



®

PlayStation®

EVERYONE



CONTENT RATED BY
ESRB

SLUS-00042
71060

GEFX™



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 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.

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 the outer edge. Never use solvents or abrasive cleaners.

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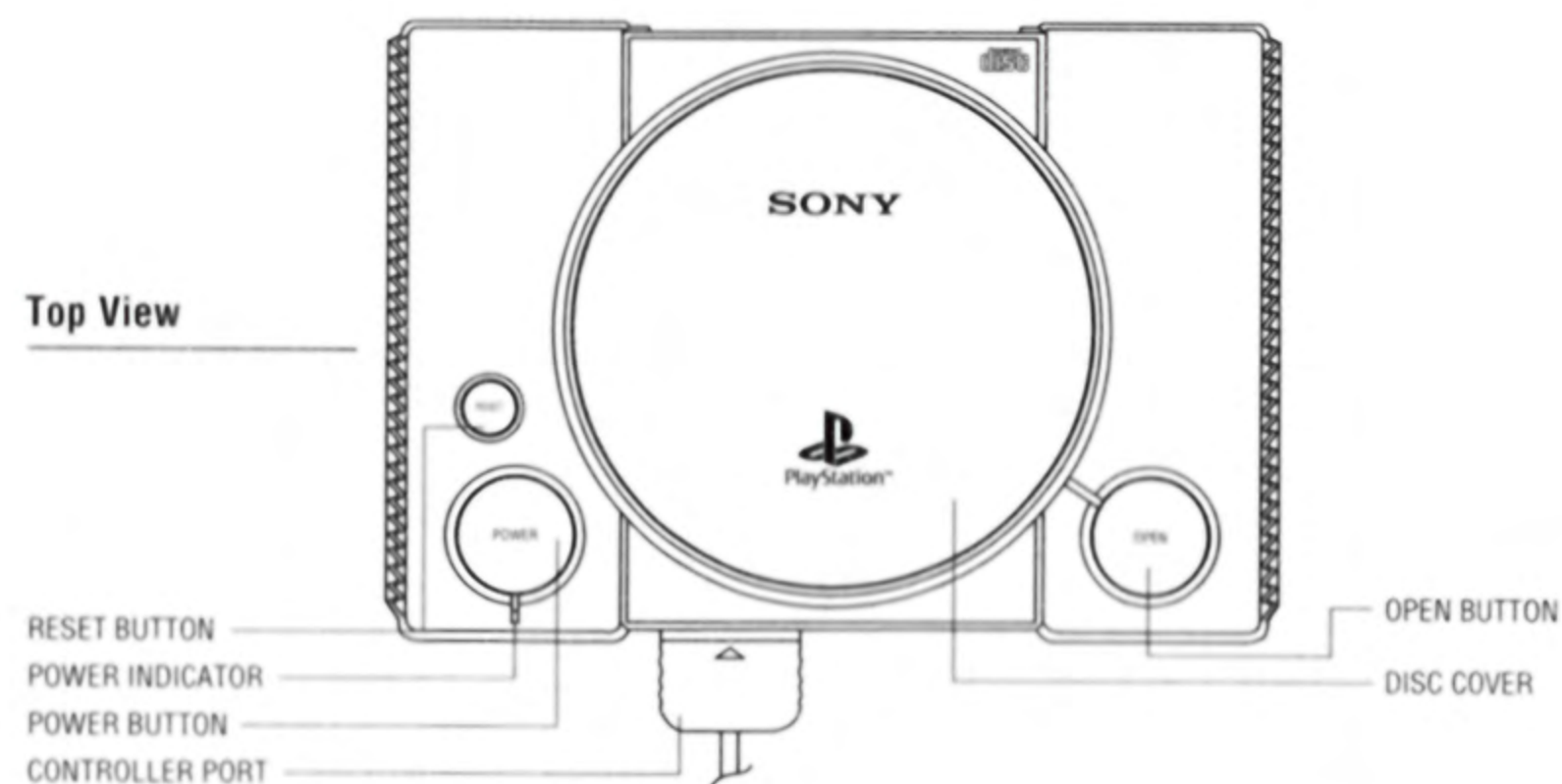
For tech support or warranty information, call 1-650-473-3434.

Published by Crystal Dynamics, Menlo Park, California.

SETTING UP

PLAYSTATION® GAME CONSOLE

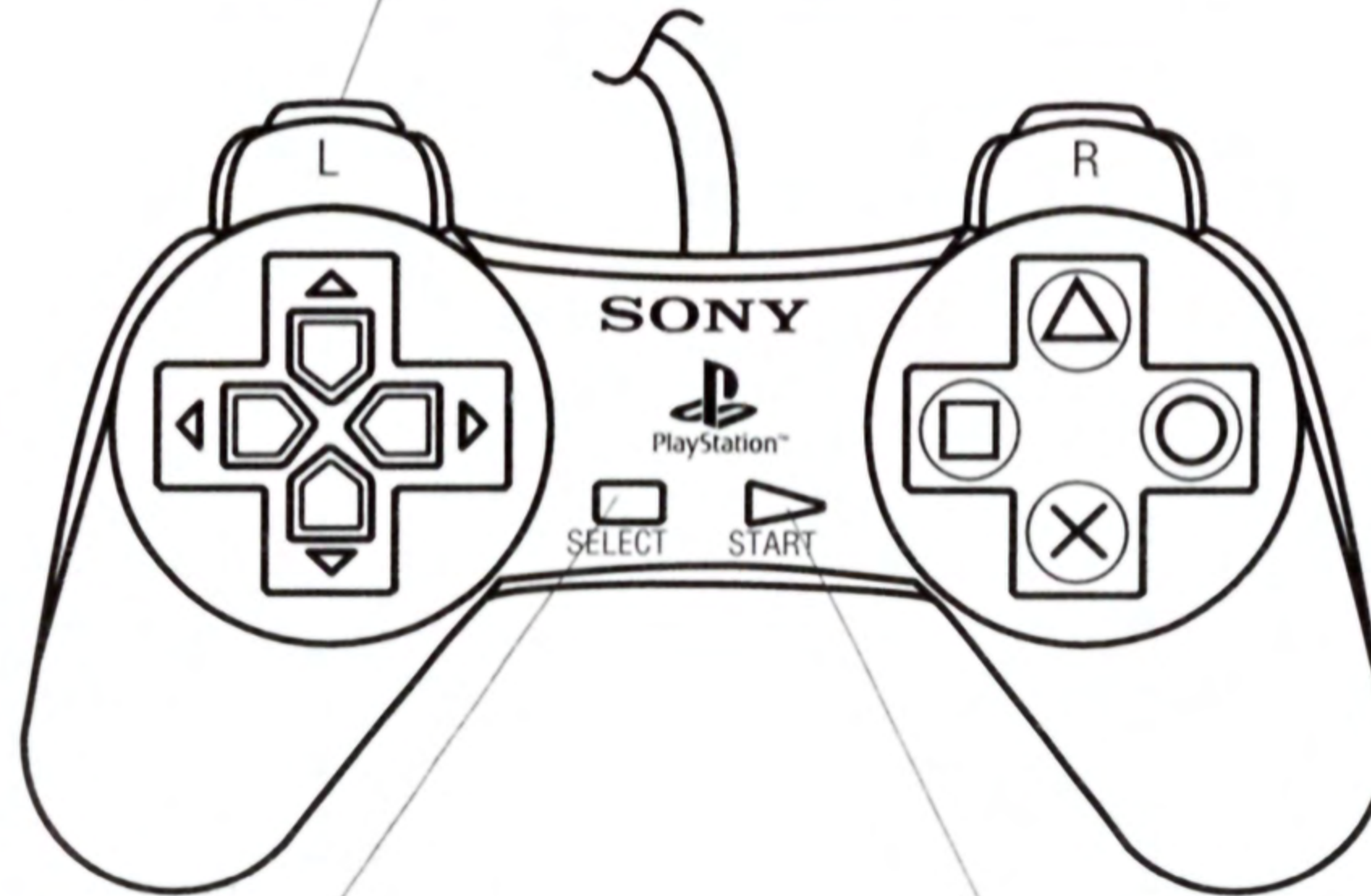
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the **GEX** CD and close the CD door.
4. Insert game controllers and turn on the PlayStation® game console. In a few moments, you'll see the **GEX** Title screen
5. Follow on-screen instructions to start a game.



CONTROLS

DEFAULT CONTROLS

L1 + Directional button - Run



Select - Access world remotes

Start - Start / Pause / Resume

Directional buttons:
↑ / ↓ - Select options
← / → - Change settings
Any direction - Move GEX

■ - Tongue Lash / Hurl
● - Tail Whip
× - Jump; use remotes; enter a world or world level on a map
× + ↓ - Tail Bounce

Note: Use the Options Menu (page 4) to change the default controls.

