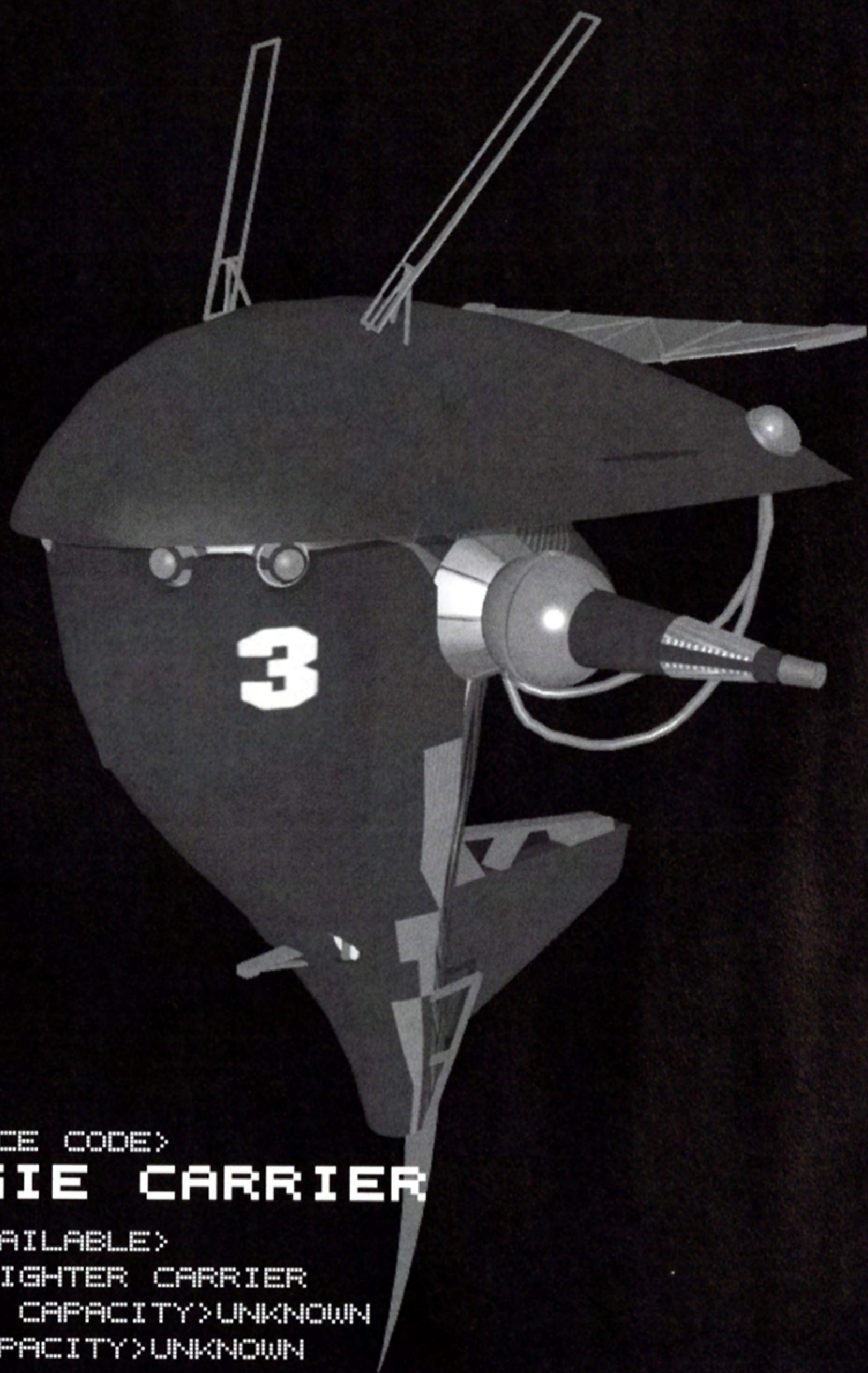
Buster Grenade

An additional Buster Grenade is added to your supply



1 Up

You receive an extra Strega fighter



REFERENCE CODE>

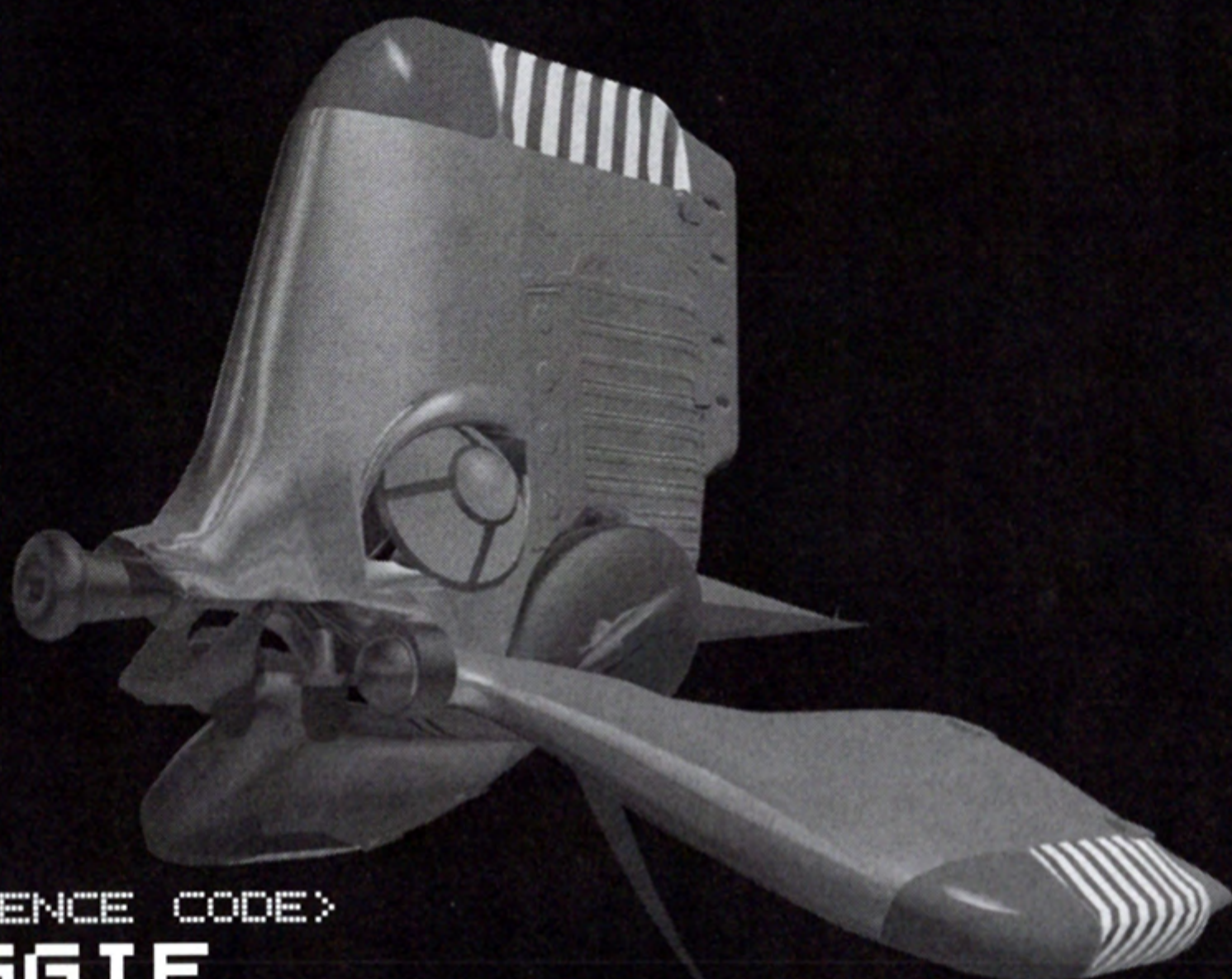
DOGGIE CARRIER

DATA AVAILABLE>

ENEMY FIGHTER CARRIER

FIGHTER CAPACITY>UNKNOWN

CREW CAPACITY>UNKNOWN