GETTING STARTED

MAIN MENU

On the **GEX** Title screen, press the controller **Start** button to display the Main Menu. Press the **Directional buttons** ↑ / ↓ to highlight any Main Menu item.



START

Highlight this option and press **X** or **Start** to begin a new game.

OPTIONS

Before starting a game, highlight **OPTIONS** and press **X** to display the Options Menu.

- To select options, press ↑ / ↓.
- To change settings, press ← / →.

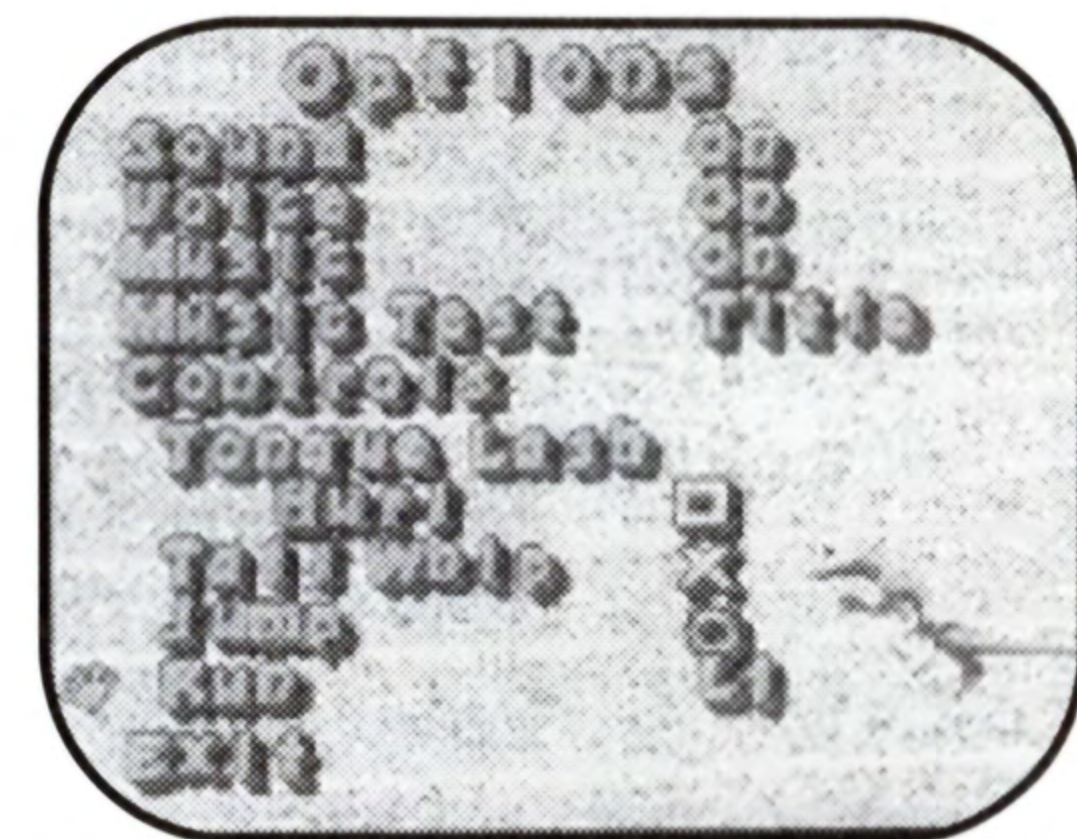
Sound/Music: Toggle sound effects and tunes ON or OFF.

Sound/Music Test: Select a track and press **X** to sample it.

Controls: Select an action and press the controller button you want to use.

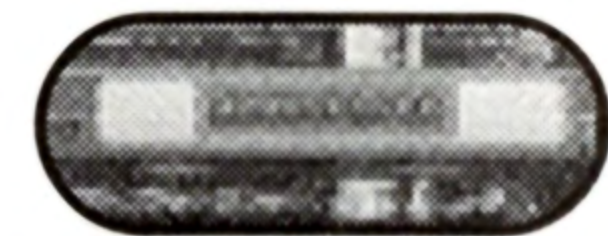
Buttons can be linked to only one action at a time.

Exit: Return to the Main Menu.

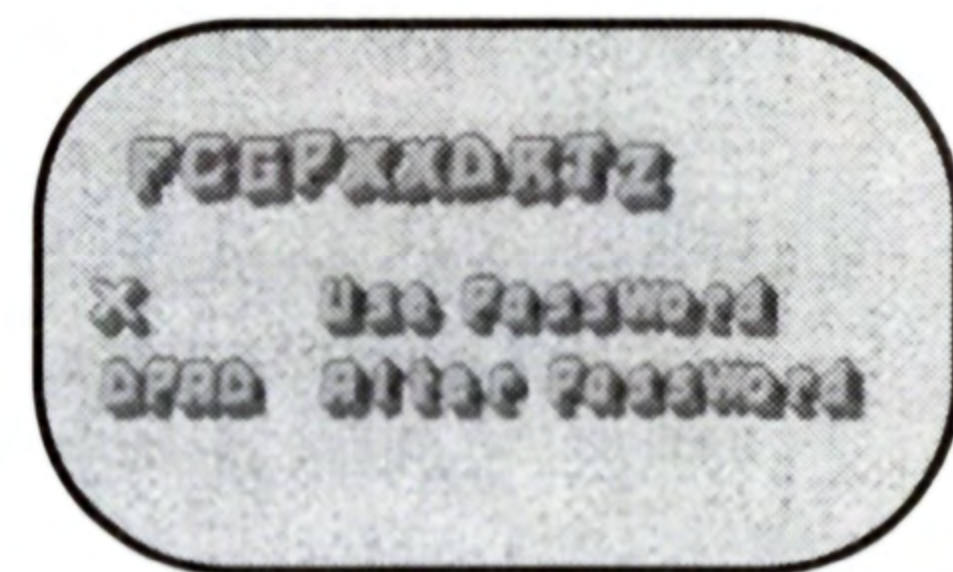


PASSWORD

Use passwords to resume previous games. During a game, look for hidden VCR tapes and pick them up. You'll also receive a VCR tape after defeating a boss. When you finish the level, the VCR tape will reveal a password. Write it down (see pages 12-13) and use it when you want to resume the game from that point.



1. Select PASSWORD on the Main Menu and press X to display the Password screen.
2. Press ↑ / ↓ to change the character on the input line.
3. Press ← / → to move to the next input line.
4. Press X to enter the password. You'll return to the Main Menu.
5. Select START on the Main Menu to resume the game. (If the password was incorrect, you can try again.)



Note: Resumed games do not include any bonus Lives or point totals collected earlier.

PAUSING THE GAME

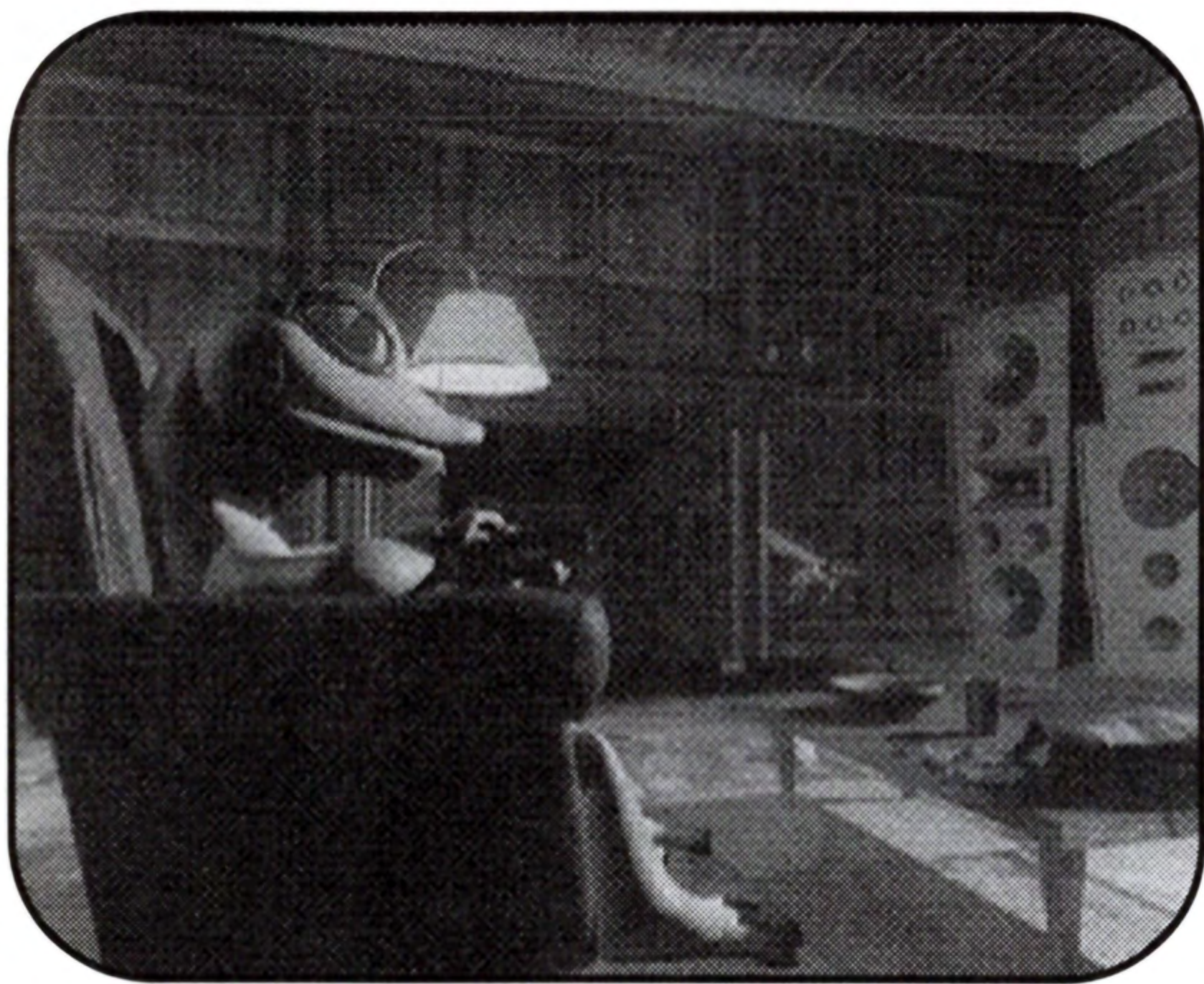
During play, press **Start** to pause. Press it again to resume play.

RESETTING THE GAME

To return to the Main Menu during play:

1. Press **Start** to pause.
2. Hold down **Start + Select** together for two seconds.

A BAD TV DAY



Ah, Hawaii. A lush tropical paradise, famous for many things: Magnum P.I., Hawaiian Eye, that TV show starring Jack Lord's hair, and most importantly, the world's largest population of gecko lizards. That's right, geckos. And one family of geckos in particular had a very special problem . . .

Deep in the valley on Maui lived a gecko family that was just trying to make ends meet. Mom had her paws full raising three and a half kids (their numbers depended upon their regenerative powers) while Dad was away doing research for NASA. GEX, the oldest offspring, was a

bright lad who would spend his days with his friends, surfing, playing the ukulele and throwing poi parties down on the beach with the local lady lizards.

That all changed, though, the day Mom got a call from NASA telling her the tragic news. The rocket containing Dad and ten other volunteers, chosen to see if they would eat tapioca pudding in zero gravity, had exploded on the launch pad due to a band-aid floating in one of the fuel tanks. The family's carefree upper-middle-class life was shattered!

While the rest of the family dealt with their grief in the usual manner (crying, infighting and rummaging through Dad's stuff), GEX bottled up his feelings. He took refuge in front of the only thing in the house that had always provided him with undemanding comfort: the TV.

GEX found out that in his time of need, all his old and sometimes forgotten friends were still there, ready to take his mind off his troubles. There was Kimba the white lion, eager to take him on an adventure through the African savannas. The Six Million Dollar Man would stop by with a quick bionic pick-me-up. The Partridge Family would play a song, and then shake their heads at the wacky antics of Mr. Reuben Kincaid. These were GEX's true friends, and he was willing to spend the rest of his life in their groovy company.

Try as she might, GEX's Mom could not pry her son away from the boob tube. So, after consulting with the family minister and the weird guy at work, she decided it was time for a change of scenery. They were going to leave Hawaii and start a new life . . . in California.

One week later, a moving van pulled up in front of the family's new ranch-style home in Encino, California, surrounded by white picket fences and white supremacists. As the moving men unloaded a crate containing GEX and his beloved TV, his mother exclaimed that she was excited about the family's new beginning. GEX just laughed and told her that was exactly what Maude said to her husband after she went through menopause. GEX was still having trouble dealing with Dad's death, but Mom thought she knew just what to do.

That night, the doorbell rang, and a burly older lizard came in carrying a basket of treats. He said his name was Harv and he lived next door and wanted to welcome the new neighbors. As he passed out various chocolate-covered bugs to GEX's siblings, Harv mentioned a little too loudly that he had one spot left on his Saturday All-Pro Girl Watching Team, and was wondering if there was someone around to fill it. GEX told him, from in front of the TV, that Jack Tripper was available, but only if he could get out of the two dates he had made for the same night.

Harv seemed a little confused. He whispered something to Mom, and then took a seat next to the tuned-out gecko. Then Harv asked GEX straight out if he would like to take that spot on the team. GEX replied that he'd love to, but had promised Bosley that he would watch the Angels for him all week. Harv chuckled, and suggested that maybe GEX was watching a little too much TV, and needed to get outside. Without taking his eyes off the set, GEX explained that the last time he had gone outside, his Dad blew up, surrounded by gallons of burning tapioca.

Completely out of ideas, Harv bid Mom an exasperated farewell and left. Now what was a concerned mother to do?



The next morning, GEX came running downstairs, expecting to have breakfast with the Banana Splits as usual, when he froze in his tracks. The TV was gone! This must be some kind of joke! Was it out for repairs? Did someone break in and steal it? C'mon, man, this isn't funny! The room began to spin . . . GEX needed a TV fix . . . the little suction cups on his hands were beginning to twitch . . . WHAT THE HECK WAS GOING ON?

Just then, Mom came into the room. "If you're looking for the TV, I gave it away to some gypsies early this morning," she said. She told him that enough was enough, and he needed to start doing things like a normal gecko. "Go catch some flies, practice walking up walls, enter a tongue-lashing contest. But for cripes sake, stop watching TV!"

GEX couldn't believe this. The one thing in his life that had meaning was gone, and his Mom was behind it. Exploding with rage, GEX announced that he was never setting foot inside this TV-less house again, and stormed out the front door. Mom ran after him, begging him to stay, but it was too late. She had done the unthinkable, and this was the result.

The next few months were a blur. GEX hooked up with some local punks and spent his days skateboarding to the mall, hanging out in comic stores and blaring music through his Walkman™ on a cliff overlooking the city. He slept in a friend's garage and made pocket money doing errands for lazy housewives. His entire existence became one long, aimless haze, with none of his TV friends around to help out. This seemed to be how he would spend the rest of his life. Or was it

One day, as he was skateboarding along talking to his invisible buddy, "the Mayor" (life on the streets does things to a gecko), a long black limo pulled up. GEX was about to have His Honor go insult the driver, when the rear window rolled down, and he saw Mom!

Mom told GEX she was so glad to have finally found him, because she had fantastic news! Three days after GEX had left, his great uncle Charlie had kicked the bucket and left his entire estate to the family. The amazing part was that, unbeknownst to the family, Uncle Charlie was the original model for the Izod™ shirt logo. He had invested his meager modeling salary back into company stock. At the time of his passing into the great beyond, Uncle Charlie's estimated worth was over 20 billion dollars! The family was rich!

Shocked out of his mind, GEX jumped up in the air, told the Mayor he had just been impeached, and hopped into Mom's limo. The hard times were over. He was going to start living life right!

For the next few weeks, the entire family went on a mad spending spree, buying houses, cars, local judges and politicians. Mom purchased 51 percent ownership in NASA, and then fired everybody, sold the rockets to some third world countries, and converted Mission Control into a theme restaurant featuring robotic dancing chimps wearing space suits.

GEX's siblings said they had always wanted to see Australia, so they bought it. GEX, on the other hand, was not into all the cars, jewels and other extravagances. He took his share of the fortune, tucked it into his pants pocket, and went for a walk. He walked and walked and walked, wondering what to do with his share. Then it hit him. He would use the cash to fulfill a longtime dream!

Exactly one hour later, GEX called his Mom down at her restaurant, "Space Monkeys," and told her good-bye. He was going back to Hawaii. He was going to buy the biggest house on Maui, fill it with the world's largest TV set and enough food for decades, and then seal himself inside. He was going to spend the rest of his life watching all his old TV friends getting into outrageous situations or amazing adventures.