REFERENCE CODE >

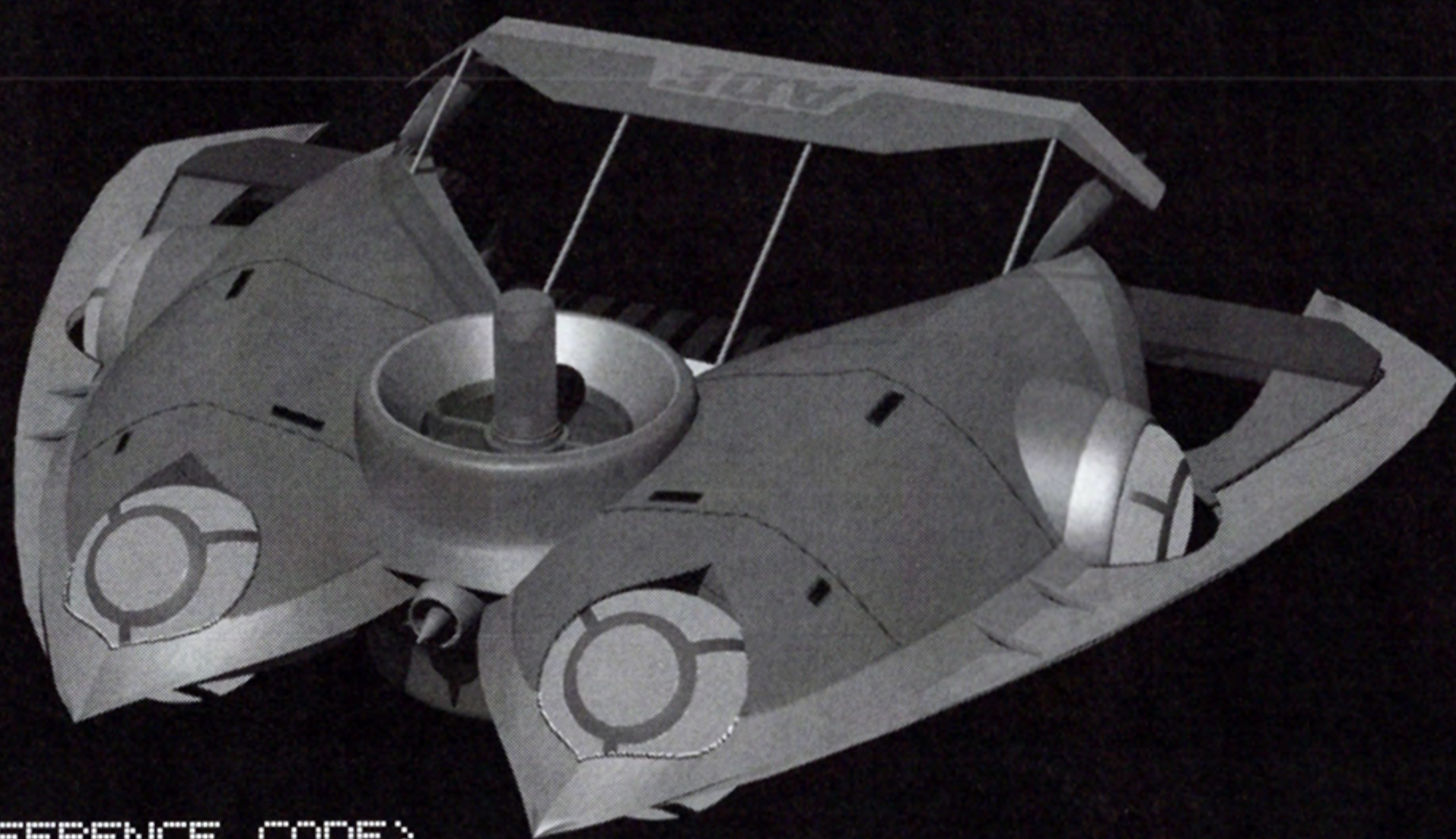
DOGGIE

DATA AVAILABLE >

ENEMY FIGHTER

SPEED > UNKNOWN

CREW CAPACITY > UNKNOWN



REFERENCE CODE >

RED DOGGIE

DATA AVAILABLE >

ENEMY FIGHTER

SPEED > UNKNOWN

CREW CAPACITY > UNKNOWN

REFERENCE CODE>

HOVER CARRIER

DATA AVAILABLE>

PLANETARY FREIGHT CARRIER