Mom wished him the best of luck, and then ran off to rewire some faulty chimps. GEX hung up the phone, and headed out to build his dream

In a few days, GEX was parked in front of his TV, munching from a nearby bowl of flies. He was in the middle of flipping through channels to see what was on. "Nope, nope, nope," he droned, as he clicked the remote again and again, surfing through reruns of Kung Fu theater, a wacky cartoon and an old Indiana Jones movie. Those shows were so boring. He'd already seen all of them at least a million times. He was ready for something different.

Frustrated, GEX started clicking all the remote's buttons rapid-fire, speeding through the channels in a super-fast blur. While he was clicking and kicking back, a fly buzzed by. GEX flicked out his tongue and – gulp! – down it went. But the fly was in reality a metallic transmitter. GEX was "bugged."

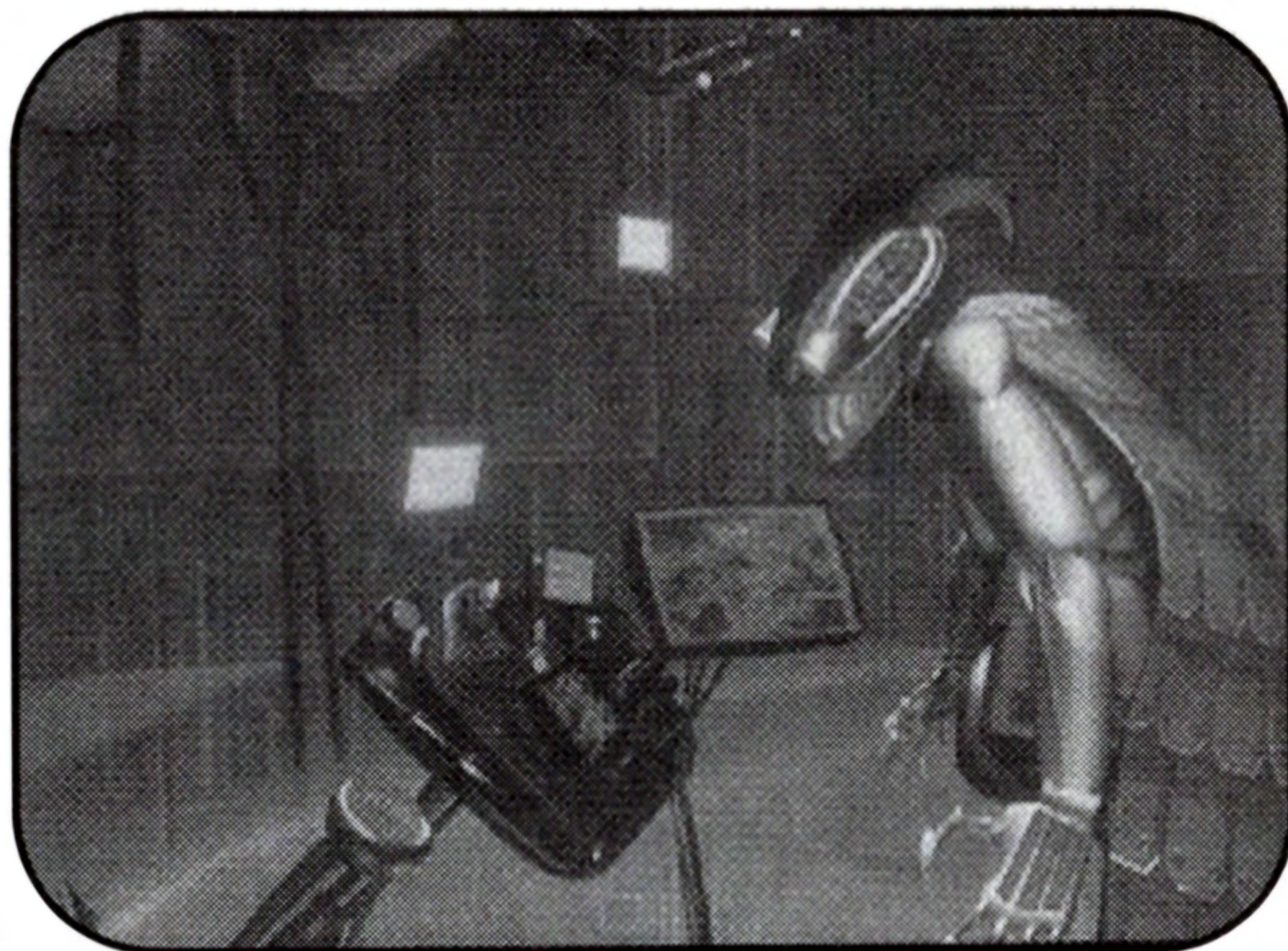


Suddenly, GEX 's remote jammed and the TV blanked. A huge hand shot out of the screen, grabbed GEX by the neck and . . . ZZZZZZTTTTTTTT!

Just like that GEX had been yanked through his TV into the Media Dimension. The cold claw belonged to Rez, who had hooked GEX with a bugged fly.

Rez was the lord of the Media Dimension. He now intended to make GEX the new network mascot. "Out with the peacock, in with the gecko!" he rasped.

GEX could only escape by getting his paws on the remote controls hidden throughout the Media Dimension. Once he had the remotes, he could destroy the TV sets that blocked the exits and were the portals into the next worlds. GEX had to find the last remote, blow up the last TV in the last world and make it home . . . or spend the rest of his gecko life as a bronzed network mascot!



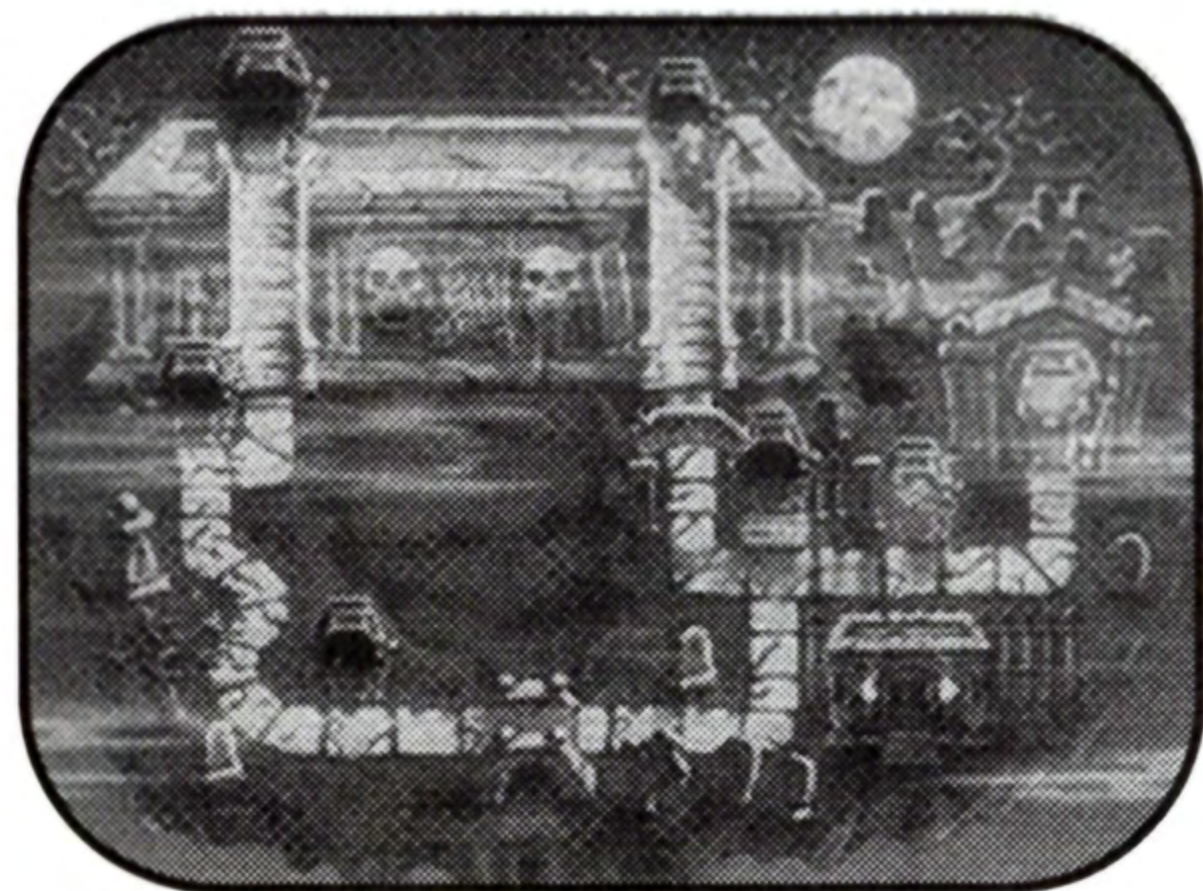
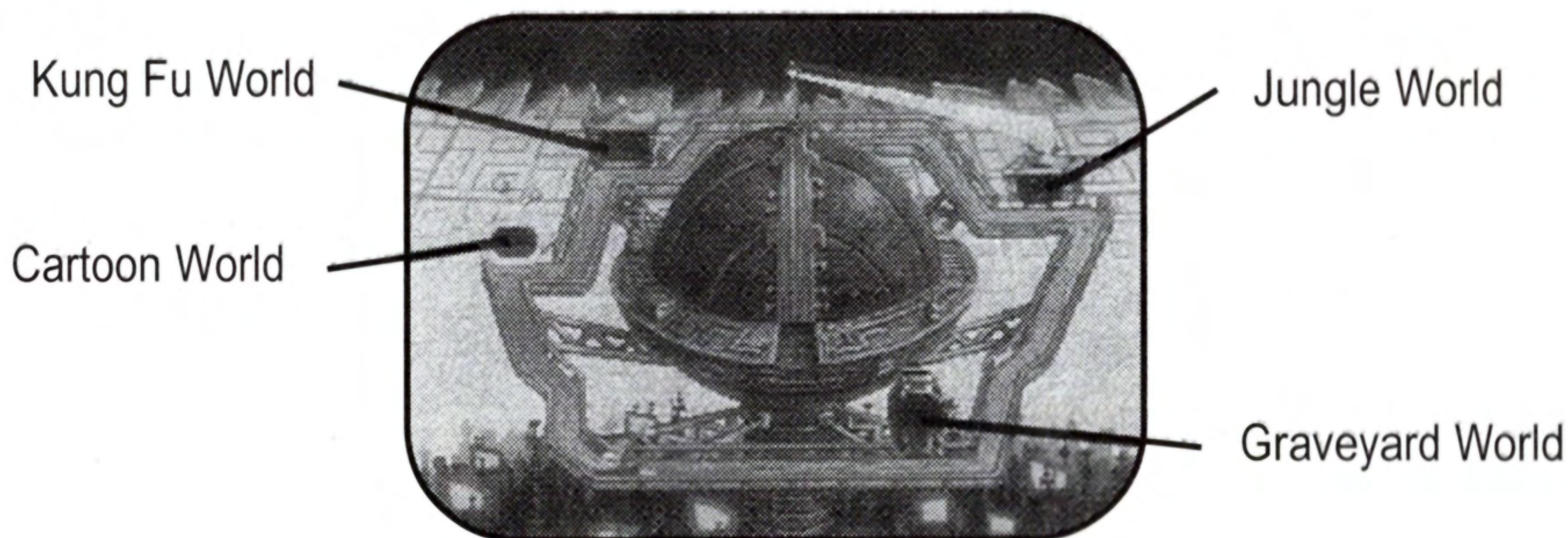
MAPS

Rez's secret maps of the Media Dimension have fallen into GEX's paws. These are the very same maps that Rez uses to buzz around his empire. They show everything but Liberace's cabaña.

To use a map, move GEX to any open entrance and press \times to enter that world or world level. Collect remotes to open more levels on the map.

MEDIA DIMENSION MAP

The first map you'll see is a global view of the Media Dimension. Use this map to choose your world destination.



WORLD MAPS

Once you're in a world, you can choose your next level from its map. After collecting a remote, press **Select** to bring down the remote bar, use the **Directional buttons** to select a remote, and press \times to use the remote to open a new level or world.

WORLDS

GRAVEYARD WORLD

GEX hurtles through the Media Dimension, back to the time and place where Abbott and Costello met Frankenstein. GEX is caught in a creepy horror flick alive with Franken-geckos, mad slashers, crazy tomatoes and other Fright Night foes. Slime, fog . . . an exorcism in the offing! Better check your calendar, 'cuz you're stuck on Friday the 13th.

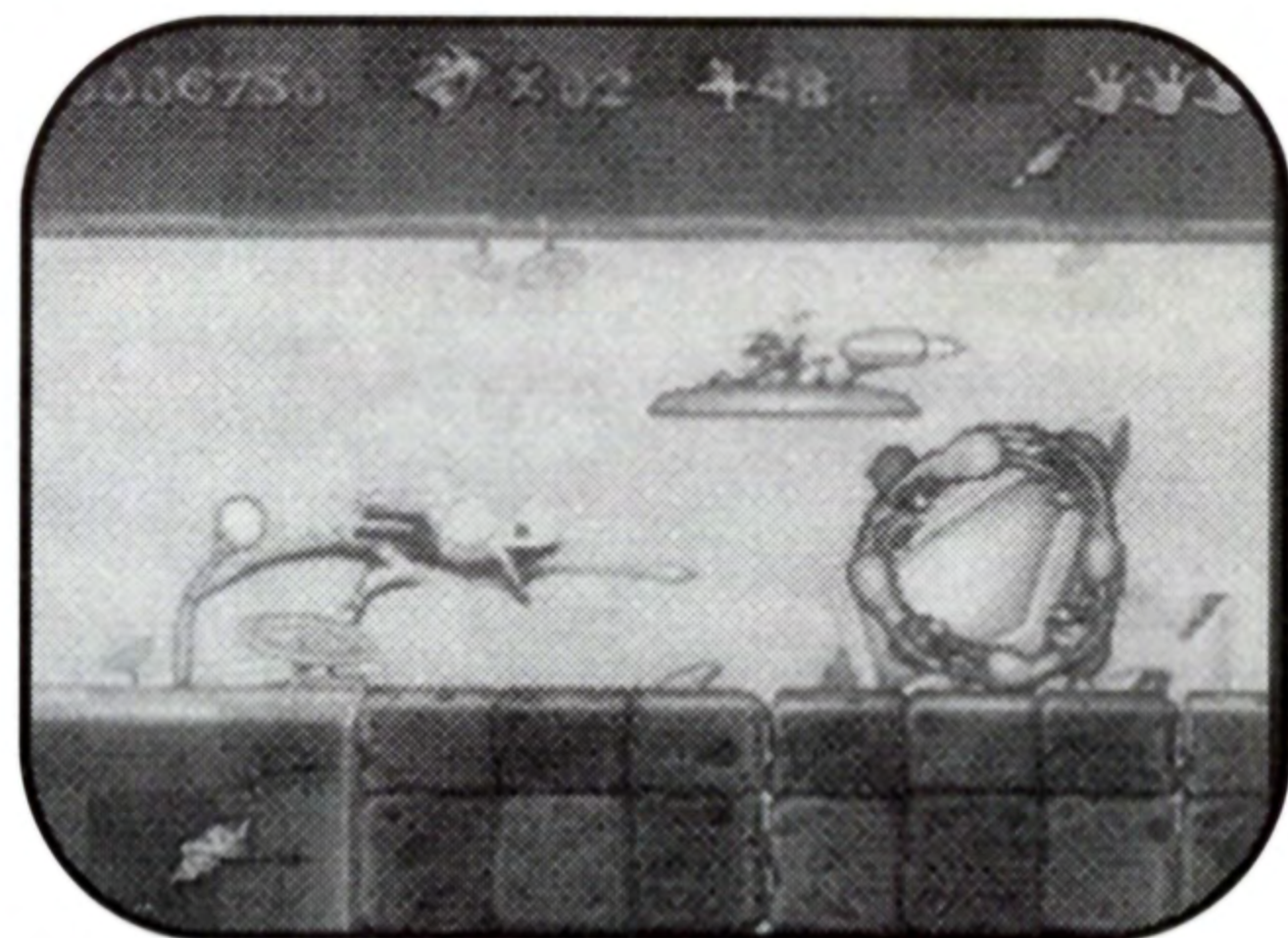
PASSWORD: _____



CARTOON WORLD

Toon Town this ain't. GEX battles cheesy characters from those crack-of-dawn Saturday cartoons. retired heroes and those out-of-work 'toon slouchers line up to take a swipe at GEX. There's nothing like getting a safe dropped on your head. Itchy & Scratchy, eat each other's heart out!