SHINFOKAIFER REGISTRY

CURRENT USE>UNKNOWN



REFERENCE CODE>

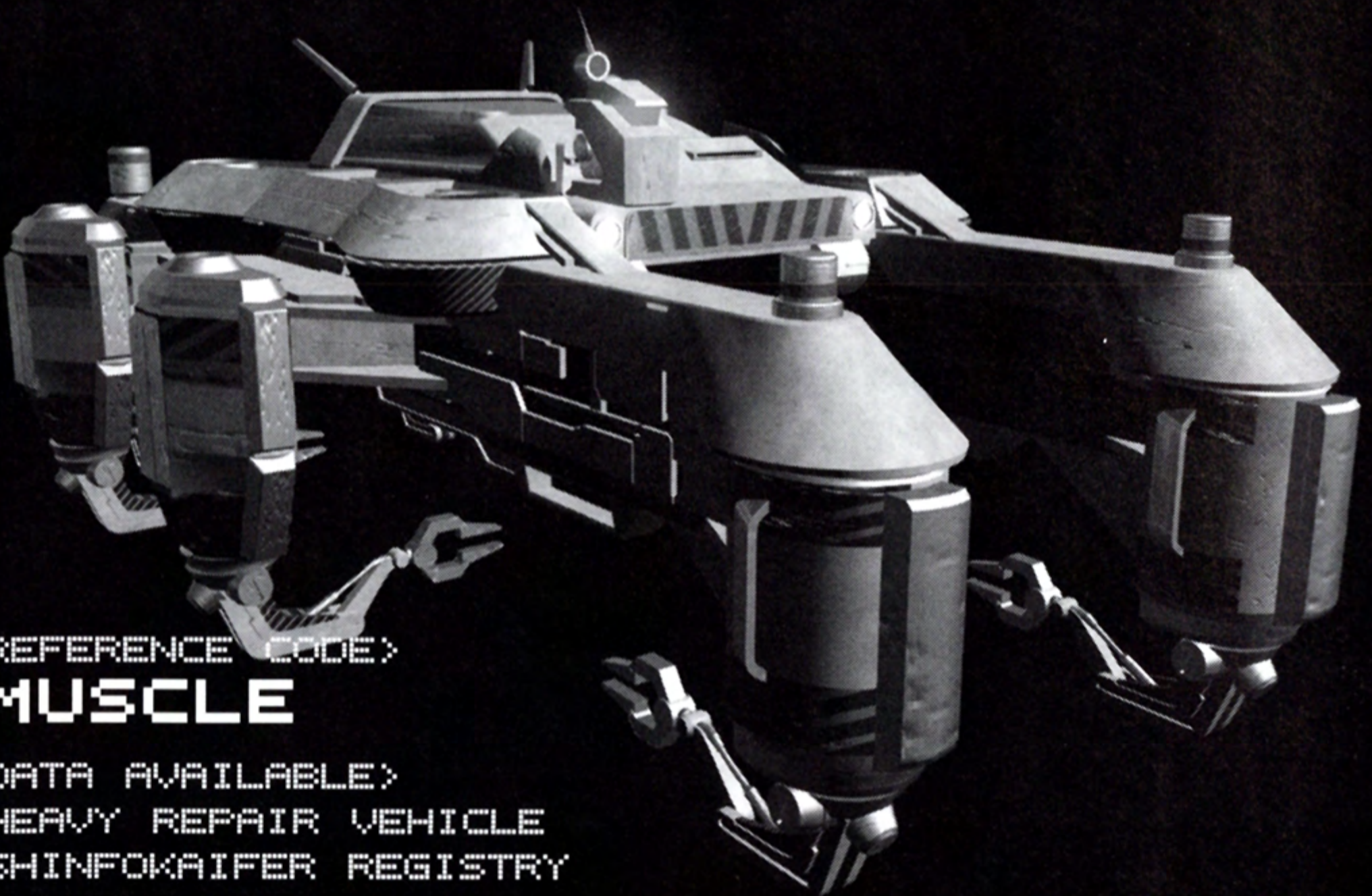
MUSCLE

DATA AVAILABLE>

HEAVY REPAIR VEHICLE

SHINFOKAIFER REGISTRY

CURRENT USE>UNKNOWN



REFERENCE CODE>

EYE FORK

DATA AVAILABLE>

ARMED ORDER ENFORCEMENT VEHICLE

SHINFOKAIFER REGISTRY

CURRENT USE>UNKNOWN



REFERENCE CODE>