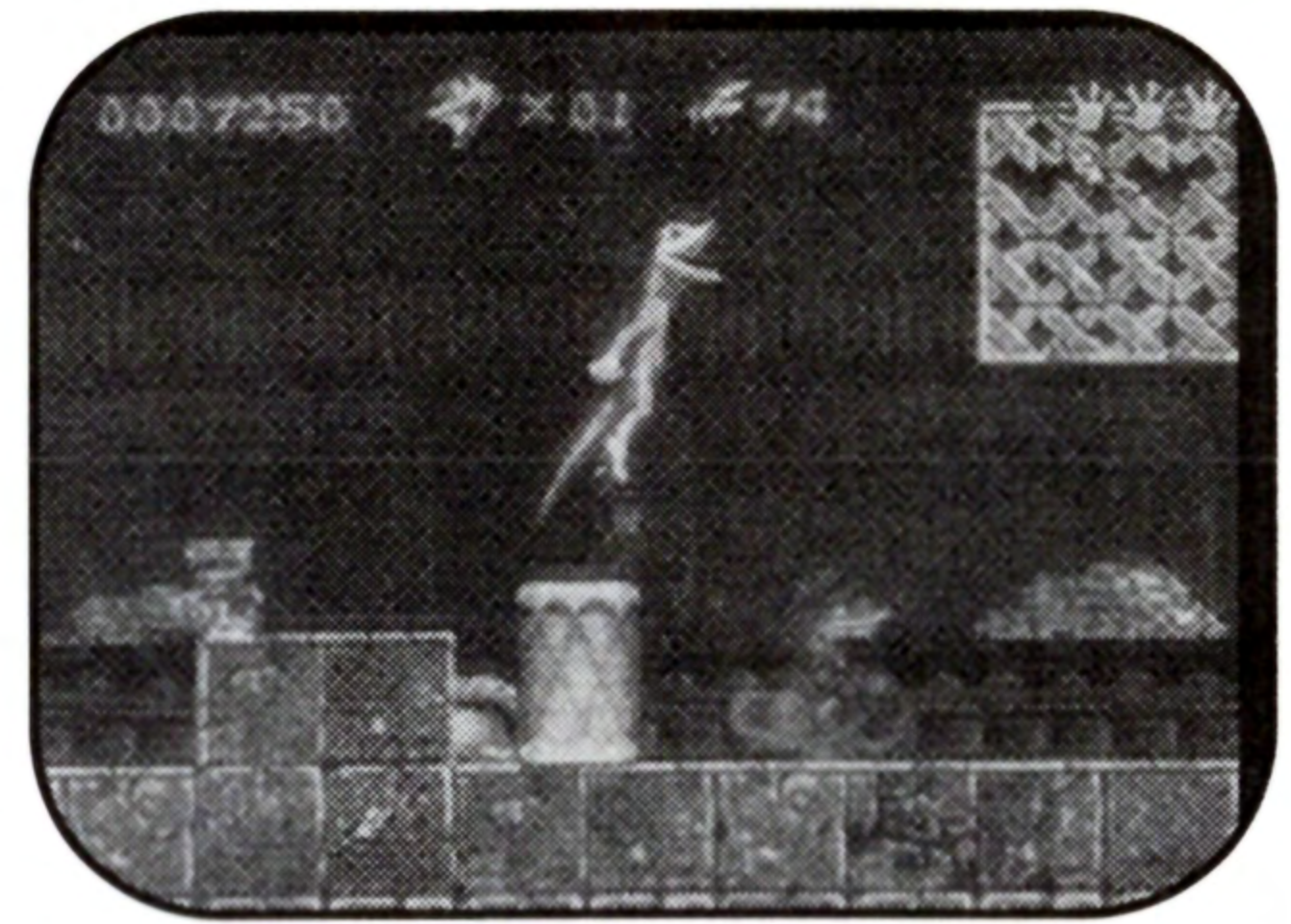
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JUNGLE WORLD

Go native! Feel the beat of the bongos. GEX stalks through a malaria factory packed with carnivores and cannibals (who like the taste of gecko better than chicken), moving walls, hidden booby traps and break-away bridges. You may have named the dog Indy . . . but there's a gecko with the same hat.

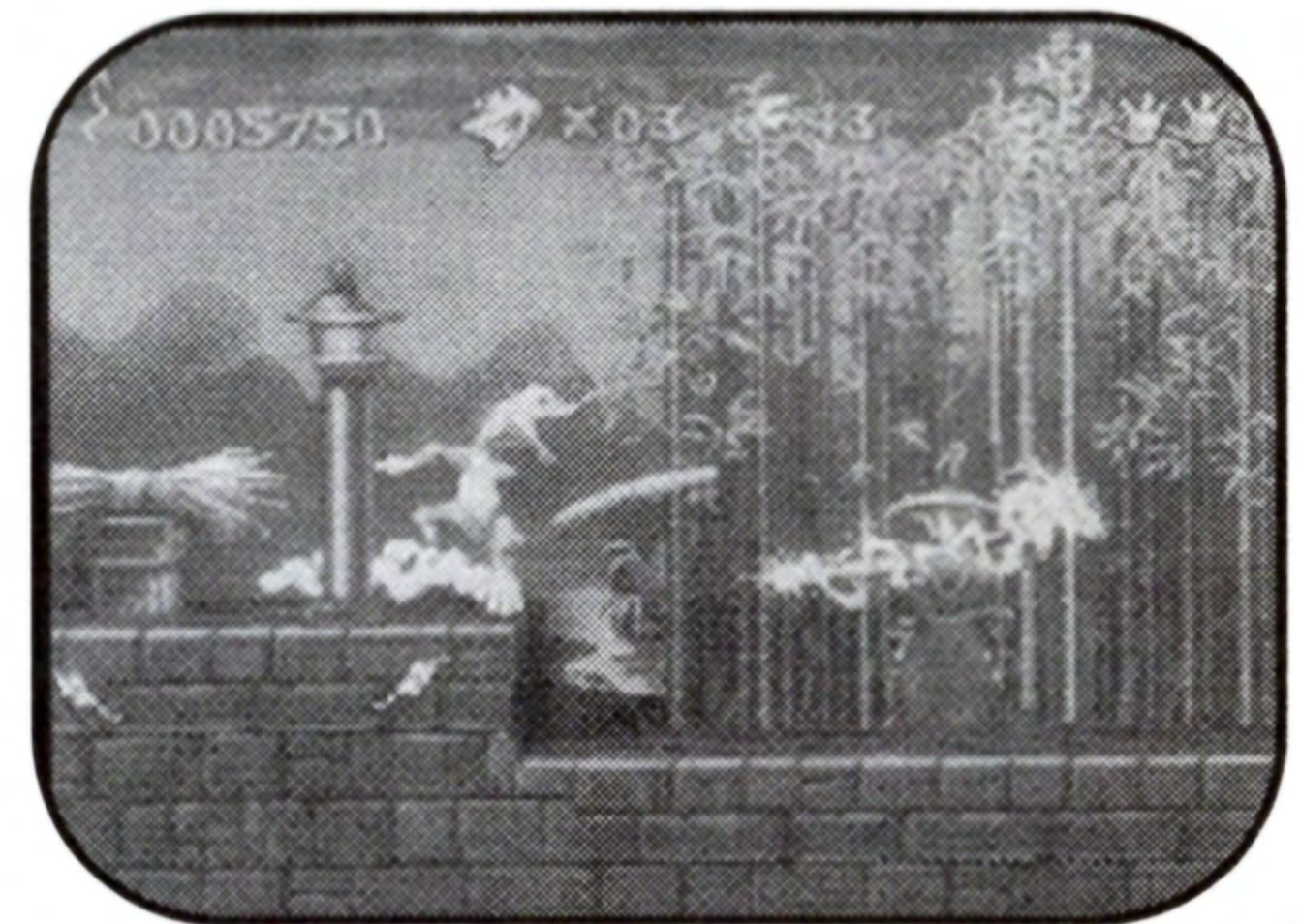
PASSWORD: _____



KUNG FU WORLD

There's nothing like getting hung up in Channel 26. Fighting your way through moronic martial arts scenes is bad enough, but can't they get that voice track in sync? It's big trouble in little China with ninjas, samurai geckos, sumo wrestlers – enough is enough. Walk softly, little grasshopper, and whip a fast tail.