MAKKON

DATA AVAILABLE>

AUTOMATED MINING DRONE

SHINFOKAIFER REGISTRY

CURRENT USE>UNKNOWN

REFERENCE CODE>

MISSILE WALKER

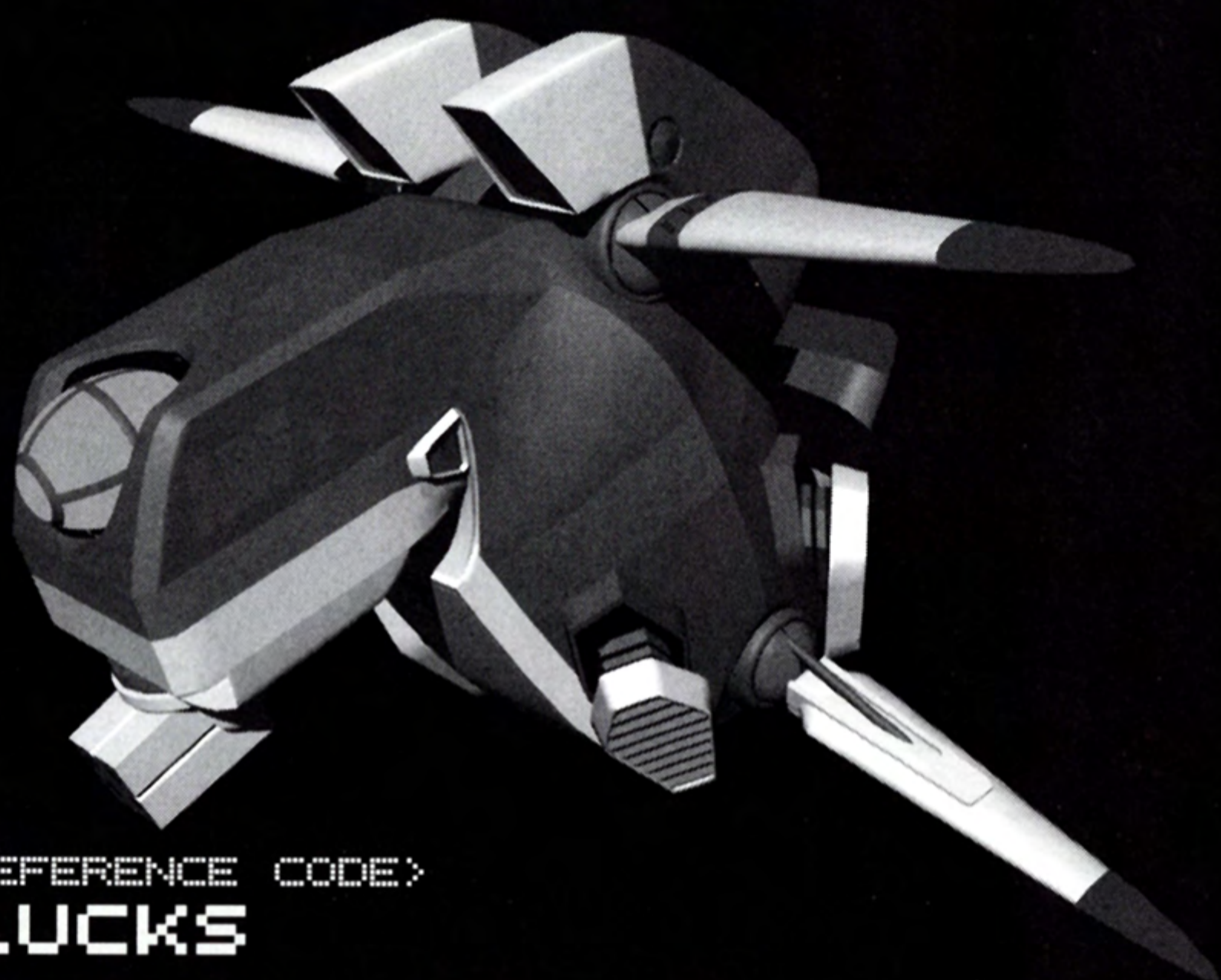
DATA AVAILABLE>

AUTOMATED DEFENSE UNIT

SHINFOKAIFER REGISTRY

CURRENT USE>UNKNOWN





REFERENCE CODE>

LUCKS

DATA AVAILABLE>

ENEMY FIGHTER

CREW CAPACITY>UNKNOWN



REFERENCE CODE>

BLACK WIDOW

DATA AVAILABLE>

ENEMY HEAVY ATTACK CRAFT

CREW CAPACITY>UNKNOWN



REFERENCE CODE>

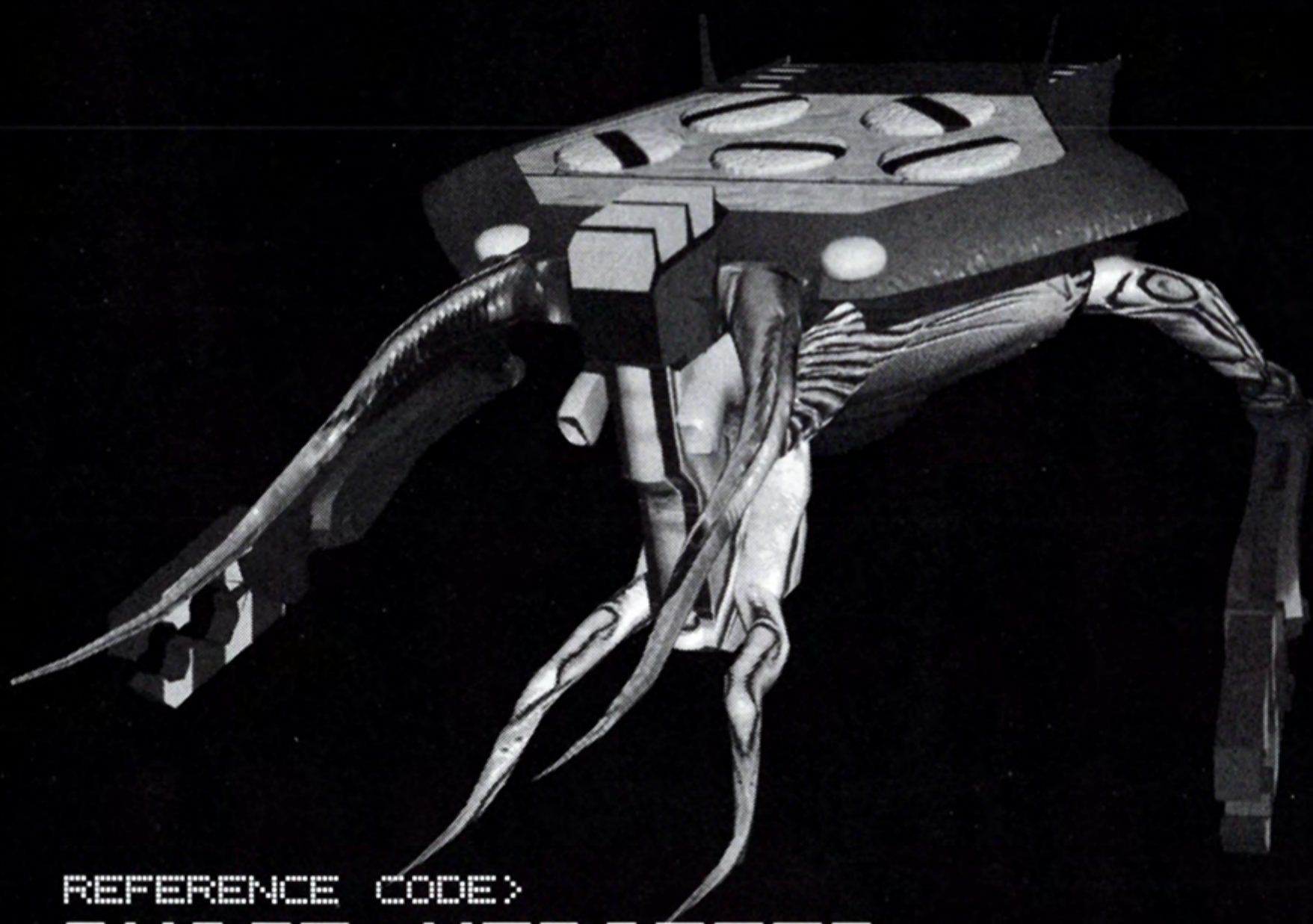
MERITTER

DATA AVAILABLE>

MULTIPURPOSE REPAIR CRAFT

SHINFOKAIFER REGISTRY

CURRENT USE>UNKNOWN



REFERENCE CODE>

PHAGE MERITTER

DATA AVAILABLE>