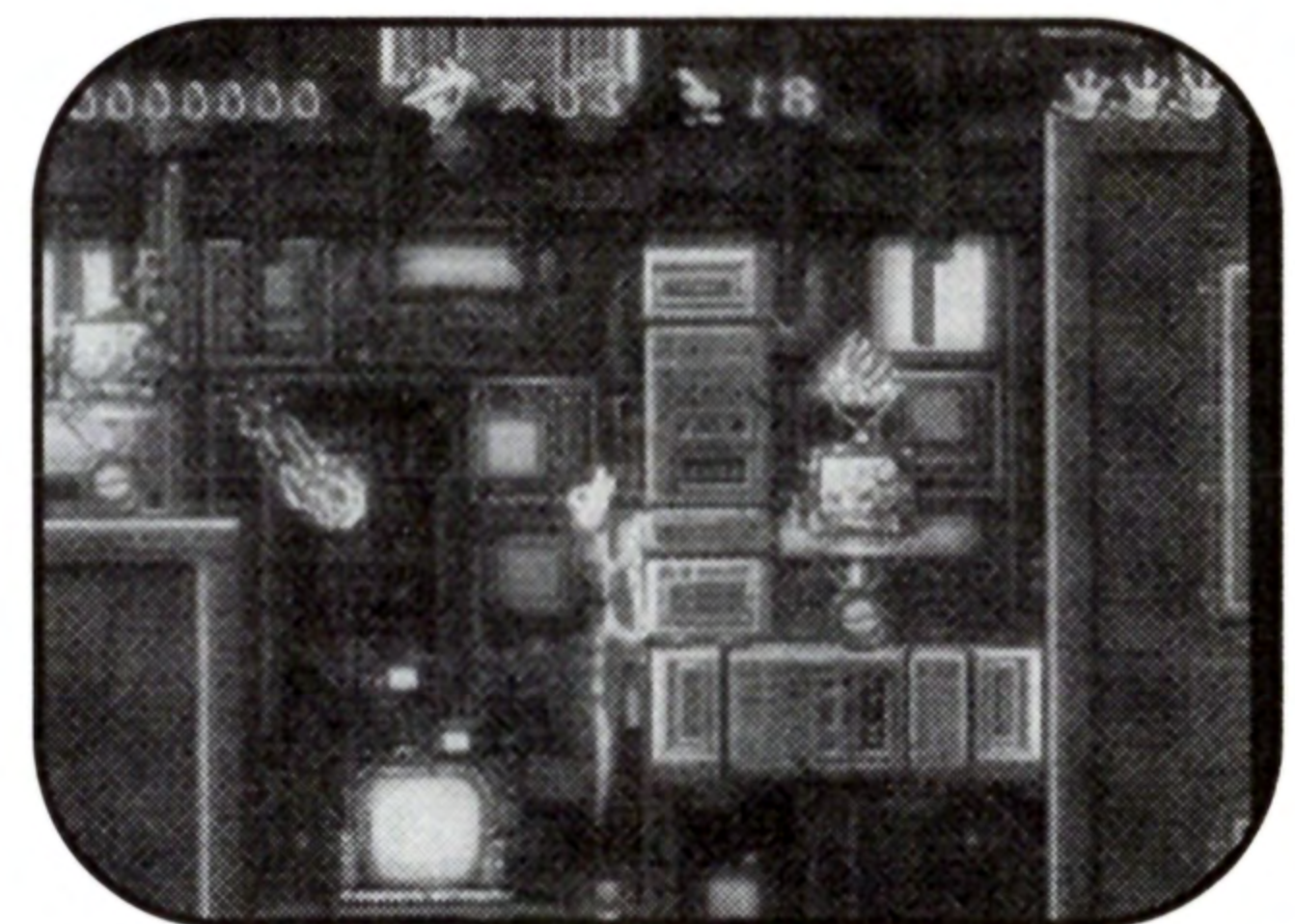
PASSWORD: _____



REZ'S NERVE CENTER

A world beyond insanity takes center stage. Vast installations of alien hi-tech circuitry fume with electrical force. Energy geysers leap from pulsating waves of liquid television. This is the twisted reality where network programs are chosen. At last, GEX confronts Rez himself in a battle that will decide the fate of the universe— and more importantly, whether a gecko will be next season's network mascot!

PASSWORD: _____



HEADS UP!

SCORE

You gain points by destroying enemies.

LIVES

You start with three GEX Lives. Pick up 100 Gold Flies to gain an extra Life. Lose all your Hit Paws and you lose a Life; lose all your Lives and you lose the game.

POWER-UPS

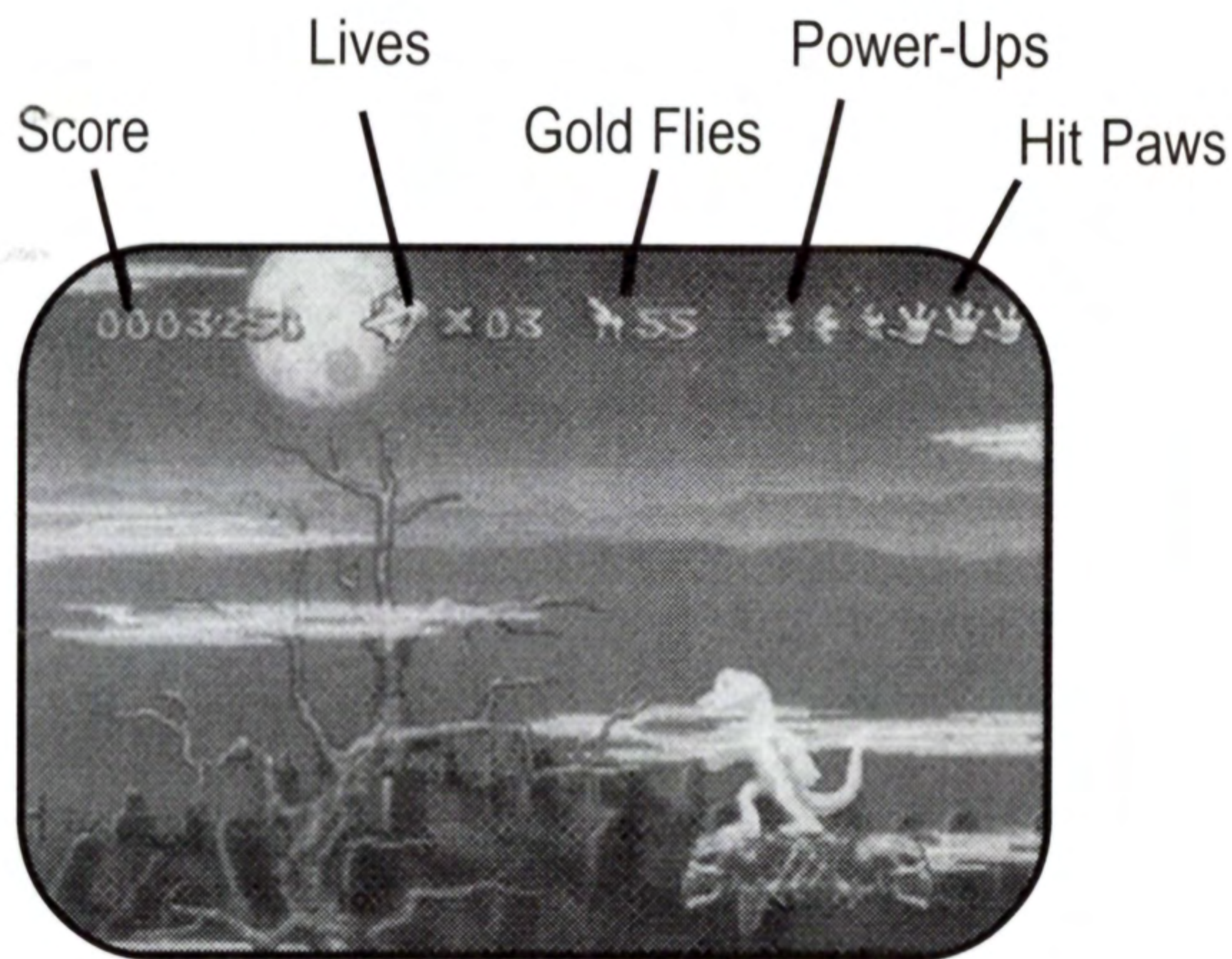
GEX snags balls o' bug to power up with extra weapons, attributes and Hit Paws. The power-up GEX is currently using shows up here (see page 17).

GOLD FLIES

Snag those flies! Each pile of 100 Gold Flies awards you with a bonus Life.

HIT PAWS

You start the game with three GEX Hit Paws. You can gain up to six Paws by picking up Flea power-ups. You lose one Paw per hit. (If you have bug power-ups, you lose those first, and then you lose Hit Paws. See page 17.) Lose all your Hit Paws and you lose a Life. Lose all your lives and YOU LOSE.



NETWORK MASGOT - NOT!

Without knowing it, GEX has been practicing all his life for this gig! He's got that Tail Whip down, thanks to years of batting pineapples around with his local ballclub, the Molokai Scalers. And how about that Tongue Lash? Slick, eh? You don't get that good without racking up the hours at the Poi Boy sushi bar (especially if sushi's got eight legs). Jumping, wall crawling, face sticking – GEX's natural talents have been honed by years of hanging out with his lizard pals from Diamond Head. Yep, GEXIE is ready . . . for the most whacked-out TV episode of his life!