APPEARS TO BE MECHANISM IN EARLY

STAGES OF BIOLOGICAL CORRUPTION

BIOCONTAMINANT>UNKNOWN



REFERENCE CODE>

GRAND PHAGE

DATA AVAILABLE>

APPEARS TO BE MECHANISM IN ADVANCED
STAGES OF BIOLOGICAL CORRUPTION
BIOCONTAMINANT>UNKNOWN

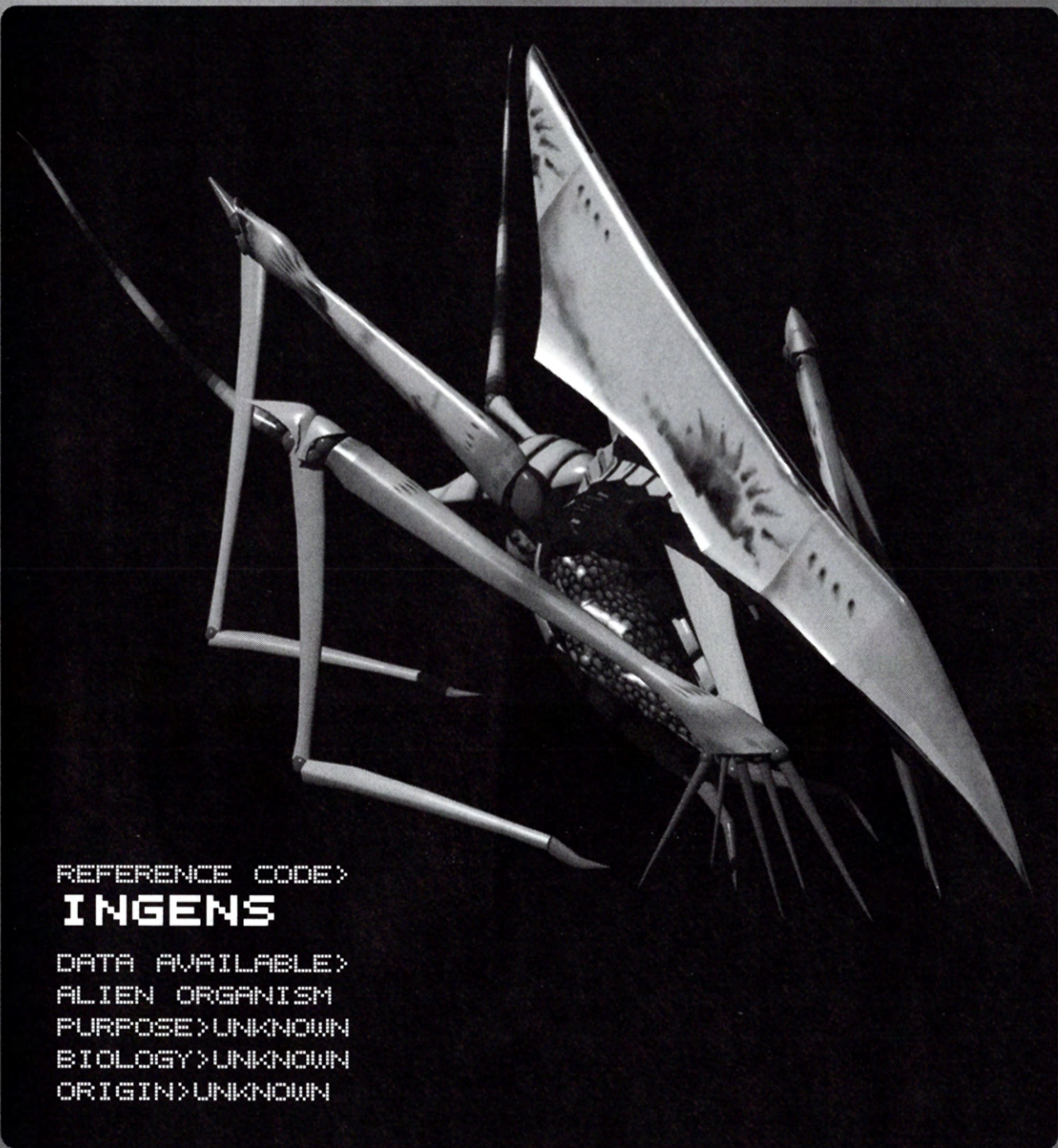
REFERENCE CODE>

PHAGE STREGA

DATA AVAILABLE>

APPEARS TO BE F/A-37 STREGA FIGHTER
IN ADVANCED STAGES OF BIOLOGICAL
CORRUPTION
BIOCONTAMINANT>UNKNOWN





REFERENCE CODE>

INGENS

DATA AVAILABLE>

ALIEN ORGANISM

PURPOSE>UNKNOWN

BIOLOGY>UNKNOWN

ORIGIN>UNKNOWN



REFERENCE CODE >

MONERA

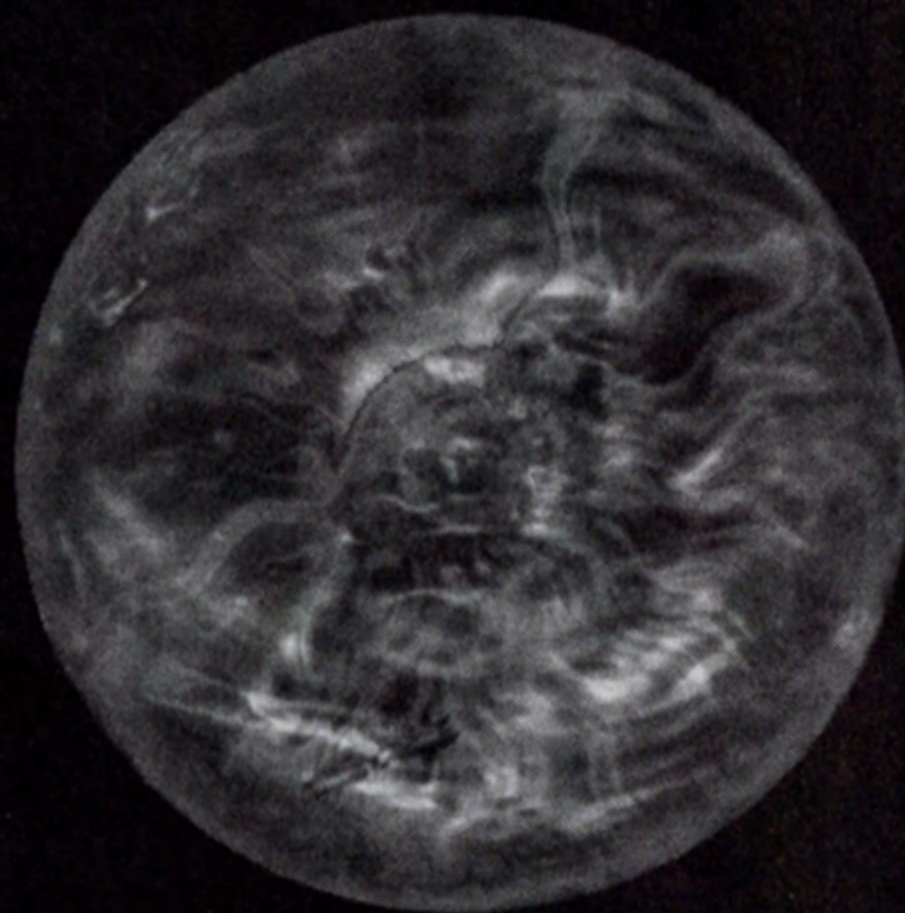
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ALIEN ORGANISM