GEXIE'S COOL MOVES

TAIL WHIP (Default ●)

- Whack skanky foes. Some enemies are tougher than others.
- Smack bug power-ups to fill one empty Hit Paw.
- Whack items like shooting skulls to use them as weapons.
- Execute a jumping Tail Whip for an awesome display of gecko power.



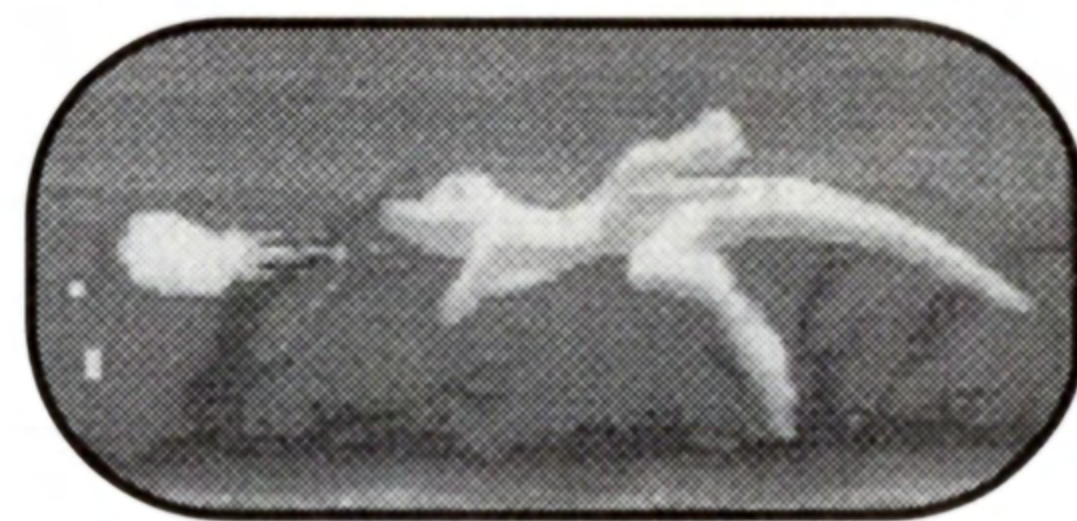
TONGUE LASH (Default ■)

- Snag Gold Flies, bugs and power-ups in mid-air.



HURL (Default ■)

- Spit out a fireball, ice ball, or other weapon, depending on the power-up GEX swallowed last (see page 17).



JUMP (Default X)

- Get air to avoid enemies.
- Swallow high power-ups with a jump and a Tongue Lash.



TAIL BOUNCE (Default X + ↓)

- Destroy enemies, bust breakable blocks and bounce to high platforms.

WALL STICK (Default X + any Directional button)

- Jump while pressing the **Directional button** against a wall's surface and GEX sticks with his suction cup paws.
- GEX can stick and crawl up the sides and faces of walls and buildings.
- GEX can spin while sticking.
- Snag power-ups from a Wall Stick position. Use the **Directional buttons** plus a Tongue Lash.
- Don't forget those ceilings.



POWER-UPS



Power-ups are balls o' bug with juicy gecko snacks inside. They take effect right away – let go with fireballs, ice balls or bolts of electricity when GEX hurls. Some power-ups such as invulnerability are timed. GEX keeps power-ups until they time out or he takes damage.

You can use power-ups in two ways:

- As health power-ups. Smack any bug ball with a Tail Whip to fill one empty Hit Paw.
- As weapons. Catch power-ups with a Tongue Lash to gain their powers. Bug icons will appear to the left of your Hit Paws, to show which power-ups GEX has. You can collect multiple power-ups this way, always using the last one you caught. You lose your current power-up when you take a hit.

POWER-UP BUGS

Amber Balls: Fill one empty Hit Paw. Immediate effect.

Ladybug: Fill all empty Hit Paws. Immediate effect.

Flea: Fill all empty Hit Paws and add one. Immediate effect.

Butterfly: Gain an extra Life. Immediate effect.

Blue Firefly: Hurl ice balls. Immediate effect; lasts until hit or replaced.

Red Firefly: Hurl fireballs. Immediate effect; lasts until hit or replaced.

Yellow Firefly: Hurl bolts of electricity. Immediate effect; lasts until hit or replaced.

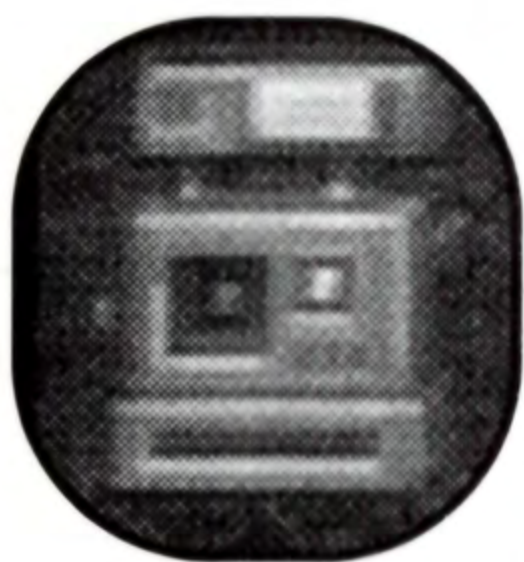
Grasshopper: Jump higher and farther. Immediate effect; lasts until hit or replaced.

Centipede: Kick GEX into overdrive. Immediate effect; lasts for a short time or until hit.

Caterpillar: Laugh at danger with invincibility. Immediate effect; lasts for a short time.



MILESTONES



During play, when GEX loses a Life (by losing all his Hit Paws), you restart the level from the beginning. So, when you're playing a level, run past a Camera and hit it with a Tail Whip to take a snapshot of GEX. Then when GEX loses a Life, you will restart the level from that spot, instead of from the beginning.

If you lose all Lives (including bonus Lives), the game ends and Rez gets one step closer to bronzing a gecko as the network mascot. If GEX loses all his Lives, the milestone snapshots don't make a difference. You knew that.

Remember to collect VCR tapes (page 5) to receive passwords, so you can resume games and try to make it farther through the levels.

GEXIE SAYS . . .

- Find a remote in each world and Tail Whip it to gain ownership. Use it to escape to the next level.
- Compliments of Rez – flying TVs! If you accidentally whack these aerial bombs with a Tail Whip, they start a countdown. Don't be in the way when they explode.
- Find the tricks to overcome tough spots, such as Tail Whipping the floating skulls to knock out TVs.
- Switch on movie cameras with a Tail Whip to activate a special mechanism. Then look around to see what changed, such as a bridge falling into place or a door opening.
- Ride the rafts across shooting geysers. Jump, duck and Tail Whip, and hang on!
- Conveyor belts travel horizontally and vertically, either grounded or floating in the air. Stick on them and you'll be whisked away to other places.
- The Media Dimension has deadly pools of liquid Rez, secret levels and surprises. Find 'em, Dano.
- Each world's boss is rough and tough to defeat. Each can be destroyed if you figure out his secret.
- Pick up a VCR tape and you'll get a password when you finish the level.

CREDITS

PLAYSTATION VERSION

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Manual	Carol Ann Hanshaw
Special Thanks	Dan Arey, Susan Bownam, Jennifer Bulka, Jean Burrell, Madeline Canepa, Dan Chan, Alan Chaplan, Don Dacanay, Dan Dorosin, Rob Dyer, J. Epps, Chris Espinosa, Chang Fadel, Ted Fitzgerald, Steve Groll, Jon Horsley, Dave Kirk, Randy Komisar, Adrian Longland, Alex Ness, Lloyd Pique, Olga Rosenbrook, Michelle Smith, Scott Steinberg, Evan Wells

ORIGINAL VERSION

GEX Concept	Lyle Hall
GEX Core Team	G-Man, Justin Norr, Mira F. Ross, Lyle Hall
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Art	Mira F. Ross - Lead Artist Steve Kongsle - GEX & Rez characters & 3D models & GEX character animation Steve Suhy - Stunt animation Shawn McLean - Boss animation Silicon Knights - Enemy characters & animation Kirk Henderson - Map screens & jungle backgrounds
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Music	Composed & produced by Webtone Productions
Sound FX	Greg Weber, Steve Henefin
Intro & Outro 3D Animation	Windlight Studios, Mira F. Ross, Steve Kongsle, Lyle Hall, Scott Steinberg
Producer	Lyle Hall
Writer	Robert Cohen
GEX Voice & Writer	Dana Gould
Vice-President of Marketing	Scott Steinberg
Additional Design	Noah Hughes
Additional Art	Jean Z. Xiong
Tool Support	Sean Vikoren - IGOT Jeff Kesselman - CYGS
Video Compression	Dan Brazelton

CRYSTAL DYNAMICS LIMITED WARRANTY

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