PURPOSE > UNKNOWN

BIOLOGY > UNKNOWN

ORIGIN > UNKNOWN



REFERENCE CODE >

HYDRURA

DATA AVAILABLE >

ALIEN ORGANISM

PURPOSE > UNKNOWN

BIOLOGY > UNKNOWN

ORIGIN > UNKNOWN



REFERENCE CODE >

MIRACIDIUM

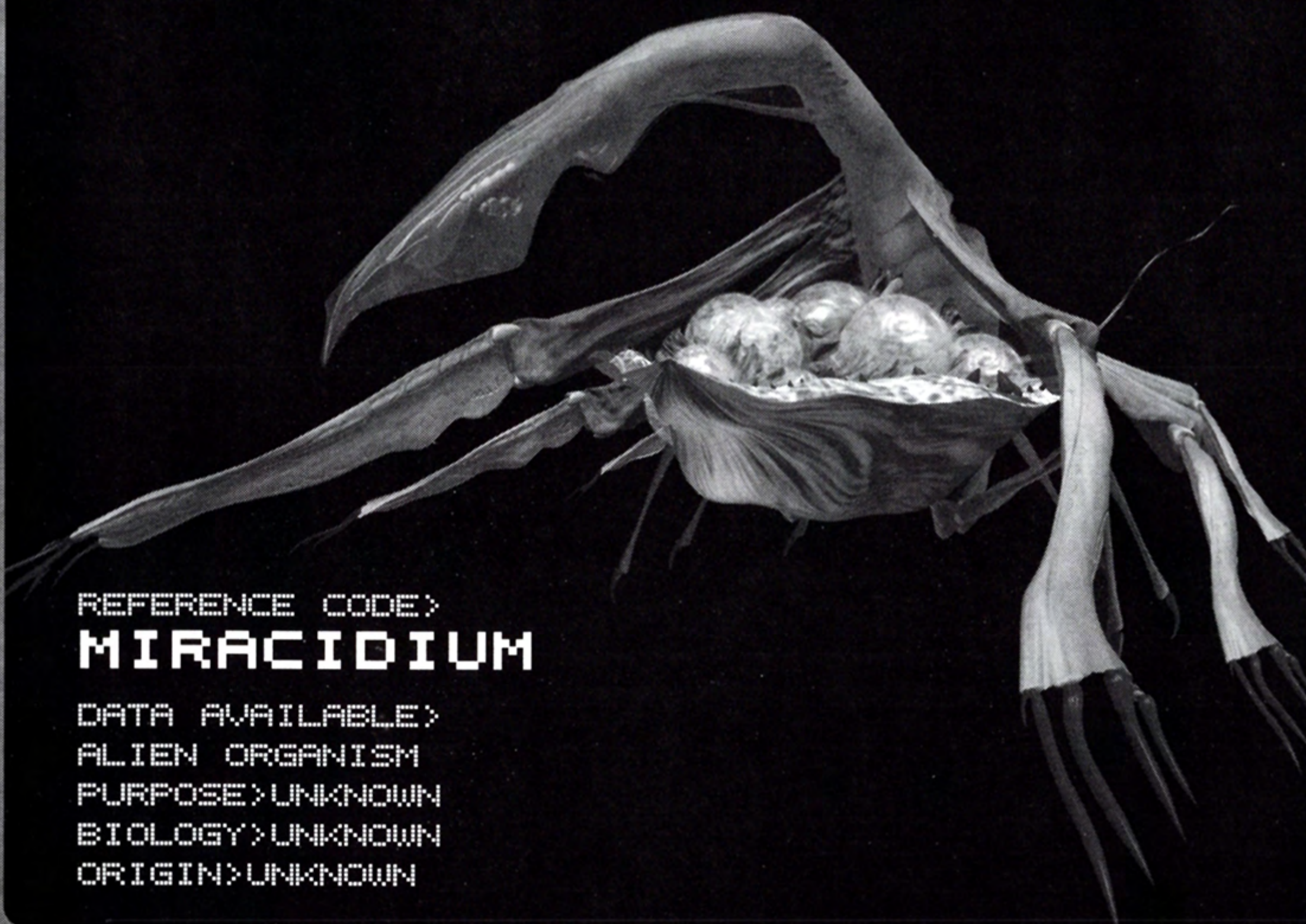
DATA AVAILABLE >

ALIEN ORGANISM

PURPOSE > UNKNOWN

BIOLOGY > UNKNOWN

ORIGIN > UNKNOWN



Credits

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Marketing Specialist:	Nemer Velasquez
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Casting:	Smartalk
Voice Actors:	
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Michau:	Christiane Crawford
Cox/Michael:	Don Beard
ALICE:	Rebecca Klinger
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Copy & Manual Design:	Beeline Group, Inc.
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Honorary Team Member:	Julio Gonzalez

Software Warranty

29

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